

# TROLLSZINE!

#7  
SPRING 2013

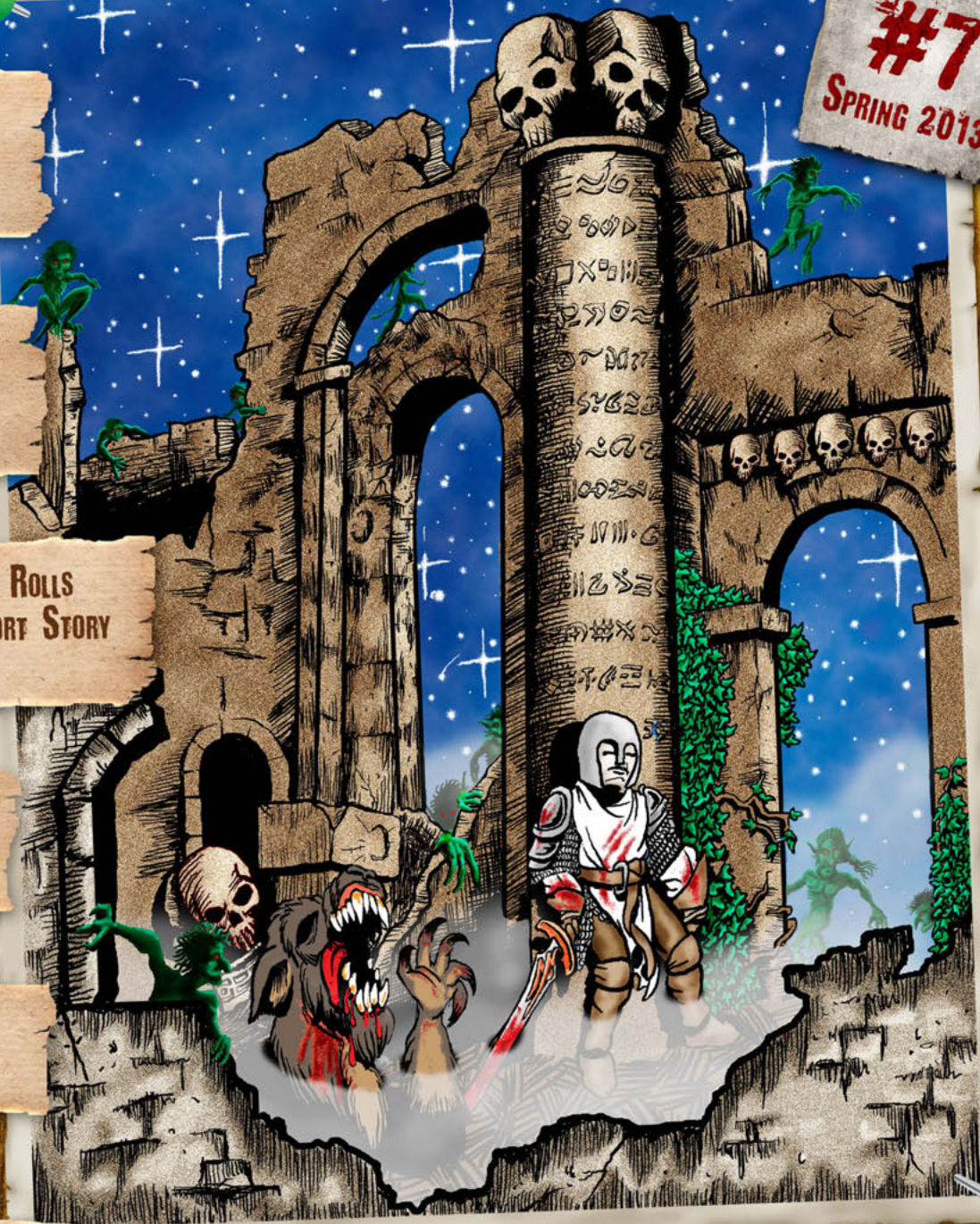
CASTLE PYNESSE  
GM ADVENTURE  
BY TORI BERGQUIST

THE WIZARD'S HUT  
SOLO ADVENTURE  
BY J. C. LAMBERT

SOMETIMES THE SAVING ROLLS  
ARE WITH YOU — SHORT STORY  
BY IRA LEE GOSSETT

RAISING SPIRITS  
BY JUSTIN WILLIAMS

AND MUCH MORE!



## THE FREE TUNNELS & TROLLS™ FANZINE



# TROLLSZINE!

|ssue 7

## TABLE OF CONTENTS

TrollsZine! is a Trollbridge Production

<b>Trolls Kick In!</b> – by Dan Hembree	Page 3
<b>Raising Spirits</b> – by Justin T. Williams	Page 4
<b>Forecast for a Bit of Chaos</b> – by Val Kelson	Page 9
<b>K-Bombs (New Khazan)</b> – by David Moskowitz	Page 12
<b>The Village of Wyrmsdale</b> – by E. P. Donahue	Page 14
<b>All the Classes in T&amp;T</b> – by Douglas Toth	Page 19
<b>The Wizard's Hut (T&amp;T solo)</b> – by J. C. Lambert	Page 25
<b>They Know Kung Fu!</b> – by Dan Prentice	Page 41
<b>Muddled Earth</b> – by David A. Ullery	Page 43
<b>Sometimes the Saving Rolls Are With You</b> – by Ira Lee Gossett	Page 44
<b>Black Powder Oddities and Advanced Misfires</b> – by Justin T. Williams	Page 47
<b>To Start With...</b> – by Patrice Geille	Page 53
<b>The Ruins of the Castle Pynnesse (T&amp;T GM Adventure)</b> – by Tori Berquist	Page 56
<b>Troll Links 7</b>	Page 73

# Credits

Tunnels and Trolls™ is a trademark of Flying Buffalo Inc., and is used with permission. For more information on Tunnels and Trolls™ products visit [www.flyingbuffalo.com](http://www.flyingbuffalo.com).

First edition of this magazine published by Dan Prentice and Kevin Bracey in July 2010.

All rights reserved. © 2010 Trollbridge

TrollsZine! Logo © 2012 M. E. Volmar & Simon Lee Tranter

Cover Layout Design © 2012 M. E. Volmar & Simon Lee Tranter

Cover Illustration © 2012 Jeff Freels

All visual and textual content has been contributed by the individual authors and artists credited in this publication. The copyrights for the contents of the magazine are the property of the individual contributors, who have given permission for their work to be published within TrollsZine! on a not-for-profit basis.

The contents of this publication cannot be reproduced elsewhere without the express consent of the respective copyright holders; however, you may freely print the contents of this publication for your personal enjoyment—we hope you do!

## Editing Credits

Editor – Dan Hembree

Compilation, Interior Layout and Design – Dan Hembree

Copy Editing – Dan Hembree, Mike Hill, Val Kelson, David Moskowitz, Dan Prentice, M. E. Volmar

## Art Credits

### Submitted Art

Darren E. Canton: p. 41-42

Alexander Cook: p. 9, 20-22

E. P. Donahue: p. 3, 14

James Fallows: p. 56, 57, 59, 62-65, 68, 69

Jeff Freels: Cover

J. C. Lambert: p. 25, 27-33, 35, 37, 39

Simon Lee Tranter: p. 13, 53

David A. Ullery: p. 4-8, 43-44

Joshua E. Ullery: p. 70

### Cartography

Dan Hembree: p. 71-72

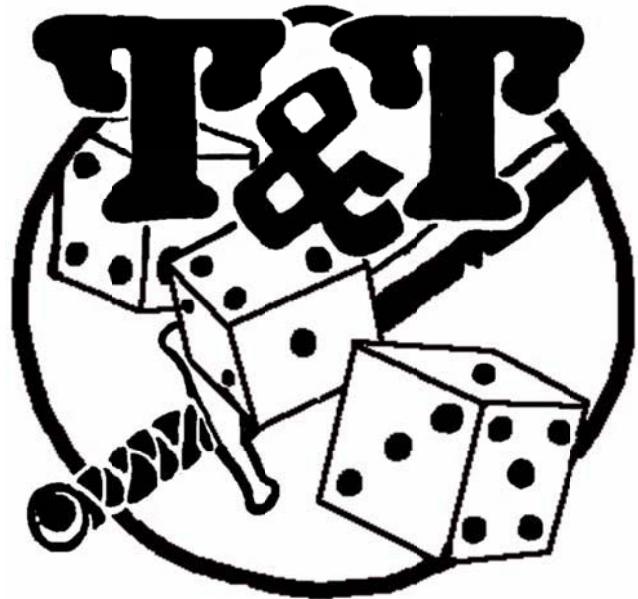
E. P. Donahue: p. 15 (created using Hexographer™ by Inkwell Ideas)

### Stock Art

Jeff Freels: p. 2

### Public Domain Art

p. 47, 49, 51, 52



# Trolls Kick In!

These are indeed exciting times for the *Tunnels & Trolls* community. *Deluxe Tunnels & Trolls* (*dT&T*) will be released this summer thanks to an amazingly successful Kickstarter campaign that raised over \$125,000. The outpouring of support for the *dT&T* Kickstarter campaign has proven that *T&T* is not a forgotten game; it is alive and well. I daresay that the existence of *TrollsZine!* and all of the fan-produced material in publications, online forums, and blogs proves that point.

*TrollsZine!* #7 contains an excellent mix of articles, stories, and adventures to keep you busy for the remainder of the winter and into the spring. Justin Williams has described some wonderful new visions of undead monsters to throw at unsuspecting delvers and the finer details of gunpowder weapons in *T&T*. Put these articles together and have some fun. Val Kelson has provided an entertaining description of a new golem-type monster capable of ruining the day of any party of delvers. David Moskowitz presents the first New Khazan article for *TrollsZine!* in which he describes magically fueled doomsday weapons. E. P. Donahue has given us a rather quirky town for delvers to rest and relax in after their latest adventure; they probably won't have any money left once they can get out, but that's beside the point. Defining character roles is often a point of discussion, and Douglas Toth lays out a perfect way of using the standard *T&T* types to produce an array of character classes that some players feel have been missing from the game. The solo adventure in this issue is by J. C. Lambert. *The Wizard's Hut* is an excellent example of how one can create a rich and complex adventure that covers very little physical space. If you're tired of your delvers constantly beating up your poor monsters, Dan Prentice has offered to train them in some more advanced fighting techniques. Our short story for this issue is by Ira Lee Gossett, who shows us that it really is better to be lucky than good. Patrice Geille has provided some solid advice on keeping your freshly created delvers alive ... for a while at least. Finally, Tori Berquist, author of the solo adventures *The Bullow Lands* and *The Sunk of Tarsus*, brings forth a new GM adventure *The Ruins of Castle Pynnesse*. This undead-

filled adventure contains a detailed and engaging background, a tough set of challenges for delvers to overcome, as well as several suggestions for additional adventures. Do not enter this castle unprepared, unless you'd like to remain there forever.

The artists for this issue include Darren E. Canton, Alexander Cook, E. P. Donahue, James Fallows, J. C. Lambert, Simon Lee Tranter, David A. Ullery, and Joshua E. Ullery. As always, the quality of work that these artists produce and freely contribute to *TrollsZine!* is outstanding. The one and only Jeff Freels provided the creepy illustration featured on the cover of this issue—that warrior's problems have really just begun.

I hope you enjoy this issue of *TrollsZine!*. Remember that *TrollsZine!* relies on your contributions. We don't just need writers and artists, but also editors, designers, play testers, and proofreaders. If you enjoy *TrollsZine!*, then please get involved. Visit the *TrollsZine!* thread at the TrollBridge *T&T* discussion forum to learn how you can contribute. My thanks to all of you have already climbed on board.

Dan Hembree





# Raising Spirits

## Undead, A Little Differently

By Justin T. Williams

Are your zombies sluggish, your phantoms dispirited, and your skeletons nothing but sad bags of bones? Then you may find some inspiration in this collection of undead oddities and anomalous apparitions. For your delight and your players' fright, let the dead rise!

### Famine Spirit

*What good is a strong sword arm against the death of a land?*

**MR:** 70

**Dice:** 8D+35 (Withering/Decaying Touch)

**Special Abilities:**

*Withering Wind:* can summon a terrible wind that decays crops, spoils food, and sickens animals.

*Raise Undead:* can raise the bodies of those it has slain and the bodies of anyone or anything that has died of starvation in the form of a Hunger Ghoul (*see below*).

*Control Hunger Ghouls:* can command any Hunger Ghouls it has created.

*Summon/Control Gore Crows:* can summon and control Gore Crows (*see below*).

*Immaterial:* can only be harmed by magic, silver, or instruments that have been used to harvest food—such as scythes, sickles, grain flails, and other agricultural implements.

*Ignore Armor:* its withering touch ignores all non-magical armor.

**Description:** A Famine Spirit is a horrid corpse-like phantom of indeterminate sex whose body floats ethereally over the ground and shows all the ravages of death by starvation. Its empty eye sockets are filled with green flickering corpse lights. A Famine Spirit is a revenant of vengeance that is brought about when an innocent is starved to death for a crime he or she did not commit. Such a death opens the body of the deceased to possession by a vengeful ghost that will use the vessel to wreak havoc until it is put to rest. A



Famine Spirit is clever, and unlikely to directly confront its enemies, preferring to send its servants, the Hunger Ghouls, to deal with them, and its Gore Crows to spy and steal from them while it remains safe in a hidden location—usually a secret stash of food whose owner refused to share even as others starved.

### Gore Crows

**MR:** 20

**Dice:** 3D+10 (Serrated Beak and Talons)

**Special Abilities:**

*Winged Flight:* are capable of flight.

*Far-Seeing:* can transmit images they see to the Famine Spirit that controls them.

**Description:** Huge crows the size of vultures with hooked serrated beaks and bloody red eyes. They give off a foul corpse-like odor and utter raucous guttural calls. Gore Crows are, in truth, spirits in physical form and maliciousness



incarnate. Filled with hatred and bloodlust, they are the eyes and scouts of the Famine Spirit that controls them, serving it to satiate its own dark desires. Gore Crows are excellent thieves, and have been known to steal small important items from their Famine Spirit's enemies and to spy on their plans.

## Hunger Ghouls

**MR:** 35

**Dice:** 4D+18 (Claw-like Hands and Teeth)

### Special Abilities:

*Undead Invulnerability:* are immune to poison and disease, do not breathe or feel pain, and their undead state gives them the equivalent of 3 points of armor.

*Undead Reproduction:* a victim killed by a Hunger Ghoul who is not completely devoured rises from the dead as a new Hunger Ghoul.

*Undead Persistence:* do not lose any of their dice until they cease to function, but do lose their adds with damage as normal.

**Description:** Depending on how the Hunger Ghoul died, its body may look almost alive, be horribly starved, mutilated, or, if killed directly by the Famine Spirit, desiccated and withered. Hunger Ghouls are created from the victims of a Famine Spirit and rise to an un-life of eternal ravenous hunger. They will eat any and all food they find, including animals and people. A single Hunger Ghoul will happily devour a whole sack of

salt or flour, or tear apart a man or dog to feast on flesh. All of this, of course, helps the Famine Spirit to spread the killing hunger that it draws its power from. Hunger Ghouls are capable of complex plans only when directly controlled by a Famine Spirit. Otherwise, they behave like mindless eating machines, incapable of all but the most simple of tactics—such as hiding in a closet or under a set of stairs, and waiting to ambush a victim.

## Charnel Dogs

*What use to flee from a tireless hunter?*

**MR:** 58+

**Dice:** 6D+29 (Jagged Teeth and Ragged Broken Claws)

### Special Abilities:

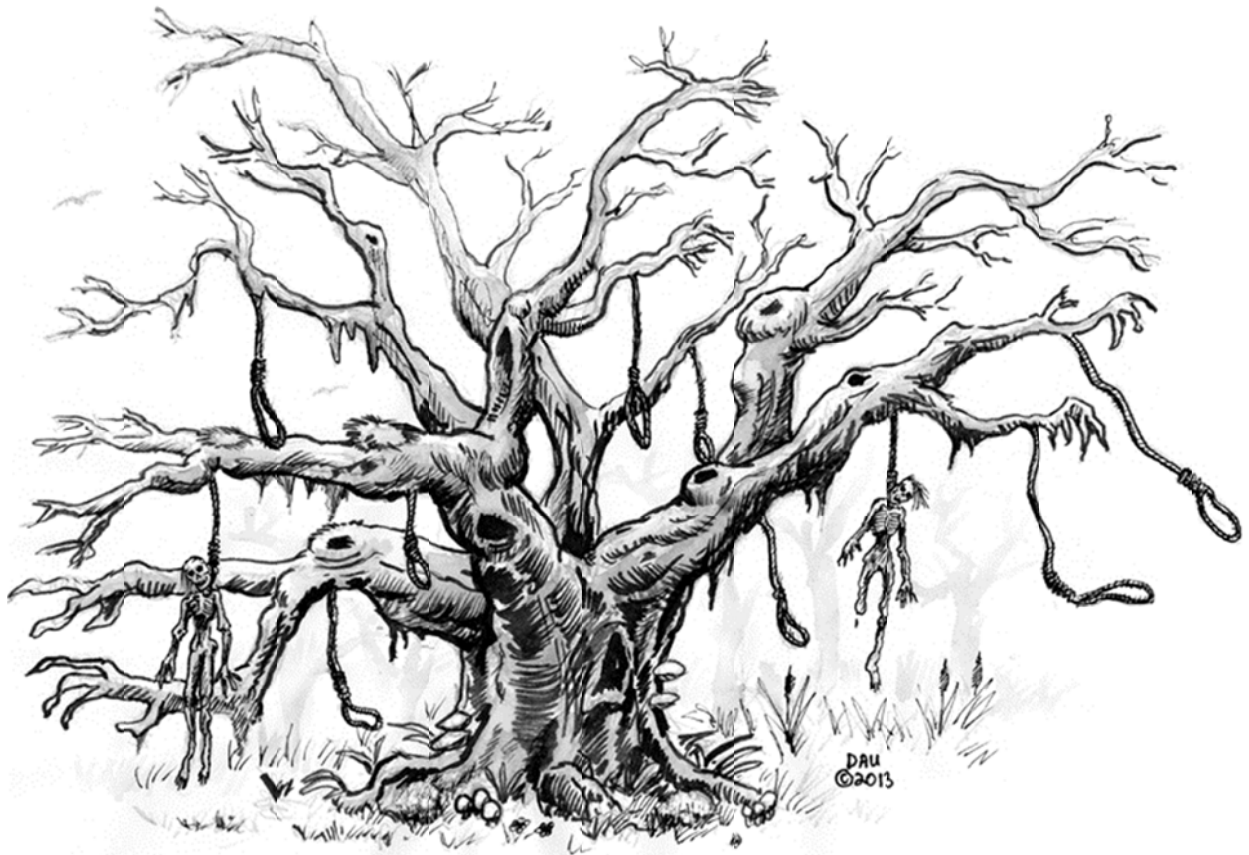
*Undead Resistance:* are immune to poison and disease, do not breathe or feel pain, and their undead state gives them the equivalent of 3 points of armor.

*Speed of the Dead:* can run tirelessly and endlessly at top speed—characters running away from them over a long range have a +1 level of difficulty increase on their SRs to outrun or outdistance them.

*Implacable Tracker:* can track infallibly over land, across rivers, and through the rain once they have been given a target's scent.







*Howl of the Damned:* can utter a guttural baying that strikes at and chills the very heart of anything living—all characters must make a L2SR on INT or lose half of their personal adds for that turn. Each subsequent turn, they may make an additional L2SR on INT to overcome their fear.

*Infective Bites:* their bites can cause fever and illness in their victims—for the cost of 3 points of Spite, a Charnel Dog can inflict an infected bite. Infected characters must make a L2SR on CON or lose 2 points of STR, DEX, and INT per day until they can be cured by a spell or healer, or succeed at a L3SR on CON made once per day (none of the lost points will return without the aid of magic or at least a week of uninterrupted rest).

**Description:** Large dogs, mastiffs, wolfhounds, hyenas, and the like, rotting and crawling with vermin and decay, with hate pouring out of their empty eye sockets or blind cataractous eyes, and their flesh and fur dripping with corruption, while slime and bile foam from their fanged maws. Charnel Dogs are the ultimate undead tracker beasts, made by only the most evil and corrupt Necromancers and Demonologists. Filled with

nothing but hatred and a mad burning will to trail and bring down their prey, once they track it—through rain and snow, over rivers, and even across the most forbidding and inhospitable terrain—they destroy it. Charnel Dogs sometimes guard the tombs of ancient priest kings, and whole packs are said to serve the dead and deathless witch queen of the marches east of Finder's Keep.

## Gibbet Tree

*Where rest the souls of the hanged?*

**MR:** 50 (for its trunk) + 20 (per body hanging from it). **Average MR:** 150

**Dice:** 16D+75 (Trunk: Strangling Ropes; Hanging Bodies: Fists, Teeth, and Grapple)

### Special Abilities:

*Entangle:* each empty noose hanging from it can reach out and attempt to grab or strangle a single character at the cost of 3 points of Spite—if the character in question fails a L3SR on DEX or LK, his or her adds are cut in half until a successful L3SR on STR or LK is made.

*Reach:* can extend its strangling ropes and the

bodies that hang from its branches up to 30 feet from its main trunk.

*Steely Bark:* due to its tough nature, it is considered to have 8 points of armor.

*Aura of Fear:* the reek of decay and an unquiet aura surround it, causing characters and NPCs to make a L2SR on INT or LK on the first combat turn—any character failing the SR has a +1 level of difficulty increase on his or her SRs for that combat.

**Description:** A huge and ancient tree with a great canopy and many sturdy limbs projecting from the trunk. Suspended from these limbs are ropes knotted into nooses, and hanging from these ropes are the bodies of its victims, twisting pitifully in the wind and in various stages of decay. A foul stench permeates the surroundings of the Gibbet Tree, and nothing will grow near it. Sometimes, when a tree is used as a hangman's gibbet, the souls of those hung possess the tree and use it to vent their fury on the living world. When this happens, the Gibbet Tree will at first ambush single individuals who happen too near and build up its zombie puppets. Soon, however, it will openly attack all within its reach, sending out its unattached Gibbet Zombies to drag more victims into its reach. When attacked, the Gibbet Tree will defend itself with its strangling nooses, and any bodies hung from its branches will attack from the ends of their ropes like monstrous marionettes. Gibbet Zombies can be distinguished from other zombies by the nooses they wear, and many have broken lolling necks. As most Gibbet Trees are found at crossroads, they can become a deadly menace in short order.

## Gibbet Zombie (unattached)

**MR:** 30

**Dice:** 4D+15 (Fists, Teeth, and Grapple)

### Special Abilities:

*Undead Invulnerability:* are immune to poison and disease, do not breathe or feel pain, and their undead state gives them the equivalent of 3 points of armor.

*Undead Persistence:* do not lose any of their dice until they cease to function, but do lose their adds with damage as normal.



## Bone Dragons

*The terror of the ancient past rises to stalk the present.*

**MR:** 125+

**Dice:** 13D+63 (Crushing Feet, Rending Claws, Horns, and Razor Teeth)

### Special Abilities:

*Resistance of the Undead:* are immune to poison and disease, and do not breathe or feel pain.

*Bones of Stone:* their bones are fossilized and hard as stone, providing 12 points of armor protection.

*Terror of the Ancient Dead:* the bones of the giant saurian invoke terror in anything smaller than them—all characters must make a L2SR on INT or have a +1 level of difficulty increase to all combat SRs.

*Crushing Strength:* their strength is as great as it was in life—any SRs on STR made against them are considered to be L4SRs.

*Trample:* for the cost of 6 generated Spite points, a single beast can elect to trample all party members that fail a L1SR on LK or DEX if it wins that combat turn—if trampled, a character takes full damage for that turn without the benefit of armor.

### Description:

The animated bones of great fossilized dinosaurs brought back into a sorcerous half-life to serve their animators. These giant terrors are the work of powerful Necromancers who search tirelessly for these rare and deadly specimens.

And to end on a lighter—if no less deadly!—note...



## The Bombie

*Because Necromancers can use gunpowder too!*

**MR:** 20

**Dice:** 3D+10 (Teeth, Talons, or Torch)

**Special Abilities:**

*Undead Invulnerability:* are immune to poison and disease, do not breathe or feel pain, and their undead state gives them the equivalent of 3 points of armor.

*Undead Persistence:* do not lose any of their dice until they cease to function, but do lose their adds with damage as normal.

*Explosion:* each Bombie has a special one-time attack (which destroys it); once amid a party of delvers, it will attempt to thrust its torch into the bomb sewn into its abdomen. If the characters manage to make a L3SR on STR, DEX or LK, they stop the Bombie from detonating its payload. If they fail, it does 10D+10 damage to all within melee range, minus any armor the characters may have (all characters can make a L2SR on DEX or LK for half damage).

**Description:** A zombie wielding a large burning torch, with a horribly distended abdomen and hideous stitches running from the end of its sternum to its groin. The Bombie is the undead equivalent of the smart bomb (Zombie? Smart?), created by a progressive Necromancer looking to make the most out of her minions. You only have to throw one at your players, and they will worry about any torch-carrying zombies they come across as long as you are game-mastering.





**SIDESHOW**  
By A. R. HOLMES



**TAVERNMASTER**  
GAMES



**RAPSCALLION**  
By SID ORPIN

**TWO NEW, SPECIALLY PRICED TUNNELS & TROLLS™  
SOLO ADVENTURES FROM TAVERNMASTER GAMES  
AVAILABLE EXCLUSIVELY AT DRIVETHRURPG!**

**COME & JOIN US FOR FUN & GAMES,  
ENJOY QUALITY PRODUCTS & THE FINEST ALES AT...**

**WWW.TAVERNMASTER-GAMES.CO.UK**

# Forecast For a Bit of Chaos

By Val Kelson

"That's when we heard it," the stranger said to the group gathered around him near the tavern's fire, "a tormented scream that sent shivers up our spines and seemed to come from everywhere and nowhere. It didn't echo off the tunnel walls but set up a chill in the spirit. The very howl itself was unholy." The man paused for a sip from his mug and drew on his pipe.

I knocked the trail mud off my boots and shut the tavern door behind me. Signaling the innkeeper for a pint, I shrugged out of my pack. I selected an empty table outside the circle of listeners, set my pack down on one chair and pulled the other around so I could listen to the tale. I had been tracking the story of tunnel rippers, or chaos clouds as they are sometimes known, for the better part of the last fortnight. It would appear that I had finally found someone who had survived an encounter with one. The innkeeper quietly placed a tankard on my table as if reluctant to break the spell being woven in the circle by the fire's light. I dug out a coin and passed it over, then leaned back in my chair to listen to the tale.

The tale-spinner held his pipe cradled in his hand as he resumed his story, "We saw the flickering light first, though Mebwell, he weren't so lucky. That thief had been blundering along through every lock and trap, breaking or tripping each one as we encountered it. I s'pose if 'tweren't for poor luck he wouldn't have had any at all. His luck ran true and he was the first to fall to the chaos clouds."

"They were about the size of a grown hound and there were three of them. Their appearance was accompanied by a flickering of dim lights and a gods-awful chiming and ringing of metal. Mebwell, he was working on picking a lock, or breaking his tools in it more like, when the clouds rounded the corner of the tunnel. The lead one sped up and Mebwell fell under it with barely a screech. As the other two advanced on the rest of us, I could see they had fancy full helms in the center of the clouds and ghostly, shifting faces with a pair of brightly glowing eyes. Around the helms was the source of the be-damned ringing. A swirling mass of broken weapons and other metal





pieces flickered and glinted in the glow of the helmet's eyes."

I sipped at my tankard, the bitter ale about what I had come to expect from this part of the country. Oh, how I longed for a nice, fruity Trebmalian red or a smoky mezcäl from the southern isles. Alas, such imported niceties didn't make it this far into the Keltonesh'ta Mountains. The bitter ale seemed to fit as hand-in-glove with the flickering firelight and rough tables of the room. I grimaced as I took another sip to ease my dry throat and returned my attention to the man surrounded by the rapt audience.

The survivor, if the healing slice across his face was any indication, was pretty much how I would have expected an adventurer to appear. Rough, non-descript clothes covered his frame and scarred hands held his tankard and pipe. A quality leather belt gird his waist from which hung a worn leather scabbard housing a long dagger. The hilt of the dagger gave evidence of long use and the soft glints of dark red from the pommel suggested a jewel inlay. The boots propped up before him were of a quality similar to his belt. They were well worn and equally well taken care of. In short, a man who gave priority to the gear that would keep him breathing. Someone who let his skill, rather than his appearance, speak for him.

"The other two clouds rushed us," the man continued, "Skeg took the first hit and it sounded like a group of demented tinkers all beating out of sync on his great shield. I'd seen him take the charge of a wounded boar on that same shield with barely a grunt. This chaos cloud forced him two steps back. He once mentioned that his father was half-troll and to look upon him I didn't doubt it; the face only a mother could love and standing head and burly shoulders above the rest of us. That day I saw the hint of fear in his eyes."

"Skeg shifted the first cloud off his shield and it continued on past to Drebin and me. Drebin tried to duck back into the alcove next to him, probably hoping that it would miss him as it bounced off Skeg's shield and the tunnel wall. It almost did. As the cloud closed on me a length of chain suddenly whipped out from it and snagged the dwarves foot. It dragged him out of that

alcove towards all those flickering and spinning shards."

"I leapt in with my hammer and somehow managed to knock the helm just right. The chain released Drebin and it was all I could do to dive out of the way. The cloud spun towards me as I backed up and ran into the wall. A piece of spinning steel suddenly shot out towards me. I tried to dodge," he said fingers brushing past the slice on his face, "but I wasn't so successful."

"My vision wavered and I must have blacked out for a moment. When I could see again, I saw the helm lying in the tunnel dirt, a scattering of broken blades, armor and other pieces lying on the ground around it twitching. Our wizard was standing just past me casting a spell at the cloud charging him; probably the same one that had done in poor Mebwell. I'd seen him throw spell-fire before and it's an awesome sight. I'm not sure what this spell was, but when Jorgen shouted the cloud just came apart in midair and fell to bounce along the ground."

"Skeg was holding his own, trying to squash the remaining cloud into the wall with that great shield of his. The cloud must have taken offense to being caught between the troll and a hard place because the din it made as those blades raked his shield and tore chunks out of the wall would have put a group of drunken metal smiths to shame. Jorgen cast that spell of his once more and Skeg stumbled into the wall as the cloud dropped at his feet and he crushed the helm."

"Mebwell was a goner; there was nothing we could do for him. The helms and their metal pieces lay on the ground twitching up a storm as if they'd like to do nothing more than pull back together and have at us again. We didn't stick around to see how long they'd be out of commission; we high-tailed it out of there."

The warrior took another long pull on his tankard and followed it up with his pipe. I wondered if the pipe somehow made the bitter ale taste better. It was worth looking into, all things considered. "Looking back on it," the man continued, "scouting out the tower ruins of the wizard Efqavarna probably wasn't the best of ideas.

Hearing tales that he bound demons to his service is one thing; having seen it with my own eyes is something else entirely.”

I nodded to myself. The very idea should have been enough to make them question their sanity. That they had survived was a minor miracle. Perhaps Jorgen was one of those holy wizards, a wizard in service to one of the gods. Either way, I had enough to write up a quick report and send it along to the Archivist's Collegium by courier. Perhaps further investigation and maybe an interview with the other survivors would elicit further details. Time would tell. A field investigator for the Archivist's Collegium certainly wasn't the dull job that I had once thought it would be.

## Chaos Cloud

**Chaos Helmet** – MR 25; always found in groups of three or five.

**Chaos Coat** – MR 80; the same as a chaos helmet but an order of magnitude larger. Sometimes found with a contingent of chaos helmets. Heaven help you if it's a group of five.

### Special:

0/*Scream*: L0SR on CHR or frozen with fear for one turn. Target cannot take any action.

2/*Blade Ejection*: The tunnel ripper is able to make a missile attack against a party member.

3/*Chain Whip*: L2SR on Dexterity or entangled with whip for 1D6 turns; L2SR on STR to escape.

### Weakness:

A successful casting of *Curses Foiled* can interrupt the curse binding the demon to the helm for 1D3 turns. This doesn't free the demon from the helm, but will interrupt its ability to control the helm and surrounding cloud temporarily. It's probably not a good idea to hang around to determine just how long the spell will last.

### Origin:

Chaos clouds, or tunnel rippers as they are sometimes known, were created by the wizard Efqavarna in a fit of pique. Efqavarna was a genius when it came to magic and his brilliance truly shown when he bent his thoughts to matters

of security. It became a mark of prestige to boast that one had a series of Efqavarna's wards protecting one's property or that one of the mage's sentinels patrolled the grounds. At times, even the mere rumor that Efqavarna may have been seen on some noble's grounds was enough to make thieves look for easier pickings elsewhere.

The mages reputation became so legendary that some adventurers tried making their name by breaking into Efqavarna's tower itself. While none succeeded, for some bizarre reason decipherable only through the cipher of male machismo, many continued to attempt the feat. At one point, the inner and outer baileys of Efqavarna's modest retreat were quite literally littered with the remains of failed adventurers. Removing the bodies left the mage with a small mountain of weapons and gear that he had little use for or interest in. As he stood on the balcony considering the debris inspiration struck.

Efqavarna adapted and modified a spell he had used to great success in the past. The mage inscribed the name sigils of demons he knew on the inside of each ornate helm and bound the being within. Laying a geas upon the demon he bade the nefarious beings to serve and protect. The demons had little say in the matter and could only act within the confines of the geas – protect the grounds, keep and person of Efqavarna and defend against attack. They were able to create a semblance of a physical body from the debris of weapons and armor left over in order to interact with their environment and to carry out the mage's orders.

Efqavarna had created the first cohesive fragmented golem.

Beyond this, not much else is known. It is suspected that Efqavarna had created some means to allow for safe passage by himself and his retainers though what that may be has never been confirmed. That the chaos clouds had survived the wizard's death is now no longer a simple fireside story, but a matter of fact. Why it has taken the chaos clouds over two-hundred years to emerge after Efqavarna's death is a matter open for debate, though it would seem that answer may only be available in Efqavarna's tower.



# K-Bombs

## Doomsday Weapons for New Khazan

By David Moskowitz

*The following device is intended to be more than a simple weapon, but a major plot device for 9KW players seeking prevent/cause mass destruction on a given planet. If you just need a MacGuffin to destroy a world, just build a big enough Blow-You-To generator to teleport its core into orbit and watch the fun.*

Some things are better off in the low-Kremm vacuum of space. One does not think of Hellbomb Burst harpoons as *contained* explosive devices, but compared to their atmospheric counterparts...

K-Bombs are so unpredictable, so damaging, that few of the 9,000 worlds possess them. The Imperii, the Alliance, and even the worlds of Horde space have interplanetary agreements discouraging their use; but then, aren't rules and contracts for those who benefit from them?

### The Krestle Whizzboom Connection

The K-Bomb must contain exactly two Krestle crystals, coupled with a special detonator (see below). Additional crystals generate no additional yield; in fact they reduce potency by a factor of 10. The base unit of K-Bomb potency is the Whizzboom (WB). The number of WB's is the geometric mean of the charges (i.e. the square root of the product of the WIZ charge of each Krestle). Any combination of Krestle may be used, but a WB total of at least 500 is necessary for a proper reaction, otherwise it's a dud. (Game Masters are encouraged to take advantage of potential uncertainty about the Krestle quality. Few things are as entertaining as watching players ask each other, "Do you think we're far enough away?")

### The Detonator

A Hellbomb Burst is required to trigger the necessary Kremm-reaction, but simply casting one on properly arranged pieces of Krestle won't work. One needs either:

1. A converted Hellbomb Burst harpoon torpedo with the Krestle inside.

or

2. A detonator scroll wrapped around the bomb. When the trigger word is spoken, the scroll effectively reads itself, words glowing and vanishing at a predetermined rate, casting the spell. (Note: a detonator scroll without a K-bomb will eradicate anything within a 1 meter radius, but have no other effect.)

### Kaboom

Detonating a K-Bomb produces a K-Pulse. To determine the blast effect of the K-Pulse, roll WB/100 D6. Calculate the total and then remove any die whose value is unique. Re-roll the remaining dice and repeat the procedure until you have a roll with all unique values; this is the Final Total (FT).

### K-Pulse Damage and Speed

Unlike traditional explosions (i.e. gunpowder, nuclear bombs, Hellbomb Bursts) the K-Pulse begins slow and *gains* speed as it spreads. Your FT will have the following effect on those caught in the blast:



Distance	Effect	Blast Speed
Ground zero to (Final Total) x1 km	Everything is evaporated.	25 km/hour
x2–x3 km	1D6 spell-ship level damage (i.e. 1,000-6,000 CON)	100 km/hour
x3–x5 km	1D6X100 CON damage	225 km/hour
x6–x8 km	1D6X10 CON damage	3600 km/hour
x10+ km	No damage. K-pulse fades to ineffectiveness.	

## Total Annihilation

If your FT > WB, then the Kremm-reaction does not stop, vaporizing the surface of the planet and its atmosphere.

## The K-Pulse and Magical Items

Any magical item (including Kremm-powered weapons *and* Krestle) within range of the K-Pulse may be affected. Roll 2D6:

2: Item explodes, doing 1D6 x 10 normal damage to anyone within a 1 m radius. All magic items within that radius turn to dust.

3: Item turns to dust.

4-5: Item loses magical properties and cannot be recharged but maintains its physical properties.

6-8: As above, but can be recharged.

9-10: No effect.

11: Doubles number of charges or, if permanently ensorcelled, doubles one aspect (GM adjudicates)

12: As above, but the effect is tripled.

## Final notes

As dangerous as K-Bomb may be to what little galactic stability there is, whoever develops and mass-produces spell-ship and hand-help weapons mimicking the K-Pulse will be both prime candidates to rule the 9K worlds or, more likely, face total annihilation.

# The Village of Wyrmsdale

By E.P. Donahue

*There's a long trail ahead for the party and a great deal of space on the map between here and there. Looks like I should put in a town or village or something so the party can rest and restock. After all, it only makes sense that there would be some inhabitants between here and there. So I guess I'll include one of my vanilla towns with a tavern, a store and a smith...*

Not so fast! Let me introduce you to Wyrmsdale. Admittedly, it's a town with a tavern, a store and a smith, but as everyone knows, it's not the town that makes the visit special, it's the characters in the town and Wyrmsdale's inhabitants are a motley bunch for sure.

I designed Wyrmsdale for use as part of my Great Sump campaign, but you can use it anywhere that suits your gaming needs. It includes elements from Bear Peter's The Catacombs of the Bear Cult, available from Flying Buffalo Inc., if you wish to use these elements unchanged and don't already own it.

## Background

Nestled between the hills, forest, and grasslands along the Great Road from Khosht, Wyrmsdale relies on visiting travelers for its economy. The town offers lodging and does a brisk business selling mules and other supplies. Miles before players reach Wyrmsdale, they will start to see placards nailed to trees, fastened against large boulders, or posted along the trail with messages such as:

"Don't miss it!...It's just ahead!...Wyrmsdale!"

"If you can't find it in Wyrmsdale, you can't find it!"

"Everyone's talking about Wyrmsdale!"

"Be sure to ask us about our magic marbles!"

"Wyrmsdale...It's an adventurers delight!"

"World's largest ball of cat fur—Amazing!"

"You won't believe it until you see it!"

The entrance is a gateway made of dinosaur bones, with a T-rex skull hanging down in the center. Painted on the skull is "Wyrmsdale." The place screams tourist trap...but there are no other tourists.

One of the locals will immediately welcome characters and point them in the direction of **Snick'ss Lick's General Store**: "Wander all you like—and check out the ball of cat fur. But if you want to do any business, you got to see Mayor Snick'ss first—it's just the way we do things around here." If players attempt to enter any of the establishments besides the general store, they will be instructed that all commerce must first take place at Snick'ss Lick's.

## Snick'ss Lick's General Store

This store's atmosphere suggests an indoor flea market. On the counter sits an assortment of spools of various colored paper tickets. On the





wall behind the counter, amongst displays of other goods, are two differently embroidered shirts. One says, *I traveled 50 miles to Wyrmsdale and all I got was this lousy shirt* and the other says, *I lost my marbles in Wyrmsdale*. Both have *World's Largest Ball of Cat Fur* on the back.

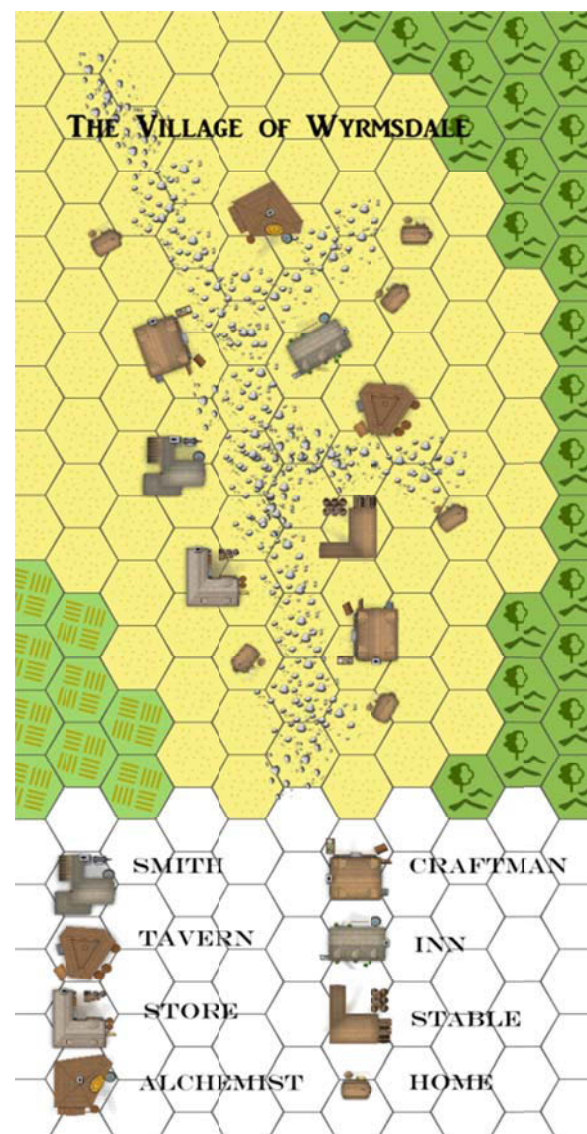
The proprietor and village founder, Snicketti Spilunkety Wonktuzit, is a half-Uruk/half-Leprechaun who most simply call Mayor Snick'ss. He is a classic flim-flam man, who benefits from the better qualities of both his parents' kindred. A smooth talker, Snick'ss is looking for his long lost love—gold, and Wyrmsdale is his last ditch effort to find some (this has something to do with his unique parentage—which he's understandably touchy about—and anyone trying to strong-arm or cheat him will discover his mean streak).

Mayor Snick'ss will inform characters that all commerce in the village is to take place through him because the village is a co-op. They must purchase colored tickets which they can redeem at the various shops and businesses. If the players attempt direct trade at the various shops, they will be pointed to the general store to purchase a ticket (the exception being chance positive encounters at the tavern with some of the locals).

Most things which can be purchased in Wyrmsdale exist only in package deals. Players cannot simply buy 50' of rope, but rather must purchase the "Ropety Dope Special" (detailed below) for which they will receive a yellow ticket that says, "Ropety Dope," redeemable at the weaver's shop. Just about any mundane item can be found in Wyrmsdale and GM's are encouraged to create their own package deals—with the total cost being at least 50% more than the calculated sum of its parts. Additionally, special items or repairs can often be had for a (well above-average) price.

One thing characters will soon discover is Snick'ss' talent for sales. Every time they enter the store, all characters who don't buy something, in addition to lodging, are subject to the mayor's salesmanship. Snick'ss will secure a sale by making a CHR (his is 28) Saving Roll against each character's IQ, (minimum roll of five required, DARO applies). Those short on money will be invited to earn their keep—at least half the

townsfolk are working off ever-increasing debts to Snick'ss. Rather than wash dishes in the tavern, dig new latrines, etc., characters will have the option of taking on a branch of The Cult of the Great Bear which harasses travelers along the Great Road, interfering with business at Wyrmsdale—the village being a target due to the cults belief that the town assists those working against their political agenda. Snick'ss will offer each of the characters one week's room and board (economy of course) in exchange for a dead Bear Cult member. The town is not interested in live prisoners, but characters are free to then take the cult members' bodies to Kharzan for the full bounty.



1 hex = 50'

GM's may choose to use the full module, The Catacomb of the Bear Cult or simply throw a small group of cultists into the hills. The average cultist is a Level 1 Warrior, ST 12, IQ 11, LK 12, CON 11, DEX 13, SPD 12, CHR 5 who is armed with a francisca axe (3+2, can be thrown) and a javelin. All cultists can turn into were-bears: ST 42, IQ 6, LK 12, CON 55, DEX 7, SPD, 20, CHR 15 (5D+10 for jaw and claws).

### **Common items for sale at Snick's Lick's:**

#### Lodging (per night, per person):

- Deluxe Stay: A room complete with plush goose down bedding and a scenic view (i.e., not of the stables), one hot bath, one tavern pass, one hot meal, and laundry service. 20 GP
- Economy Stay: Windowless room with a straw pallet, one cold meal of biscuit, cheese and homemade jam (no bath, laundry, or tavern pass). 10 GP
- Sub-Economy Stay: Stable (no meals or tavern pass). 3 GP (+1 GP for clean hay, fresh water in the trough).
- Animal Boarding: Stable. 3 GP

#### Food, drink, and entertainment:

- Tavern Pass: 1 drink and entertainment. 3 GP
- Meal ticket: 1 hot meal—available only when there's no performance. Otherwise characters must purchase a tavern pass. 1 GP
- Drink ticket: 5 SP (well drinks) or 50 SP (top shelf)

#### Pack Animals:

- Grade A Mule (will carry up to 300 lbs.). 100 GP
- Grade B Mule (will only carry half loads). 60 GP
- Pack goats (will carry up to 50 lbs.). 25 GP

#### Adventuring goods:

- Mobile Tavern Kit: Pair of wooden water jugs (each holds 10 gallons) and mule harness. 100 GP
- Tourist Shirts: 8 SP
- Adventurers Kit: Backpack, 3 torches, 10 pitons, piton hammer, leather gloves, 25' rope. 90 GP
- Travelers Kit: Belt pouch, lantern, skin of oil, compass, rain coat, 3 days rations, cloth sack. 155 GP
- Delvers Kit: Mirror, stick of wax, matches, chalk, salt, twine. 30 GP

- Ropety Dope Special: 50 ft. hemp rope, leather gloves, cloth sack. 12 GP
- Deluxe Handyman Special: Shovel, pick, hammer, two dozen nails, roll of wire. 80 GP
- Fasten-It-Fast Fun Pack: Special alchemist items: small jar glue, 15' sticky tape, roll of wire, ball of twine. 50 GP
- Bag of Magic Marbles: Small leather pouch with six assorted marbles. (See the alchemist shop for details). 30 GP
- Bucket of Beans On The Go: Wooden bucket filled with enough dried beans to feed one person for one week. 20 GP
- The Whole Mess: One cauldron, one boiler, one skillet, two cups, steel fork and spoon. 35 GP
- Medicine Chest Special—buy three get one free: All poisons and potions in rulebook as well as concoctions from GM's campaign, still at 150% above normal cost.

## **World's Largest Ball of Cat Fur**

Snick'ss will do anything for money, but even he knows not to charge admission to see the two-foot diameter sphere of lint, fur, and dust held together by—it's best not to ask. Characters who inquire or seem aware enough to ask (no Saving Roll needed) will notice there are no cats in Wyrmsdale either. (GM's should encourage speculation regarding Bear Cultists or the nondescript stew served in the tavern.)

## **Mother's Comfort Inn and The Faithful Flock's Tavern**

The brother and sister Hobb partnership of Priscilla and Stewart Topbuttons jointly operate these properties noteworthy in Wyrmsdale for their good Hobb craftsmanship and tidiness. All the woodwork is well oiled and polished as Hobbs like things neat and orderly, and the tavern employs two ogres, Tudd and Gruu (MR 50 each), to ensure they stay that way. These two are the best dressed ogres characters will ever see, with their well-tailored jackets atop ruffled collared shirts and clean, form-fitting slacks held up with a large leather belt (Stewart insists upon this for all of his employees). Buckles, buttons, and boots are polished, highlighting the craftsmanship of the

village blacksmith and tailor. Tudd and Gruu reside in one of the small huts near the Tavern.

Priscilla sometimes plays the harp and sings in the tavern. She may choose to tell players how she and Stewart came to Wyrmsdale after members of the Bear Cult ransacked and burned the Hobb hamlet where they grew up. Its location is not far from Wyrmsdale and she longs to recover her mother's brooch which was lost as they fled. Those who did not scatter or die in the fighting were led away by the cult members, never to return.

Stewart is the barkeep at The Faithful Flock's Tavern. He might disclose some local gossip about the village and surrounding areas. But if any character crosses him, Stewart will spit in his or her drink—purposefully within his or her sight—before serving it. All hot meals are served at the tavern and generally consist of meat, potatoes, cabbage, or a stew which resembles the previous day's ala carte entrees, heavily seasoned. The drink options are mead, wine, and liquors with names like *Dragon's Breath Brew*, *Stalwarts' Sumptuous Syrup*, and *Libations of Merry Men*.

The tavern is the hub of the village and one or more of the locals might be encountered there during the nightly entertainment.

Stewart permits no gambling in the tavern. Those who insist will find themselves escorted by the ogres to the general store. There, Mayor Snick'ss is glad to offer players a game of dice or cards—and of course, he cheats. In the dice game, victory goes to the high roll on 2D6; to simulate the mayor's cheating, players must beat Snick's roll by 3. So, if the GM rolls a 4, they must roll a 7 to win and have no chance against Snick'ss rolling 10, 11 or 12. In the card game, high card wins the hand and the winner of two out of three hands wins the game. Before the game session, the GM should remove all aces, jacks, queens, and kings from the deck, shuffle the deck without the removed cards, and then place 3-6 high cards on the bottom of the deck. Players pick from the top of the deck, the GM from the bottom. (It may help GM's to draw the first or second round from the top to ease players' suspicions). If the players notice what's happening and object, the GM can role play the resolution. Of course, no matter what happens in the games, Snick'ss will try to sell

players something before they leave the store (CHR SR vs. IQ).

## Longshoreman's Stables

An ex-pirate by the name Saul Scumtuff manages the stables, which provide delvers a place to board their horses and buy additional livestock—all sales going through Snick'ss Lick's. Scumtuff's real pirate name is Rancid Pete and Mayor Snick'ss is the only one who knows who he is and that he ensconced from Captain Doublesticks Dustbin's ship one night while anchored off the coast. Scumtuff may know the whereabouts of some buried treasure, but the info will cost plenty, matey. Generally, he's content and happy with his new life at Wyrmsdale with no interest in his previous career. He does love his *Red-Eyed Devil Rum* though, and if players get on his good side he'll offer to redeem a Grade B mule ticket for a Grade A mule.

## The Owl's Cove Alchemist Shop

An old white-haired and grey-bearded twig of a man, Razfornia Frapsburg, is the mastermind behind some of the products only found in Wyrmsdale. It is not unusual for small explosions to be heard coming from his shop or for colored smoke to pour out of the windows, so the locals pay no mind. Frapsburg's gambling habit and resultant debt keep him tied to Wyrmsdale—he is also the reason there is no gambling at the tavern. Mayor Snick'ss makes sure to offer him a game of dice every once in a while to insure Frapsburg's continued contributions to the co-op. If players catch Frapsburg at the tavern, he may offer some item at a price that undercuts Snick'ss prices. He dreams that enough of these under-the-table deals will allow him to pay off his debt and leave Wyrmsdale once and for all—but for this games-of-chance addict, these hopes are delusional.

Players can find all sorts of elixirs, poisons, salves, and concoctions at this shop, as well as Frapsburg's specialty, Magic Marbles. These come in an assortment of colors and have limited effects when tossed against a hard surface (small flash explosion, colored smoke, oily puddles, loud whistling sound, growing pool of bubbles, etc.).



Whenever they purchase a bag, Frapsburg will be sure to say, "Now make sure you don't lose your marbles!" guffawing at his own joke.

## The Two Strong Forge

The Forge is run by a Dwarf named Gunthar. He's a good ol' boy with a greasy black mane tied back in a ponytail and toothy grin that reveals a number of missing teeth (he'll be quick to tell players not to seek dental work at the alchemist shop). Gunthar wears a leather apron over canvas overalls and is handy at all metal craft, from the construction of shields to the making of pots and pans. He is also responsible for building the special wooden water jugs (with seals and treated interiors of a quality that makes them suitable for a wide range of beverages) for the mules. Occasionally, Gunthar will show his skills at juggling axes at the tavern.

## Wrinkle In Time Tailor and Fine Fabrics

Vesper Tasmodian is a thin and somber fellow that speaks in a Shakespearean prose with "thee's" and "thou's". He considers himself an artist and what he does for the co-op beneath his true potential. Often he'll be found at the Tavern crying in his beer, lamenting lost opportunity. He is also a hack poet who will perform regularly at the tavern. "Roses are blue, tiz true...."

## Greyhands Leather Goods

Justin Greyhands loves his work to the point that it is all he knows to talk about (and he's too egocentric to care how it bores others). His hair is a reedy blond and his face always seems to have two days' worth of scruffy whiskers. He's wiry and jerky in behavior, as well as a fast talker, but very skilled at his leather craft. There will be all manner of dead critter hides in various states of preparation in his shop (GM's option as to whether or not to include the aforementioned missing cats). Like Wyrmsdale's other craftsmen, he's quite knowledgeable about his field, and is willing to spend hours talking of each hides' virtues.

## Hired Hands

There are two hired hands, Mary and Orian, who help out with chores around the village. For their work, they receive lodging in one of the small homes on the outskirts of the village.

Mary will usually be busy at the inn cleaning, making beds, and doing laundry. Players who get to know her better will discover that beneath her sweet exterior she is quite the prankster. They may find itching powder in their freshly laundered clothes or laxatives added to their morning meal...and the privy pad locked at the most inopportune time. All in good fun.

Orian is often in the fields or helping at the Stable. He is secretly a spy for the Cult of the Great Bear and a were-bear. Because of this, it will be impossible for players to surprise the cult.

## Author's Afterward

You may have noticed I didn't include many stats for the NPC's in Wyrmsdale. That's to allow you to customize these individuals as you see fit for your game. I would suggest that Mayor Snick'ss would have higher CON, IQ, and DEX than your run-of-the mill Rogue, if you decide to detail him. Finally, Wyrmsdale is meant to offer a different environment for the PC's to interact with. Maybe it could be a base of operations for the PC's or you could use it as a spring board for other adventures. Most importantly, whatever you do, have fun with it.....oh, and make sure you don't lose your marbles.



# All the Classes in T&T

## Characterization as Class in T&T

By Douglas Toth

I hope this article will inspire veteran and new players alike to expand their role-playing horizons. This article is based on the *Tunnels & Trolls* 5th edition which does not include lists of skills or talents. Many house rule skill sets have been developed and they will, of course, add to the characterization should you choose to use them; but the point of this article is that they are not really necessary.

Back in the early days of role playing games (RPGs) we were unfettered by pages of skill lists, attributes, and reference charts. That is not to say that they did not exist, but rather we chose to ignore them when it was inconvenient. Indeed, only the dreaded Rules Lawyer (called a 'pest' in those days, or perhaps a 'kill joy' or not called at all) was the only one willing to pour over the many pages of a game publication looking for perceived advantages and other useless information. In this developing hobby, *Tunnels & Trolls* (T&T) dared defy conventional wisdom and stuck to its pure format. By liberal interpretation of the Save Roll (SR) rules our characters were truly role played. Even when playing in a different system we used a simple dice mechanic and the character's attributes to overcome the evil machinations of our game master (GM). The designers of T&T did not make a huge deal out of this system, but then, it was as new as the hobby itself. They may not have immediately realized the versatility of the elegant game mechanic they had hit upon. Dungeon running was the main focus of most games and that did not require a lot of different skills. Hiding, thwarting traps, and the occasional climbing challenge were the staples of such forays. In other rule sets, these were the duty of various 'specialty classes.' Without such a character to do the job at hand, the players were stumped and the GM had to avoid introducing such challenges.

Currently this 'class equals role' mentality has been

exacerbated by on-line gaming. Not one on these massive multiplayer online games (MMOs) can consider tackling the bigger challenges without a balance of 'tank', 'healer,' and 'DpS' (Damage per Second). This is all well and good if your goal is to make sure you have a large customer base and everyone has a part to play in the game. No one gets left out and everyone can contribute. For many, however, table top role playing is a more intimate affair. Gaming with groups of two or three players, including the GM, is common and this can leave gaps in the specialties needed to overcome challenges that are common in many scenarios. Multi-tasking is vital and T&T permits, even encourages, this sort of character development.

Ironically T&T, lacking these arrays of nuanced classes, is sometimes passed over by those gamers wanting a more 'in depth role playing experience'. My observation is, 'what can be more in depth than making the character you rolled up become just the sort of character you want it to be?' Let me show you how.

### Rangers

The ranger has been a staple of the fantasy RPG from its early stages. In T&T we have opportunities to make the ranger not only a truly unique class, but each ranger will be a unique individual. You will need a superior Dexterity at the least, but it is worth the effort.

**The Barbarian:** The average Warrior is a stalwart and true individual. By simply playing this character as a tribal huntsman and athletic protector, eschewing the dubious comforts of the civilized world, you will make the character much more of an individual. Barbarians don't go in much for armor and prefer big weapons, usually swords and axes, but these things are typical of



many Warriors played by many gamers. The gamer that wants to set their character apart will avoid being taken in by such modern concepts as literacy, mathematics, frugality, and tolerating those high-toned city folk. In their own element they will use Saving Rolls to track and hunt. Making a shelter and setting snares are going to be their main methods of survival. If you have a high Dexterity you will certainly want to use, appropriately enough, ranged weapons.

**The Scout:** If your character is a Rogue, then you are in a unique position to take full advantage of the great outdoors. Your high Luck will help you find paths and track animals and foes quite easily. You may not have a lot of spells, but the few you do learn will be of the greatest use in the wilderness; *Oh Go Away*, *Yassa Massa*, *Hidey Hole*, and *Little Feets* will considerably increase the chances of survival for you and your friends. Of course, like any outdoorsman, you will want to get clear of any city or town as soon as you can. The open vista is where you will want to be, bow in hand and sky overhead.

**The Shaman:** A Wizard can throw off the veil of civilization and return to the wilderness as well. By learning spells that have the greatest use in the wilderness and 'going native,' your character will be looked to as the regions protector and savant. You will need to make some choices when it comes to attribute increases when you level up; higher Dexterity and Constitution will be needed early on if you are to survive what Mother Nature

has to throw at you. The advantage of T&T is that, while limited as to choice of weapons, it is not as nearly restrictive as other systems. The rule is weapons of 2 dice or less, which includes at least one ranged weapon and may (if the GM allows) permit you to dual wield. Add to this that you have no armor restrictions and you are well suited to live in the wild places of the world.

**The Range Guide:** Warrior/Wizards can make best use of all their abilities to excel as powerful wilderness specialists. They will be rare, but those few will have the best choice of magic and weapons to tackle the howling wilderness. The use of bow and arrow enhanced by their own spells makes them formidable opponents and the best of allies...or worst of enemies.

## Thieves

Most characters fall into some category of thief since they all tend to plunder and rob, if only from tombs and ruins. By playing up those activities that you equate with thief, and making sure you have a high Luck, you can develop an interesting character like no other.

**Burglars:** Warriors that take to thieving are sometimes an unsavory sort; they lack subtlety and simply waylay lone travelers in the dark. There are those that take a different path and turn theft into high art. This takes some work at stealth, climbing, and hiding though so building your Luck and Dexterity is important. It is not an easy path to take your character on, but the adventure is the thing and there will be plenty of that!

**Scoundrel:** Typically the Rogue is cast in this role. Seen as dishonorable but sometimes lovable, they are often the companion of a heroic warrior. Their few spells will be useful in breaking and entering as well as making fast getaways. This is exactly the sort of thing that the Wizard's Guild hates to see. Some Scoundrels turn their talents against the corrupt rulers and gain some local honor, but they are still crooks and will need to use all of their guile to keep from being caught. Using what Intelligence they have to set traps and plan ambushes takes up much of their time.



**Charlatans:** Wizards turned bad will use their powers to dupe and trick the innocent out of their hard earned fortunes. Such an unsavory sort is hard to spot; they don't go in for pointy hats and star embroidered robes, the plain clothes of tradesmen or the middle class is their disguise. They can be dangerous foes and by the time the Guild decides they have misused their power they may have a strong circle of Thugs and Scoundrels around them. Concentrating on traps and then finding ways to enchant them makes a Charlatan's stronghold difficult to penetrate.

**Infiltrators:** Warrior/Wizards can use their abilities to gain access to many places and undermine organizations. The Wizards Guild has its own loyal enforcers known as the Adjudicators. Many kingdoms, and political factions as well as powerful guilds will employ Infiltrators to steal plans, assassinate opponents, and perform acts of sabotage. Your spells will be the type that enhances your stealth and infiltration abilities.

## Bards

The singing skald, lyricist, and traveling minstrel are all part of the cultures that make up the historical basis of our worlds of heroic fantasy;

why not bring them along on your next delve. Be sure to bring a high Charisma as well.

**Skald:** The Warrior as poet is more than just a story teller; if they are truly skilled and have a high Charisma they can gain entrance to many exclusive parties. By using the Saving Roll system, a GM could allow them to use song to so taunt enemies and encourage friends so as to swing the tide of battle by lending their CHA adds to the combat rolls. The Skald's voice is the tool of their trade, so an instrument is not required; but of course this means that the character must be able to sing freely.

**Minstrel:** Rogues can use their Luck and spells to enchant and entrance princes and paupers. Some will try to dupe their audience into giving up their hard earned money. Seducing a noble to gain access to the restricted parts of the castle is not unheard of, but they will always want to be true to their small group of delving friends. The use of musical instruments is important, as are bright and eye-catching clothes.

**Wonder Worker:** The Wizard's Guild may see 'Court Magician' as a poor use of hard earned skills, but entertaining the chosen few of the High Court is just a side line. The comfortable chambers and generous stipend are all part of the contract. This allows the Wonder Worker and his delving troop a safe place to recuperate and the richest delvers are well known to the Royal family and their court.

**Courtier:** A Warrior/Wizard can earn a place of high regard by spending time developing their courtly manners. They are able to talk and laugh with the elite classes and in this way learn much, even things that are meant to be secret. Having access to powerful spells is also of benefit, but the Courtier prefers subtlety; they do have their reputation to think of after all.

## Healers

The most missed character type in T&T and it need not be so. Using the Saving Roll system a clever player, wise GM, and high Intelligence can fill the apparent gap in many ways and avoid premature character deaths.



**Leech:** Warriors know a lot about wounds, having given and received many of them. They will need to build their Intelligence and perhaps Dexterity to be effective. Being in the front lines they often need services of a healer, but they are also the most likely to survive; so it just makes good sense to develop an ability to patch up themselves and their friends. Equip yourself with bandages, salves, needles, and thread.

**Healers:** Rogues can be very effective in this role. A carefully chosen set of spells as well as superior Luck and Intelligence will make them invaluable to a party of danger-seeking delvers. If you add in constant attempts to locate and use herbs for remedies, you will be a much sought after ally.

**Chirurgeon:** Wizards will want to focus on those spells that heal and cure; *Poor Baby*, *Healing Feeling*, and *Too Bad Toxin* are definitely required. It is also wise to put effort into herbal remedies and other practical skills. Stitching up wounds and setting broken bones is essential if you want your patient to heal properly.

**Cleric:** Warrior/Wizards that focus on aid to others are seen as warrior priests. They can enter the battlefield and bring the injured back from the brink of death. Like all healers they will want to understand anatomy and herbal remedies to be truly effective.

## Attributes as Skills

It may be helpful to the player and GM to think of the characters attributes as generic skill blocks and potential for success rather than solid indicators of mental and physical limits. For instance, a high Strength clearly indicates the character is more adept at feats of physical prowess while a high Charisma will indicate a character that can talk his way into and out of most anything. The attributes of Strength (STR) and Dexterity (DEX) are, of course, two types of physical skills while Intelligence (INT) and Charisma (CHR) are solid mental acuity and the more wily use of intellect, respectively. Luck (LK) is the catch all for things that cannot be prepared for, surprise attacks, sprung traps, and birthday parties. Constitution



(CON) does not really indicate that you can be pierced through with arrows and sliced repeatedly; it instead lets you know how much pain and stress you can withstand before you simply drop from the shock of so much abuse as well as resisting poisons and disease.

The values from 3 to 20 would indicate abilities within the norm; the low end is the minimum for a functioning human being while the high end represents superior ability. At 21 to 30 we enter the realm of Olympian athletes and genius intellectuals; 31 to 40 is the stuff of legends and values above that are surely only mythical. Of course, the characters will be expected to meet challenges worthy of their capabilities.

## The Combat System

The default combat system in T&T works best when the players and opponents are evenly matched or the characters have the upper hand. Most conflicts will start using this system and, if the characters are more powerful or lucky, then the combat will end quickly using those rules. It will become apparent after a few rolls of the dice which way things are going. When it appears that things may go poorly for the characters, then the players will need to use their character's special abilities. The fight will then be able to shift seamlessly into use of the SR system as attempts are made to regain the superior position or, at least, run like mad to get away. It is well to note that the SR system will likely replace the standard combat system rather than add a layer to it. The stunt, feat, or other wild move that the character did is intended to put the bad guy targeted out of commission, temporarily or permanently, then and there. No stacking die rolls or gaining a bonus to the next roll; BAM the hero makes the SR and the knife goes into the villains eye socket or it does not and the hero takes a kick in the nether region putting him out of commission for a turn...or longer.

## Rewards

For many players, the fun of the game and playing a character as they wish to develop it is enough to keep them coming back. But they and others may have some reasonable expectation that their efforts will give them an advantage of some sort. Adventure Point bonuses are the most common method of letting the players know that their efforts are appreciated. The sort of character development that makes the game more

interesting and fun for everyone should result in the player's character being a cut above the rest. The Barbarian that shuns armor and charges into battle, a Ranger that makes it a point to always check the territory surrounding the campsite for game and presence of dangerous creatures, and the Healer that meticulously keeps their herb packs full can be given 100 to 500 (or more) points as a bonus whenever experience rewards are given.

Another perk that can be applied is the level bonus. If the player can elucidate as to why the thing their character is doing is just the sort of deed that makes them what they are, then the GM can allow them to apply the characters level number as a bonus to the dice roll for Saving Rolls. The Assassin can easily explain that he has a better chance to hit a vital spot on an enemy, so an opportunity for an instant kill is appropriate. A Burglar can indicate that they know where people think it is safe to stash valuables, so picking pockets is a breeze for them. Surely a Knight Errant has skill on horseback (or whatever mount is common in the world), so stunts and combat while riding are going to be to his advantage. These sorts of player/GM interactions and explanations are called 'role playing' and they make the game come alive much better than reciting a list of skills and bonuses.

Some players may take time to adjust; to help them along have them write down as many skills as they like that would define their character. You will need to remind them from time to time that they are not bound by that list; if Rambalam the Magical Minstrel needs to try and pick up a trail to rescue his friends he can try. Thoog the Mighty can try and chat it up with the local nobility if he thinks it will do some good, but be ready to apply some amusing results for failure.



## Real Role Playing

As you can see, there are no new character types that I recommended adding to the game or ponderous new mechanics; what you must do is break from the stifling mind set of skills and classes. Allow yourself to use your imagination and play the role you envision for your character; the GM will make heavy use of the Saving Roll system, but that is its purpose. If the players are still trying to wrap their head around the concept (or unwrap it from the standard way RPG characters have come to be represented) perhaps a couple literary source will help them.

The English hero Robin Hood was a bandit, or was he? He is depicted as a noble man turned rebel, a common man fighting the corrupt government, and a forest savvy huntsman. Which is it? In T&T terms, the player could choose one but not be limited by that choice; Saving Rolls would be flying furiously as Loxley did whatever he could to save Maid Marian. He would be on his strongest ground if he stuck within the player's character concept but, dash it all; you have to do what you need to win the day.

Bilbo Baggins was no burglar; he was a middle class man living a comfortable life. He was pressed into an expedition by a wily wizard and, in

order to save face in front of the dwarfish royalty, he had to force himself into the role of 'expert treasure hunter'. I doubt he was chosen for his criminal proclivities, but he developed them because he needed to and it was expected of him.

Did Conan calculate a five foot move to gain an attack of opportunity and avoid his opponents counter strike so he could use his 'super chop' feat (level five only)? No, he made a heroic assault into the overwhelming odds by Crom! Lackeys were thrown aside, guards attempted to thwart him, and the villain's only hope was to fight or flee!

You will have to make some choices that give your character a perceived disadvantage, but this is what makes those characters (and their players) special. Perhaps you will be building your Charisma when other players of a similar type of character would be min/maxing so they can brag about their high numbers and dice totals. You, on the other hand, will be developing a character that has amazing stories to tell. Your feats of daring and improbable escapades will be confirmed by the GM because this is why they run a game.

With this in mind, you can feel free to ignore my choices of title and characterization. They are just labels and you can have your character take on any of them that they desire; even adding new ones as they travel the wide world. Simply put, if you want your character to be a Burglar then burgle something!



Solo and GM Adventures for use with Tunnels and Trolls™  
in pdf and print format.

Available at RPGnow and Lulu.

[http://www.rpgnow.com/index.php?&manufacturers\\_id=3094](http://www.rpgnow.com/index.php?&manufacturers_id=3094)  
<http://www.lulu.com/spotlight/danhem35>







# The Wizard's Hut

## AT&T 7.5 Edition Solo Adventure

By J.C. Lambert

*This adventure is written for Tunnels & Trolls 7/7.5 edition. It is suitable for a newly created low-level humanoid (good kindred) warrior with no more than 30 personal adds. Preferred kindreds are human, elf, dwarf, or hobbit. Feel free to use talents for Saving Rolls where appropriate. 1D3 can be determined by dividing 1D6 by half and rounding half numbers up. Defeated monsters are worth adventure points equal to their MR. Don't forget, a wizard's hut can be a dangerous place—calculate all spite damage. You may leave the hut at any point if you wish, but you will not get any APs for finishing the adventure. If you are directly engaged in combat, you will need to make a L1SR vs. DEX to make it out the door without being hit by an undefended attack. If you miss the roll, you take one full attack from your foe as you flee. Subtract the full combat total from your CON minus any armor protection you have. If you survive this, you've made it out of the hut to safety.*

### Introduction

You've spent your childhood in the small village of Balebottom, on the edge of the empire. Born into modest means, you were lucky enough to apprentice with a local retired adventurer named Lokan. For the better part of your late adolescence he trained you well in the arts of sword, shield, and bow, but the time came when he had taught you all he could. "Now you must strike out on your own and see what the world has to teach," he told you. With bittersweet excitement you pack up what equipment and provisions you have, say goodbye to your family, and set out on your first adventure.

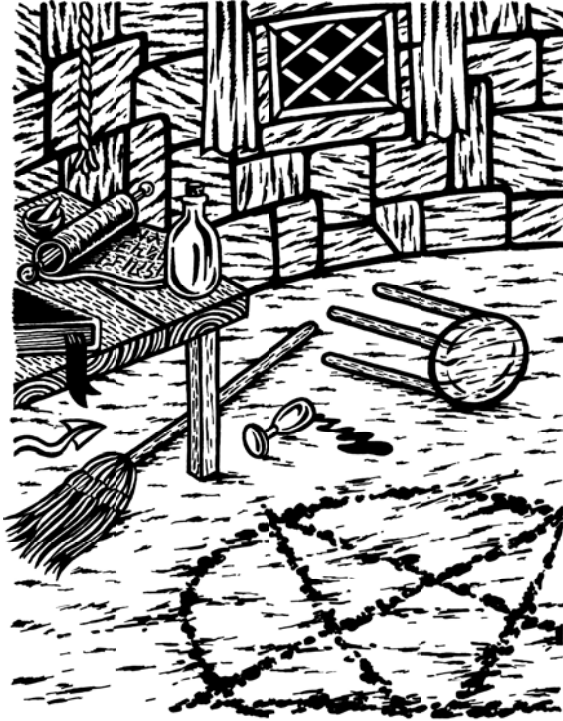
For days you have been traveling through the nondescript wastelands that surround your village and insulate it from the wider world. On the fifth day you reach the outskirts of a wild forest called Brierdeep. The woods are known only as legend in your village, but you've heard enough to know they have a dark reputation. Wizards, wild beasts, and evil trees are thought to lurk within. With

some trepidation you follow the dirt road winding its way into the woods. At some point, the path splinters and the fork you choose becomes progressively more narrow and overgrown. Finally it comes to an end in a small clearing that contains a ramshackle stone hut with a thatched roof. The roof is in need of repair and dark green moss hangs from the stone walls, staining it a swampy green. Needing a rest from your travels, you approach the front door only to find it open and unlocked. You give it a token knock as you carefully push the door all the way open and step into a cluttered one room dwelling. **Go to 1.**

#### 1

You have entered what appears to be a reclusive wizard's workshop. Nobody is in the room, yet you sense a power or unidentifiable presence nearby. The walls are lined with shelves filled with ancient tomes and odd, varied objects. A large work table stands in the middle with a variety of wizard experiments in various degrees of completion. It looks as if a scuffle has recently taken place. A chair is overturned and a pentagram drawn in soot on the floor has been smudged and walked through. Over the table, a cord floats suspended in mid-air unattached to anything above. On the table amid the scattered papers, writing utensils, and strange wizard spell ingredients, several things catch your eye: a collection of glass vials with colorful liquids in them, a rolled up scroll of parchment, an ornately carved ivory box, and a plate holding some half-eaten cookies. There is a mystery here, you can feel it. Your curiosity is kindled and you resolve to unravel the puzzle of the missing resident, uncovering the secrets of this abandoned hut. Surveying the table, a few possibilities for immediate action present themselves.

Do you pull the hanging cord? **Go to 48.** Drink one of the liquids? **Go to 17.** Open up and read the scroll? **Go to 12.** Investigate the ivory box? **Go to 19.** Have a cookie? **Go to 2.** If you have been



here before, disregard any choices already explored. If you are uninterested in doing any of these things or are done examining the work table, **go to 61**. Each time you come back to this paragraph, roll 1D6. If you roll a 1, take note of this paragraph number and **go to 89**.

## 2

You take a small bite of one of the cookies. It is one of the most delicious cookies you have ever tasted. You quickly gobble down the rest. Whoever the absent wizard is, he is one good baker. Feeling content you **go back to 1**.

## 3

As the imp's strength begins to wane and he realizes that he may be beaten, he begs for mercy. "Stop, stop! Please! Spare my life and I'll show you where the wizard's treasure is," he whines. If you decide to spare him and take him up on his offer, **go to 47**. If you don't, fight him to the end. If you beat the imp, **go to 63**.

## 4

As you are examining the statue you see it blink. Wait a minute, this thing is alive! You jump back as the creature curses and launches into action. **Go to 24**.

## 5

As the first skeletons make their way through the door, you leap up and give the dangling cord a yank. Suddenly objects from all over the room jump up into the air. A broom, chairs, stools, books, dust pan, fire poker, quill pen, knives and spoons start flying around the room. The objects appear to be unaware of the skeletons advancing through the room as if they are flying around for some other purpose. Nonetheless, the objects and skeletons collide with each other, creating a tremendous cacophony. You duck to avoid being hit. Make a L1SR on DEX. If you make it you escape harm. Otherwise take 1D6 points of damage. Armor doesn't help much in this situation, so ignore any armor protection. When the dust settles, the skeletons have been reduced to piles of bones and the floor is littered with broken objects. **Go back to 1**.

## 6

The objects swarm around the room with fantastic speed. As you dodge and side step through the mayhem you realize that the objects are cleaning up the workshop. They float around nimbly, rotating and magically bending to perform their tasks with almost human-like grace, yet show a surprising lack of regard for your presence, smashing into you as you dance around trying to avoid them. Make a L1SR on DEX. If you fail it, you take 1D6 points of damage before the excitement is all over. Armor isn't very effective in the chaos, so ignore any armor protection. If your CON reaches 0 or lower, you are knocked senseless. **Go to 22**. If you survive the chaos, **go to 10**.

## 7

You snap out of your bewilderment quickly enough to grab the small hands around your neck and throw the creature from you. **Go to 24**.

8

One of the spiders has managed to inject you with a crystalline poison. Make a L1SR against your current CON. If you make it, you fight off the effects of the venom. **Go back to 43** and continue fighting. If you fail the saving roll, **go to 51**.

9

The wizard notices that you are holding the magic dagger in your hand. "The runes on the blade spell out its name, 'Wizard's Bane.' I keep it safely hidden, as it is dangerous to the likes of me. It is more powerful than you realize. I'll have to take it back so I can make sure it causes no harm." Wait a second, you've become fond of this remarkable blade. Do you grudgingly hand it over? **Go to 21**. If you are prepared to fight for it, **go to 50**.

10

The unruly objects finally settle down and stop moving. The room has been tidied up considerably and you discover that the animated servants have produced an impressive lunch from a corner pantry. The meal is now sitting on the cleaned up work table. If you sit down and eat, **go to 31**. If not, **go back to 1**.

11

As you reach for one of the musty leather bound books on the shelf titled "Nestoropholis's Compendium of Wizardly Ways" make a L1SR on LK. If you make it, **go to 14**. If you don't, **go to 38**.

12

You carefully unroll the yellowed parchment and smooth it out on the table. The writing is in an unfamiliar script. As your eyes scan the first line of text, the words begin to glow with a red light that grows stronger as if on fire. Your eyes begin to burn and water but you can't tear them away from the writing. A voice in your mind starts to speak the alien words from the scroll. Make a L1SR on INT to see if you have the mental strength to resist the enchantment. If you miss it, **go to 35**. If you make the Saving Roll, you pull away from the scroll with a tremendous strength of will and fling it to the floor. With a sense of relief, you watch it roll under the table out of sight. **Go to 1**.

13

The claws dig deep into your neck. You take 2D6+6 points of damage before you are able to fling the creature from you and engage in combat. If you have any neck armor this will absorb normal damage. If this kills you, goodbye. **THE END**. If not, **go to 24** and fight.

14

You notice a faint shimmer of light travel over the spines of the books. Do you pull the volume off the shelf, **go to 38**, or do you think better of it, **go back to 30**.

15

The scroll has drained you so completely that you lose consciousness. Unfortunately you are not awake to see the results of the spell. **Go to 22**.

16

There's no way you're giving up this valuable weapon, and after all, it isn't called "Wizard's Bane" for nothing. You jump forward mustering all of your strength for a quick attack. The wizard mutters an undistinguishable phrase as you leap and flop to the floor. Something is wrong. The furniture has grown huge and the wizard towers over you from a tremendous height. He bends down and picks you up in his hand. "Croooooak," you yell in protest. "How nice," the wizard says. "I do need another tenant for the old toad cage. You'll do just fine. Don't worry, room and board is free and the flies are juicy in this part of the forest." **THE END**.





17

You have just sampled one of the wizard's magic potions. He's been experimenting with altering the mind and body. Roll 1D6 to see which attribute is affected. 1=STR, 2=INT, 3=CON, 4=DEX, 5=SPD, 6=CHR. Roll 1D6 to see if you gain or lose attribute points. 1-3 you lose. 4-6 you gain. Roll 1D6 one more time to see how much you gain or lose. All changes are permanent. If you are the gambling type you can drink again. There is enough for 4 doses. Each dose will have a different effect. Roll for each potion to determine the results. When you are done, **return to 1**.

18

Suddenly it dawns on you...it sounds like the toad is trying to say "imp," "imp," over and over. The statue on the shelf does kind of look imp-like and you think to yourself, "is this really a statue?" Do you decide to **go back to 30** and try another option? Or would you like to test this suspicious statue? **Go to 29**.

19

The box is made of antique ivory, beautifully carved with overlapping patterns depicting spiders and cobwebs in shallow relief. There is a small locked hasp on the lid, but it looks like it could easily be popped open with a blade. If you force the box open, **go to 43**. If you leave it alone, **go back to 1**.

20

You take a hard swing at the statue with your trusty weapon, knocking the statue off the shelf, only to find that the statue is actually a creature posing as a statue. **Go to 24** to fight. Since you surprised him, you get one undefended attack factoring in his protection from non-magical weapons. See the monster description at the end of the solo for details.

21

The wizard thanks you again and apologizes for any harm you might have come to in his hut. As a gesture of appreciation for saving him, he heals your wounds, removes any curses, and allows you to pick once from a reward grab bag. Roll once on the **Reward Grab Bag Table** at the end of the solo. Whistling at your good fortune, you bid the wizard goodbye. With directions out of the woods, you set off towards your next adventure. Give yourself 400 AP for surviving The Wizard's Hut. **THE END**.

22

You never will know your fate. Something terrible happened to you while you were knocked out and you died before regaining consciousness. Better luck next time. **THE END**.

23

You reach down and touch the statue's arm. To your surprise it is warm; it's alive. You step back as it leaps at you. Make a L1SR on DEX. If you fail, the creature gets one undefended attack against you. **Go to 24** and prepare to fight.

24

You are facing a small, devilish imp. The statue you had seen on the shelf was not really a statue after all, but an imp pretending to be carved from stone. His bumpy, speckled skin is grey and looks just like granite. "You meddling buffoon," he shrieks. "I was just on my way. I was finally going to enjoy my freedom. You'll pay for this!" He throws himself at you. The monster fights with a desperation born of anger and frustration. He has a MR of 40 (5D6+20). See the monster description at end of the solo for explanation of the imp's special attack and partial protection from non-magical weapons. If you reduce his MR to 10 or less without killing him, **go to 3**. If you kill him without reducing his MR to 10 or below, **go to 63**. If he kills you, this is **THE END**.

25

You crunch the last spider under your boot heel and bend down to examine the remains. When you pull off their crystal legs, 3 nicely cut gems remain: a ruby worth 80 gp, an emerald worth 60 gp, and a sapphire worth 40 gp. Make a L1SR on LK. If you make it, **go to 40**, if not, **go back to 1**.



26

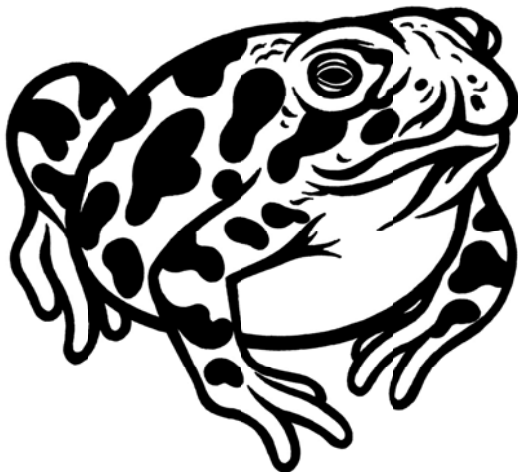
The imp's tail strikes you in the face and you fall backwards into the trap door. It seems like you are falling forever. You feel the effects of the imp's poison numbing your face and spreading down your neck. The last thing you see before you hit the ground and black out is the imp's laughing face floating above you. You are dead. **THE END.**

27

Pulling yourself through the window, you fall to the ground and sprint away from the hut. Managing to avoid the slow shuffling skeletons, you make it to the edge of the clearing. As you enter the woods you look over your shoulder one last time and see some movement in the window. With a shudder, you turn back towards the woods and run faster. Give yourself 100 AP for surviving The Wizard's Hut. **THE END.**

28

You lean forward to get a closer look at the toad. He is a big ugly fella. He stares into your eyes with a look that seems almost intelligent and lets out a tremendous croak. He starts hopping up and down desperately, belting out, "Croooooaakkkimp, Croooooaakkkimp," as if trying to tell you something. Make a L1SR on LK or INT, whichever is higher. If you make it, **go to 18.** If you don't, you shrug your shoulders and think, "what a neurotic toad, must have been in that cage too long." **Go back to 30.**



29

You have your doubts about the statue. Do you take a swing at it with a weapon? **Go to 20.** Do you bend down and look more closely at it? **Go to 42.** Do you reach out and touch it? **Go to 23.**

30

It seems like there isn't much left to explore in the hut. You are just about ready to give up searching for signs of the owner when you notice some motion out of the corner of your eye. Turning to the shelves lining the walls of the hut you search for what could have moved. The shelves are made of heavy oak, but sag with the burden of many items. They span the width of one of the walls and reach up to the ceiling. Amongst the bric-a-brac you see a row of thick wizardly tomes, a small iron cage with a live giant toad, an object with a rounded top that is covered by a cloth, and a 2-foot-high statue of an ugly twisted humanoid. If you look through the books, **go to 11.** If you make a closer inspection of the toad and cage, **go to 28.** If you take a peek at the object under the cloth, **go to 46.** If you investigate the statue, **go to 42.** If you have been here before, disregard any choices already explored. If you have tried all options above and still find yourself back here, **go to 88.** Each time you come back to this paragraph, roll 1D6. If you roll a 1, take note of this paragraph number and **go to 89.**

31

You thoroughly relish the hearty meal of omelet, fried potatoes, and bacon, washing it down with a mug of ale you find next to the plate. Refreshed, you regain 1D3 points to your CON if it has been diminished. Very satisfied you **return to 1.**

32

As you recover from the shock and pain of the fire, you hear the eerie voice of the elemental again: "You are lucky, to be sure, but where is your vigor? With one but not the other, your challenges will grow bigger. When luck finally fails, what can you do but surrender? Are you a warrior, my friend, or just a pretender?" You turn away as the elemental's light dwindles. Somehow you feel a little luckier than before. The talking flame has charmed you. Add 1D6 to your Luck permanently. You close the stove door and **go back to 61.**

**33**

Luckily you have the mental willpower to tear your eyes away from the crystal ball. You quickly throw the cloth back over it. Feeling that you have avoided an unknown and possibly horrible fate, you **return to 30**.

**34**

Didn't your mother ever tell you to not go snooping through a wizard's things? You are unable to resist the power of the scroll. Uncomprehendingly you read through it, but a sense of dread builds as you near the end. When you finish, the scroll crumbles to dust in your hands. You look around waiting for the spell to take effect. Outside the hut there is a commotion and you run to look out the window. The skeletons of a variety of small woodland creatures are rising from the dead, pushing and clawing their way out of the ground. The skeletons close in on the house. Do you stand and fight them? **Go to 39**. Jump through the window and make a run for it? **Go to 27**. If you haven't yet pulled the cord hanging over the table, you can do so now. **Go to 5**. If you have already pulled the cord and would like to do it again, **go to 45**.

**35**

The scroll has been enchanted to force the reader to cast a spell which is powered by the reader's kremm, regardless of wizardly abilities. Roll 1D6 and subtract this from your WIZ. If this brings your WIZ to 0 or below, **go to 15**. If not, **go to 34**.

**36**

Treat the flying objects as having a combined MR of 20 (3D+10). The maelstrom is so overwhelming that you must make a L1SR on DEX each combat turn. If you miss it, you've been knocked around and disoriented, halve your combat total for that turn. If you defeat the animated objects, you look around at the mess and **go back to 1**. Give yourself 20 AP for surviving. If your CON reaches 0 or lower, you are knocked unconscious. **Go to 22**.

**37**

You pop the cork and sprinkle a few drops of oil on the back of your hand. Rubbing it in, you feel

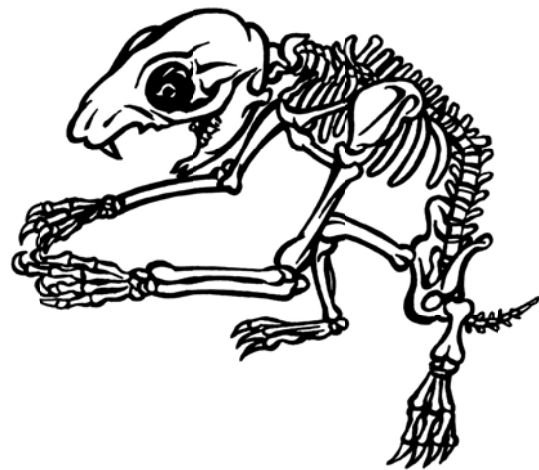
gentle warmth spread through your skin. As the sensation penetrates deeper, a surge of strength and power permeates your body. Roll 1D6 for each of your attributes. Raise them accordingly. This augmentation of your abilities will last for 8 paragraphs of the solo or combat turns and then your attributes return to what they were before using the oil. **Return to your previous paragraph**.

**38**

You pull the book off of the shelf and pain shoots through your body. The wizard's books are booby trapped. Luckily for you, the shock is not meant to be deadly, just a deterrent. Take 1D6 of damage; armor protection doesn't help you here. **Go back to 30**.

**39**

There are 3-6 animated animal skeletons. Roll 1D6 to see how many skeletons you face. If you roll a 1 or 2, count it as a 3. Each skeleton has a MR of 10 (2D6+5). The skeletons are quite slow; if you have a ranged weapon you have time to make two attacks before hand-to-hand combat. Make a L1SR on DEX to hit. Because of their clumsiness, you can avoid one skeleton per combat turn if you make a successful L1SR on DEX. If you make the Saving Roll, one skeleton loses the chance to attack. If they defeat you, your adventure is over. If you defeat them, you kick a few twitching bones out of your way and **go back to 1**.



40

You notice something funny about the ivory box. Inside, the box doesn't look as deep as it does from the outside. You push down on the inside panel, revealing a false bottom. In a hidden compartment you find a small 12-inch-long dagger with eldritch runes carved along the blade. It appears to be magical in nature and gives off a faint blue glow. The dagger is worth 3D6+3 in combat and requires a STR of 3 and DEX of 2 to wield. **Go back to 1.**

41

The imp's tail hits you across the face; take 2D6 points of damage. You narrowly avoid falling into the trap door. The wound drips blood into your eyes and you must reduce your combat adds by 5 for the rest of the fight. If you survive the fight, you will have a nasty scar that runs from your forehead over one eye to your cheekbone; deduct 4 points from your CHR permanently. Finish the fight with the imp. If you win, **go to 63.** If he beats you, this is **THE END.**



42

The statue is on one of the lower shelves. You squat down to take a closer look. It appears to be made of speckled granite. The figure is an ugly demonoid with fangs, clawed hands, stubby bat wings, and a barbed tail that curls around. Make a L1SR on LK or INT, whichever is higher. If you make it, **go to 4.** If you don't, **go back to 30.**

43

You slide a blade behind the hasp and snap the lock off of the box. As you open the lid you are surprised by three small sparkling creatures that leap out at you. You swat them to the ground and see that they are colorful spiders made of crystal. They hop towards you and attack. They each have a MR of 8 (1D6+4). Each time you take a point of spite damage, make a L1SR on LK. If you miss it, **go to 8.** If you kill all the spiders, **go to 25.** If they defeat you, **go to 51.**

44

You duck as the imp's tail whips over your head. Cursing the imp's deception, you launch yourself back into the fight. If you win, **go to 63.** If not, the imp finishes you off. **THE END.**

45

You pull the hanging cord hoping that the wizard's helpful objects might rescue you. A few objects around the room quiver and jump, but then fall still. Unfortunately they have already performed their cleaning duties today and were never enchanted for protective purposes. You will have to fight the skeletons. **Go to 39.**

46

You pull the cloth off of the hidden object and reveal that it is a crystal ball. Shimmering multicolor smoke billows around within the orb. It's quite mesmerizing. In fact, you can't seem to take your eyes off of it. Make a L1SR on INT. If you make it, **go to 33.** If you don't, **go to 49.**

47

The imp grovels before you. "You won't regret this kind sir, brave sir, I will lead you to the wizard's treasures and you will be rich beyond your wildest dreams. Come this way," he says. He pushes the wizard's table to the side and reveals a

hidden trap door in the floor. A wooden ladder descends down into the dark. You peer over the edge into the opening when suddenly the imp's tail lashes out at you. Make a SR on DEX. If you make a Level 1 SR, **go to 41**. If you make a Level 2 SR or higher, **go to 44**. If you miss it, **go to 26**.

**48**

As you pull the cord, you feel a quiver of movement run across the room and suddenly a great number of objects jump up into the air. A broom, chairs, stools, books, dust pan, fire poker, quill pen, knives, and spoons start flying around the room threatening to crash into you. If you try to protect yourself by knocking down the whirling objects, **go to 36**. If you try to dodge and avoid them, **go to 6**.

**49**

You aren't able to resist the pull of the crystal ball. The colored mist swirls around and around as you look deeper into the glass sphere. Your mind is in a daze and feels as if it is being sucked out of your body into another dimension. Suddenly a sharp pain on your neck brings back some sense of clarity. From behind, sharp claws grab your neck and begin to squeeze. Make a L1SR on LK. If you make it, **go to 7**. If you don't, **go to 13**.

**50**

The wizard's face grows dark and a hint of warning comes into his voice. "Choose wisely young wanderer," he says. Do you reconsider and hand over the dagger? **Go to 21**. Otherwise prepare to fight for it. **Go to 16**.

**51**

The poisonous spider bites have overwhelmed your immune system, you start to feel weak. Looking down at your hand you see a lattice of crystalline veins start to spread across your skin and up your arm. Your muscles stiffen and you freeze in place as your body tissue is transformed into pure crystal. As the process moves inward and affects your organs, your heart stops. Looks like this is it for you, but you have left a nice human-sized crystal trophy for whoever comes along next. **THE END**.

**52**

As your weapon cools, you feel drained by the ordeal. You gather yourself together as the



elemental speaks again: "Weak and unlucky, what a sad combination. Perhaps the young adventurer rises above his station? How do you suppose you can make it to the end? Keep going, hope, pray, or maybe pretend." Your heart sinks a little as the elemental vanishes in a puff of smoke. You think you might have failed a mysterious test and you are not sure what the implications will be. The elemental is gone now and you close the stove door. **Go back to 61**.

**53**

You sift through the dust pile with your fingers. There must be something interesting in there—it is a wizard's dust pile after all. Make a L1SR on LK. If you make it, **go to 78**. If you fail it, you find nothing. **Go back to 61**.

**54**

You carefully turn the hot latch with a fire poker and pry open the door. Inside you see a pile of wood and coals. Dancing above them is a yellow, fiery form that pulses with heat and power. Two red eyes are set into the flaming creature and steadily look back at you. You are facing a small fire elemental. The absent wizard must be powerful to maintain the employment of such a



being for such mundane service. Do you quickly slam the door shut and retreat? **Go to 62.** Do you try to talk with the elemental; begging its forgiveness for your intrusion and requesting its help in unraveling the mystery of the empty hut? **Go to 68.** Or do you attack it? **Go to 60.**

**55**

Something is indeed amiss, but unfortunately you are too groggy to wake up in time to do anything about it. The sensation of sharp teeth biting into your flesh brings you fully awake. To your horror you find that the bear skin has come alive, wrapped around you, and taken a bite. Take 2D6+6 points of damage. If this has killed you, this is **THE END**. If you are alive, you will have to fight. It has a MR of 30 (4D+15). Any spite damage against you activates its special attack of smothering. Make a L1SR on DEX or have your combat total halved for one turn. If you win, **go back to 66.**

**56**

You grab the rungs of the sturdy oak ladder and climb up to the loft. As you pull yourself up to the loft floor, you see that it is a simple yet cozy bedroom space. A stuffed straw mattress occupies the majority of the floor. Warm woolen blankets and furs cover the bed and an impressive bearskin tops the pile. The bearskin is adorned with the unfortunate bear's head which stares rather vacantly at you. If this survey has satisfied your curiosity, you may descend back to the ground floor of the hut. **Go to 61.** If you'd like to poke around the loft space a little more, **go to 66.**

**57**

You carefully advance on the alcove, ready for anything. Who knows what kind of surprises you might find in a wizard's closet? You are relieved (and maybe a little disappointed?) to find the small niche stocked with typical items common to a rustic cloak room. There are a number of warm overcoats draped over hangers and an assortment of worn shoes and boots in various states of cleanliness. If you'd like to inspect the overcoats, **go to 72.** If you'd like to try on some boots or shoes, **go to 73.** If you have been here before and have already tried both or only want to try one, **go back to 61.** You can only try each of these choices once.

**58**

You take a sip of the tea warily. It's minty, earthy, and sweetened with honey. Even cold it is delicious. You can't resist finishing it off. Putting the cup down you let out an impressive yawn and suddenly feel exhausted. It couldn't hurt to just lie down for a minute. You make yourself comfortable on the bed. As you quickly drift off to sleep your last thought is that the tea is likely a sleep aid. **Go to 75.**

**59**

As you struggle towards wakefulness, you throw something constricting off of you. Leaping out of the bed you grab your weapon and face an unlikely adversary. The bear pelt has come alive and it menacingly flops towards you to attack. It has a MR of 30 (4D+15). Any spite damage against you activates its special attack of smothering. Make a L1SR on DEX or have your combat total halved for one turn. Fight it to the death. If you survive, **go back to 66.**

**60**

You must be pretty confident in your fighting abilities. The elemental flows out of the stove into the main room of the hut, flaring up to a menacing size. You are facing a supernatural power of unquestionable strength. The elemental has a MR of 200 (21D+100) and can only be harmed by magical weapons. You are committed to fighting the elemental. If you lose, you are burned to a crisp and this is **THE END**. If by some remote chance you actually win, take your APs and **go back to 61.**

**61**

You look around and take note of the other attractions the room has to offer. You have the unsettling feeling that unseen eyes are following you. On one side you see a ladder leading up to a loft area. On another wall you see a small alcove that serves as a cloak room. In a corner you see a small pile of dust that has been swept up and forgotten about. A broom and dust pan lie uselessly next to the pile. In an opposite corner is a cast iron stove. If you climb up the ladder to check out the loft, **go to 56.** If you explore the cloak room, **go to 57.** If you take a look through the dust pile, **go to 53.** If you would like to investigate the stove, **go to 81.** If you have been

here before and have exhausted all the avenues you would care to explore, **go to 30**. Each time you come back to this paragraph, roll 1D6. If you roll a 1, take note of this paragraph number and **go to 89**.

**62**

You slam the door shut and run from the stove as quickly as you can. Holding your breath you wait, wondering if the creature will pursue you. After a few minutes of silence it appears that you have nothing to fear. It seems that the elemental is undisturbed by and uninterested in you. **Go back to 61**.

**63**

The imp keels over with a last gasp. You stand over his diminutive body for a moment and catch your breath. You hear a thumping noise behind you and turn. The giant toad is leaping up and down in its cage. His frantic movements make the cage jump closer to the edge of the shelf. The cage falls to the ground, the door flies open and the toad flops out. A glimmer of rainbow light passes over its body as its form begins to pulse. In a few seconds, a plume of smoke issues from the toad and solidifies into the figure of a white robed man lying on the ground. It appears that you have found the resident of the hut.

The wizard slowly stands up on shaky legs and smiles. "Many thanks for your help, stranger. My name is Lestrillian. How excruciating it was to sit penned up and watch you fight for your life knowing that mine also hung in the balance. I summoned that bothersome imp. He had agreed to become my familiar, but as I prepared to transfer him into the body of a toad he somehow objected to the arrangement. I found that he was protected by a powerful enchantment that can turn spells against the caster. Next thing I know I was trapped in the toad's body and he dumped me in that dreadful cage. I think he planned on making off with whatever treasures of mine he could find." If you have acquired a magical dagger in this solo, **go to 9**. If not, **go to 21**.

**64**

You have held up well against the heat and the pain of the fire, but there is a nagging feeling that something has not gone as well as it could have. The elemental addresses you again: "To be strong



is a virtue, all agree, to be sure. But if you have strength and are unlucky, can you win the war? You will need more than brawn to prevail this time. It's not just your life that is on the line." The elemental's light begins to fade and go out, but as it disappears, you feel a hidden source of strength grow within you. The talking flame has charmed you. Add 1D6 to your Strength permanently. You close the stove door and **go back to 61**.

**65**

You wait for the elemental to respond. Then you wait some more. Hmmm. Looks like it is not impressed and is not going to answer. It just sits there flickering back and forth. If you are fed up and want to attack it, **go to 60**. If you'd rather close the stove door and walk away, **go back to 61**.

**66**

The bed looks quite comfy and enticing. There is a small table by the head of the bed and on the floor there is a pile of dirty clothes. You realize it has

been quite a while since you have rested. You are starting to feel the weariness of the road and the bed beckons invitingly. You can take a nap in hopes of restoring some lost CON by **going to 71**. If you'd like to take a look at the bedside table, **go to 84**. If you'd like to investigate the pile of clothes, **go to 87**. If you've been here before and are done with searching the loft area, climb back down the ladder to the main room. **Go back to 61**.

**67**

You try on a number of coats. When you finally find one that fits, roll 1D6. If you roll 1-5, **go to 70**. If you roll a 6, **go to 80**.

**68**

You make your appeal to the enchanted monster, asking him to excuse your violation of his privacy and enquiring about the absent owner of the hut. Your presentation was pretty good, but you'll have to make a L1SR on CHR to see the results. If you make it, **go to 74**. If you miss it, **go to 65**.

**69**

You pull the hefty boots on and feel a cool sensation on your feet. Quickly pulling them off again you find your feet covered with wet clay. The boots must have been full of it. You feel a tingling sensation and wiping the clay off, you find more. Your feet have been transformed into living clay. Walking and running is now much more difficult and precarious. What a curse! Subtract 1D6 from your DEX and your SPD permanently. The effect can only be nullified by an 8th level Dis-Spell spell. **Go back to 57**.

**70**

You shrug on an overcoat that fits and take stock. It's itchy, a little bulky, and smells musty. The missing wizard has some pretty crappy clothes. This coat is useless to you. You throw it on the floor and **return to 57**.

**71**

What a great idea. A little rest is exactly what you need right now. You pull back the covers, kick off your boots and settle into the bed. Before you know it you are falling asleep. **Go to 75**.

**72**

The overcoats range in style, size and condition. Would you like to go through the pockets of the garments? **Go to 86**. Or would you like to see if there are any that fit you? **Go to 67**.

**73**

There is quite a selection of footwear to choose from. You look through the most promising. Decide which you would like to try: a pair of wooden clogs, **go to 79**, a pair of tall boots caked with clay, **go to 69**, or some athletic looking shoes made of canvas, **go to 85**. After you try on your selection, the remaining shoes and boots slowly fade and disappear.

**74**

The elemental silently wavers back and forth for a few moments. Just when you are starting to get discouraged you hear a strange humming and a melodic voice rings out in an otherworldly tone. The elemental doesn't respond directly, but addresses you in verse with this riddle: "The coals burn fierce, the fire is bright. You will need some help if you hope to survive the fight. Are you true, are you lucky, are you strong? Test your weapon in the flame, what could go wrong?" Is the creature asking you to put your weapon in the fire? If you would like to do this, **go to 82**. If you would rather close the stove door and walk away, **go back to 61**.

**75**

You have been deeply asleep for only a little while when a sense of something amiss pulls you back towards consciousness. Make a L1SR on LK. If you make it, **go to 59**. If you don't, **go to 55**.

**76**

You take a generous glob of the paste and start rubbing it into your skin. First it tingles, then it feels warm, and then it burns! Your skin starts to blister. You try to wipe it off as quickly as you can, but not before incurring considerable pain. Take 1D6 points of damage to your CON. Apparently the ointment has the opposite of its intended effect when used on one of the "good" kindreds. **Return to your previous paragraph**.

## 77

When the weapon returns to normal, you feel like you have passed some mysterious test of your abilities. The elemental speaks again in its unworldly voice: "Now you have passed the test. With honor you stand above the rest. I lend my hand, but can you prevail? If you meet it, the real test you must not fail." With a puff, the elemental extinguishes itself and the stove goes dark. Your weapon has become permanently enchanted. Multiply its dice (but not adds) by 1.5. Round half numbers down. At your command, the magic weapon will burst into flame and ignite any easily flammable material. Heartened, you **go back to 61**.

## 78

Roll 1D6 and consult the table below to see what little treasure you find hidden in the pile, then **go back to 61**.

1. A small centipede hidden in the dust bites your finger. The insect's venom stiffens your hand. Roll 1D6; odds it gets your good hand, evens it gets your other hand. Odds subtract 1D6 from your DEX for the remainder of the solo. Evens, subtract 1D3 from your DEX.
2. A wad of old, chewed wizard's gum. It sticks to your fingers and is impossible to remove. Your fighting ability is hampered. Reduce your combat adds by 1D6 for the rest of the solo.
3. A battered gold pin in the shape of a scroll inscribed with the inscription, "Wizards's Guild's Debate Club, Khara Khang Champion Year of '62". The pin is worth 10gp.
4. A piece of dried lizard jerky. When eaten, this snack will restore 1D6 points of lost CON at any point in the solo.
5. You don't find anything, but the dust must have picked up some magical properties from lying around the wizard's hut. You find it gives you an unusually good grip on your weapon. Add 1D6 to your combat adds for the duration of the solo.
6. A dusty, small diamond. When you brush it off, you see that it is stunningly cut. The diamond is worth 100gp.



## 79

You slip on the clogs. Immediately they melt into your feet and grains of wood appear on the skin of your feet, traveling up your legs. Your skin and flesh have become wooden from the knees down. You've lost some feeling in your legs; subtract 1D6 of DEX permanently, but the lower parts of your legs now have special properties. Your feet are quite tough and do not need the protection of shoes or boots. Your lower legs are effectively armored and will take 4 hits per combat turn. This has been a bit of a curse and a bit of a blessing. The effect can only be nullified by an 8th level Dis-Spell spell. **Go back to 57**.

## 80

You slip on the most promising looking coat. It feels good; just the right size and quite comfortable. This one might be a keeper. As you walk away from the closet, you suddenly feel a hundred barbs pierce you. The coat is alive and is attacking you; it is a vampire coat. The inside of the coat is lined with many sharp teeth and it attempts to drain you dry of blood. The coat has a MR of 26 (3D+13). If you lose, this is **THE END**. If you win, **go back to 57**.

## 81

The stove is by the wall opposite the ladder. It is squat in shape and is cast of black iron. It has a cooking surface and a pipe that runs through the wall to exhaust smoke. It appears to have a fire

within. You can see through a grate in the door that it flickers with an oddly regular frequency. Do you want to open the door to investigate? **Go to 54.** If not, **go back to 61.**

#### 82

You stick your weapon of choice in the stove. The elemental grows larger and flares up in a bright burst of fire. It expands and lurches forward to engulf the foremost tip of your weapon. Tendrils of flame travel up the length of it and you feel the weapon grow hot beneath your hands. As the heat grows your ability to maintain a grip is tested. The pain is almost unbearable, yet somehow you manage to hold on and withstand it. After what seems like eons, the flames subside and the elemental shrinks back to its former size. Make a L1SR on STR and a L1SR on LK. If you make both, **go to 77.** If you make just the LK SR, **go to 32.** If you make just the STR SR, **go to 64.** If you fail both saving rolls, **go to 52.**

#### 83

You pop the cork and take a swig of the oil. It tastes slightly sweet with a strong floral flavor. Nothing happens for a few seconds, then you feel your throat start to constrict. This oil is powerful stuff; it is meant for topical application, not ingestion. Make a L1SR on CON. If you make it, take 1D6 points of damage to your CON and **return to you previous paragraph.** If you miss it, you drop dead on the spot. **THE END.**

#### 84

You make your way over to the small table and find on it a book titled, "Spirits, Imps, and Minor Demons: Their Habits, Life Histories, and Influences on the World of Men." It looks a little over your head. Next to the book is half a cup of cold tea, an unlit oil lamp, and a smoking pipe. There doesn't seem to be any way of lighting the lamp or pipe. You can take them if you wish. If you'd like to try a sip of the tea, **go to 58.** Otherwise, **go back to 66.**

#### 85

You put on the canvas shoes and suddenly feel light and buoyant. These shoes are enchanted to increase your SPD by 1.5 when worn and double the speed that you can run. You speedily **return to 57.**

#### 86

The pockets are mostly empty, but one is not. Roll 1D6 to see what you find and then **go back to 57.**

1. A rat. He bites your hand and leaps out of the pocket scurrying away. Take 1D6 points off your CON and 1D6 off your DEX for the duration of the solo.

2. A stale half-eaten sandwich.

3. A big lump of lint.

4. Six small stones. If you have a sling, these will work as sling stones.

5. A small container with a label that reads: "McAllister's Imp Ointment: Has living on a human plane been getting you down? Rub some of this kremm into your skin for fast-acting and soothing relief (also works well for toads, frogs and lizards)." It is filled with a green, questionable looking, foul-smelling paste. You may take it if you wish. If at any time in the solo you try some of this on your skin, note the paragraph you are on and **go to 76.**

6. A small bottle filled with a clear oily liquid with a label that reads: "Oil of SS'rraa: The secrets of the Nagas distilled in liquid form. This is no snake oil, but the real thing. If you want some of that old thyme magic, apply generously." You may take it if you want. If at any time in the solo you rub some of the oil on your skin, note the paragraph you are on and **go to 37.** If you drink some of the oil, note the paragraph you are on and **go to 83.**

#### 87

You pick through the discarded clothes finding them used and in need of washing. The missing wizard really is a slob. There isn't anything notable here other than the smell. **Go back to 66** and make another choice.

#### 88

You have checked every inch of the hut and haven't found the missing wizard. Strange. You sense that you may have overlooked something, but for the life of you can't think what. Shrugging your shoulders, you gather your things and walk out the front door. At least you were able to take a



break from the open road. As you head into the wild woods, you take a look back at the hut and hear something that sounds like a chuckle. No...it must have been your imagination. Give yourself 200 AP for surviving The Wizard's Hut. **THE END.**

## 89

Your presence as an uninvited guest in the hut has triggered The Wizard's Home Protection System. Roll 1D6 and consult the table below to determine the results. If you roll on this table more than once, disregard any duplicate results.

### THE WIZARD'S HOME PROTECTION TABLE

1. Suddenly out of nowhere, you are surrounded by multi-colored flashing lights and loud horn-like noises that rise to a deafeningly high pitch. You clamp your hands over your ears and wait for the worst, but apparently there is no one around to hear the commotion. The din subsides after a few minutes and you resume your business. **Return to your previous paragraph.**

2. You feel a tingling rush from the bottom of your feet to the top of your head. A blinding flash explodes behind your eyes. When your vision clears you find yourself standing naked in the middle of the woods. You must be miles from the wizard's hut. There is no path in sight and your clothing, weapons, money, and equipment have all disappeared. Give yourself 50 AP for surviving The Wizards Hut, then strap some leaves across your loins. Good luck finding your way back to civilization. **THE END.**

3. An electric current runs through the air. The light dims, dropping to near blackness. Then a dazzling brightness bursts forth all around you. When your eyes adjust to the brilliance, you see yourself surrounded by a circle of tall wizards with imposing staves, sparkling wands, and long flowing robes. "Trespasser! You are foolish and blundering, yet your incompetence has served a purpose beyond your comprehension. One of our members of the Wizard's Guild has been held captive and your meddling has called attention to his plight. As a reward for making rescue possible we will transport you to safety." There is a flash of light and you find yourself standing on the edge of

Brierdeep. You have all of your equipment and any damage you might have suffered is healed. Give yourself 100 AP. It's time to look for a new adventure. **THE END.**

4. A funny feeling spreads through your fingers and across your hands. Looking down you see that your hands have turned a brilliant red color. You've been caught "red-handed." This is a permanent affliction. From now on strangers will get a funny feeling about you and your red hands, finding it hard to trust you. Reduce your CHR by 1D6. The curse can only be removed by an 8th level Dis-spell spell. **Return to your previous paragraph.**

5. Without warning, a great number of objects jump up into the air. A broom, chairs, stools, books, dust pan, fire poker, quill pen, knives, and spoons start flying around the room threatening to crash into you. **Go to 36.** If you have seen this happen before, you must face the objects again. This time they are really going after you.

6. All around, the light in the hut grows. The shapes of objects and furniture jump out in sharp relief and their shadows grow dark and menacing. The shadows in the room seem to be moving. Wait...you do a double-take as you realize that they really are moving. The shadows detach from their objects and flow towards you threateningly. They move as if made of smoke, partially substantial and partially intangible, shifting between their original forms and the indistinct shape of four-legged beasts. Treat the combined Shadow Fiends as having a MR of 40 (5D6+20). If you defeat them, **return to your previous paragraph.** If not, this is **THE END.**



## REWARD GRAB BAG TABLE

1. A bag of 2D6 x 150 cp
2. A bag of 1D6 x 150 sp
3. A bag of 1D3 x 150 gp
4. Two emerald Catseyes Gems worth 456 gp. When pressed to the eyes they transform into a transparent lens that turns the user's eyes a brilliant green. The enchanted eyes will glow slightly in the dark and allow sight in low-light conditions as per the Catseyes spell. The gems draw kremm from the user at the rate of 2 WIZ per turn as long as they are being used. They will pop back out of the eyes on command. They come in a clean leather pouch and must be washed with salt water once per week.
5. An enchanted Paper Roc. This magical item is constructed of ordinary paper folded and shaped to look like a miniature bird. On command, the figure will animate and transform into a large, paper eagle with a wing span of 20 feet. It is sturdy enough to serve as transportation (with a speed of 30mph) and will remain viable for 1 hour before resuming its original size. The eagle will respond to simple commands and instructions, but has no attacking power. It will land wherever it is convenient and safely deposit the rider on ground before turning back to paper. It works for one use only.
6. You have picked one of the wizard's special cookies. It comes individually wrapped in wax paper. Lesrillian explains that he uses 100% pure powdered kremm instead of baking soda. Each cookie has a spell embedded in it that affects the eater without depleting his/her WIZ. Roll 1D6 on the table below to determine the spell. All spells work as described in the 7.5e rule book.
  1. Little Feets
  2. Hidey Hole
  3. Poor Baby (heals 3D6 points of CON)
  4. Fly Me (lasts for 10 minutes)
  5. Healing Feeling
  6. Shield Me (lasts for 10 minutes and shields from magical damage equal to the eater's INT)

## MINOR IMP

MR 40 (5D6 +20)

Minor imps come from one of the many hell realms. They are often summoned by wizards who negotiate for their servitude as wizard familiars. In this case, they take up residence in the body of an animal such as a cat, wolf, raven, rat, toad, or goat. In animal form they have the MR and WIZ rating bestowed upon them by the wizard they are bound to (see *TrollsZine!* #3 for Justin T. William's excellent article on wizard familiars). A minor imp's main function as a wizard familiar is as kremm enhancers, but they also can complement a wizard's abilities in other ways (see *TrollsZine!* #3). At lower levels they have little magical aptitude and are dependent on wizards to be summoned from their natural environs. At higher levels, minor imps have the ability to acquire spells and travel between dimensions on their own. Despite their greater abilities to travel, they are still bound by their contract with their wizardly master. With the death of their wizard master, they are released from their animal form and are automatically transported back to the hell realm from whence they came.

In humanoid form, imps are about 2.5 feet tall and have speckled, bumpy, gray, or green skin, long fangs, clawed hands, a barbed tail, and stubby bat wings. They typically wear no clothing or, at most, a tattered loin cloth. They attack with their claws and fangs and have a special attack with their tail.

*Special attack:* Special damage occurs when they roll spite damage which indicates a strike with their barbed, poisonous tail. Make a L1SR on LK or take 2D6 of extra damage plus the spite amount directly off of CON with no armor protection. This damage is regardless of the results of the combat turn and in addition to any normal damage the imp might inflict.

*Special protection:* In both their animal and humanoid form, minor imps have some protection from non-magical weapons. The combat totals of normal weapons are reduced by half. Magical weapons have their usual effect. Spite damage affects imps as normal.

# They Know Kung Fu!

By Dan Prentice

In *TrollsZine!* #2 I explored a house rule for Warriors and Paragons trained in special weapon techniques in an article called 'I Know Kung Fu!' This article took its inspiration not just from a seminal 1990's movie, but also from the monster special abilities introduced in the 7th edition of *Tunnels & Trolls*. These rules used the spite damage mechanic to trigger additional effects of a monster attack. Spite damage, initially a house rule proposed by Roy Cram in the magazine *Sorcerer's Apprentice* (#13), is damage done when a 6 is rolled on the combat dice. With this rule, one point of damage is always done to the opposing side for each 6 rolled regardless of armor protection and the final combat totals. Spite damage has been variously defined as the 'spiteful' nicks and bruises inflicted in the rough and tumble of combat, or as damage dealt 'in spite' of the odds and circumstances being stacked heavily against one side.

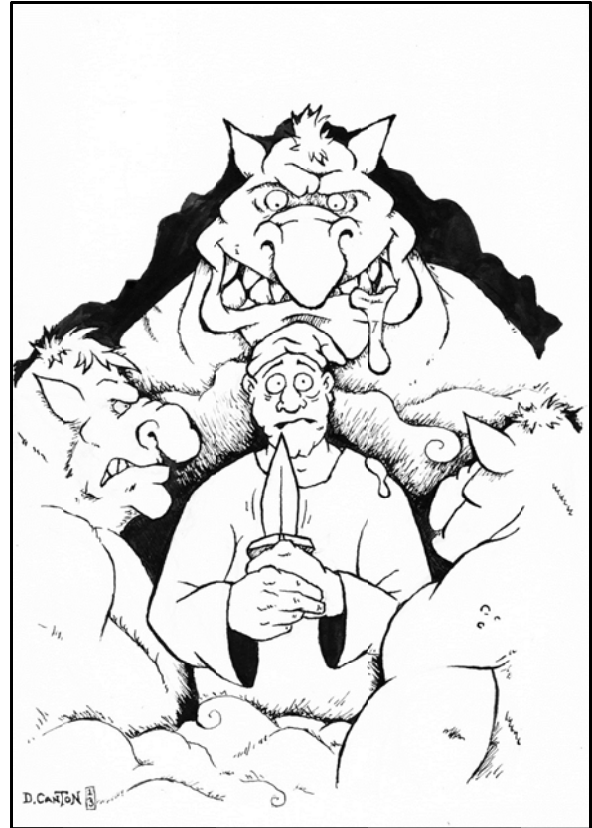
The Special Damage rule for monsters is set out on pages 1 and 2 of the *Monsters and Magic Book* in the 7th and 7.5 editions of *T&T*. Essentially, monster special abilities are triggered by rolling a certain number of 6's on the dice when they attack. The notation for describing a special ability trigger is "X/description," the X indicating the number of 6s needed in a single turn for the special ability described to be triggered.

This article sets out some guidelines and examples for creating your own special abilities. It also provides a couple of my own house rules related to monster special abilities – "Pack Attack!" and "There Can Be Only One!"

## House Rules

### Pack Attack!

When a number of monsters with special abilities are fighting delvers, do not separate out the dice monster-by-monster; instead roll all the dice together, and set aside any 6s. Special abilities should be triggered in descending order of power and difficulty. Therefore, the most powerful



abilities are triggered first, provided enough 6s have been rolled to generate them. Take away that number of 6s and see if you have enough left for more special abilities to be triggered. Any individual 6s left over are converted to regular spite damage.

*Example: The party is fighting a pair of gorgons, who have a MR of 60 each (7D+30) and the special abilities 5/Petrifying Glare and 2/Venomous Bite. The gorgons attack and roll six 6s on their 14 dice. It's a bad day for the delvers! The monsters have rolled enough spite to trigger a Petrifying Glare so one hapless adventurer takes a harsh look. There is not enough spite left to trigger the Venomous Bite, so the spare point of spite is allocated as damage.*

### There Can Be Only One!

It is good to have special stuff happen. It lifts events from the mundane and the ordinary, adding spice to life, and to role playing. However,

there is a law of the Special: when everything is special, nothing is special. To prevent this appalling state of affairs from occurring at your gaming table, I suggest the adoption of this rule.

**Set a maximum of one Monster Special Abilities triggered per delver per turn.** If you have to describe too many appalling events befalling one of the heroes (as they like to think of themselves), depression and ennui may ensue. Their *schadenfreude* at the misfortune of their comrades will be outweighed by their own desolation when they have to once more haul out 3D6 and roll them in order while pleading with you to be allowed to play a Dragon, a Naga, or a Balrog after the demise of their character.

## Special Ability Examples

Note any damage done by special abilities ignores any armor protection. Spells and special gifts may protect the delver at the GM's discretion.

1/Cunning Strike - This monster is exceptionally vicious and however badly it is cornered, it knows how to draw blood, doing 2 points of spite damage for each 6 rolled.

1/Acidic Burn - This monster has access to acid, either in its blood, spit, claws, or test tubes of sulphuric acid. Each 6 rolled burns a delver's armor or weapon, reducing the armor value or weapon adds by one.

1/Deadening Blow - The strength of this monster is such that it is tiring to fight; its powerful blows drain the energy from delver's muscles. Each 6 rolled reduces a delver's STR by 1. This loss can be recovered by rest in the normal way.

2/Appalling Stench - The reek of the monster has made the delver nauseous. Make a L2SR on CON or the delver halves their combat total next turn.

2/Venomous Bite - The monster has poison dripping from its fangs. The delver has venom running through their veins and must make a L2SR on their current CON or lose 1D6 DEX until the poison is treated.

2/Piercing Horn - The monster stabs the delver with a penetrating blow doing 1D6 CON damage.

3/Resounding Blast - The monster emits a deafening shout. The delver must make a L3SR on LK or lose their hearing for 1D6 hours and take 1D6 CON damage.

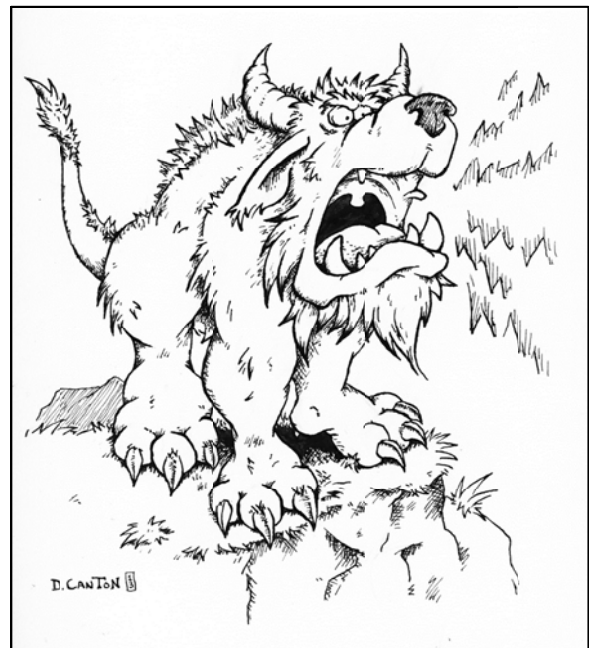
3/Crippling Strike - The monster chews or cuts the delver's leg muscles. Make a L3SR on LK or have SPD reduced by half until all CON damage is recovered and take 1D6 CON damage.

3/Shield Smash - The monster deals a powerful blow, reducing the delver's shield AP by 1D6 points. If the shield is reduced to 0 AP it is smashed to kindling.

4/Send Flying - The monster hits the delver so hard that he/she is hurled into the air. The landing causes 2D6 CON damage and the delver's combat total is halved the following turn. Additional amusing effects may occur depending on the terrain.

4/Hot Breath - A blast of superheated air fills the area. All delvers must make a L3 DEX or LUCK SR, taking damage equal to the difference if missed.

5/Petrifying Gaze - The monster has the glare of the gorgon and has caught the delver's eye. Make a L4SR on LK or get turned to stone.



5/Lightning Blast - The monster summons electrical energy to strike the delver. Make a L4SR on DEX or LK, or take 5D6 CON damage.

6/Fiery Breath - The monster blasts the area with magical fire. All delvers must make a L5SR on DEX or LK or take damage equal to the difference.

7/Death Blow - The monster has the gaze of the basilisk or the claw of a cockatrice. The delver must make a L5SR on CON or LK or die.

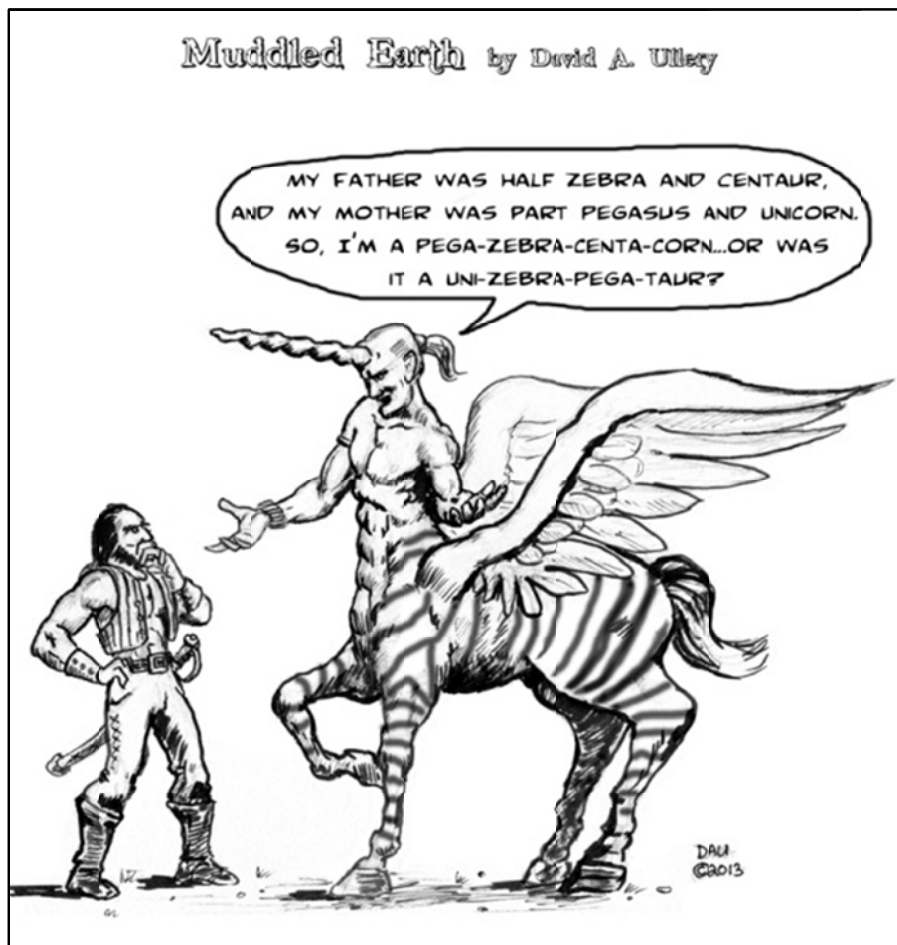
## Assigning Special Abilities

When giving special abilities to a monster, have regard to how relevant the effect is to the type of monster. Send Flying is particularly appropriate for big muscly monsters like ogres, trolls, and giants while Hot Breath is similarly appropriate for Salamanders and Dragons.

Also have regard to how often an ability is likely to be triggered; the monster (or monsters) needs to have at least as many attack dice as the spite threshold to have any chance of triggering the ability. Conversely, when a monster has six times as many dice as the threshold or more, it will trigger on most turns.

I suggest that most monsters should have only one special ability, but big scary monsters like Demons or Dragons may have more than one. Mixed groups of monsters might also have different abilities - employ the "Pack Attack!" rule to see what happens.

As with all my house rules, these ideas are presented for your interest and to whet your gaming appetite. Please feel free to ignore, change or use them according to taste.



# Sometimes the Saving Rolls are With You

By Ira Lee Gossett

Of all the bad luck! Not only did it start raining at midday, but after a quick search of his pack and saddlebag, Alaric was pretty sure he'd lost another cloak. Well, looking at the good side of things, it probably had a hole in it somewhere and he would have gotten wet anyway.

Getting soaked was what had forced him to leave the road and venture into the forest to find some shelter in the first place. After wandering about for a while, he'd finally stumbled across an ironbound wooden door set into the side of a small hillock.

He had hoped to get his horse (most of us would call it a pony since Alaric was a bit on the short side) inside so they both could dry out, but the stubborn animal wouldn't have anything to do with going anywhere near the hillock. After a brief tussle, his horse broke free to run off deeper into the forest.

"Humphh," Alaric thought. "Dumb animal was more trouble than it was worth, stepping on my foot and only going where it wanted to go. Good

riddance!" (You see Alaric never could convince himself that it was his fault he got lost so often. It seemed so much more reasonable that it was his horse's contrary nature causing the problem.)

In his disgust and by virtue of their stealth, he did not notice a group of highly carnivorous woodland creatures move off in the direction of his departed steed.

Deciding nothing could be gained by standing out in the rain, Alaric turned to examine the door. Knowing, as do all good delvers, that one does not just stroll through a door without first checking, he looked it over carefully, searching for signs of danger. Seeing no nameplate or knocker on the door, he concluded that nobody was living there so it would be safe to go inside.

The rain was already working its magic on Alaric by now. While his sniffles were still few and far between, Alaric knew that if he remained out in the wet much longer he'd end up with a full-blown cold.





So with that thought in mind and a sneeze forming, Alaric grasped the metal pull-ring set in the middle of the door and heaved. Amazingly, the door opened right up without sticking. The trouble came from the strength he had put into his pull; it totally unbalanced Alaric by swinging open so easily that, as it swung free, it banged against him causing him to slip backward and fall unceremoniously into the mud. Just as he went down, the sneeze that had been forming came out in a mighty “WOOOSHoo!!” doubling him up. With his eyes closed from the sneeze, and his ears filled with the fury of it, Alaric heard neither the “click” as the door opened nor the “Wsszzz” of the arrow as it just missed his head.

Wiping his nose, Alaric stood up again and set about scraping as much mud off his clothes as he could. Judging that to be futile, Alaric stepped up close to the open doorway. Seeing nothing about to grab him and no obvious traps, he moved cautiously through. Peering around in the gray light afforded by the rainy daylight behind him, Alaric could just make out a rack of torches before the door slammed shut with an authoritative “Bwowmpt” and what sounded too disturbingly like a hollow, echoing chuckle.

“Mmmm,” Alaric said half aloud, “wind must’ve gotten up.”

“Probably best closed anyway,” he said to himself as he reached for a torch. “Gram’s always pestering me to stay out of drafts when I’m wet.”

Standing there with the torch in his hand and the other reaching into his pouch for his flint, he was suddenly aware it wasn’t dark anymore. Dropping the flint, he yanked out his sword and looked around quickly for where the flickering light was

coming from. A quick glance was all it took to confirm he was all alone. Straightening up he wondered where the light had come from. It was then that he saw the torch he was holding was lit!

“AGHHHH!” he screamed dropping it and jumping back.

Upon letting go of the torch, Alaric was once again plunged into darkness.

Hearing nothing but his own loud breathing, Alaric crept back towards the dropped torch. Holding his sword out in front of him, Alaric squatted down to pick up the torch again. As his fingers curled around it, the torch silently burst into flame. Dropping it again, Alaric then went through the same ritual five times before deciding it was safe to continue holding the torch.

With his new found magic torch in his hand, Alaric started exploring his surroundings. He appeared to be in a small cave about 6 feet across and kind of oblong shaped with the door at the smaller end of the room. The cave was bare except for the torch rack on the wall near the door with some kind of plaque on the wall near it and a pile of wood trash at the far end. The only other opening in the cave was a passage over by the wood pile.

Seeing as nothing looked dangerous, Alaric decided to build a fire so he could dry out. After first poking the wood pile with his sword to see if anything was hiding in it, Alaric piled some of the better pieces of wood in front of the open passage and lit them with his torch. As dry as the wood was, it readily fired up. Feeding some of the bigger pieces on, he soon had a well-sized blaze going which illuminated his cave and cast a little light



down the passage. Seeing nothing of interest down there and feeling protected by the fire, he decided it was time to get out of his wet things. Alaric set down his torch, which promptly went out, and stripped off his pack, leather armor, shirt, breeches and boots. After drying himself with his shirt, Alaric donned his only spare from out of his pack (thankfully it was still too big for him and so covered him half way down to his knees). Alaric then arranged his things in front of the fire to dry, propping them up on sticks so the heat could get to them. Now feeling warm and dry, Alaric wandered over to investigate the plaque he had seen.

Looking closely, with much tongue sucking and finger following he was able to make out “Elwanger the Supreme’s Secret Caverns” written on the plaque in Common. This was just what he’d been looking for! Anything secret had to have treasure. Once he had collected enough, he’d go back to his Gram’s farm and live happily ever after with her, their old cow, and the rest of the animals. He knew Grams would be happy to see him again so soon. She couldn’t bear his leaving this last time, he knew. She was so choked up she had just pushed him out and shut the door behind him. Listening at the door, he could hear muffled sounds and was sure Grams just hadn’t wanted him to see her cry.

Now that he knew what was in his immediate future, Alaric went back over to check on how dry his clothes were. After smothering out a smoldering spot on his pants where they had gotten too close to the fire, Alaric pulled them back on and then dug out some jerky from his pack to eat. When he finished Alaric pulled out his blanket and lay back with his sword by his side and his head on his pack to take a nap before

going exploring.

With images of gold and gems dancing in his head, Alaric soon drifted off to sleep.

\*\*\*\*\*

Alaric woke with a start.

“Where am I?” he thought in a panic.

His eyes darted around looking for something familiar, but all he could see were shadows dancing across the walls... coming...coming to get him!

With a battle cry on his lips, that sounded somewhat like “EAK!” Alaric flipped his blanket off and grabbed for his sword as he leaped to his feet. He went into a crouch prepared for the rush that must be coming.

“Hmmm?” Why was it getting lighter? Where’d all the shadows go? Scanning around rapidly Alaric quickly saw what had happened. His fire had burned way down causing the shadows to dance and flicker across the walls, but now it was burning big and bright. Now why was that? Moving closer he peered at the fire to see what was burning. Hmmm looked like...where was his blanket? Well, it was too heavy to carry around and once inside the caverns he probably wouldn’t have time to sleep anyway.

Gathering his gear and putting his armor and boots back on, Alaric took up his magic torch once again and set off down the passage leading into the cavern and the gold and gems he just knew were waiting for him.



# Black Powder Oddities and Advanced Misfires

By Justin Williams

In the early history of firearms and gunpowder weaponry, there are the obscure, the impractical, and the downright dangerous: the seldom mentioned ancestors of modern armaments that, for the most part, fell through the cracks of history. Here we have unearthed some of these oddities for your gaming amusement and terror. Also, to add a little more variety and realism to the black powder adventures of the aspiring pirate or musketeer, we have an Advanced Misfire Table—not every botch need end in an explosion, although we have plenty of those too!

attempting to use it will take 1D+3 worth of damage. Its muzzle flash was so horrendous that it regularly set the rigging alight aboard the ships it was used on, so much so that Lord Nelson decommissioned it after the battle of the Nile—anyone or anything directly above, below, or to either side of the muzzles of a Volley Gun takes 1D worth of fire damage. Its roar was also horrendous, and it took seven times as long to load as a regular Long Arm—meaning that it takes 2 game turns to reload under optimal conditions.

## Firearms as Melee Weapons

Since most early firearms were single-shot affairs, they were also made to be used as weapons in melee combat. Weighted ends on pistols as well as metal buttcaps on arquebus and musket stocks lent power to their melee use—thus Pistols used in melee as clubs do 2D damage, and Long Arms do 2D+3 damage.

## Unusual Gunpowder Weapons

**Name:** Volley Gun (Nock Gun)

**Type:** Wheellock or Flintlock

**Size:** Oversized Long Arm

**Dice + Adds:** Seven Barrels 16D+50

**STR Req.:** 25

**DEX Req.:** 10

**Weight:** 200

**Cost:** Wheellock: 2,500 GP; Flintlock: 1,200 GP

**Description:** A huge seven-barreled rifle meant to be fired from the shoulder or from a light deck mount.

**Notes:** While there are earlier examples, the Nock Gun is the most famous and best documented shoulder-fired Volley Gun, so I have based my stats on that weapon. The recoil from it was known to break shoulders and knock men off their feet—a character with less than 25 STR



**Name:** Duck-Foot Pistol

**Type:** Wheellock or Flintlock

**Size:** Oversized Pistol

**Dice + Adds:** 5D+5\*

**STR Req.:** 14

**DEX Req.:** 8

**Weight:** 80

**Cost:** Wheellock: 725 GP; Flintlock: 550 GP

**Description:** A large multi-barreled pistol with the barrels fanned out in a spreading formation, much like the foot of a duck.

**Notes:** I don't really see how anyone could carry one of these around, but here it goes anyway . . . the Duck-Foot Pistol was a weapon with a very specific purpose as it was designed to be used by a ship's captain, at a point-blank range of 15 feet or less, against a mutinous crew.

\*With a L1SR, everyone in a 4-foot arc in front of the wielder is hit for 5D+5 damage—I think this best reflects the intention of the weapon; i.e., not so much staggering damage as the knowledge that you will be hit.

**Name:** Pepperbox Pistol

**Type:** Wheellock or Flintlock

**Size:** Pocket Pistol

**Dice + Adds:** 2D+6\*

**STR Req.:** 6

**DEX Req.:** 10

**Weight:** 30

**Cost:** Wheellock: 850 GP; Flintlock: 675 GP

**Description:** A small-caliber pistol with multiple rotating barrels (usually from five to eight). Once a barrel is fired, the wielder advances the next chamber by manually turning the barrels until a loaded barrel is under the firing mechanism. Once the charged barrel is positioned, the wielder primes the pan, and the pistol is ready to be fired again. Once empty, it takes 2 full combat turns to reload it in optimal conditions.

**Notes:** Notoriously inaccurate, it was said of the Pepperbox that the only safe place was behind it—unless, of course, it exploded. All ranges beyond point-blank should be considered extreme ranges.

\*Chain-Fire: If double 1s are rolled on damage, the Pepperbox has suffered a chain-fire; a spark leaps from one barrel to another, setting off every remaining loaded chamber and doing 1D+3 for each of the total remaining loaded barrels. A L1SR on STR is needed to keep the wielder from dropping the Pepperbox and suffering a penalty of

half off his or her combat and missile adds on the following turn as a result of the numbing shock from the unexpected recoil.

**Name:** Grenade Launcher (Hand Mortar)

**Type:** Wheellock or Flintlock

**Size:** Long Arm

**Dice + Adds:** As Grenade\* (*see* below); 10D+10 (if used with shot)

**STR Req.:** 18

**DEX Req.:** 12

**Weight:** 200

**Cost:** Wheellock: 750 GP; Flintlock: 550 GP

**Description:** A rifle stock with a short, heavy cup-like brass barrel.

**Notes:** While it can be used to fire solid shots, its main function is to lob grenades over long distances or obstacles. The real problem with this is that you have to set the fuse before firing the grenade, either lighting the fuse before placing the grenade into the Hand Mortar (in which case you have a real problem if it jams or misfires) or using a longer match fuse and winding it back behind the grenade (hopefully, the explosion of the powder will light the fuse). Under no circumstances should you face the fuse port inwards, as the explosion of the powder will drive the fuse inward and the grenade will explode in the barrel.

\*If you light the fuse before you load the grenade, any jam or misfire result will call for a L1SR on LK to avoid an explosion. If you use the long match-fuse option, a failure of the SR on DEX required for hitting the target means that a L1SR on LK is required to avoid delivering a very nice ready-to-use grenade to your target.

**Name:** Match-Fused Grenade

**Type:** Thrown Missile

**Dice + Adds:** 8D+10\*

**STR Req.:** 8

**DEX Req.:** 8

**Cost:** 50

**Weight:** 20

**Range:** 15 Yards

**Cost:** 25 GP

**Description:** Early hand grenades—a small cast-iron sphere filled with powder and fused with various lengths of match cord. As the match burns down into the powder, it explodes, sending fragments of the cast-iron sphere flying as shrapnel.

**Notes:** Unlike other missile weapons, these do not need to hit the target directly to do damage—anywhere close does the job. Unless the target is hidden behind or under cover, a L1SR on DEX should be sufficient to come close enough to damage the target.

\*Unlike most thrown missile weapons, it damages all targets in a 10-foot radius instead of a specific individual. But early grenades were notoriously fickle, and if double 1s are rolled on the SR required for hitting the target, something has gone wrong. If a L1SR on LK is made, the fuse peters out, or the powder is caked or damp, and the grenade must be re-fused or re-packed before it can be used. If the SR is failed, the fuse burns too fast or the grenade is fumbled and goes off in the hand or at the feet of the thrower, doing full damage and possibly setting off any other powder the character is carrying.

**Name:** Fire Lance

**Type:** Match Rocket

**Size:** Spear Melee Attachment

**Dice + Adds:** As Spear 3D+1 (when Fire Lance is ignited 5D+10\*)

**STR Req.:** 12

**DEX Req.:** 8

**Weight:** 100

**Cost:** Spear with Mountings: 25 GP; Each Lance Charge: 35 GP

**Description:** A siege weapon designed and used mainly by the ancient Koreans, these are basically rockets tied to a spear with the vents in the front so that they spew fire for a short range ahead of the lance.

**Notes:** The fire projector will only operate for 2 combat turns before it exhausts its fuel and must be replaced.

\*All targets in the effect radius must make a L1SR on LK or catch alight. A burning target can

perform no action other than to try and extinguish the flames, and every turn he or she fails to make a L1SR on CON, takes 2D6 damage directly off CON without the benefit of armor. A turn must be spent in preparing and lighting the Fire Lance before it may be brought into play. As it is basically a rocket/grenade attached to the end of a spear, if at any time more than two 1s are rolled on the damage dice while the Lance is ignited, a L1SR on LK must be made to keep it from exploding and showering the user (and any nearby companions) with burning powder—full damage is done to the user, and anyone around must make the same SR against fire as a standard target of the weapon.

**Name:** Axe Gun

**Type:** Wheellock or Flintlock

**Size:** Carbine

**Dice + Adds:** Axe 3D+4 (Shot 6D+15)

**STR Req.:** 15

**DEX Req.:** 10

**Weight:** 160

**Cost:** Wheellock: 625 GP; Flintlock: 450 GP

**Description:** An axe mounted underneath the barrel of a carbine-like arquebus. In many ways, the first bayonet.

**Name:** Dagger Pistol

**Type:** Wheellock or Flintlock

**Size:** Pistol

**Dice + Adds:** Dagger 2D+1 (Pistol Round 3D+15)

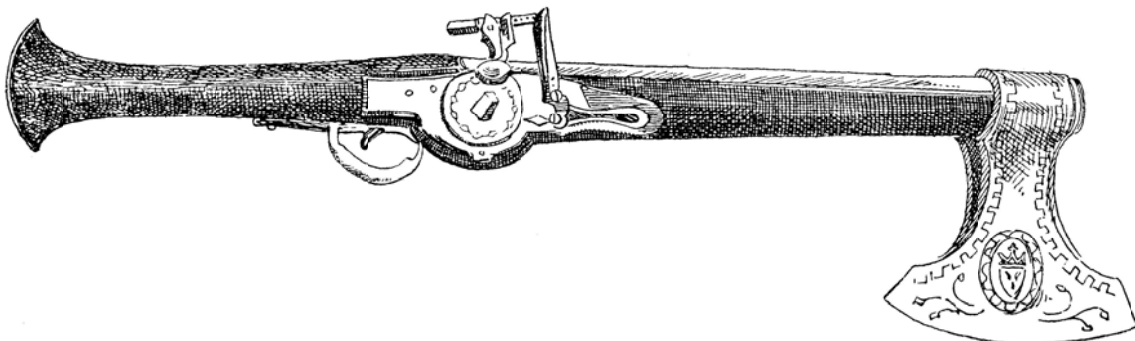
**STR Req.:** 10

**DEX Req.:** 12

**Weight:** 50

**Cost:** Wheellock: 550 GP; Flintlock: 360 GP

**Description:** A large dagger or knife with a small pistol barrel running along the back or to one side of the blade.



**Name:** Shield Gun

**Type:** Wheellock or Flintlock

**Size:** Buckler

**Dice + Adds:** 5D+15

**Hits Taken:** 3

**STR Req.:** 10

**DEX Req.:** 10

**Weight:** 100

**Cost:** Wheellock: 650 GP; Flintlock: 425 GP

**Description:** A pistol mounted in a small metal shield, its barrel projecting like a spike from the boss.

**Notes:** Unlike most early guns, it is designed to be used in close combat. When used in such manner, it should be treated like a TTYF spell in melee. While the damage counts toward the party's total for that round, only one target is subject to the Shield Gun's attack. This weapon is complicated to load, and it takes 2 full combat turns to reload and prime.

**Name:** Shield Gun

**Type:** Wheellock or Flintlock

**Size:** Buckler

**Dice + Adds:** 5D+15

**Hits Taken:** 3

**STR Req.:** 10

**DEX Req.:** 10

**Weight:** 100

**Cost:** Wheellock: 650 GP; Flintlock: 425 GP

**Description:** A pistol mounted in a small metal shield, its barrel projecting like a spike from the boss.

**Notes:** Unlike most early guns, it is designed to be used in close combat. When used in such manner, it should be treated like a TTYF spell in melee. While the damage counts toward the party's total for that round, only one target is subject to the Shield Gun's attack. This weapon is complicated to load, and it takes 2 full combat turns to reload and prime. In all other respects, treat as a buckler.

**Name:** Bayonet (Plug or Socket)

**Type:** Dagger or Spear (depending on whether it is mounted or not)

**Size:** Large Dagger

**Dice + Adds:** In Hand 2D+2; Mounted 3D+2

**STR Req.:** In Hand 2; Mounted 10

**DEX Req.:** In Hand 6; Mounted 8

**Weight:** 18

**Cost:** Plug: 15 GP; Socketed: 18 GP

**Description:** A dagger or knife that either fits

into the barrel of muzzle-loading Long Arms (for the plug variety) or snaps, or screws, into a place around or under the barrel (in case of a socketed bayonet), effectively turning the weapon into a crude spear.

**Notes:** The earliest bayonets were crude daggers that plugged or screwed into the end of muzzle-loading Long Arms. This allowed the arquebusier to defend himself in the heat of the battle after he had fired his weapon, when he was unlikely to have a chance to reload, or in damp conditions that would render the weapon unusable. Later, socketed bayonets were developed that allowed the musketeer to reload and fire—albeit carefully—while the bayonet was attached.

## Revised Firearm Cost Table

For those that wish to make firearms a more common part of their games, here is an optional price list to bring the cost of black powder weapons more in line with other T&T equipment.

Firearms	Cost
Hand Cannon:	100 GP
Matchlocks:	Pistol: 175 GP Musket: 150 GP
Snaphaunces:	Pistol: 250 GP Musket: 270 GP
Wheellocks:	Pistol: 500 GP Musket: 600 GP
Flintlocks:	Pistol: 300 GP Musket: 375 GP

Accessories	Cost
Black Powder:	3 SP / charge
Powder Horn or Flask:	10 GP
W/ built-in Powder Measure:	20 GP
Spare Ramrod:	2 GP
Lead Bullets:	5 SP / 10
Swabbing:	1 CP / 10
Slow Matches:	1 SP / match

Characters using black powder would probably also purchase some bar lead, and a set of bullet and shot dies, so as not to be caught without ammunition.



## Function and Malfunction

In order to understand what can go wrong with a black powder weapon, first you have understand what it takes for everything to go right.

**Matchlocks:** To load a Matchlock, you first pour a measured amount of powder into the barrel, then a lead ball or measure of shot, followed by a wad of paper, rag, or cotton—or even dried grass in a pinch. You take the ramrod from your belt (it was not until much later that ramrods were mounted on the weapon itself) and tamp the load securely into place, without packing the charge so tight as to turn your arquebus into a bomb. You are now ready to begin firing your Matchlock.

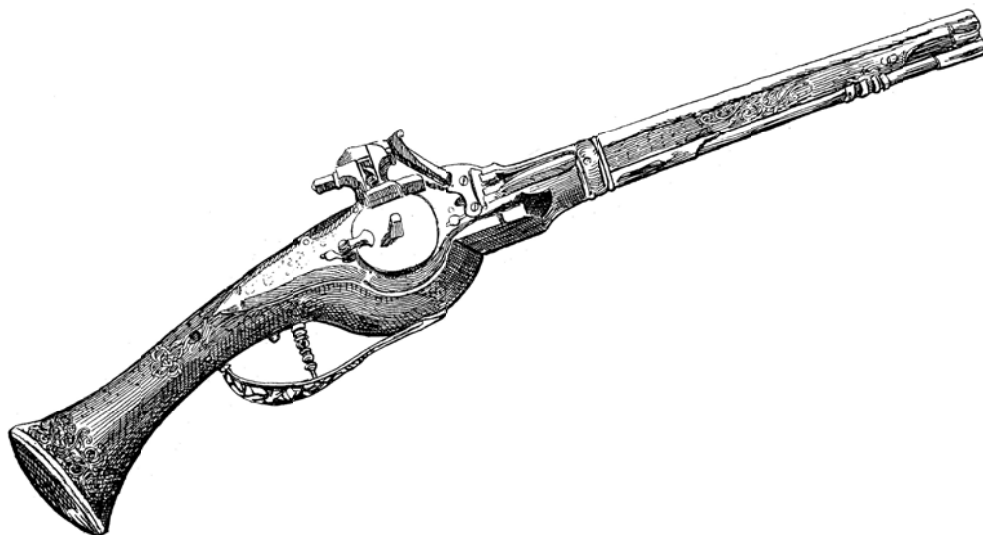
You can light your slow match—a length of chemically treated rope used to ignite the charge—with flint and steel or from a handy brazier, making sure to blow on the match or whirl the lit end over your head to fan its end to a good coal. If it is damp, you had best keep your unlit match cord under your hat or inside your cloak, and you can give up on using your Matchlock altogether if it is raining.

Now that your match is lit, you must sling your cord over your shoulder (hopefully, not setting your clothes alight), and now is also the time to set up a gun rest if you are using one. Next, take the metal cover off the pan, and, using your powder horn or gourd, pour a small charge into it, replacing the cover and clipping the lit end of your

slow match into the serpentine. Bracing your arquebus against your shoulder (or, for very early Matchlocks, against the armor in middle of your chest), remove the cover from your pan and depress the bar holding the slow match to bring it into contact with the priming charge. If things go right (usually as many as one-in-four shots went wrong), the priming lights and sets off the main charge. About a second later, "Bang!" and you are ready to start all over again.

Note: If you are carrying your weapon loaded, you will be using a tampion or plug that will be placed tightly into the end of the barrel to—hopefully—keep your powder dry and the charge in place. It is advisable to remove the tampion before firing if you do not want your arquebus to explode.

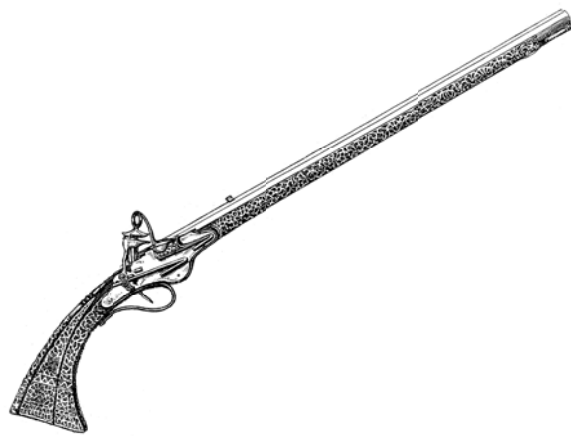
**Wheellocks:** A Wheellock loads much like its Matchlock kin, but the firing procedure is a bit different. The firing mechanism is a toothed wheel—something like the striker on a cigarette lighter—that grinds against pyrite. The wheel must be made of extremely good steel and mounted on a cogged axle. A chain is wrapped around the axle and attached to both the axle and a powerful leaf spring. When the wheel is wound up with a special spanner, tension is stored in the spring, and the mechanism is ready to spin and fire the charge. The trigger locks the wheel in place until the wielder is ready to aim and fire—aiming being a bit of a novelty up until this point in firearm development. Then you open and prime your pan, and close it again until you are ready to fire. Finally, you move the dog—a moveable arm



holding the pyrite—forward and into contact with the wheel, open the pan, and pull the trigger. If all goes well, a shower of sparks ignites the priming and the main charge, and you get to make someone you don't like very unhappy.

While this may sound complicated, it is not until the invention of the percussion cap that guns would become as reliable or weatherproof as the wheellock once loaded. Also of note is that the first really practical carry-and-fire pistols, often with exaggerated balls or spikes on the butts, called Dags, were Wheellocks. Unfortunately, a good Wheellock musket or pistol would probably cost you ten to a hundred times the price of its Matchlock or Flintlock equivalent, making them available only to the wealthy and those fortunate enough to scavenge them from the battlefield.

**Flintlocks:** Flintlocks load like Matchlocks and Wheellocks, but the firing mechanism is, once again, different. Once the charge is loaded and the pan is primed, the spring-loaded cock holding the flint or chert striker is moved back into firing position and the pan is opened. The frizzen or steel striking plate is moved forward over the pan, the weapon is aimed, and the trigger depressed. The cock is released, striking the frizzen and sending sparks into the pan, lighting the charge, and, with luck, setting off the main charge and firing its leaden present downrange. While far more reliable and weatherproof than the Matchlock, the Flintlock still misfired once every five or six shots and was extremely susceptible to damp or even humid conditions, especially during loading.



## Advanced Misfire Table

Here is a table to use if gunpowder weapons are more common in your campaign or if you are getting tired of all your guns exploding every time you botch! Roll 2D6 and consult the table below.

### 2-3: Partial Burn

Not all of the powder charge ignites—halve dice and weapon adds for this shot. The weapon must be thoroughly cleaned before it can be reloaded, adding an additional combat turn to the load time.

### 4-6: Charge Fails to Ignite

The powder is damp or faulty, and the weapon must be completely unloaded and reloaded before another shot may be attempted.

### 7-8: Flash in the Pan

The priming powder goes off, but fails to ignite the charge. The pan must be re-primed before another shot may be attempted.

### 9: Hang Fire

The priming powder goes off and seemingly nothing happens. A slow burn causes the weapon to discharge the following combat turn. Anyone stupid enough to be looking down the barrel takes a full-strength shot with no benefit of armor.

### 10: Malfunction in the Firing Mechanism

The firing mechanism has a malfunction: for a Matchlock, the match cord is stubbed-out in the pan and will need to be relit before firing is possible; for a Wheellock or Flintlock, the pyrite or flint in the cock has shattered and has to be replaced before any further attempts at firing can be made. A full combat turn will be needed to repair the mechanism if a repair is possible.

### 11: Burn Round

The shot is insufficiently wadded or tamped, resulting in the powder burning instead of exploding. This can weld the shot into the barrel, rendering the gun unusable until it can be professionally repaired.

### 12: Weapon Explodes

The wielder takes the full dice and adds of the weapon in damage—better luck next character!

# To Start With...

By Patrice Geille

So you've got some brand new *Tunnel & Trolls* characters ready to go. Maybe you've created them with an online character generator, allocated a certain number of points between the different attributes (so called "advanced" character creation), or just rolled some good old-fashioned six-sided dice. You may have recorded your character on a loose piece of paper, a character sheet provided with the rules, or used one of the many fan-created character sheets you can find at Trollhalla.

Regardless, here you are with your brand new characters, eager to send them delving. You might have a group of friends ready to play *T&T*. If that's the case, then good for you! If you are reading this, however, you must be a *T&T* fan with some experience and the chances are that you take on the function of GM more often than not. If your friends do not often come up with a *T&T* adventure they'd like to run, you can always try one of the many *T&T* games moderated by other GMs online. There are a couple of them currently running on Vin Ahrr Vin's Trollbridge and others can be accessed from one of Trollhalla's multidimensional gates. If you'd like to try something else, fear not, the growing line of *T&T* solo adventures are just what you need. After all, *T&T* is well known for its outstanding solos.

There's just a snag: most of them (and the best of them!) were created for middle- to high-level characters. Starting with Michael Stackpole's *City of Terrors* or *Sewers of Oblivion* is probably not a good idea. Ken St Andre's solos in particular are known for their high mortality rate. For these the names are self-explanatory: *Naked Doom*, *Deathtrap Equalizer Dungeon*, *T.E.R.R.O.R.*, and *The Toughest Dungeon in the World*.

Obviously you don't want your characters to die right away and this article is an attempt to increase their chances of survival. But remember, dying (i.e. losing) is part of the game and does happen from time to time. That is why I would suggest that you don't personalize your characters too much at the beginning. When you roll their attributes, gold, height, and weight they already have their own individuality. For example, they might be exceptionally strong or unusually dumb or clumsy. Your character might start his career with as little as 30 GP. She may be very tall...and overweight. Choosing their kin, type, equipment, and their starting talent will give your characters a lot of personality already. But wait until they have completed at least a couple of adventures to give them more. Depending on the adventures they've been on and what you already knew about them when you created them, you could name their



place of origin, religion, and social background. When your character reaches the second level, he will be able to pick up a new talent, which will personalize him even further. For the finishing touch, give him an earring, tattoos, a moustache, buy him a parrot and a pirate's pistol, or let him smoke a pipe and wear a sombrero; whatever. The point is, do not personalize your beginning characters too much because the mortality rate is higher among beginners than among veterans. Your characters will then evolve naturally as they grow in power and experience. Your female warrior may turn out to be an Amazon or a barbarian with matching talents and equipment. Your wizard may evolve into a necromancer who creates new monsters or into a druid specializing in potions and herbs and casting strange spells deep in Mistywood.

As it was stated in the Corgi Books *T&T* rules section, *"unlike other solo adventures, Tunnels & Trolls allows characters to grow and pass from one adventure to another (...) By upping the attributes, through encounters in the solo adventures and level raises, your character will have a whole host of spells and weapons made available to him. Money will allow him to buy armour or those weapons and spells, making him better able to face the trials and tribulations of the solo adventures. Your characters can pass from one solo to the next, earning titles and treasure in a never ending heroic career."* One of the joys of *T&T* solos is indeed to have your characters grow and evolve. Another asset of *T&T*, which was not mentioned by the Corgi rules, is that you can always use your characters to play *T&T* with friends. Sharing and interacting with other players is also very rewarding. Having a wonderful advanced-level *T&T* character is fine, but having other players know that character and interact with him or her is even better!

But if you want your characters to go that far, you will have to start them with adventures they can survive. A few early official *T&T* solos were made for beginners, but certainly not enough. Solitaire adventures like *Buffalo Castle* by Rick Loomis, *Sword for Hire* by James Wilson, and *Labyrinth* by Lee Russell belong to the "maze-type" adventure and were designed for first level Warriors. James Wilson's *Blue Frog Tavern* was also made for beginning Warriors and is an enjoyable sequel to *Sword for Hire*. *Sorcerer Solitaire* rewritten by James L. Walker is a fine adventure for apprentice

Wizards and *Goblin Lake* by Ken St. Andre is a tough solo for low-level Goblins.

Remember the time when everybody thought that since Flying Buffalo was not publishing anything new, *T&T* was a dead game system? Times have changed and it's amazing how many *T&T* solos have been published during the last couple of years. Print-on-demand and watermarked PDF files have probably helped a lot; new authors keep on appearing.

Luckily, many of these solos were designed for low level characters. Recently, I bought a funny mini-solo for beginning characters, called *Hecatombe*, by Al McDougall; it was short, but good enough. Stuart Lloyd designed his *Temple of the Fool God* for beginning characters, in which you have to retrieve the greatest treasure of the kingdom from the belly of a mad god. I certainly will try that one too. Andy Holmes, one of the talented authors of Tavernmaster Games, is one of the most prolific *T&T* authors and – if I may add – one of the best. For beginning Warriors, I would recommend his solos *Escape from the Vampyre's Crypt*, *The Haunting of Tiford's Hollow*, or *The Halls of the Gorgon - Level One*. I hope you like the atmosphere Andy tries to create in his adventures as much as I do. Darren Jones is a little known, but promising solo author; *The Temple at Marterrine* is ideally suited for beginning adventurers of all character types. Surviving characters gain considerable skill and should be able to advance to more perilous adventures after that. The same goes for Sid Orpin's (author of *The Tree of Life*) *Devotion to Duty* solo, in which your beginning character will become a fighting monk. In *Formication*, you can even play a newly created fairy Warrior. In Sid's latest solo, *Rapscallion*, you can play a beginning Rogue. W. Scott Grant (Sligo) wrote the excellent *Final Exam*, another of the few solos specially for beginning Wizards. Try it if you dare! Dan Hembree is also a solid author of *T&T* adventures. I already wrote a review of *The Tomb of Baron Gharoth* in *TrollsZine!* #3. Since then, Dan has developed a whole line of *T&T* solos as well as a very good GM adventure by Mike Hill, *The Dungeon of the Rat*. Dan's Lone Delver Games product line currently includes five solo adventures, the latest of which is *Crypt of the Wolf Prince*, specially designed for beginning characters. Patrick Witmer (Jongjungbu)'s *No Rest*

*for the Weary at War* is a mini-solo designed for 1st level characters and one of the finest I played over the last few years.

Some solos allow you to use several characters in an adventure. A good example is *The Old Dwarf Mine* by Roy Cram in which you can send in up to 10 beginning characters at the same time. Roy Cram is also the author of the solos *Mistwood* and *Gamesmen of Kasar* as well as the Wilderness Encounters catalyst book. *The Old Dwarf Mine* originally appeared in *Pegasus* magazine #73; it was later rewritten by Ken St. Andre and published online. *Overkill*, rewritten by Michael Stackpole, lets you play several characters as well, but is much, much tougher.

Then there are solos that can be played by characters of any level. *Gristlegrim Khosht*, *Arena of Kha'zan*, and *Hela's House of Dark Delights*, all by Ken St. Andre, *Beyond the Wall of Tears* by K. Martin Aul, *Search and Ye May Find*, by Michael K. Eidson, and *Abyss* by Paul Creelman (but only for characters who have died) fall into this category.

Curiously enough, most of Ken St. Andre's recent solos from his Trollhalla Press series were not designed for beginning characters, even though he is known to favor low-level games. The exception is *Tavern by the Sea*, which is tough but is actually designed for beginning characters (there are even three ready-to-play characters included in the booklet). *Tavern by the Sea* was co-written with Andy Holmes and is available in two versions. The first, by Trollhalla Press, is illustrated by David Ullery and includes a GM adventure version. The second, by Tavernmaster Games, is illustrated by Jeff Freels and includes a second built-in mini-solo, *The Tomb of the Sea Reaver's Gold*.

It is perfectly possible to take a solo designed for advanced characters and adapt it to suit your beginning characters. Obviously, this will require adapting the difficulty level (Monster Ratings and Saving Roll levels) and the rewards (Adventure Points and treasure). There are guidelines provided in the *Monsters and Magic Book* found in the *T&T* 7.5 box set, called "Balancing Encounters." Based on those guidelines, the most

appropriate MR to match a 1st level character is around 20 (3D6+10), which seems reasonable. Therefore, the MR amplitude should be between 10 (2D6+5 – easy encounter) and 30 (4D6+20 – tough encounter) while special damage triggers should be rare. The SRs should be 1st to 2nd level in most cases. Raising that difficulty level would usually mean instant death to a starting character (unless your "beginning character" is a troll, ogre, or balrukh; but in that case, I would recommend you send them to *The Toughest Dungeon In The World* or *Strange Destinies* both of which were specifically designed by Ken St. Andre to accommodate those kindred). Adventure Points do not usually need to be adjusted, since they are allocated depending on the MR of the defeated foe or on the level of the required SR. When additional APs are granted as a "lump sum" in a solo adventure, it is usually appropriate to divide them by four. Quite a few solos, however, already have some device to take your level and adds into account when awarding extra APs (e.g. *Captif d'Yvoire*). The value of any treasure should also be divided by four. But then, as is always the case in *T&T*, use your common sense and if you feel other adjustments are needed, go ahead! For example, Michael Stackpole's *Sewers of Oblivion* was designed with high-level characters in mind (up to 7th level, with as many as 425 combat adds but preferably between 150 and 300 adds). My personal guess is that in this solo, difficulty level and rewards should be divided by 10 for a beginner to have any chance of survival.

Some of the solos that I cited in this article might be unavailable (or only available from illegitimate sources) or out of print. If that's the case, I suggest that you contact the author and convince him to republish it in one way or another. There are a number of ways to publish a *T&T* solo: 1) publish it in *TrollsZine!*; 2) publish it on the web (like IGS Games, Chimerae Hobby Group, Scott Malthouse, Andy Holmes, Tori Bergquist, or Patrick Witmer, and many others); 3) self-publication (paper and/or electronic form via Lulu/RPGNOW/DriveThruRPG, like Trollhalla Press, Tavernmaster Games, and Lone Delver Games); and 4) via Flying Buffalo or Fiery Dragon (Andy Holmes just did that for his *Castle Death*).

# The Ruins of Castle Pynnesse

## AT&T 7.5 Edition GM Adventure

By Tori Berquist

### General Instructions

This adventure is designed for use with the 7.5 edition of *Tunnels & Trolls*, but is playable with any edition with minimal adjustment. It is suitable for 4 to 8 characters of Level 3 or greater. There are powerful enemies and dangerous obstacles to be found within.

### Background

Deep in the Hexeri Mountains along the Jhaknian Coast can be found an old ruined keep. This structure was built as a bastion of refuge during the Plague Years and stood the test of time. The order of knights which founded the keep was called the Knights of the Thorn Crown and was dedicated to the enigmatic Dark Lady Corrigan, the Witch Queen. They were “Suethenurien,” silver elves all, who had foresworn their dedication to the goddess Selene to pursue the worship of the Dark Goddess of the Unseelie. Still, they were opposed to the hordes of the undead god Unarak, and they became mysterious folk heroes in their time, as the knighthood protected the refugees of the old kingdom of Jhakn and saved many lives standing in their defense. They were even part of the great siege against the witch Tarnaethas and her Nightspire, which lies about one hundred miles north in the mountains.

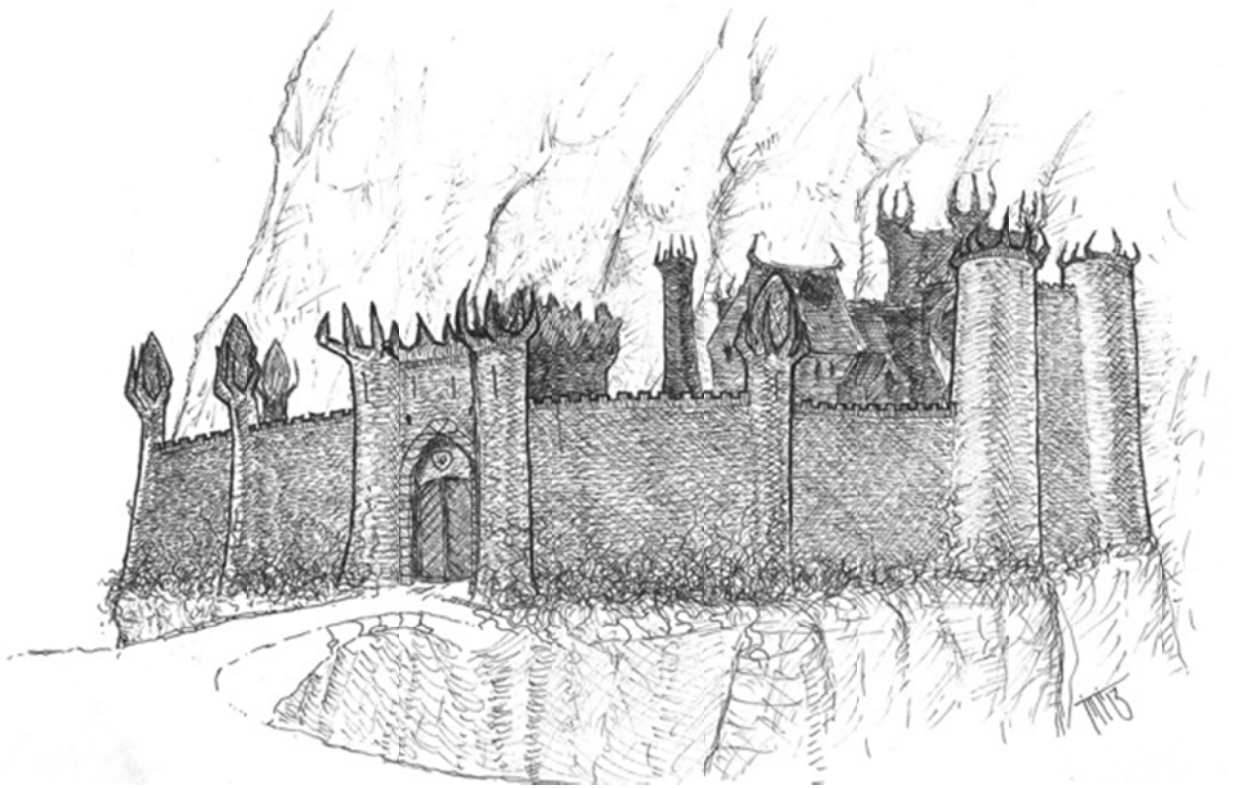
Among all the Fey knights of Castle Pynnesse, the most famous was the slayer **Kytheron**, a silver elf of such ferocious reputation that to this day tales are told of how he slew a thousand ghouls by himself in one evening. The legends may be boastful, but the reality is not far behind. Kytheron was the one who slew the Wight General Yon-hagar, and personally delivered the general’s head to the doorstep of the Nightspire.

When the Plague Years ended, the castle turned into something more of a township and the Knights of the Thorn Crown left to pursue the evil of Unarak eastward, back to the gates of Starthias. They were not to be seen or heard from again until two decades later, when two dozen knights returned, worn and weary, with the body of Kytheron and other Suethenurien in tow, who had fallen in battle. They entered the castle and buried their fallen in the deepest consecrated catacombs, for the elves have never tolerated immolation of the dead. They then settled down, to live out their remaining years as weary survivors and war heroes.

The township which sprung up in the valley below the castle came to be called **Kharador**, after an old dwarvish word for prosperity, though it is sometimes called that as well. The town was widely regarded as a safe haven, for the people were confident in the power of their knights to protect the township from any harm.







Over the centuries, however, things changed. In time, it became evident that something was amiss in Castle Pynesse. The knights came out with less frequency, and one day they came out not at all. Only an occasional sentinel could be spotted on the ramparts. About two centuries ago, the last two knights anyone laid eyes on raised the drawbridge over the chasm leading up to the castle, and then disappeared from view. A local elvish bard named **Mercurian** (who still plies his trade in the region) said that the elder knight **Thyllios** told him that no one was to enter the castle ever again. The local people took this to heart, until recently.

With the mysterious knights no longer protecting the township, Kharador sought out protection elsewhere, eventually falling under the control of **Baron Ethamos**, who ruled out of his own modest keep on his family estates to the west. For several generations the Ethamos family ruled the land with a benevolent touch, until recently when civil strife in Gharspad stirred up trouble and **Ethamos Keep** was sacked. **Baron Kalidan Ethamos** and his troops have fled to Kharador, where they took up residence in the city. Kalidan

realized that the castle nestled at the top of the valley was an impressively defensible location, and decided to seize it for his own, despite the warnings by the locals.

To access the keep, Kalidan hired engineers to construct a bridge to span the chasm protecting the entry. Many strange mishaps transpired during this effort, but only the locals remained superstitious. When the bridge was at last finished earlier in the summer, Kalidan rode forth and in four days his crew brought down the barred gates. They entered the castle grounds, and he declared Castle Pynesse the new fortress of House Ethamos.

It was at this moment that something terrible happened. The gates that had been pried open closed of their own accord, trapping the Baron and his men within the castle grounds. Then a great deal of shouting and conflict could be heard, and at last quelled. Those trapped outside were unable to determine what had happened, but loyal rangers to the Baron scaled the walls and discovered a massacre within. They could find no

evidence of the attackers, but nor could they find the body of the Baron and several other men.

The rangers returned to Kharador and relayed their findings to the Mayor and to the **Baroness Inyrriel Ethamos**. Stricken with grief, the Baroness stole away to the castle, and begged whatever lay within to spare her husband. To her amazement, an aged and worn knight, Thyllios himself, came to the ramparts and told her that though her husband was not dead, she could not save him, either. He begged her to leave and forget the castle, for it had long ago fallen to a great evil, which he was powerless to do more than contain, and that any that dared enter would likewise fall.

Inyrriel, herself of half-elvish blood, could sense the pain of the knight and knew he spoke the truth. Nonetheless, she sent out the call for heroes. Could someone come forth and purge the castle of its curse, and possibly rescue her husband in the process? She sent runners to the far corners of Gharspad, and as far north as Pheralin and eastward to Etrurias to spread the word of the deed. She has offered a hefty reward for the task, 20,000 gold pieces. So far, two groups have made concerted attempts: a mercenary company known as the **Red Blades** has tried twice to siege the castle. The first attempt led to a disaster as two dozen men of the company were slaughtered when skeletons rose from the earth of the castle grounds and attacked. The men who had entered were all killed, for they had scaled the walls to enter. The remainder of the company now occupies the town, mulling over its options as the commander, **Ashton Kesrik**, ponders simply assaulting the forces of the Baroness in the villa she occupies to steal the coin offered.

The second group to attempt the job is an adventuring company led by the half-demon fighter-mage **Caius Adornin**. He has been very cautious so far, and determined that where an army will draw attention from the skeletal guardians, a small team can move undisturbed. Still, they too have been rattled, when an amorphous thing absorbed two of his team into its mass inside the foyer. They too are now rethinking their approach.

## Notable NPCs of Kharador

### Baroness Inyrriel Ethamos

Half Elf, Female, Level 2 Citizen; STR 10, CON 9, DEX 18, INT 22, LK 16, CHA 24, WIZ 14, SPD 12; Adds +5; (1/2 for being a citizen); Talents: Persuasion CHA+6, Etiquette CHA+5

### Commander Ashton Kesrik

Human, Male, Level 3 Warrior; STR 30, CON 18, DEX 15, INT 14, LK 12, CHA 16, WIZ 8, SPD 13; Adds +25; armed with a Great Shamsheer (5D+0); wears Banded Mail (13X2 hits); Talents: Swordplay DEX+4, Horsemanship DEX+3, Siege Tactics INT+2

### Typical Red Blade Mercenaries

Humans, Level 1 Warriors; STR 16, CON 12, DEX 12, INT 10, LK 10, CHA 10, WIZ 9, SPD 12; Adds +5; armed with Scimitars (4D+0) and Crossbows (5D+0); wear Cuirboille (7X2 hits); Talents: variable

### Caius Adornin

Half-Demon, Male, Level 3 Paragon; STR 18, CON 16, DEX 22, INT 20, LK 30, CHA 18, WIZ 32, SPD 16; Adds +38; armed with a Magic Rapier (6D+8 enchanted) and a Crossbow (5D+0) with 30 silvered bolts; wears Soft Leather (5x2 hits) and a silver ring (spell focus, -3 spell casting cost); Talents: Thievery DEX+6, Persuasion CHA+4, Occult Lore WIZ+3; Caius's Favored Spells: Take That You Fiend, Call Flame, Vorpal Blade, Cateyes, Hidey Hole, Poor Baby, Whammy, Blasting Power

## Secrets of Castle Pynnesse

The Knights of the Thorn Crown were both paladins and warlocks of their dark mistress Corrigan. They had long sought to grant their mistress the souls she needed to restore her to life within the mortal plane, for she had wandered as a Fey spirit in the Weiriding for more than fifteen hundred years. Their greatest champion was Kytheron, whose dedication was so great, it was said, that he had laid with the hag Black Annis, Corrigan's mother, to attain his dark Fey pact. Indeed, it was Black Annis herself who told him

the secret of returning her daughter to the physical plane.

At first the means of attaining this goal seemed difficult, for the Knights could not in good conscience harvest mortal souls of the humans in the region; at least not without imbuing an evil into the act that could affect the Lady of the Thorn Crown herself, something which had been done to her long ago by her lost love, the Lich Halistrak. The Knights wanted their Unseelie goddess to return as a pure being. It was then that the Plague of Unarak struck, and a source of seemingly unlimited soul energy was suddenly made available.

The Plague of Unarak served both to bolster the efforts of the Knights and to hinder them. The countless undead of Unarak's armies were still imbued with soul energy; this energy was harvested in vast waves, allowing the Knights to go far in achieving their goals. But it was a hindrance as well, for the soul energy was corrupted and weak; the undead of Unarak were shells of the living souls necessary to bring Corrigan to the world. Still, in time, the Knights realized that only through the death of Unarak could the souls that they had harvested be used to free Corrigan once more. When Unarak's forces were at last on the defensive and word of an assault against Starthias spread, the Knights decided to join the armies which marched against

the dread god. They realized that to slay him might be the ultimate means of resurrecting Corrigan.

In the end, they achieved this goal. With Thyllios and the others, Kytheron struck the sundering blow that slew Unarak, stealing his soul energy in the process. It was then that Kytheron realized their maddened error; for if they used the energy of Unarak to imbue life in to their Unseelie goddess, she would be inextricably corrupted by Unarak's very being and become an even greater evil. Kytheron, realizing this, took the essence of Unarak into himself, even as the other avatars sundered the god's body, spreading it across the world so it could never be incorporated again. Kytheron took his soul essence, and promised to sequester it away. He got halfway back to Castle Pynnesse before he succumbed and perished.

By the time the surviving Knights returned to the castle, more than half had been slain by the necrotic energy of Unarak's soul essence, which they had each taken in to hold as living vessels until they returned to the castle. When they arrived, only handfuls were left to inter their dead. They took the soul essence and placed it within a crystalline lattice deep in the bowels of the castle catacombs, and the survivors swore to defend it against all incursions. Their once great goal of restoring their goddess was now lost to this new task.....or so they thought.



In time, the number of Knights dwindled. A few defected but most perished when the dead began to rise, including their own knights, from the corruption of Unarak's soul. It was when Kytheron at last rose as an undead Fey that the real trouble began. At first Thyllios was able to restrain and then imprison him, but it was clear Kytheron was up to no good. Kytheron tried many times to escape, but Thyllios kept him held or recaptured him at every turn. It was not until the day that Baron Kalidan Etharnos arrived that the scales tipped. The Baron's men were slain, but the Baron himself and three soldiers were captured by a quiet horde of undead that arose from the castle grounds. To Thyllios's dismay, the undead that captured the Baron were under the control of Kytheron, who remained sealed in the north tower where he had been imprisoned for two centuries.

Kytheron spoke to the Baron, and told him that the castle and great power was to be his, if he would but aid Kytheron in his desired goal. Kytheron's plea to the Baron was simple: find Thyllios, kill him, and take the key to the tower to release Kytheron; he was then to accompany him to the crystalline lattice in the catacombs and shatter it, releasing the dark soul within. This, he said, would free the castle of its curse.

In reality, Kytheron intends to take the soul of Unarak once more into himself. He believes that he can then seek out the divine spark of Corrigan, to channel the soul through a dark ritual to imbue the Witch Queen with divinity. The Baron is just a means to an end; a tool to slay Thyllios and gain his freedom. His undead madness has convinced him that he needs to use the soul at last to awaken the Witch Queen.

## Prelude: The Mad Knight

Players are introduced to the debacle in remote Castle Pynnesse during a chance encounter. In a major port city (any will do, but presumably along the coast of Gharspad) the PCs are out for an evening, either spending newly won coin or otherwise celebrating a victory when they stumble across a Suethenurien Knight under assault. His name is Sylas Endrathor, of House Istrion, a young Suethenurien of a large and well-known clan among the silver elves. He has been cornered by a dozen thugs; several more lay dead at his feet, but with still more to come it is only a matter of time before he perishes.

ENCOUNTER: 12 Human Thugs (MR 18 each) and Sylas Endrathor (see below)

If players side with the Suethenurien and assist him, then they learn his name and his mission. He has in his possession a scroll upon which a notice has been printed, indicating the following:

# Wanted

Heroes to Liberate that which overlooks  
the Vale of Kharador:

## Castle Pynnesse

Wrought with Evil  
In vengeance for the Just and Kind Baron  
Ethanor's demise  
At the hand of Creatures Most Foul

To the Liberators of Pynnesse shall be awarded  
the sum of

### 20,000 Gold Pieces

Mint of the Royal Standard of Gharspad

See Lady Imyrriel Ethanor in her Mountain  
Retreat  
7 West Orchard Lane, Kharador

Sylas is young as silver elves go (barely 80 years of age), but he has a personal stake in this matter. His grandfather, he says, was the legendary hero Kytheron, who served well during the years of the Plague of Unarak and despite his dedication to the



• FANTASY ILLUSTRATIONS •  
BOOK COVERS • CHARACTER  
DESIGN • COVER ART • BOOK  
TITLES • AVATARS • LOGOS • WEB  
GRAPHICS • MAPS • CARTOONS  
• PROMOTIONAL MATERIAL •

WWW.SIMARI.CO.UK  
INFO@SIMARI.CO.UK

Order of the Thorne Crown he was a good knight and of honorable name and action; at least this is what Sylas has been told and believes. Sylas will gladly recruit the party to aid him, for that is his exact reason for arriving in the port town; he needs allies. He will even go so far as to offer the party one half of his own share provided they aid him in recovering the remains and armament of his grandfather for proper transport to his native homeland in Golmadras (once called Sylvias, but such is the stuff of another tale).

Game Masters can use Sylas as an extra NPC to flesh out the party if needed, or let him take something of a background role if the party is strong enough to hold its own. He can also provide Sylas as a companion character to a suitable PC. Sylas is partial to attractive women of any race for obvious reasons, and he may also be impressed with an especially gifted fighter from whom he can learn more of the fighting arts.

### **Sylas Endrathor**

Suethenurien (Silver Elf) of House Istrion, Male, Level 2 Warrior; STR 16, CON 16, DEX 28, INT 16, LK 14, CHA 18, WIZ 14, SPD 17; Adds +29; armed with a Broadsword (3D+4); wears Enchanted Scale Mail (8X2 hits; will absorb double normal damage from spells, even those that bypass armor); Talents: Historian INT+3, Selenic Theology INT+4

## **The Characters Arrive**

---

When the characters arrive in the town of Kharador, they know the following:

Baroness Inyrriel is willing to pay 20,000 gold pieces to the first group to purge the castle of the haunting evil within. Two other groups have tried so far and failed to get anywhere.

### **Rumors**

---

Rumors abound in Kharador. Each character should make a L1SR on INT (or appropriate Talent) upon arriving in the town. Based on the margin of success (i.e. the amount the player exceeds the target number) the following levels of

information will be known depending upon the characters background.

**Students of theology might learn the following:**

**Made L1SR by 1 or better:** The Knights of the Thorn Crown were a splinter group of radical Suethenurien who worshipped the Witch Queen Corrigan. They were dedicated to returning her to the mortal plane in a pure form, uncorrupted by chaos as she had been in past incarnations.

**Made L1SR by 3 or better:** Corrigan is a dark Unseelie spirit, a goddess to some and a bane to others. She has manifested throughout time and always brought ill omen in her wake. The Unseelie see Fey as naturally superior to mortals, and are destined to rule.

**Made L1SR by 6 or better:** Corrigan was believed slain by Xarion during the War of Strife over fourteen hundred years ago. Her cults believe that she can once again manifest in the mortal realm if she is imbued with the souls of fallen heroes and gods.

**Made L1SR by 10 or better:** There are rumors of a young elf woman who claims or is believed to be the reincarnated form of Corrigan, but her cultists seek out a powerful spirit that can restore (or grant) her divinity. The Knights of the Thorn Crown sought to find this divine spirit to awaken her, it is believed, though they ultimately failed.

**Historians might know the following:**

**Made L1SR by 1 or better:** Kharador was founded during the Plague Years, and protected by the mysterious Suethenurien Knights of Castle Pynnesse from the undead that stormed the mountains.

**Made L1SR by 3 or better:** The castle was built by a mysterious Order of the Thorn Crown, but was abandoned centuries ago for reasons unknown.

**Made L1SR by 6 or better:** The Knights who survived the siege of Starthias returned, but they locked up the castle and forbade all from entering two centuries ago. There were rumors of a dark spirit inhabiting the castle. Avernian gypsies stopped visiting Kharador around that time, claiming a great evil hung over the region.

**Made L1SR by 10 or better:** The avatars who slew Unarak eight centuries ago charged the Knight Kytheron with protecting a portion of the dismembered god's form, though none know what piece it was, or how it was to be kept.

**Made L1SR by 12 or better:** Kytheron is believed to have died on his return trip to Pynnesse, though his soldiers carried his body and its mysterious charge the rest of the way.

**Students of elven lore might know the following (elves and half elves only!);**

**Made L1SR by 1 or better:** The Knights of the Thorn Crown were a heretical sect, cast out of the old Silver Empire before it fell more than a thousand years ago. They wandered for many years before choosing this place to build their castle. Their reverence of the Witch Queen is forbidden among elves, and though there are living members of their order abroad in the land, no elf enclave will welcome them.

**Students of the occult might know the following:**

**Made L1SR by 3 or better:** The castle itself is centered at a nimbus of power, possibly offering a direct connection to the Feywild of the Weirding Realm.

**Made L1SR by 6 or better:** The entire castle is cast in a dark shadow from the necrotic domain of the Shadowfell. It appears to be a nexus or junction of these two opposing realms, suggesting a powerful source of planar attraction hidden somewhere within the castle (Unarak's Soul force).

**Made L1SR by 10 or better:** There is a potent, dark necrotic energy emanating from deep below the castle.

**Common Knowledge that any local or interested person might pick up asking around:**

**Made L1SR by 1 or better:** The castle is a creepy place; you can spot ghosts on the ramparts during strange hours of the night. Few who enter live to tell the tale; there are undead, and a hideous entity that absorbs would-be robbers who enter the main building.

**Made L1SR by 3 or better:** The Baron was reckless and ignored the warnings of elders in

town that the castle was best left alone. Some say hundreds of undead elves rose to slay his men, and drug him off for unspeakable tortures in the catacombs below.

**Made L1SR by 6 or better:** There are two groups (Caius Adornin's crew and the Red Blades) who have responded to the Baroness's plea for help so far. Both failed.

**Made L1SR by 10 or better:** At least one Suethenurien knight named Thyllios is still said to be alive inside the castle. The elder bard Mercurion knows who he is, and it is said that he has spoken with him along the walls at times. Some families still leave food and goods at the edge of the chasm leading to the castle, and those goods are always taken by mysterious beings the next day.

## Places of Interest In and Around Kharador

---

Kharador is a nice secluded mountain town, with a reasonable industry in mining and lumber. The town is not huge; there are about 2,000 in total consisting of mostly humans, dwarfs, half-orcs, and goliaths. A handful of hobbs live nearby in their own community called Alesburg. Curiously, only half-elves choose to live here; the legacy of the castle keeps most elves at bay. There is rumored to be a small clan of satyrs in the region, but most think it merely fancy tales. There is also





a small community of gnomes in the region, although these gnomes belong to the dubious Nightrack clan, notorious for their thievish ways and predilection for banditry. Though plenty of merchants in the region report being robbed by bandits (usually implying the bandits have ogres or trolls in their service), none ever report being held up by gnomes. Nonetheless, road wardens in the region suspect that most of the local banditry is due to the Nightrack clan, which worships the goddess Phaedra and appeases her with heaps of stolen loot, stashed before a shrine in a mysterious cavern that has yet been found. The elder warden Mathar (a male human ranger of the woods) has been searching for this cave and the gnome community for years now, to no avail. He suspects that they use magic to mask their hideout.

### The Skylight Tavern and Inn

This is the most prominent tavern and inn in town, and caters to merchants and outsiders. It's a comfy locale, but costs 5 SP a day to stay here and has some expensive food as well.



### The Winter Bull

This is a rowdy tavern where most locals and good gossip can be found. It is managed by a marlack draconian named Yzdarak. This is also where the bard Mercurion (a human male) can be found, usually managing a bawdy tune that can still be heard over the cacophony of the Winter Bull's usual row.

Mercurion has indeed met the mysterious lone Suethenurien who stands atop the parapets of Castle Pynnesse, at least until recently. He knows his name is Thyllios and he has taken some of the Suethenurien's stories and worked them into song. Mercurion is especially interested in the almost carnal lust that the Suethenurien's remembrances hint at, how it seems that every knight of his ancient order was madly in love with the Lady of the Thorne Crown. Mercurion does not know the woman's full name, however (though characters trained in religion might get a roll, above, on hearing this title to recognize it as one of Corrigan's nom de plumes).

Mercurion might be tempted by some coin to accompany the PCs to the walls of Pynnesse (25 gold, as well as free meals and ale for the trip ought to do it; he's easy) to play the song that usually summons Thyllios, so that he may converse. If the PCs coerce him into doing so, then see Area 1 (the gatehouse) in the castle description for more information on what happens.

### The Lumber Mill

The mill is owned and run by **Mayor Esten** and his clan. It's a busy place and the best spot to find the Mayor, who can answer any questions the adventurer's may have. Esten is fielding most of the questions by mercenaries for Lady Inyrirel, and will be delighted to tell PCs what he knows about the history of the castle, being something of a local historian. He can relay any of the information up to the equivalent of a 10 or better success for historical details (see the history lore roll, above for what this includes). He also knows the information about the connection between Unarak's dismemberment and the order; but at Lady Inyrirel's request, he is refraining from telling anyone about it to avoid scaring away would-be mercenaries. The concern is primarily that Unarak's legacy is so great that mere mention of

the dark god could scare adventurers away or bring bad luck to the entire affair. Still, an especially persuasive adventurer (L3SR on CHR) could talk Esten in to spilling the beans. He even has an old tome, *"The Chronicles of the Lower Unden Valley and the Historic Tales of Kharador and Environs"* by the scholar Taradus of Pheralin, written thirty years ago, that includes block prints of the castle, and recounts the fall of Unarak.

### **The Ethamos Retreat**

This palatial estate was built two decades ago as a getaway for the Baron and his family. It is where Lady Inyrriel and her family are dwelling until the matter of her missing husband is resolved.

### **Valley's End Provisioner**

This trade store has most of what adventurers could want, and is run by the dour iron dwarf Magdor Ironthane. He offers good standard prices for adventuring goods.

### **The Smithy**

With no fancy name, this smithy is run by the half ogre Gurston, who is even practiced in forging magical weapons (of a quality the GM is comfortable with).

## **Getting to the Castle**

---

The journey to Castle Pynnesse is a tough one; a long winding trail along the valley walls and up the southern slopes of Mount Kern ends abruptly at a vast chasm. The bridge across this chasm is newly built, but adventurers attempting to cross it will get the terrible sense that it is prone to collapse at any moment. There is (for fun) a slim chance that for each person crossing it will buckle and begin to fall apart in 1D3 turns. Anyone failing a L1SR on LK must roll 1D6; on an odd number the bridge starts to go! The drop to the bottom of the chasm is about 300 feet (i.e. terminal). Beyond the unapproachable shelf off of Mount Vassar lies the castle proper, protected on all sides by terrible drops and unassailable cliffs.

The large wooden doors and the iron bars of the portcullis are barred from the other side, but recent ventures have left plenty of rope, a few grappling hooks, and a wooden ladder lying about for scaling the twenty-foot-high walls. Something

appears to have shoved off the ladder, dislodged the grappling hooks, and cut the ropes from above. Scaling the walls by hand takes a L2SR on STR. Using the ladder or a rope and grappling hook requires a L1SR on DEX. The character drops 5 feet for every point a SR is missed by, up to twenty feet (1D3 damage per 5 feet, armor does not reduce damage).

### **1. Gatehouse**

Evidence of a large battle is littered all over the place, but the gatehouse is otherwise abandoned (check for a random encounter).

### **2. Great Hall**

Ruins of old décor, furniture, and once valuable art litter the hall, which is also strewn with the remains of the long (and recent) dead. There's a slight chance (L1SR on LK) that someone might stumble across a useful and intact piece of random equipment amidst the bodies and debris.

### **3. The Castle Courtyard**

Here a slaughter has occurred, but despite any stories heard told of in the town, no bodies can be found. Plenty of secondary evidence can be noticed (L1SR on INT), such as broken weapons lying in the mud, and many, many foot and hoof prints. Some prints are especially odd...made by bony feet. There is evidence of blood spilt upon the ground; a lot of blood. For every turn that the PCs linger here without being stealthy, there is a 1 in 3 chance of an undead attack consisting of mixed skeletons, zombies, and undead Fey knights:

ENCOUNTER: 2D6 skeletons (MR 22 each), 2D6 zombies (MR 28 each), 1D6 undead Fey knights (MR 44 each)



#### 4. The South Fountain Court

Any who enter this area are surprised by a veritable horde of skeletons that swim up from the apparently bottomless fountain pool in the center of the courtyard. Indeed, if one were to swim to the bottom of the pool (about one hundred and fifty feet down) there is a length of tunnel winding about and opening up in the catacombs below. Most of the skeletons that appear here are decrepit, but if the PCs don't get out of here quickly more powerful skeletons and zombies will appear. The fountain will disgorge 100 weak, water-logged skeletons and 20 skeleton soldiers before it runs out.

ENCOUNTER: 20 skeleton soldiers (MR 26 each), 100 waterlogged skeletons (MR 16 each)

#### 5. The Stables

The stables, like most of the outer castle, are in ruins. There is a 1 in 6 chance of 1D6 undead horse skeletons animating and attacking.

ENCOUNTER: 1D6 undead horses (MR 30 each)

### Notable Encounters in the Castle Interior

---

#### 6. Parlor/Foyer

*This parlor has seen better days; once elegant furniture and draperies are now covered in dust, moth-eaten, and worn through time. Old candelabras still stand, while glass vases show evidence of running, the glass beginning to slowly lose form over time. Bones and debris litter the floor, and in spots evidence of a strange slime can be found running from along the grate down the center of the floor. A strange stench emanates from somewhere below. From somewhere in the distance you hear strange mutterings as if from dozens of babbling madmen.*

Here is the lurking protoplasmic chaos beast hidden behind old tapestries; a starving beast which is now ravenous after its recent meal. It eagerly awaits more prey. It will seek to ambush any who fail to spot its location on entering the room (L2SR on INT).

If the PCs defeat the chaos beast and pry open the grate in the floor (L2SR on STR) then they will



find its hideous lair in a clogged stretch of drainage that was once used to hose down the floors above after festivities. Buried in the muck is a beautiful golden statue of the Queen of Thorns riding a bull worth 1,500 GP and an ornate wrist band which, when worn, grants the user a shield of invisible armor worth 10 hits of protection. There are portions of the dissolved hand which once wore it still attached.

ENCOUNTER: Protoplasmic chaos beast (MR 86; 2/Spite: the chaos beast begins to sing an eerie song which induces paralysis in each person in listening distance who fails a L1SR on WIZ)

#### 7. Great Tower

*Standing apart from the main castle, this tower stands ominous and impenetrable, surrounded by a deep dry moat and accessible only via a long bridge walk that stretches from the balustrades of the main castle walls to the highest floor of the curious tower. Arrow slits are visible only from the top floor of the structure and, for just a second, it appears that a figure is standing by one of the slender portals, watching you from above.*

Once the Hall of Meeting for the Knights, this impenetrable bastion can only be reached via a second bridge over its own lesser moat. The moat to this tower is dry, however, and can be crossed carefully. It is here that the last living Fey knight,

Thyllios, dwells. He keeps no company, as he despises the undead that lurk in the castle.

Presently, Thyllios occupies the tower, but he has been gravely wounded and his master key stolen. This key can free Kytheron from his prison, and opens up the passage to the catacombs in Chapel Area. The Baron, touched by madness now, stole the key and decided to enter the catacombs first, before freeing Kytheron, to investigate this source of power for himself. Thyllios is near death and the wound is suffused with necrotic energy, so there is little (without GM fiat) that can be done to save him. He will aid the PCs with knowledge and direction as best he can.

Five minutes after the PCs enter the tower, should they succeed, a spectral shadow demon will manifest to try and finish off Thyllios and the adventurers.

ENCOUNTER: Spectral shadow demon (MR 186; 2/spite: the shadow demon sucks the heat and ambient light from the area, suffusing the region in darkness and dealing spite in cold damage to one or more characters (GMs choice); the shadow demon takes double damage from attack that radiate light; anyone slain by the shadow demon will return as a lesser shadow demon (MR 50) ten minutes later)

## 8. Garden Terraces

*As you approach what appears to be a desiccated grove of trees, probably a long-forgotten shrine to the forest god Niras, you see evidence of foul droppings and bones scattered everywhere. From above in the ruinous brown branches and dried leaves of the trees is movement, as a colony of harpies awaken with a terrible shrieking noise.*

Here lurk five hungry harpies who have taken up residence in the deadened trees. The safest possible cover from the flying creatures is in the grove itself; any character entering the grove gains advantage of partial cover (-2 to attackers), but also finds the ground to be treacherous as it is covered with harpy offal and scattered bones. Each turn a PC moves through the grove in combat requires a L1SR on DEX, otherwise the adventurer slips on the uneven, harpy-offal strewn ground and reduce his CBT by one half for that turn.

ENCOUNTER: 5 harpies (MR 64 each; 3/spite: a harpy grabs a random PC and lifts him up 1D6 X 20', then drops him for 1D6 in damage per 10' fallen (ignoring armor) unless the character makes a LK SR at 1 Level per 20' fallen)

## 9. Overlook Tower

*The overlook tower stands on the precipice of the great cliff overlooking the valley below. One lengthy staircase runs up along the main castle wall to reach the third floor of this tower, but where a door would ordinarily be there is only a smooth wall. A quick inspection shows where an entrance to the tower was once to be found, but it has since been bricked up, to create an almost seamless wall with the main tower; indeed, it appears even the arrow slits have been bricked and sealed. In the center of this bricked up area is a small hole at eye level, about a foot deep and just wide enough to thrust an arm through. On the far side of the hole, wreathed in the pitch dark of the sealed tower, you can barely make out silver hair and a lean ear. A voice emanates from within. "Please," says the whispered voice with an elvish accent. "You must help release me. I have been here so long. There are madmen in charge of Pynnesse. I must stop Thyllios, my captor, and that mad Baron. You must help me."*

Here is the walled-in prison tower of the undead knight Kytheron. Kytheron is still trapped here, waiting for the Baron to complete his task, but anxious at the outcome as he knows that the Baron has forsaken him to the tower for now. The entry to the tower appears to be a smooth wall, but the master key will fit into the small hole and open up the otherwise seamless entry. Kytheron can manifest himself to visitors in a spectral form just outside of the wall, but no further. A squadron of eight spectral warriors will attack any who try to free him by a means other than the proper key, which is held by Thyllios.

Kytheron will try to gain the confidence of the adventurers and will do his best to obscure his undead nature. He will call upon his vestigial connection to the Weirding Realm to make himself appear as he did in life (L2SR on INT to pierce his glamor and sense that something is amiss). Kytheron will implore the characters to stop the Baron, explaining that he intended to be free and to stop the ancient evil within the crystal in the catacombs that has led to the death and corruption of the once great castle. He explains

that the Baron has gone mad with power, and must be stopped, for only Kytheron can insure the crystal is properly disposed of, thus why Thyllios keeps him locked up, for Thyllios was long ago driven mad by the crystal and answers only to the dark spirit within.

If PCs attempt to ascertain if Kytheron is telling the truth or not, those who made their INT SR earlier need only make a second L1SR on INT to suspect something is wrong with his story. Otherwise, he is very convincing and only the shrewdest of PCs will be likely to believe he lies (L4SR on INT).

Should the PCs free Kytheron, either by use of the key or through impressive brute force (players can be endlessly surprising in their solutions!) then they will face a rather ominous opponent: a Level 5 silver elf wight! Kytheron will play along if it benefits him to gain the crystal, but the moment he can, he will seek to destroy it and take in Unarak's spirit. This would be very, very bad, as the undead knight is suffused with a portion of the evil divine spirit of the God of Undeath.

ENCOUNTER: Kytheron, Elvish Wight (Level 5 Warrior; STR 58, CON 50, DEX 30, INT 28, LK 30, CHA 24, WIZ 40, SPD 12; Adds +87; armed with a Hand-and-a-Half Sword suffused with necrotic energy (6D+0; any damage done comes off of both CON and WIZ); wears Enchanted Scale Mail (8X2 hits, enchanted to stop up to 3 spite damage per turn)

OPTIONAL ENCOUNTER: 8 spectral warriors (MR 45 each; all damage dealt drains both CON and WIZ at the same time)

## 10. Long Gallery

*This grand gallery held the prized arms and armor of the castle. Along the upper reaches of the walls are windows, most of them shattered; the broken glass is strewn about the floor of the gallery. While many of the shields and suits of armor are rusted and falling apart due to the severe weather of the Hexerei Mountains, a handful of items stand out as being in excellent condition. As you take in the chamber, several suits of armor suddenly begin to move, brandishing weapons! It is then clear that there are animating skeletons inside these suits; they advance to defend the ancient gallery with their unlives.*

There are ancient arms and armor within this grand gallery, and four armored skeleton soldiers to defend it, led by one death wight. The armory itself contains many fine suits of arms and armor, including several enchanted weapons and suits of armor (roll or choose randomly, but most suits of armor can be found here in varying states of repair).

A duplicate gallery can be found in the south tower of the inner complex. It is free of undead, and hidden in the debris are the bones of an old saint of Naril, the sun god, which causes the room to radiate a pleasant ambient light that heals those who rest within (1 CON/turn).

ENCOUNTER: 4 skeleton soldiers (MR 38 each) and 1 wight (MR 65; 2/spite: each character must make a L2SR on INT or flee in terror for 1D3 combat turns; once a character makes the SR, he is immune to the effect for the duration of the battle)

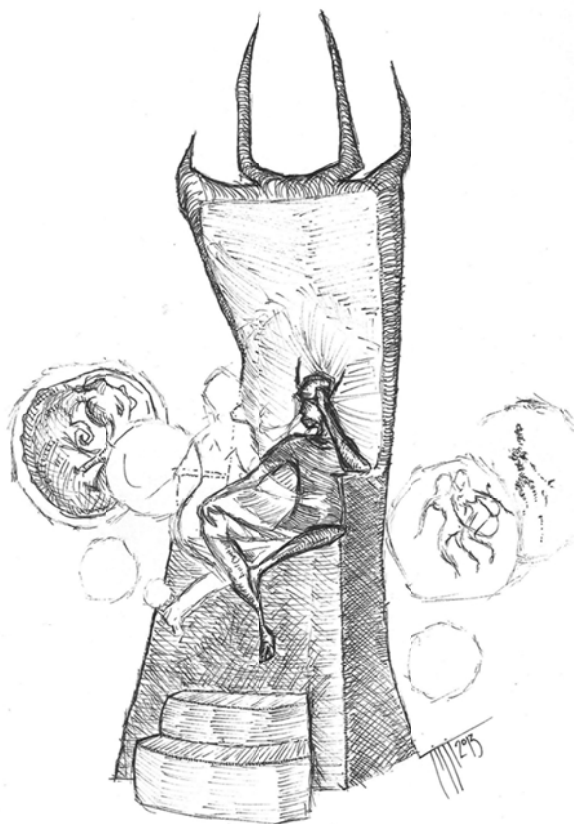
## 11. The Grand Hall

Here dwells the Fey undead knight **Elias**, who will attempt to stop the PCs if he thinks they intend to disrupt the lattice or free Kytheron. He sits upon an old throne, once the throne of the High Lord of the Order, and ponders fate while he dallies with strange semi-real imagery which overlaps from the Weirding Realm of the Fey. The chamber contains dark faeries and other Unseelie sprites that produce a bountiful harvest of food that he cannot enjoy, but will offer to PCs he has befriended. He is unable to leave this room, as Thyllios has warded the doors and windows to keep him trapped within.

ENCOUNTER: Elias, Suethenurien wight (MR 88; 2/spite: each character must make a L2SR on INT or flee in terror for 1D3 turns; once a character makes the SR, he is immune to the effect for the duration of the battle)

## 12. The Chapel/Temple

Presiding over this chamber is an impressive wooden statue of the Witch Queen. She is quite radiant and surrounded by ancient artifacts, including a holy amulet (add 30 to the wearer's WIZ for purposes of spell resistance) in her right hand and an Orb of Defense (+3 hits taken while held) in her left.



Hidden behind the grand altar is a secret passage to the catacombs. It can be opened with Thyllias's master key, which must be inserted in the hole in the center of the altar, or it can be found with a L2SR INT; but any attempt at picking the lock (L3SR DEX) will trigger the trap regardless of success. When the catacombs are opened, a ghoul and several zombies (fresh from the ranks of the recent incursions) will charge up and attack!

ENCOUNTER: 1 ghoul (MR 42; 1/spite make a L1SR on CON or be paralyzed for 1D6 combat turns) and 27 zombies (MR 28 each)

### 13. The Pantry

The pantry has been overrun by giant spiders. The pantry is otherwise filled with the desiccated remains of spider victims and old rusted cutlery.

ENCOUNTER: 3 colossal spiders (MR 50 each; 2/spite: each character must make a L1SR on DEX or become entangled in spider webs, reducing movement as well as all DEX and SPD values by ½ until they deal 30 hits of damage to the webs to escape)

### 14. The Offices

Here are the old quarters of the knights and a library. Within the library is a ritual book with several useful rituals called "*On Stranger Kyndes of Thaumaturgy*." There is also a book called "*Incantens Mortis*" in which the nature of the Crystalline Lattice as an object that can be grown to contain souls is described. The ritual includes a part where you can utter a ritual that either frees the trapped souls of the lattice, or explains how to compress the lattice down to a hand-sized crystal, for a time. It explains that shattering the lattice will force the bonded soul in to the vandal's body. Generous GMs can also let the PCs find some spell books with useful spells here.

### 15. The Catacombs Entrance

There are two ways into the catacombs: a passage downward from Kytheron's tower (A. right stair chamber) and a passage from the Chapel (B. left stair chamber). Regardless of which passage is taken, the ancient vestige of Kytheron's good side will manifest and beg the players to release his physical embodiment from torment. Moreover, he will implore them not to allow Corrigan to be empowered by Unarak's bleak soul, that if any ritual is allowed to commence in which Unarak's soul is bound to Corrigan then she will be utterly corrupted by the blight of the God of Undeath.

Unfortunately Kytheron's vestige will ask them to instead shatter the matrix of crystal that contains Unarak's soul. A L3SR on INT or WIZ will suggest that this is a bad thing to do; it will release Unarak's spirit once more, allowing his own "vestige" to seek out the eleven parts of his physical form and attempt to reunite them!

If Kytheron's vestige should come into contact with his undead form, the physical aspect of Kytheron will eradicate his vestige of goodness with a wave of its hand and a fair amount of scoffing that anyone thought it could be useful in defeating him! The vestige knows this, and will try to discourage the adventurers from trying to use it in any such capacity.

### 16. The NW Cross Chamber

This chamber is where the Baron Ethamos met his fate. He was slain by the undead and has returned as a wight, slaying his surviving men in the process. He now lurks here with several



zombies, waiting to ambush any intruders. He has the Master Key to the castle, which opens any door except the one to the catacombs.

**ENCOUNTER:** Baron Ethamos, human wight (MR 148; 2/spite: each character must make a L2SR on INT or flee in terror for 1D3 turns; once a character makes the SR, he is immune to the effect for the duration of the battle), 18 zombies (MR 28 each)

### 17. The South Central Burial Chamber

The most holy of the Order were laid to rest in this chamber. A Fey knight named Warden dwells here, overseeing the protection of the tombs. If slain, the characters will find a scroll of Born Again as well as a hand-and-a-half sword permanently enchanted for double dice (10D+0 weapon).

**ENCOUNTER:** Warden, Suethenurien wight (MR 125; 2/spite: each character must make a L2SR on INT or flee in terror for 1D3 turns; once a character makes the SR, he is immune to the effect for the duration of the battle; 5/spite: releases a Hellbomb Burst worth 80 points of damage)

### 18. The North Central Burial Chamber

Holes in the walls here lead to deeper caverns in the mountains. A family of giant subterranean cave worms has made this chamber their home. Young ones are roosting here and will attack immediately.

**ENCOUNTER:** 8 giant subterranean cave worms (MR 75 each; 3/spite: make a L2SR on DEX to avoid being swallowed! Swallowed targets take full CBT damage until they can cut themselves out; they need to deal 20 hits directly to the stomach wall of the worm to free themselves)

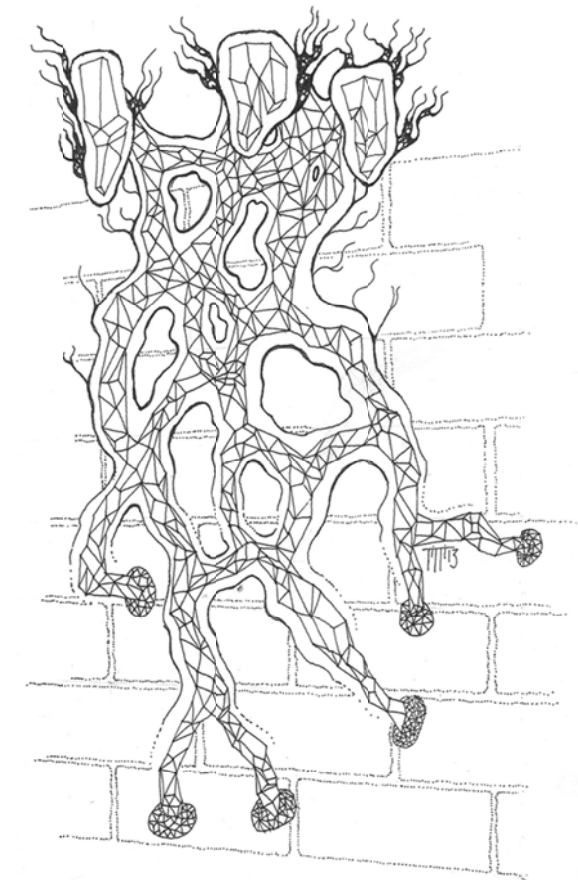
### 19. The North East Burial Chambers

Here the ghouls Adonis and his clan have taken up residence. They have a narrow passage (must be crawled through) that descends all the way down the valley to a hidden entry beneath the Lumber Mill. They snatch occasional victims, usually transients and passers-through, for food. The ghouls' passages also open up into the greater caverns of the Hexerei Mountains.

**ENCOUNTER:** 7 ghouls (MR 42 each; 1/spite: make a L1SR on CON or be paralyzed for 1D6 combat turns)

### 20. The South East Chamber of the Crystal Lattice

This is where the enigmatic Crystal Latticework was placed; it stretches from wall to ceiling. The latticework pulses with a purple light and mist, and emits an almost intoxicating power. A final great trap has been placed here; any who enter without observing the inscription written in silver upon a metal band inset in the stone running the length of floor to the ceiling is struck (L3SR on WIZ); if the SR is failed, then the target takes 2D6 damage to INT and WIZ plus 1D6 ongoing INT damage per turn so long as they remain in the room (no additional SRs allowed; damage ends when the room is exited). A deep resonant voice tells the offenders to "Flee, interlopers, and let the Lord of Undeath rest for a dreamless eternity."



Adventurers who mess with this crystal run the risk of unleashing the spirit of an undead god....or at least portion thereof. Should some event transpire which leads to the spirit's release, it will first seek to inhabit a suitable host. Any prospective host must make a L5SR on WIZ or become dominated by the fragment of Unarak's spirit. The host will then begin to transform into an undead wight of particularly great power, and seek to escape in order to find the other pieces of Unarak's divided spirit. This could lead to further adventures down the road.

The PCs found the "*Incantens Mortis*" in Area 14 then they have the ritual to do damage (or protect) the crystal. They might risk the soul's escape if Kytheron's vestige in Area 15 talks them into shattering the crystal (which can take 40 hits before shattering). The PCs could try to haul the crystal away as it is, but staying within 100 feet of it causes inevitable corruption and madness; a L1SR on WIZ each day is required while in its presence; each failure saps 1 CHA permanently from the afflicted character. When CHA reaches zero, the character becomes a wight.

## Random Encounters

Roll once per room or region entered (or re-entered); when in doubt, there is a chance of an encounter if you roll a 2 or 12 on 2D6. In map areas that are undefined or left open, the chance of encounter happens on a roll of 2, 3, 11, or 12. If a random encounter occurs, roll 2D6 and consult the appropriate table depending on the location of the party.

### Castle Encounters

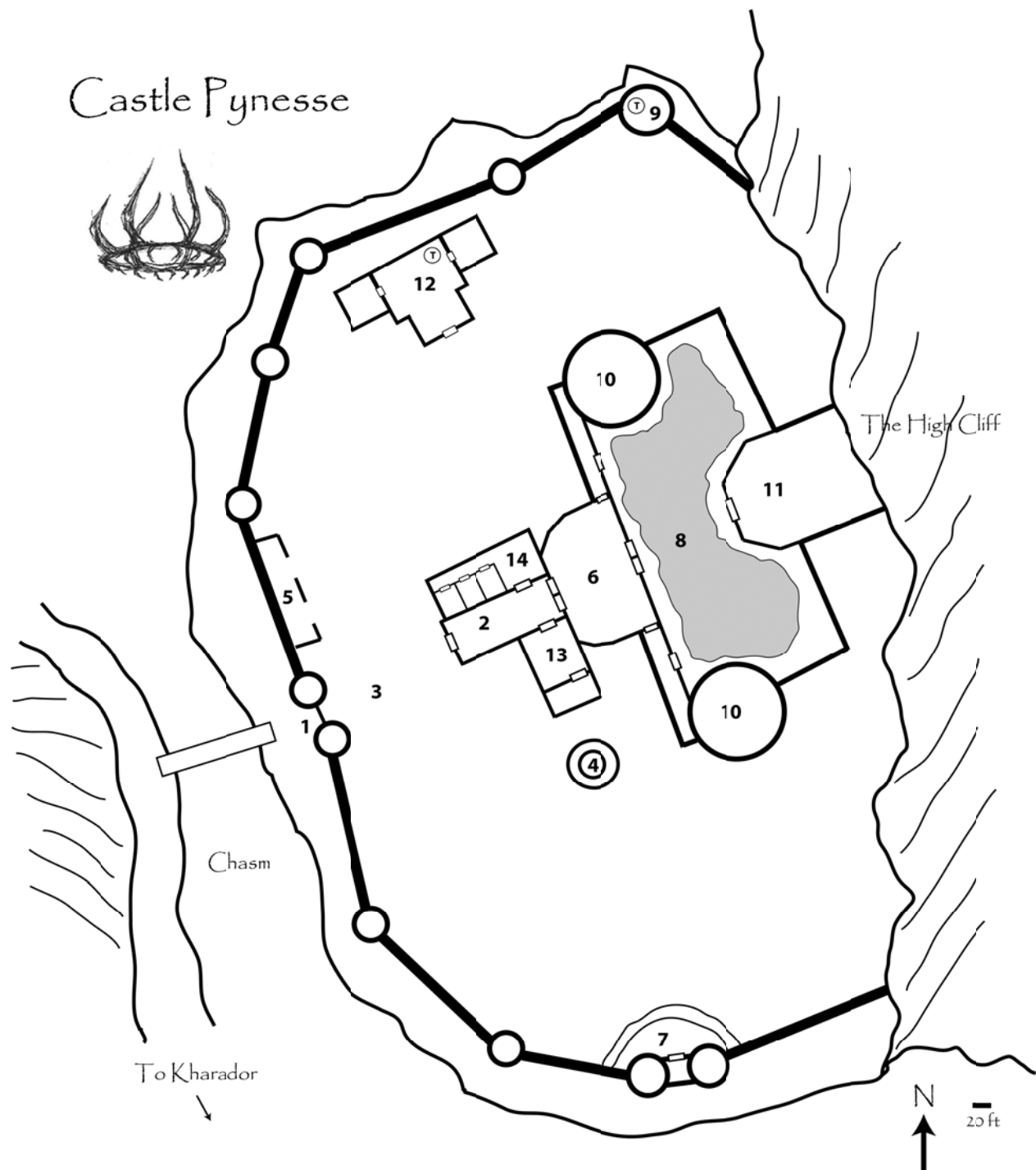
2D6	Encounter
2	2D6 zombies (MR 28 each)
3	1 human wight (MR 50), 2D6 zombies (MR 28 each)
4	4D6 skeletons (MR 22 each)
5	1 Fey Knight wight (MR 64) and 1D3 spectral warriors (MR 42 each)
6	1D6 spectral warriors (MR 42 each)
7	1 human wight (MR 64), 4D6 skeletons (MR 22 each)

8	1D3 Fey knight wights (MR 64 each) and 2D6 zombies (MR 28 each)
9	1 chaos beast (MR 120)
10	1D6 spider swarms (MR 30 each)
11	1D6 colossal spiders (MR 50 each)
12	Horde! 6D6 zombies (MR 28 each) and 6D6 skeletons (MR 22 each)

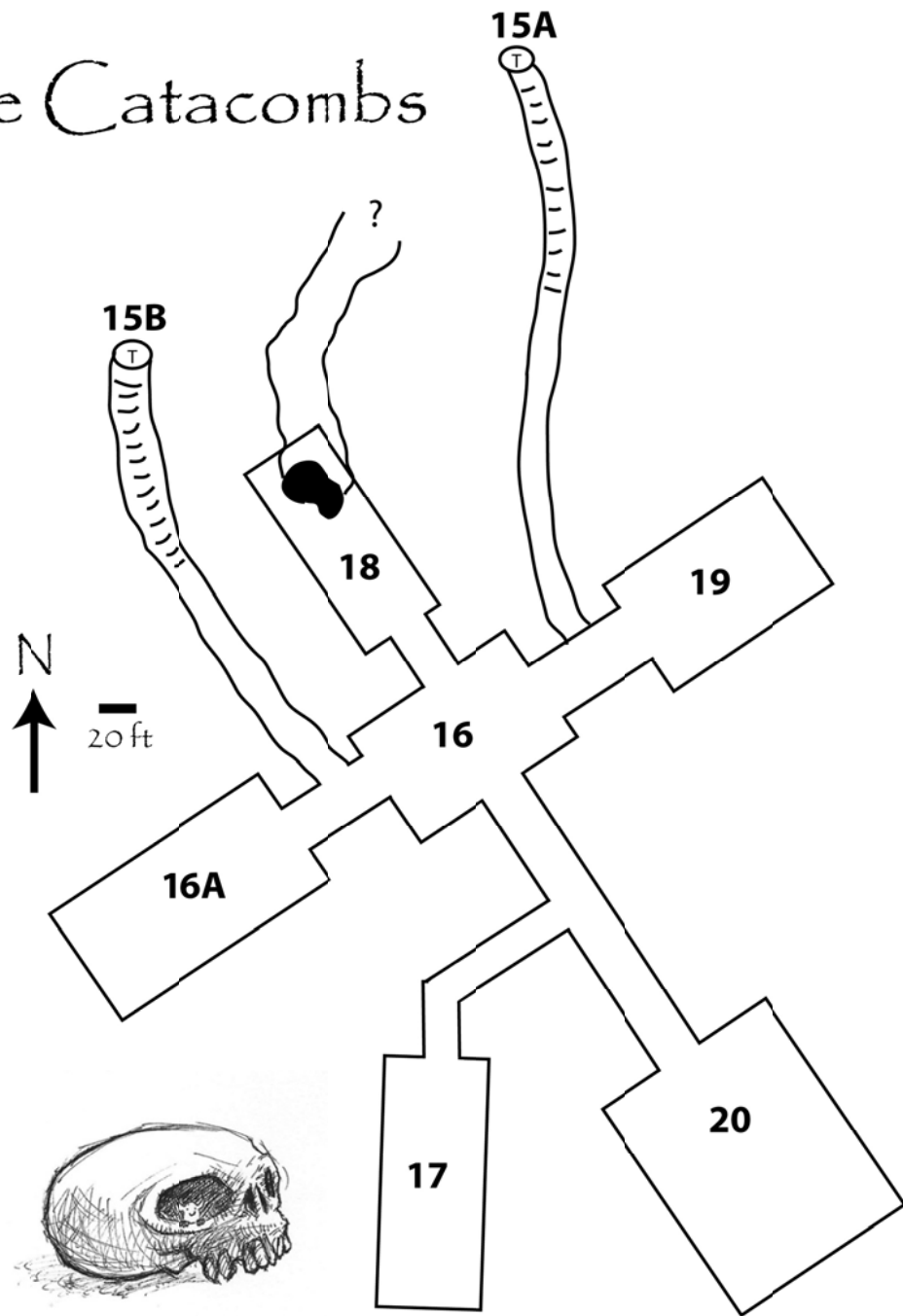
### Catacomb Encounters

2D6	Encounter
2	3D6 ghouls (MR 42 each)
3	1D6 ghouls (MR 42 each) and 1D6 zombie dogs (MR 20 each)
4	4D6 zombies (MR 28 each)
5	1D3 shadow demons (MR 80 each)
6	1D6 giant cave worms (MR 50 each)
7	1D6 wights (MR 64 each)
8	4D6 giant rats (MR 16 each)
9	1D6 colossal spiders (MR 50 each)
10	1D6 soul takers (MR 44; 2/spite: the soul taker deals all damage for the turn directly to the player's choice of INT, CHR, LK, or WIZ)
11	1D3 Fey knight wights (MR 64 each) and 4D6 zombies (MR 28 each)
12	Horde! 100 zombies (MR 28 each) and 100 skeletons (MR 22 each)





# The Catacombs



# Troll Links 7

## TrollsZine!

TrollsZine! 1 : <http://www.rpgnow.com/product/79185/TrollsZine>  
TrollsZine! 2 : [http://www.rpgnow.com/product/81203/TrollZine-%232?src=s\\_pi](http://www.rpgnow.com/product/81203/TrollZine-%232?src=s_pi)  
TrollsZine! 3 : [http://www.rpgnow.com/product/83082/TrollsZine-3?src=s\\_pi](http://www.rpgnow.com/product/83082/TrollsZine-3?src=s_pi)  
TrollsZine! 4 : <http://www.rpgnow.com/product/99363/TrollsZine-4>  
TrollsZine! 5 : <http://www.rpgnow.com/product/103116/TrollsZine!-%235>  
TrollsZine! 6 : <http://www.rpgnow.com/product/107627/TrollsZine!-%236>

## T&T Websites

Vin Ahrr Vin's Trollbridge: <http://trollbridge.proboards.com/index.cgi>  
Trollgod's Trollhalla: <http://www.trollhalla.com>  
Tunnels and Trolls : [www.tunnelsandtrolls.com](http://www.tunnelsandtrolls.com)  
Tunnels of the Trollamancer: <http://trollamancer.weebly.com/index.html>  
Gristlegrim: <http://www.gristlegrim.com/>  
JongJungBu's T&T 5th Edition Gathering and Paraphernalia: <http://www.jongjungbu.com/home>  
Hog Tunnels: <http://sites.google.com/site/hogtunnels/home>  
Darrgh's Den: <http://www.darrghsden.co.uk/>  
The Vital Spot: <http://www.vitalspot.f9.co.uk/>  
The Tunnels and Trolls Archive: <http://www.angelfire.com/rpg2/ancientworlds/tandt.html>  
Free Dungeons: <http://www.freedungeons.com/>  
The Troll Mystic: <http://www.trollmystic.com/pub/>  
Ardenstone Adventures: <http://www.ardenstoneadventures.com/>  
Tunnels et Trolls: <http://tunnels-et-trolls.eu/>  
T&T Random Dungeon Generator: <http://www.apolitical.info/webgame/dungeon/index2>

## T&T Blogs

Ken St. Andre: <http://atroll.wordpress.com/>  
The Lone Delver: <http://danhemsgamingblog.blogspot.com/>  
The Delving Dwarf: <http://thedelvingdwarf.blogspot.com/>  
Maximum Rock and Role Playing: <http://maximumrockroleplaying.blogspot.com/>  
Tenkar's Tavern: <http://www.tenkarstavern.com/>  
The Omnipotent Eye: <http://theomnipotenteye.blogspot.com/>  
Lloyd of Gamebooks: <http://virtualfantasies.blogspot.com/>  
Trollish Delver: <http://trollishdelver.blogspot.com/>  
The Many-Headed Troll: <http://kopftnt.blogspot.com/>  
Troll Hammer: <http://trollhammerpress.blogspot.com/>  
H'rrrothgarr's Hovel: <http://hrrrothgarrshovel.blogspot.com/>  
The Order of the Eldritch Imp: <http://protectivepentagram.blogspot.com/>  
Realms of Chirak: <http://realmsfchirak.blogspot.com/>  
Hobb Sized Adventures: <http://hobb sized.wordpress.com/>  
Gems and Giants: <http://gemsandgiants.blogspot.com/>  
The Tower of the Silent Sorcerer: <http://jrl755.blogspot.com/>  
Alchemy Gaming Blog: <http://alchemygaming.blogspot.com/>  
Deeper Delvings: <http://delver.posterous.com/>

## T&T Shops

Flying Buffalo (print): <http://www.flyingbuffalo.com/tandt.htm>  
Flying Buffalo (pdf): [http://www.rpgnow.com/index.php?filters=0\\_0\\_0\\_0&manufacturers\\_id=2238](http://www.rpgnow.com/index.php?filters=0_0_0_0&manufacturers_id=2238)  
Fiery Dragon (print): <http://fierydragon.com/dragonsbreath/>  
Fiery Dragon (pdf): [http://www.rpgnow.com/product\\_info.php?products\\_id=59112](http://www.rpgnow.com/product_info.php?products_id=59112)  
Lone Delver Games (print): <http://www.lulu.com/spotlight/danhem35>  
Lone Delver Games (pdf): [http://www.rpgnow.com/index.php?manufacturers\\_id=3094](http://www.rpgnow.com/index.php?manufacturers_id=3094)  
Peryton Publishing (print): <http://www.perytonpublishing.com/>  
Peryton Publishing (pdf): [http://www.rpgnow.com/index.php?manufacturers\\_id=2586](http://www.rpgnow.com/index.php?manufacturers_id=2586)  
Tavernmaster Games (print): <http://www.tavernmaster-games.co.uk/>  
Tavernmaster Games (pdf): [http://www.rpgnow.com/index.php?manufacturers\\_id=4176](http://www.rpgnow.com/index.php?manufacturers_id=4176)  
Trollish Delver Games (print): <http://www.lulu.com/spotlight/trollishdelver>  
Troll Hammer Press (pdf): [http://www.rpgnow.com/index.php?manufacturers\\_id=4505](http://www.rpgnow.com/index.php?manufacturers_id=4505)  
Trollish Delver Games (pdf): [http://www.rpgnow.com/index.php?manufacturers\\_id=4283](http://www.rpgnow.com/index.php?manufacturers_id=4283)  
Zodiac Gods Publishing: [http://www.rpgnow.com/index.php?manufacturers\\_id=2583](http://www.rpgnow.com/index.php?manufacturers_id=2583)  
Postmortum Studios: <http://www.rpgnow.com/index.php?cPath=5386>  
Alligator: [http://www.rpgnow.com/index.php?manufacturers\\_id=3801](http://www.rpgnow.com/index.php?manufacturers_id=3801)  
Eposic: [http://www.rpgnow.com/index.php?manufacturers\\_id=4010](http://www.rpgnow.com/index.php?manufacturers_id=4010)  
Fabled Worlds: [http://www.rpgnow.com/index.php?manufacturers\\_id=2927](http://www.rpgnow.com/index.php?manufacturers_id=2927)  
Slloyd14: [http://www.rpgnow.com/index.php?manufacturers\\_id=3777](http://www.rpgnow.com/index.php?manufacturers_id=3777)  
David Ullery: [http://www.rpgnow.com/index.php?manufacturers\\_id=4305](http://www.rpgnow.com/index.php?manufacturers_id=4305)  
Tunnels & Trolls en Français: <http://www.lulu.com/spotlight/Grimtooth>  
Khaghbboommm: [http://www.rpgnow.com/index.php?manufacturers\\_id=4780](http://www.rpgnow.com/index.php?manufacturers_id=4780)  
Michael Haensel: [http://www.rpgnow.com/index.php?manufacturers\\_id=4535](http://www.rpgnow.com/index.php?manufacturers_id=4535)

## T&T Artists

Liz Danforth: <http://www.lizdanforth.com/>  
Jeff Freels: <http://jeffwerx.com/index.html>  
Southern Realm: [http://web.me.com/kevinbracey/Southern\\_Realm/Welcome.html](http://web.me.com/kevinbracey/Southern_Realm/Welcome.html)  
Simari Design and Illustration: <http://www.simari.co.uk/>

