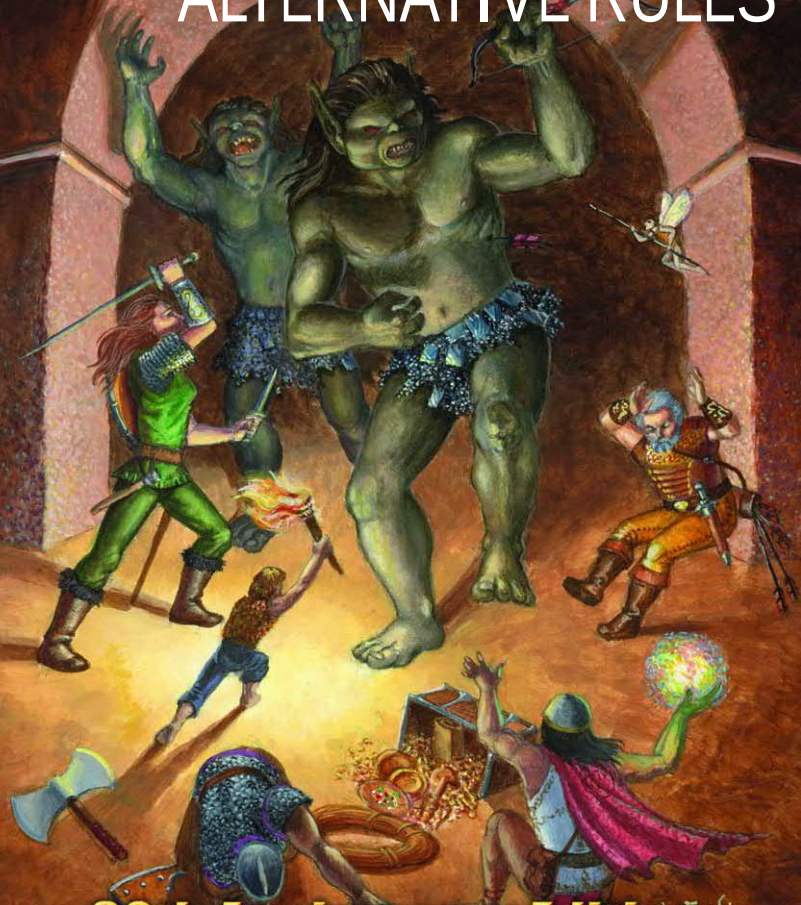


TUNNELS & TROLLS

ALTERNATIVE RULES



30th Anniversary Edition

Feb
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Tunnels & Trolls 7th Edition Revised

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Introduction

This version of Tunnel & Trolls 7th Edition Revised (T&T7R) is a much-condensed version of the complete rules, made available simply so you and your fellow players can get the basic rules in your hands and get started! We assume that you've experienced roleplaying games at least a few times before — specifically Tunnels & Trolls — and that you thus have some understanding of things like dice-rolling conventions (such as calling the sum of 3 six-sided dice “3d6,” and so on).

Keep in mind the fact that, for the sake of brevity, we've stripped as much of the “flavor text” out as possible, including combat and play examples, keeping only the pure rules content (the “crunch,” if you will). Of course, if you're interested in playing T&T7R in the traditional setting of Trollworld, feel free to use whatever information you desire from the Classic 7th edition book by Ken St. Andre.

Part of the beauty of the version of T&T7R you hold in your hands, though, is the fact that it need not be used in any particular setting, but can be “transplanted” almost wholesale to whatever world or universe you like. It is very simple, yet robust enough to withstand full campaign play. There are a few basic changes and conventions we should explain before you get started; don't worry, though, we'll be brief — we know you want to get playing!

Money

We assume the basic coin in common circulation is the silver piece (sp), not the gold piece (gp). Thus, a new sword will cost you a few score of silver pieces, not gold. Gold is relatively rare and valuable. In general, finding a pouch of gold is like finding a chest of silver.

1 gp = 50 sp = 500 copper pieces (cp)

Statistics

Given our assumption that you've played RPGs before, we won't go into much detail about what the six basic attributes — that is, Strength, Dexterity, Constitution, Intelligence, Luck, and Charisma — mean. Frankly, common sense should explain their function. However, there are a few other statistics derived from some of the basic attributes, so we offer lengthier explanations of those here.

Strength (ST): A measure of raw physical power.

Dexterity (DX): A measure of physical coordination and agility.

Constitution (CN): A measure of robustness and general health.

Intelligence (IN): A measure of intellect and problem-solving ability. Note that perception-type rolls, such as those made to perceive secret doors or to note bandits hiding among the trees, for instance, are handled using Intelligence Saving Rolls (see 20). Intelligence also dictates a wizard's starting Power (see next column).

Luck (LK): A measure of, well... luck.

Charisma (CH): A measure of personal magnetism and attractiveness.

Health

A character's maximum Health (i.e., what other games might call "hit points") is equal to his or her Constitution score; if CN is increased or reduced, max Health is altered by a like amount. The only way to increase Health (aside from increasing your CN) is via the "Toughness" warrior archetype ability.

Health returns at a rate of 1 point per archetype level per day, assuming the character gets at least moderate rest during that time.

Power

A character's Power dictates his ability to wield magic spells. Every spell in the game has a Power cost, which must be paid in order to cast that spell. Only wizards automatically begin with Power; other characters may gain Power as a function of kindred (i.e., faeries and leprechauns) or by taking the wizard ability Spell Energy as an off-type ability (see 10).

Power returns at a rate of 2 points per archetype level per day for non-wizards; wizards recover 1 point per archetype level per hour.

Thus, for example, a 5th-level faerie rogue with the ability to cast spells recovers 10 Power points every day; if she were a wizard, she would recover them at a rate of 5 per hour.

Fortune

A character's maximum Fortune is equal to his or her Luck score; if LK is increased or reduced, max Fortune is altered by a like amount. Fortune can be

“spent” in a number of ways, as shown below:

- After rolling any Saving Roll, a character can spend up to all of her current Fortune to increase her result on a point-for-point basis. Thus, if the character fails her SR by 4 points, she may spend 4 points of Fortune to turn the failure into a success.
- In combat, a character may spend 2 Fortune to re-roll any one damage die. He must take the second result, even if it is worse than the first.
- Certain characters gain the ability to spend Fortune for other powers or benefits, as explained in their archetype descriptions.

Fortune returns at a rate of 1 point per archetype level per day. Thus, a 5th-level character recovers 5 points of Fortune each day.

Kindred

Characters in T&T7R come from one of the six standard kindred: dwarves, elves, fairies, halflings, humans, or leprechauns. Future supplements may include rules for other kindred.

DWARF

Dwarves stand, on average, a few inches under 4 feet and weigh about 160 pounds. All male dwarves wear full beards, usually tangled and covered in dust. Dwarven society is truly egalitarian, and the women work alongside the males in their tunnels and fight alongside them on the battlefield. Most adventuring dwarves pursue the career

of warrior, while a smaller number become rogues and approach obstacles using their great sense of engineering and craftsmanship. A very few dwarves become wizards, although their aptitude for magic comes in very handy in their dangerous homeland.

Due to their lifestyle, dwarven warriors prefer to wield axes, picks, or hammers, and can often be found in metal armor rather than leather, the latter of which is a scarce resource to them. Dwarves can see much better than other kindred in low-light situations, needing no illumination to make their way about underground.

Attributes

Dwarves have strong, sturdy bodies from centuries of toiling in a difficult environment. After rolling and assigning his 18 dice for abilities (see “Rolling Ability Scores”), a dwarf may re-roll up to 1 die from each of his ST and CN attributes, keeping the better result of the original roll or this re-roll. However, dwarves also tend to be ill-mannered and unaccustomed to excessive intellectual exercise: Once a dwarf’s IN and CH rolls have been assigned, he must re-roll any 5s or 6s from each of those attributes, treating any 6s on these re-rolls as if they were 5s and keeping the worse result between each original roll and re-roll.

Racial Qualities

- Dwarves’ base speed is only 20 feet. However, when calculating a dwarf’s weight allowance, consider his Strength to be 1.25 times its actual score. (That is,



a dwarf with a 14 Strength can carry $140 \times 1.25 = 175$ pounds without becoming encumbered.)

- Dwarves gain a +1d bonus on all SRs made to sense their current direction or distance underground, or when climbing, searching, examining, or crafting stone or stonework.
- Dwarves can see perfectly well in darkness. Nearby light sources do not in any way hamper this vision.
- Weapon Familiarity: When using axes, picks, or hammers as weapons, dwarves may treat any combat die rolls of 1s as a 2s.

ELF

Elves stand slightly taller than humans, so that on average a male elf is a few inches taller than 6 feet. Their frames are quite thin, yet not scrawny, so a male elf of average height (6'2") weighs about 170 pounds. Their ears are pointed, and their eyes reflect the natural color of their environment, with subtle blues, brilliant greens, and bold browns being most prevalent.

Elven jewelry is intricate and delicate. This artistry extends to their weapon design, with rapiers and beautifully wrought bows being their weapons of choice. Elves are naturally inclined to pursue magic, but a strong martial tradition has kept their homeland free of invaders over countless centuries, and their warriors are renowned for their skill and finesse.

Archery is at the core of elven martial training (rogues often playing the role in elven society that warriors would play in others). Elven armor is light, usually

of leather or similar materials, and is as much a testament to fashion as it is to protection. In their forest homes, elves rely on hit-and-run tactics and ambushes, using the natural defenses of their realm to aid them. Thus, they tend to value freedom and speed over inflexible metal armor and bulky clothing. Elves can hear slightly better than the other kindred, and their eyesight is a little sharper, but the rumor that elves can see in deep darkness is entirely unfounded.

Attributes

Elves have beautiful features and a graceful presence: After rolling and assigning her 18 dice for abilities (see "Rolling Ability Scores"), an elf may re-roll up to 2 dice from her CH attribute, treating any 1s or 2s on these re-rolls as if they were 3s and keeping the better result between each original roll and re-roll. Further, elves have spent centuries developing schools of philosophy and debate, and begin honing their children's intellects at a young age: An elf may re-roll up to 1 die from her IN attribute, treating a 1 on this re-roll as if it were a 2 and keeping the better result of the original roll or this re-roll.

However, despite their long lives and near-immortality, elves are somewhat frail: Once an elf's ST rolls have been assigned, she must re-roll any 6s from that attribute, treating any 5s or 6s on the re-rolls as if they were 4s and keeping the worse result between each original roll and re-roll. Further, an elf may keep only the worst two results for her CN.

Racial Qualities

- Elves' base speed is 30 feet.
- Elves gain a +1d bonus on all IN-based SRs made to perceive hidden creatures or concealed objects such as secret doors.
- Archery Training: At 1st level (and only at 1st level), an elf who is not a rogue is allowed to take a pip in Accuracy as if she were a rogue. Further, when using a shortbow or longbow, an elf who is a rogue may treat combat die results of 1s as 2s.

FAIRY

The most reclusive of the good kindred, fairies are the ultimate expression of magic in the world. These diminutive creatures dwell in isolated woodland glades, in wide rolling fields, or along gentle streams. Despite their delicate appearance, fairies can be stubborn and bold when provoked. Their high-pitched voices and slight features hide a powerful fey magic that gives sets them as equals to the other kindred. They enjoy the company of elves and leprechauns, despite the latter group's recklessness, and tolerate humans and halflings. Fairies rarely find themselves in the company of dwarves, as their dour nature tends to intimidate the small winged creatures.

The smallest of the kindred, fairies stand about 7 inches tall and weigh just over a single pound. Creatures of fey magic, fairies can use their gossamer wings to fly (a good thing, as there's nothing more depressing than a grounded fairy). This same fey magic allows fairies to perform feats that one would

assume utterly beyond their scope – indeed they are often as strong and hardy as their human or halfling companions. Though this may seem impossible, you must remember that they are beings of almost pure magic.

Fairies tend, naturally, toward wizardry. Magic is their reason for existing, and they demonstrate a natural aptitude for the arcane arts. Some fairies become rogues, as their small stature and nimbleness serves them well in related areas. Rare is the fairy that becomes a warrior.

Fairies identify themselves by the general color of their homeland, and tend to dress and to have skin and hair tones in appropriate colors. Those from the forest are “of the Green,” those from the hills and fields are “of the Brown,” while those who live near rivers and streams are “of the Blue.” Fairies never wear shoes.

Attributes

Fairies are lovely, agile, willful, and highly magical. After rolling and assigning his 18 dice for abilities (see “Rolling Ability Scores”), a fairy may re-roll up to 1 die from each of her DX, IN, CH, and LK attributes, treating any 1s or 2s on these re-rolls as if they were 3s and keeping the better result between each original roll and re-roll.

However, despite being infused with powerful fey magic, fairies are not nearly as strong or as hardy as most other kin: Once a fairy's ST and CN rolls have been assigned, he may keep only the worst two die results for each score.

Racial Qualities

- Fairies' base ground speed is 10 feet, and they also have a base flying speed of 30 feet. (Note that all creatures within 10 feet of a flying fairy, including the fairy himself, suffer a -1d penalty on all IN-SRs made to perceive other sounds; their wings buzz quite noticeably.)
- Magical Nature: All fairies capable of casting spells gain a bonus of 2 power points per character level. Further, at 1st level (and only at 1st level), a fairy who is not a wizard may take a pip in Spell Mastery as if he were a wizard.
- Because of their tiny size, fairies may use equipment of much smaller size than that of other races: Reduce the weight of any gear (armor, weapon, etc.) sized for a faerie to one-fifth its usual weight. Due to the magical fey nature of the race, though, this size difference does not change any other game statistics of the item. (That is, a fairy-sized short sword still deals 2d of damage, and the fairy must have ST 8 and DX 8 to use it.)

HALFLING

Halflings are — not surprisingly — half the size of their human friends, averaging just a bit under 3 feet tall and weighing about 65 pounds. For all intents and purposes, they appear exactly as miniature humans, though their frames tend slightly toward the pudgy side. (A visible belly is the sign of a healthy halfling, they say.) In general, halflings are modest and prefer not to draw attention to themselves. Very few halflings become adventurers, but those who do dress in muted or drab colors,

preferring to use their uncanny ability to fade into the background and avoid unnecessary attention.

Halflings who let their curiosity drive them pursue the rogue profession; their nimbleness and slyness serve them well in this capacity. Few halflings take up the mantle of warrior, although they are stubborn and determined fighters. Fewer still find they have any knack for wizardry, but again boundless curiosity drives some to these pursuits.

Attributes

Halflings are naturally agile, as well as having a wellspring of resilience surprising in beings of their small size. After rolling and assigning his 18 dice for abilities (see "Rolling Ability Scores"), a halfling may re-roll up to 1 die from each of her DX and CN attributes, treating any 1s on these re-rolls as if they were 2s and keeping the better result between each original roll and re-roll. Due to their small stature, though, halflings do not have nearly the same raw physical power of dwarves, despite their similarity in size: Once a halfling's ST rolls have been assigned, he may keep only the best 2 die results for that score.

Racial Qualities

- Halflings' base speed is 20 feet.
- Uncanny Stealth: Halflings of any archetype may take pips in Agility as if they were rogues. Halflings who are rogues gain a +1d bonus on all DX-SRs made to hide or to move stealthily.
- Due to their small size, halflings divide their weight allowance by 2 (i.e.,

a ST 8 halfling can carry up to 40 pounds, rather than the 80 pounds a human ST 8 character can carry).

- Because of their small size, halflings may purchase and use equipment of much smaller size than that of other races: Reduce the weight of any gear (armor, weapon, etc.) sized for a halfling to two-thirds its usual weight. This size difference does not change any other game statistics of the item. (That is, a halfling-sized sling still deals 1d of damage, and the halfling must have ST 4 and DX 13 to use it.)
- Hand-Eye Coordination: When using ranged weapons, halflings may treat any combat die results of 1s as 2s.

HUMAN

Fortune-hunting humans find themselves drawn equally to the adventurer types. Human warriors proved their bravery alongside their dwarven and elven comrades during the wars of the Third Age. Human wizards are nearly as adept in the magical arts as fairies and elves, and human magic colleges have spread across the land, and human rogues can compete with halflings in most skills.

Attributes

Humans do not excel, nor are they weak, in any specific attributes.

Racial Qualities

- Humans' base speed is 30 feet.
- Adaptable: At 1st level (and only at 1st level), a human character may choose any one archetype ability not normally associated with his archetype. For the

remainder of his career, this ability is treated as a archetype ability for him rather than an off-type ability.

LEPRECHAUN

The most misunderstood of the kindred, the leprechaun is mostly known as a playful scamp that can hinder as often as help. Leprechauns are creatures of unlimited curiosity and little fear, and this combination is the starting point for many a bard's tale. Lovers of practical (and not-so-practical) jokes, leprechauns make difficult companions, as you never know when you may step forward, only to find your boots tied together or your sword replaced by a snake. Many adventuring groups find a leprechaun companion advantageous, however, as they are always willing to be the first down the dark corridor, charging laughingly into what others are sure must be certain doom.

The place of leprechauns in the wars of the Third Age is uncertain ? it has been said that they harassed the enemy more than they did members of the Great Alliance, and therefore leprechauns have been invited to participate (to a limited degree) in the affairs of the surface world. Leprechauns enjoy spending time with all of the other kindred, but most especially dwarves, whom they see as a challenge to their mirth-making.

Leprechauns normally stand a few inches under 2 feet, and weigh about 35 pounds. They have slightly pointed ears, and they always wear at least one green item of clothing. Leprechauns readily pursue all three adventurous types: war-

riors, wizards, and rogues are commonly found among them. Leprechaun wizards sometimes have difficulty, however, in learning new spells, since most human magic colleges have forbidden them from attending. Leprechaun warriors fight with fearless bravado, while leprechaun rogues often rely on their luck rather than their skill.

Attributes

Leprechauns are said to be the embodiment of luck: After rolling and assigning her 18 dice for abilities (see "Rolling Ability Scores"), a leprechaun may re-roll up to 2 dice from her LK attribute, treating any 1s, 2s, or 3s on these re-rolls as if they were 4s and keeping the better result between each original roll and re-roll.

However, leprechauns are not at all a physically powerful people: Once a leprechaun's ST rolls have been assigned, she may keep only the worst 2 die results for that score.

Racial Qualities

- Leprechauns' base speed is 20 feet.
- Uncanny Luck: For each point of Fortune she spends, the leprechaun gains a +3 bonus (rather than merely +1) on any SR. (See "Fortune" in the Introduction.)
- Wealth: All leprechauns begin play with 4d6 gold pieces, rather than the standard 3d6x10 silver pieces.
- Magical Nature: All leprechauns capable of casting spells gain a bonus of 1 power point per character level.
- Due to their small size, leprechauns divide their weight allowance by 2 (i.e.,

a Str 8 leprechaun can carry up to 40 pounds, rather than the 80 pounds a Str 8 human character can carry).

- Because of their small size, leprechauns may purchase and use equipment of much smaller size than that of other races: Reduce the weight of any gear (armor, weapon, etc.) sized for a leprechaun to one-half its usual weight. Due to the magical fey nature of the race, though, this size difference does not change any other game statistics of the item. (That is, a leprechaun-sized club still deals 1d of damage, and the leprechaun must have Str 8 and Dex 6 to use it.)

CHARACTER CREATION

In order to play *T&T7R*, you need have very little beyond some six-sided dice, pens and paper, and a few willing players. Each player creates a character by rolling 18d6, placing the results, individually (as desired), in groups of 3 per ability.

For example, a player rolls and ends up with results of 6, 6, 5, 5, 5, 4, 4, 4, 3, 3, 3, 2, 2, 1, 1, 1. If he wished to play a warrior (who needs relatively good ST, DX, and CN scores), he might assign his rolls as follows:

ST: 6, 6, 5

DX: 5, 4, 4

CN: 5, 5, 4

IN: 3, 2, 1

CH: 4, 3, 1

LK: 3, 2, 1

Once these values have been assigned, the player should choose a kindred for his or her character (if that hasn't been done already!); this choice will have an immediate and potentially substantial effect on the ability scores he has just assigned, as explained under each kindred.

For example, if this player decides he wishes to play a dwarf warrior, then he may reroll up to one die from each of his ST and CN, keeping the better result of the original roll or this re-roll. For ST, he tries to re-roll the 5, but gets only a 3, so he keeps the better roll. For CN, though, he re-rolls the 4 and gets another 5 (!), so his CN is now $5 + 5 + 5 = 15$ instead of $5 + 5 + 4 = 14$. Fortunately, he does not have any 5s or 6s in IN or CH, so he need not re-roll them and keep the worst results (as noted for dwarves in the Kindred section).

CHARACTER LEVEL	XP NEEDED
1	0
2	70
3	140
4	300
5	550
6	800
7	1000
8	1250
9	1500
10	1750
11	2000
12	2300
13	2600
14	2900
15	3200
16	3600
17	4000
18	4400
19	4800
20	5250

EXPERIENCE

In general, characters receive experience points (XP) for overcoming — whether outwitting or defeating — monsters, at a rate of 1 XP per MR overcome. Thus, a group of three characters that defeats a MR-36 monster gains 36 XP, which is then divided equally among the three of them; in this example, each character gets 12 XP.

Characters gain new levels once they have gained a certain of XP, as shown on the following table:

Level Advancement

All 1st-level characters begin with an amount of money and a number of skills dependent upon their chosen archetype.

Starting Money: Characters other than leprechauns start play with 3d6x10 silver pieces to purchase equipment (leprechauns begin with 4d6 gold pieces). Any further wealth is gained in game play; characters do not gain more gold automatically as they advance in levels.

Archetype Skills: All 1st-level characters gain 3 pips to divide among any archetype abilities (see below) to which they have access. Characters gain 1 additional pip per level that may be applied to any archetype ability to which they have access.

Starting at 5th level, characters may purchase one pip in any one archetype ability not normally accessible by their archetype (an “off-type” ability). Thus, a warrior could gain a pip in Accuracy or Spell Mastery at 5th level (or at any level thereafter). Every 5 levels thereafter (i.e., at 10th, 15th, and 20th), the character may take another pip in an off-type ability. Hence, a 20th-level warrior could conceivably have up to 4 pips in off-type abilities, whether all four are in the same ability or the pips are spread among a

number of off-type abilities.

Note that certain abilities are normally shared across two archetypes (Athletics, Cunning, and Focus). Pips taken in these skills as archetypes abilities do not stack with those taken as off-type abilities.

In addition, characters of each archetype gain an ability score increase at every odd-numbered level, with the available abilities dependent upon the character’s archetype. (See individual archetype descriptions.)

LEVEL	Total Number of Pips	Max. Pips per Ability	Max. Off-Type Pips
1st	3	1	–
2nd	4	1	–
3rd	5	2	–
4th	6	2	–
5th	7	2	1
6th	8	3	1
7th	9	3	1
8th	10	3	1
9th	11	3	1
10th	12	4	2
11th	13	4	2
12th	14	4	2
13th	15	4	2
14th	16	4	2
15th	17	5	3
16th	18	5	3
17th	19	5	3
18th	20	5	3
19th	21	5	3
20th	22	5	4

ARCHETYPES

There are only three archetypes to choose from in T&T7R; however, as noted above, characters may choose “off-type” abilities to round out their repertoires as they gain levels. Thus, you may play a warrior or a rogue who has the ability to cast spells (though she will never be as good at it as a wizard), or a wizard who can fight and/or sneak around, if that’s what you wish.

Rogue

Rogues are mobile combatants and scouts who tend to prefer stealth and cunning over brawn and swordplay. They are known for their skill at archery and other forms of ranged combat, and for their ability to overcome virtually any hurdle in attaining their goals, be they theft, infiltration, or assassination. They live by their wits and, often, by their uncanny luck.

Rogues may choose any one of the following three archetype benefits upon starting at 1st level. Once chosen, this benefit cannot be changed.

1. *Gift of Agility*: The rogue gains a +1 bonus to Dexterity.
2. *Gift of Kismet*: Necessity is the mother of invention, hardship breeds resourcefulness, and so on... oh, and a bit of good luck never hurts anyone, either. For each point of Fortune she spends, the rogue gains a +1d bonus (rather than merely +1) on any SR. (See “Fortune” in the Introduction.)
3. *Gift of Precision*: The rogue knows how to focus on making a deadly ranged shot so that she automatically gains 1d3 points on all ranged combat rolls. (This stacks with any similar benefit from weapons, spells, and the Accuracy ability.)

ROGUE ADVANCEMENT

Level	Ability Score Increase
1st	–
2nd	+1 DX or IN
3rd	–
4th	+1 ST, DX, or CH
5th	–
6th	+1 to any score
7th	–
8th	+1 DX or IN
9th	–
10th	+1 ST, DX, or CH
11th	–
12th	+1 to any score
13th	–
14th	+1 DX or IN
15th	–
16th	+1 ST, DX, or CH
17th	–
18th	+1 to any score
19th	–
20th	+1 DX or IN

Rogue Archetype Abilities

Rogues have access to the following abilities.

Accuracy

For each pip the character has in this ability, she may add one die on all ranged combat rolls. Thus, a character with 3 pips in Accuracy and a medium shortbow (3 dice) rolls 6 dice in combat.

Agility

For each pip the character has in this ability, she may add one die on all DX-based SRs. Thus, a character with a 15 DX and 2 pips in Agility gets, in total, 3d6+15 on all DX-SRs.

Ambush

After all movement has taken place in first round of combat, the character may target any one enemy within range (melee or ranged attack). That creature rolls its base combat dice (with no adds), if a monster, or an IN-SR, if a character, against a Target Number equal to 10 x the rogue's pips in this ability. If the target creature fails, the rogue then makes a DX-SR, dealing the result as an amount of damage directly to the target creature (armor still applies); since this is like a combat damage roll, she may re-roll any 6s (see the Combat section). The rogue may still roll combat dice this turn normally, although she does not get her Accuracy adds, but only her weapon dice.

For example, a rogue with DX 15, 2 pips in Ambush, and 2 pips in Agility sneaks up on an MR 44 ogre (who gets 5d6+22 in combat). In the first round,

she tries to ambush him. The ogre must roll its 5d6 (without the +22) against a TN of 2 (her pips) x 10 = 20. Its result is 17, so it fails: The rogue then rolls a DX-SR of 3d6+15, for a total of 24 points of ambush damage against the ogre.

Special: For every 2 points of Fortune the character spends, she may increase her damage on a successful ambush by 1 die. However, she cannot increase the damage in this way by more than 1 die per pip in this ability.

Athletics

For each pip the character has in this ability, she may add one die on all ST-based SRs. Thus, a character with a 12 ST and 1 pip in Athletics gets, in total, 2d6+13 on all ST-SRs.

Cunning

For each pip the character has in this ability, she may add one die on all IN-based SRs. Thus, a character with a 10 IN and 3 pips in Cunning gets, in total, 4d6+10 on all IN-SRs.

Mobility

For each pip the character has in this ability, she gains a bonus of 5 ft. to her base speed. (This applies to flying speed, but not ground speed, for faeries.) Thus, a character with a base speed of 20 ft. and 3 pips in this ability moves 35 feet per round.

Personality

For each pip the character has in this ability, she may add one die on all CH-based SRs. Thus, a character with a 11 CH and 1 pip in Personality gets, in total, 2d6+11 on all CH-SRs.

Warrior

Warriors are the soldiers and scrappers of the world, trained to wear heavy armor and take a great deal of punishment, but also to wield melee weapons with great skill, dealing out tremendous damage at close range. They are not known for their wits or their personality, though naturally some exceptions exist, but in matters of might and prowess, they are unequaled.

Warriors may choose any one of the following three archetype benefits upon starting at 1st level. Once chosen, this benefit cannot be changed.

1. *Gift of Brawn*: The warrior gains a +1 bonus to Strength.
2. *Gift of Hardiness*: The warrior knows how to absorb blows, roll with the punches, and duck at just the right moment: He automatically gains 1d3 points of damage absorption. (This stacks with any similar benefit from armor and shields and from the Dodging ability.)
3. *Gift of Expertise*: The warrior knows how to make his blows land just a little more solidly than those of other combatants: He automatically gains 1d3 points of damage on all melee combat rolls. (This stacks with any similar benefit from weapons, spells, and the Prowess ability.)

WARRIOR ADVANCEMENT	
Level	Ability Score Increase
1st	–
2nd	+1 ST or DX
3rd	–
4th	+1 ST, CN, or CH
5th	–
6th	+1 to any score
7th	–
8th	+1 ST or DX
9th	–
10th	+1 ST, CN, or CH
11th	–
12th	+1 to any score
13th	–
14th	+1 ST or DX
15th	–
16th	+1 ST, CN, or CH
17th	–
18th	+1 to any score
19th	–
20th	+1 ST or DX

Warrior Archetype Abilities

Warriors have access to the following abilities.

Athletics

For each pip the character has in this ability, he may add one die on all ST-based SRs. Thus, a character with a 17 ST and 2 pips in Athletics gets, in total, 3d6+17 on all ST-SRs.

Dodging

For each pip the character has in this ability, he gains +1 point of damage absorption, which stacks with that from armor and shields. (This also stacks with the Gift of Hardiness ability). If a character wears no armor and does not use a tower shield, he instead gains +1d of damage absorption per pip; thus, an unarmored warrior with 3 pips in Dodging rolls 3d6 for damage reduction, just as if he were wearing heavy mail armor.

Focus

For each pip the character has in this ability, he may spend 1 point of Fortune as a move action to gain either 1d3 Health/pip or 1d6 Power/pip. Thus, a warrior with 2 pips in Focus may, rather than moving for one round, gain 2d3 points of Health. This benefit may allow the character to exceed his normal maximums, although extra points beyond the maximum are lost at a rate of 1 point per minute until the character is once again at his maximum.

Special: To gain Power via this ability, the character must already have a Power pool.

Leadership

During each round of combat, the character can grant a number of re-rolls equal to his pips in this ability to himself or to any allied creature(s) within line of sight. These re-rolls can be applied to combat dice, SRs, or any other roll the character (not the affected ally) chooses. Thus, a character with 2 pips in this ability can allow up to 2 re-rolls per round; if the warrior rolls two "1s" in combat, for example, he may re-roll them both and take the second result in place of the first.

Prowess

For each pip the character has in this ability, he may add one die on all melee combat rolls. Thus, a character having 2 pips in Prowess and armed with a broad sword (4 dice) rolls 6 dice in combat.

Tactics

In any given encounter, the character may adjust the position of any allies (including himself) in that combat by a total of up to 10 feet per pip in this ability. This adjustment takes place during the Action Phase, but the character may still attack during the Combat Phase.

For example, if a warrior has 3 pips in Tactics, he can adjust the position of any allies involved in the combat by up to a total of 30 feet; no creature can be moved less than 5 feet at once, so he could effectively adjust the location of three different creatures by 5 feet each in one round, then one creature by 5 feet in the following round, and another by 10 feet in the next round, for example; alternately, he could move one creature by up to 30 feet in one move, but that

would exhaust his tactics for that fight.

Special: As a move action, the character may spend Fortune points to adjust an ally's position by 5 feet per point spent, up to a maximum expenditure equal to his pips in this ability.

Toughness

The character gains an amount of maximum Health as follows:

Toughness Pips	Health Increase
1	+3
2	+6
3	+10
4	+15
5	+25

Wizard

The wizard needs little explanation: Call him sorcerer, mage, shaman, necromancer, thaumaturgist, or whatever other title you wish, he is the master of magical arts and of esoteric knowledge, both respected and feared by all around him.

Wizards gain the following archetype benefits at 1st level.

1. *Gift of Power:* Wizards begin play with a base number of Power points equal to their IN score; increases to IN subsequent to 1st level do not change this value retroactively. At each level thereafter, the wizard gains a number of base Power points equal to his archetype level. (This base Power stacks with any gained via the Spell Energy ability or from racial qualities.)

For example, a 2nd-level wizard with an IN of 14 has a base Power of 16 (14 for his IN at 1st level, plus 2 gained upon reaching 2nd level). At 3rd level, the wizard gains another 3 points, for a new base of 19 Power.

2. *Gift of Magic:* A wizard starts play knowing any three 1st-level spells (player's choice) for which he has all of the prerequisites.

WIZARD ADVANCEMENT	
Level	Ability Score Increase
1st	–
2nd	+1 IN or CH
3rd	–
4th	+1 IN, DX, or LK
5th	–
6th	+1 to any score
7th	–
8th	+1 IN or CH
9th	–
10th	+1 IN, DX, or LK
11th	–
12th	+1 to any score
13th	–
14th	+1 IN or CH
15th	–
16th	+1 IN, DX, or LK
17th	–
18th	+1 to any score
19th	–
20th	+1 IN or CH

Wizard Archetype Abilities

Wizards have access to the following abilities.

Cunning

For each pip the character has in this ability, he may add one die on all IN-based SRs. Thus, a character with a 18 IN and 2 pips in Cunning gets, in total, 3d6+18 on all IN-SRs.

Focus

For each pip the character has in this ability, he may spend 1 point of Fortune as a move action to gain either 1d3 Health/pip or 1d6 Power/pip. Thus, a wizard with 2 pips in Focus may, rather than moving for one round, gain 2d3 points of Health or 2d6 points of Power. This benefit may allow the character to exceed his normal maximums, although extra points beyond the maximum are lost at a rate of 1 point per minute until the character is once again at his maximum.

Spell Area

For each pip the character has in this ability, he may increase the area of his spells by 50%. Thus, a character with 3 pips in this ability casts all spells with an area 150% larger than normal: A spell normally having a 10-foot radius would instead be cast as a 25-foot-radius spell. A spell that does not normally fill any area (such as one that affects one creature or object) is unaffected by this ability.

Spell Duration

For each pip the character has in this ability, he may increase the duration of his spells by one multiple (assuming the standard “multiple” is 1). Thus, a character with 1 pip in this ability casts all spells with $1 + 1 = 2$ times the usual duration, while one with 2 pips casts all spells with $1 + 2 = 3$ times the duration, and so on.

Spell Energy

This ability controls the number of dice rolled for most dice-based spells; see individual spells for details.

Also, the character gains an amount of bonus Power equal to the number of pips times his archetype level. Thus, a 7th-level wizard with 3 pips in this ability gains $7 \times 3 = 21$ points of Power, in addition to his base Power.

Special: The character may spend Fortune when casting a spell to increase the spell's efficacy: For each point spent, the number of dice for that spell is increased by 1, up to a maximum increase equal to the maximum dice normally allowable for the spell. The character cannot spend more points of Fortune in this way (per spell cast) than he has pips in this ability.

For example, a wizard with 4 pips in this ability normally deals 3d6 points of damage with a TTYF spell. By spending up to 3 points of Fortune, he could increase the damage by up to 3 dice (i.e., 1 die per point spent); he could not spend 4 points of Fortune to increase the damage by 4 dice, even though he has 4 pips, since the spell normally deals only 3 dice.

Spell Mastery

This ability is a passive one, though it is of utmost importance to would-be spellcasters: The number of pips in this ability dictates the maximum tier of spell the character can learn and cast, with the number of pips equating directly to the tiers of spells available. *Thus, a wizard must take 1 pip in this ability if he wants to cast 1st-tier spells! At 3rd level, if he wishes to cast 2nd-tier spells, he must take his second pip in this ability; likewise, on or after reaching 6th level, he must take the third pip to get 3rd-tier spells; and so on.*

In addition, with each new pip, the character gains one new spell of any tier he can cast (player's choice), and for which he may ignore the usual prerequisites based on his ability scores; thus, a

1st-level wizard with 1 pip in this ability starts with the usual three 1st-tier spells, as dictated by his ability scores, plus any one 1st-tier spell he wishes.

Spell Range

For each pip the character has in this ability, he may double the range of his spells. For example, a wizard with 2 pips in this ability can cast *Omnipotent Eye* at up to 40 feet (base 10 feet, doubled once to 20 feet, then again to 40 feet). A spell normally having a range of "Touch" instead has its range increased by 5 feet per pip (not doubled each time), so that the same wizard casting *Knock Knock* could affect a portal up to 10 feet away. Spells with a range of "Self" are not affected by this ability.

EQUIPMENT

All costs listed below are in silver pieces. Unless noted otherwise, "dice" refers to "d6s."

2-Handed Weapons	Dice	ST	DX	Cost	Weight
Bastard sword	5	19	17	100	6 lb
Falchion	4	16	16	85	7 lb
Great axe	6	22	14	110	13 lb
Great mace	5	17	6	120	16 lb
Great sword	6	20	18	120	8 lb
Guisarme †	4	14	11	135	13 lb
Halberd †	6	16	12	200	13 lb
Heavy flail	5	20	15	55	12 lb
Pike †	6	16	13	160	14 lb
Quarter staff ‡	2	9	6	10	4 lb
Voulge †	5	15	11	160	12 lb

1-Handed Weapons	Dice	ST	DX	Cost	Weight
Broad axe	4	18	11	100	10 lb
Broad sword	4	16	13	80	6 lb
Club	1	8	6	15	5 lb
Dirk	1	5	3	15	1 lb
Javelin (light spear)	1	5	7	15	2 lb
Light flail	3	18	13	50	8 lb
Light mace	3	14	6	80	9 lb
Pick axe	3	15	10	20	15 lb
Poniard	1	7	4	10	1 lb
Rapier	3	9	14	75	2 lb
Sabre	2	10	11	35	3 lb
Scimitar	3	14	14	60	5 lb
Short sword	2	8	8	55	2 lb
Spear	3	12	9	35	7 lb
Taper axe	3	15	10	50	7 lb
Trident ‡	4	13	10	150	10 lb
War hammer	4	17	8	85	11 lb

Ranged Weapons	Dice	ST	DX	Cost	Weight
Arbalest	6	17	11	400	15 lb
Crossbow	4	14	10	250	9 lb
Dirk	1	5	10	15	1 lb
Javelin	2	5	10	15	2 lb
Longbow ¹					
Light	3	12	15	100	5 lb
Medium	4	14	16	140	6 lb
Heavy	5	16	17	210	8 lb

Ranged Weapons Cont'd	Dice	ST	DX	Cost	Weight
Shortbow					
Light	2	8	13	50	2 lb
Medium	3	10	14	80	2 lb
Heavy	4	12	16	110	3 lb
Sling	1	4	13	5	1/2 lb
Spear	3	13	12	30	7 lb
Trident	3	14	10	150	10 lb
Arrows (20)				20	2 lb
Lead stones (20)				3	5 lb
Quarrels (10)				25	2 lb

1 To wield a longbow, a character must also have a Con score of 13.

† A human, elf, or dwarf wielding this weapon may attack foes two squares away, but not those in adjacent squares. Smaller characters (halflings, leprechauns, and faeries) do not gain this benefit.

‡ A human, elf, or dwarf wielding this weapon may attack foes one or two squares away. Smaller characters (halflings, leprechauns, and faeries) do not gain this benefit.

Wielding Two Weapons: A character can wield two 1-handed melee weapons at once, thus dealing both weapons' dice in combat. To do so, he must add the DX requisites together and add half of the lower ST requisite (round up) to the higher requisite. For example, to use a rapier and a dirk, a character needs ST 9 + 5 = 14 and DX 14 + 2 = 16; such a character rolls 4d for weapons in combat: 3d for the rapier and 1d for the dirk.

Armor & Shields	Hits	ST*	CN	Cost	Weight
Armor					
Plate armor	4d6	13	14	500	40 lb
Heavy mail	3d6	12	13	400	30 lb
Light mail	2d6	11	11	250	25 lb
Leather armor	1d6	7	9	60	15 lb
Shields					
Tower shield	1d6	6	15	100	35 lb
Great shield	1d3 ¹	5	12	65	20 lb
Target shield	1d2 ²	4	10	40	12 lb
Buckler	1	3	6	20	6 lb

* These values are additive between Armor and Shields: Thus, to wear a mail shirt and a target shield, a character must have a Strength score of 10 + 4 = 14.

1 Roll 1d6: 1-2 = "1"; 3-4 = "2"; 5-6 = "3"

2 Roll 1d6: 1-3 = "1" and 4-6 = "2"

Saving rolls

A character can normally perform any task having a Target Number (TN) equal to or less than the dictating ability score for that task. For instance, climbing a very rough wall with many hand- and foot-holds is a ST-SR 1 (a Strength-based Saving Roll with a TN of 15, per the formula below); thus, any character having a Strength of 15 or higher can climb the wall automatically, without even having to make a SR.

However, a character can *always* roll 1d and add the result to his base ability score in order to attempt a Saving Roll. Hence, technically, a character with a 14 Strength can make the ST-SR 1 listed above since rolling one die will always result in at least a result of 1, for a total of at least 15.

Characters with pips in certain archetypes abilities may add extra dice. For example, a character with 2 pips in Athletics may add an extra 2d to any ST-SR (for a total result of ST score + 3d). The formula for any TN is as follows: $10 + (5 \times \text{the SR value})$. Thus, an SR 4 has a TN of $10 + (5 \times 4) = 30$. An SR 16 has a TN of $10 + (5 \times 16) = 90$. Note that an SR 0 is possible, having a TN of 10.

However, there is always a chance that a skilled character can achieve success at even the most impossible of tasks. Anytime a character rolls two "6s" on an SR of 5 or less, he is automatically successful, even if his total does not meet or exceed the actual TN. For an SR of 6 to 10, he needs three "6s" for an automatic success; for SR 11 to 15, he needs four "6s"; and for every further 10 SR levels beyond 15, he needs another "6" for an auto-success.

Standard SR Levels	Auto-Success (No. of 6s)
1-5	2
6-10	3
11-15	4
16-25	5
26-35	6
36-45	7
46-55	8
56-65	9
66-75	10

Skills

In addition to allowing characters to avoid nasty things like traps, Saving Rolls are also used to perform various skills and feats. A SR made to attempt a skill takes into account a character's natural talent (his ability score) and any training he might have (any pips he might have in archetype abilities that increase SRs). It may also take into account things like his kindred's knack for doing certain things (such as an elf's bonus on perception-based IN-SRs).

SR Levels

As noted above, SRs are made against a Target Number (TN). The TN is a number (set using the skill rules as a guideline) that you must score as a result on your skill check in order to succeed.

SR Level Samples

Level (TN)	Example (Skill Used)
0 (10)	Notice a figure standing 100 yards away on an open plain (IN)
1 (15)	Climb a heavily knotted rope for 1 round (ST)
2 (20)	Sneak up on a typical, relatively alert human guardsman (DX)
3 (25)	Rig a fairly simple deadfall trap above a doorway (IN)
4 (30)	Swim across a very choppy lake carrying light gear (CN)
5 (35)	Open an SR 5 [i.e., average to good quality] mechanical lock (DX)
6 (40)	Leap across a 30-foot chasm while lightly encumbered (ST)
7 (45)	Avoid a SR 7 trap (LK)

Time and SRs

Making a Saving Roll to perform some skill or feat might take one round, take no time, or take several rounds or even longer. The GM and player must come to some accord as to the duration of the action (usually in relation to the fraction or number of 10-second combat rounds) and how much movement, if any, might be undertaken in addition to the activity. Some skill SRs, such as perception-based rolls to discern an enemy, usually represent free, instantaneous reactions to an event or situation; these skill SRs are not actions. Other SRs might represent part of movement, such as jumping, climbing, swimming, or balancing.

COMBAT

Combat in *Revised Tunnels & Trolls 7th ed.* is pretty straightforward: There's no need to handle ranged attack differently from melee attacks, and a number of "damaging" spells simply add to combat rolls as well. What makes a tremendous difference in combat is initiative, which gets rolled anew *each round* — the more promptly your character can act, the more influence he will tend to exert over the battlefield.

Initiative: All characters involved in the combat make a DX-SR roll at the start of each combat round; similarly, each monster makes an initiative roll (standard = $\frac{1}{4}$ MR + 2 dice, although monsters may have special abilities to increase or decrease this amount). All results are recorded, individually, in ascending order. (GMs may choose to have groups of similar monsters use the same initiative results, although this is not normally advisable.)

Combat Phases

Combat always takes place, once initiative has been determined for the round (which lasts approximately 10 seconds, so that there are 6 rounds per minute), in the following sequence of phases.

Movement Phase: Combatants take their move actions for the round, starting from the lowest initiative roll and progressing upward through the order to the highest. Each creature, in order of initiative, may move up to its base speed on the battlefield. This is sometimes referred to as a creature's "move action." In some cases, such as when attempting to climb a sheer wall, swim through rough waters, or run while heavily laden, a character may be required to make an SR based on ST, DX, or sometimes CN to succeed. This SR is made as part of the creature's movement, not requiring any additional action on his part, and does not occur during the Action Phase.

Action Phase (a.k.a. "Spell Phase"): Each creature, in order of initiative, may take any actions they wish other than movement or combat. A creature that acts during this phase cannot normally roll combat dice in the next phase, although certain spells override this restriction.

Combat Phase: All creatures in a position to attack this round roll combat dice, as appropriate for the weapon used and including any bonus dice from archetype abilities or other sources. To be in position to roll combat dice, a creature must be able to affect at least one enemy creature involved in that combat: He must either have a melee weapon able to reach at least one foe, or have a

missile weapon and line of sight to an enemy within that weapon's range.

Rolling Combat Dice: When rolling combat dice, note any "6s" rolled. If a character or creature rolls more than one "6" in combat, he adds those numbers to his personal combat total, but may then roll the 6s over again, adding any further results to his combat total. For example, if Sigmund rolls 7 dice with his guisarme (4 dice for the weapon, plus 3 dice for his 3 pips in Prowess); his results are 2, 6, 5, 3, 6, 6, 3, for a total of 31. However, since three of the dice were 6s, he gets to roll those dice again, and gets 2, 6, and 6. He thus adds 31 + 14, for a total of 45 points of damage. Note that he does not get to re-roll the two "6s" from his second roll — re-rolling 6s in combat may be done only once.

Damage Resolution: Damage resolution occurs after all damage has been calculated for the round. To be in a position to take damage in combat, a creature must be able to be hit by at least one enemy creature, whether in melee or by a missile attack.

SPELLS

Spells can be purchased from the Wizards' Guild for the following prices:

Spell Tier	Cost (gp)
1	25
2	100
3	225
4	400
5	625

For each spell listed below, the prerequisite statistics needed to learn and cast that spell are listed in parentheses beside its name. For example, to cast *Curse You*, a caster must have both a 14 IN and an 11 CH.

First-Tier Spells

Cateyes (IN 13)

Power: 4

Range: Touch

Duration: 1 min/level

The creature touched can see perfectly well in the dark.

Curse You (IN 14, CH 11)

Power: 4

Range: 10 ft.

Duration: 1 round/level

The target creature loses 1 die from all SRs and combat rolls (including dice gained from other spells or magical effects). If the caster has 2 pips in Spell Energy, the penalty is -2d, and if he has 4 pips, the penalty is -3d. If this would reduce the number of dice for an SR or a combat roll to 0, the creature cannot make the attempt.

Curses Foiled (IN 15)

Power: 3

Range: Touch

Duration: Instant

This spell negates the effect of a *Curse You* spell.

Detect Magic (IN 11)

Power: 0

Range: 10 ft.

Duration: 1 round

Detects all magic items and active magics in range.

Don't Fail Me Now (IN 12, DX 9)

Power: 2

Range: Touch

Duration: 1 round

The creature touched may move twice its normal speed during its move action the next round. If this benefit is not taken, the spell fades.

Ensorcelled Weapon (IN 14)

Power: 5

Range: 10 ft.

Duration: 1 round

The weapon touched deals one extra combat die this round; if cast on the character's own weapon, the caster may still roll combat dice in the same round as casting this spell. If the caster has 2 pips in Spell Energy, the weapon deals an additional die of combat damage, and another die (+4d total) at 4 pips. This spell affects only non-magical weapons.

Glue You (IN 13, DX 8)

Power: 5

Range: 15 ft.

Duration: 1 round/level

The caster makes an IN-SR (gaining bonus dice for any Spell Energy pips) against the target creature's MR. If this roll is successful, the target has its speed reduced by half for the spell's duration.

Hidey Hole (IN 14, LK 9)

Power: 7

Range: Self

Duration: 1 minute

The caster and all creatures within 5 feet of

him are rendered invisible (but not inaudible, etc.) to any creature outside of the spell's area. The caster cannot move without canceling the spell, and any creature leaving the area becomes visible at once. Any creature entering the area or interacting with the spaces it covers (such as moving to attack a creature within the space in melee) instantly cancels the spell. The caster may willingly cancel this spell at any time.

A creature firing ranged weapons at creatures within the area of the Hidey Hole immediately breaks the spell, but deals only half damage from ranged combat rolls for that round.

Junsay Kwah (IN 14, CH 10)

Power: 6

Range: Touch

Duration: 1d6 rounds

The caster makes an IN-SR (gaining bonus dice for any Spell Energy pips) against the target creature's MR. If this roll is successful, the target becomes enamored of the caster, doing whatever she wishes (within reason). The spell's duration is rolled secretly by the GM. If the target is not affected, it attacks immediately.

Knock Knock (IN 13)

Power: 2

Range: Touch

Duration: Instant

Opens any one non-magically locked door, portal, or other clasp or closure. In addition, a spellcaster who casts this spell may make an opposed Spell Energy roll (1d + 1d/pip) to suppress a Lock Tight spell for up to 1 minute; alternately, the caster may choose to leave the Lock Tight spell intact with respect to all other creatures, but he himself may ignore that casting of Lock Tight for its duration.

Lock Tight (IN 13)

Power: 1

Range: 5 ft.

Duration: 30 min/level

This spell magically closes and locks a door,

portal, or other clasp or closure so that a ST-SR 3 (TN 25) is required to open it. For every pip the caster has in Spell Energy, increase this ST-SR by 1 level. Alternatively, a spellcaster can use Knock Knock to try to counteract this spell.

Mirage (IN 12)

Power: 2

Range: 25 ft.

Duration: 1 round/level

This spell creates an immobile illusory image (sight only) that is destroyed by any physical contact. (This spell cannot be used to make something invisible by covering it with an illusion of "not being there.")

Oh, Go Away (IN 14, CH 8)

Power: 4

Range: 20 ft.

Duration: 1 round

The caster makes an IN-SR (gaining bonus dice for any Spell Energy pips) against the target creature's MR. If this roll is successful, the target wanders about the area randomly, confused and taking no actions, for the spell's duration (rolled secretly by the GM).

Oh, There It Is (IN 12, LK 7)

Power: 3

Range: 5 ft.

Duration: 1 minute

One hidden or secret door (or similarly concealed object of door-size or smaller) within range is outlined by a pale glow that fades slowly over the course of the spell's duration. If more than one such object or portal is within range, the GM chooses the target randomly.

Omnipotent Eye (IN 15)

Power: 4

Range: 10 ft.

Duration: Instant

By concentrating on any one magic item or effect, the caster may make an IN-SR (level based on the power of the effect, as set by the GM) to gain a good sense of the item's or effect's properties and purpose.

Poor Baby (IN 14)

Power: 2

Range: Touch

Duration: Instant

This spell restores 1 point of Health to the target. If the caster has 2 pips in Spell Energy, this spell heals 1d3 Health. With 4 pips, it heals 1d6.

Take That, You Fiend (IN 14, DX 8)

Power: 4

Range: 30 ft.

Duration: Instant

This spell deals 2d6 points of cold, force, or fire damage (caster's choice) as a combat add in the round that it is cast. If the caster has at least 3 pips in Spell Energy, this spell deals 3d6 points of damage.

Will-O-Wisp (IN 12)

Power: 0 (see text)

Range: 5 ft.

Duration: 10 min/level

Targeted object casts dim light (as a candle). For a cost of 1 Power, this spell instead casts light as a torch.

Second-Tier Spells

Breaker Breaker (IN 16, CN 10)

Power: 8

Range: 25 ft.

Duration: Instant

The caster causes one weapon, shield, piece of armor, or similar object to become extremely brittle, shattering the next time it is used. (The object functions normally for the round in which it is used, and then shatters.) Magic items, including items currently affected by some spell or power, are not affected.

Dis-Spell (IN 16)

Power: 4 (see below)

Range: 20 ft.

Duration: Instant

This spell instantly negates any 1st-tier spell except Curse You. By doubling its Power cost, the caster can use this spell to negate a spell one tier higher than at the previous cost: Thus,

for 8 Power, it can negate a 2nd-tier spell; for 16 Power, a 3rd-tier spell; for 32 Power, and 4th-tier, and for 64, a 5th.

Double Double (IN 14, CH 10)

Power: 5

Range: 10 ft.

Duration: 1 round/level

The target has any one ability score (caster's choice) doubled for the duration.

ESP (IN 17, CH 10)

Power: 8

Range: 20 ft.

Duration: Instant

The caster may determine the current the basic intentions and emotional state of any one target creature. This doesn't reveal secretive information, but merely provides a sense of the target's current goals and feelings. This spell does not work on creatures without a living brain.

Fly Me (IN 15, DX 10)

Power: 7

Range: Self

Duration: 1 round/level

The caster gains the ability to fly at his base speed for the spell's duration.

Freeze Pleeze (IN 15, CN 10)

Power: 10

Range: 20 feet

Duration: 1 round

The caster conjures structures of ice, webbing, or magical force (player's choice) around all foes in an area with a radius of no more than 10 feet. Affected enemies cannot move during the next Movement Phase.

Healing Feeling (IN 14, CN 11)

Power: 8

Range: Touch

Duration: Instant

This spell cures any one disease or poison effect currently in place on the creature touched, negating any further negative effects. It does not cure any damage already caused by the disease or poison effect.

Hmmm (IN 18)

Power: 10

Range: Self

Duration: Instant

The caster may ask any three yes-or-no questions, which the GM must answer truthfully. Any time after the first casting of this spell during any given game session, the GM may decree that it cannot be cast again until the next session.

Magic Fangs (IN 14, DX 12)

Power: 6

Range: Touch

Duration: 1 round/level

The caster transforms his staff, a belt, a short length of rope, or some other similarly sized, flexible object into a serpent with an MR equal to his CH score. The serpent obeys simple commands from the caster.

Portavision (IN 14, DX 9)

Power: 5

Range: 25 ft.

Duration: 1 round/level

As Mirage, though this spell creates an image (still visual sensation only) that can be touched without disappearing. However, any creature interacting with the illusion can tell that it is illusory. The object cannot move about (i.e., into new squares), but the caster can cause it to shift and move within its own space. Thus, an illusion of a creature could appear to bend down and pick something up off the floor, but it could not then walk across the room.

Protective Pulse (IN 15)

Power: 9

Range: Touch

Duration: 1 round

The target is immune to all forms of damage, but cannot move, cast spells on targets other than itself, or roll combat dice.

Rockabye (IN 16, CH 12)

Power: 8

Range: 10 ft.

Duration: 1d6 rounds

The caster makes an IN-SR (gaining bonus dice for any Spell Energy pips) against the target creature's MR. If this roll is successful, the target falls asleep for the spell's duration (rolled secretly by the GM). If the target saves, it immediately attacks the caster to the best of its ability. A character not threatened by some other enemy may automatically deal his combat dice as direct damage to a sleeping creature.

Slush Yuck (IN 15)

Power: 8

Range: 25 feet

Duration: 2 rounds

The caster causes an area of loose earth or stones (but not solid rock) with a radius of no more than 10 feet to transform into sticky mud. All creatures in the area have their speed reduced by half and suffer a -1d penalty to melee combat dice.

Upsidaisy (IN 15, DX 8)

Power: 6

Range: 10 ft.

Duration: 1 round

The caster may levitate a single unattended object or willing creature within range; the target can weigh as much as (Spell Energy pips squared x 50) pounds; thus, a caster with 3 pips can affect a creature weighing up to $9 \times 50 = 450$ pounds. Once affected, an object or creature can be moved up to 20 feet in any direction. A creature or object in midair when this spell ends takes falling damage, as appropriate.

Whammy (IN 15, ST 11)

Power: 9

Range: 10 ft.

Duration: 1 round

The affected weapon deals twice its usual combat dice this round (this does not affect dice from archetype abilities such as Accuracy or Prowess); if cast on the character's own weapon, the caster may roll combat dice in the same round as casting this spell. This spell

affects only non-magical weapons.

Winkwing (IN 16, DX 12)

Power: 7

Range: 25 ft.

Duration: Instant

The caster translocates himself (and his carried possessions) to any unoccupied location within range. Thus, a character with 3 pips in Spell Range can transport himself up to 200 feet with this spell.

Wizard's Blast (IN 16, DX 11)

Power: 12

Range: 30 ft.

Duration: Instant

This spell deals 2d6 direct cold, force, or fire damage (caster's choice) to the target — i.e., not as a combat add. For every 2 pips the wizard has in Spell Energy, this spell deals an additional die of direct damage, so at 4 pips, it deals 4d6 points.

Third-Tier Spells

Bigger is Better (IN 16, DX 13)

Power: 16

Range: 10 ft.

Duration: 10 minute/level

The caster causes the target to increase greatly in size. A monster has its effective MR increased by 5% per Spell Energy pip; a character gains 1 point of ST per Spell Energy pip and +1d in combat adds per 2 Spell Energy pips.

Ghostly Going (IN 20, CH 12)

Power: 25

Range: Self

Duration: Instant

The wizard leaves his physical body behind, comatose, and travels as a semi-material astral being. He may pass through physical obstacles freely and fly at his base speed. His astral form can be harmed as normal, though he cannot attack physically; it can cast spells normally. If either his astral or his physical body is slain, the caster dies.

Hollow Vision (IN 16, DX 11)

Power: 9

Range: 25 ft.

Duration: 1 round/level

As Portavision, though this spell creates an image with audible components as well. The object can also be made to move about (i.e., into new squares) within range.

Mind Pox (IN 17, CH 12)

Power: 10

Range: 25 ft.

Duration: 1 round/level

The caster makes an IN-SR (gaining bonus dice for any Spell Energy pips) against the target creature's MR. If this roll is successful, the target is stunned, unable to move, attack, or otherwise act for the duration.

Mutatum Mutandis (IN 18, CN 10)

Power: 11

Range: Self

Duration: 1 minute/level

The caster may transform himself into any creature with an MR no higher than his own ST + CN + IN + archetype level. He gains any special abilities or powers of the creature as well, but can cast only wizard spells having a range of Self or Touch upon himself while in this new form. Any hits taken to "MR" in the new form are taken proportionately from the caster's health when he returns to his natural form.

For example, a human wizard transformed into an MR 50 ogre takes 35 points of damage (70% of his MR) in that form; when he returns to human form, he takes damage equal to 70% of his normal maximum Health.

Mystic Visions (IN 19)

Power: 11

Range: Self

Duration: Instant

The caster has a brief clairvoyant vision that allows him to see a tableau or "snapshot" of some distant creature or locality. The caster must have some first-hand experience with the creature or place to be viewed, or the spell

fails; the angle and position of the image must be from a location the caster could normally access without magical means. The “zoom” of the snapshot is up to the caster: For example, he might wish to see a close-up of a particular creature, or he might wish to see a distant view of his home village from a nearby hilltop (or from several hundred feet above, if he is a fairy).

Second Sight (IN 18)

Power: 7

Range: Self

Duration: 1 round

The caster can see all things within 25 feet as they really are (this distance is affected by the Spell Range ability), thus penetrating illusions and invisibility, seeing into the spirit world, seeing creatures’ true forms through magical guises or transformations, and so on.

Smaller is Smarter (IN 16, DX 13)

Power: 12

Range: 10 ft.

Duration: 10 minute/level

The caster causes the target to decrease greatly in size. A monster has its MR decreased by 10% per Spell Energy pip, while a character suffers -1d of combat adds and -1 point of ST per Spell Energy pip.

Wall of Ice (IN 17, CN 10, DX 11)

Power: 13

Range: 25 ft.

Duration: 1 round/level

This spell creates a wall of sheer ice roughly 10 feet high, 1 inch/level thick, and 5 feet/level long in any unoccupied, contiguous squares within range. (For each pip in Spell Area, the maximum length of this wall is effectively doubled.) By halving the length (round down to the nearest 5 feet), the caster can add 5 feet to the height of the wall. He can do this any number of times, but the length of the wall can never be reduced to less than 20 feet.

For example, a 6th-level caster casts a wall up to 60 feet long; however, he reduces this to 30 feet to make the wall 15 feet high. Since halv-

ing the wall’s length again would reduce the total to less than 20 feet long, he cannot make the wall any higher.

To make a hole large enough to pass through, creatures must deal an amount of damage to the wall equal to the caster’s IN x his archetype level. (Thus, if the caster above had an IN of 19, it would require $19 \times 6 = 114$ points of damage to break through his wall.)

Wall of Thorns (IN 17, DX 11)

Power: 12

Range: 25 ft.

Duration: 1 round/level

This spell creates a wall of tough brambles roughly 5 feet high, 5 feet thick, and 5 feet/level long in any unoccupied, contiguous squares within range. (For each pip in Spell Area, the maximum length of this wall is effectively doubled.) By halving the length (round down to the nearest 5 feet), the caster can double either the height or width of the wall. He can do this any number of times, but the length of the wall can never be reduced to less than 20 feet.

For example, a 9th-level caster with 2 pips in Spell Area casts a wall up to 180 feet long; however, he reduces this to 90 feet to make the wall 10 feet high, and reduces the length again to 45 feet, so that it is also 10 feet thick. He could reduce the length again, to 20 feet (45 ft./2, rounded down), and make the wall 20 feet high.

Creatures trying to pass through the wall of thorns may do so at only 5 feet per round, assuming they have heavy chopping weapons and/or fire; otherwise, the wall is impassable. Magical fire can burn through one 5-foot section of the wall for every die of fire damage. Any creature passing through the wall without benefit of magical fire takes 1d of damage each round, but may apply armor (not shield) DR to this damage.

Zing (IN 17, DX 13)

Power: 13

Range: 25 ft.

Duration: Instant



The caster translocates a single unattended object or willing creature within range; the target can weigh as much as (Spell Energy pips squared x 50) pounds and is moved to any other location within range. A creature or object transported into midair immediately takes falling damage, as appropriate.

Zapparmor (IN 16, CN 10)

Power: 15

Range: Touch

Duration: 1 minute/level

The armor or shield touched can absorb twice its usual combat damage. This spell affects only non-magical armor or shields.

Zappathingum (IN 17, ST 11)

Power: 14

Range: 10 ft.

Duration: 1 round

The weapon touched deals thrice its usual combat dice this round (this does not affect dice from archetype abilities such as Accuracy or Prowess); if cast on the character's own weapon, the caster may roll combat dice in the same round as casting this spell. This spell affects only non-magical weapons.

Zombie Zoink (IN 16, CN 11)

Power: 20

Range: 25 ft.

Duration: 1 minute/level

The caster animates the bodies of fallen monsters or characters to serve or fight for him. With each casting, he can raise simple zombies with a total (living) MR no greater than the caster's IN + Spell Energy pips + archetype level. For the purpose of this spell, treat dead characters as simple monsters with an MR equal to ST + archetype level. Zombies immediately become inert if the caster is rendered unconscious or slain.

A caster may recast this spell any number of times to get his "quota" up to its maximum zombie MR, which equals the caster's IN + CN + archetype level + 5 per Spell Energy pip. Thus, a 9th-level wizard with IN 18, CN 11, and 3 pips in Spell Energy can have up to a

total of MR 53 in zombies, no one of which can have a MR greater than 30.

Fourth-Tier Spells

Death Spell (IN 19, DX 13, CN 13)

Power: 27

Range: 20 ft.

Duration: Instant

The caster makes an IN-SR (gaining bonus dice for any Spell Energy pips) against the target creature's MR; if he is successful, the creature dies a horrible, horrible death. For this purpose, treat a character as having an "MR" equal to his CN + LK + archetype level.

Earth, Wind, and Fire (IN 20, CN 12, CH 11)

Power: 33

Range: 10 ft.

Duration: 10 minutes/level

The wizard summons an elemental (air, earth, fire, or water) having an MR equal to 70% of the sum of the caster's ability scores and archetype level. Thus, an 11th-level wizard whose ability score total is 77 could summon an elemental of MR $88 \times 0.7 = 61$. The elemental serves the caster to the best of its ability.

Exorcism (IN 21, CH 13)

Power: 24

Range: 10 ft.

Duration: Instant

The wizard may cause one or more undead entities (vampires, ghosts, wraiths, zombies, etc.) within range to be annihilated. The total MR of creatures to be affected cannot exceed the sum of the caster's ability scores plus his archetype level. If a single target creature's MR is greater than the caster's IN + LK + Spell Energy pips, the wizard must make an IN-SR (gaining bonus dice for each Spell Energy pip) against that target creature's MR to succeed at destroying it.

Impassable Wall (IN 19, CN 11, DX 12)

Power: 22

Range: 25 ft.

Duration: 1 round/level

This spell creates a smooth wall of stone,

bronze, or some similarly hard substance roughly 10 feet high, 1 inch/level thick, and 5 feet/level long in any unoccupied, contiguous squares within range. (For each pip in Spell Area, the maximum length of this wall is effectively doubled.) By halving the length (round down to the nearest 5 feet), the caster can add 5 feet to the height of the wall. He can do this any number of times, but the length of the wall can never be reduced to less than 20 feet.

The wall is utterly impassable unless one has the means to somehow harm or destroy the substance in question. It can be climbed with a successful ST-SR 7 (TN 45).

Invisible Fiend (IN 22, CH 3)

Power: 36

Range: 10 ft.

Duration: 10 minutes/level

The wizard summons an invisible demonic being having an MR equal to the wizard's ST + IN + CH. This being has the equivalent 3 pips in Dodging and for every "6" it rolls in combat, it deals 2 points of poison damage to all enemies in melee with it.

Medusa (IN 20, DX 10)

Power: 11

Range: 20 ft.

Duration: Permanent

The caster makes an IN-SR (gaining a bonus die for each Spell Energy pip) against the target creature's MR. If this roll is successful, the target is transformed into a stone statue.

Mutatam Mutandorum (IN 20, DX 10, CN 9)

Power: 16

Range: 25 ft.

Duration: 1 minute/level

As Mutatum Mutandis, but the caster may transform any target within range, as long as it has an MR no higher than the caster's DX + CN + IN + archetype level. (For this purpose, treat characters as monsters with MR equal to ST + CN + archetype level.) If the target is unwilling, the caster must make an IN-SR (gaining bonus dice for any Spell Energy pips)

against the target creature's MR. The caster may end this spell at will.

Nefarious Necromancy (IN 20, LK 13)

Power: 18

Range: Touch

Duration: 1 hour/level

The caster can temporarily raise a target creature or character from the dead. Creatures raised multiple times by this spell do not actually decompose, but they may become rather... unpleasant to be around.

Seek Ye (IN 21)

Power: 21

Range: 10 ft.

Duration: Special

The caster makes an IN-SR (gaining 2 bonus dice for each Spell Energy pip) against the target creature's MR. If this roll is successful, the target must perform some quest for the caster. The quest may be perilous or difficult, but cannot be beyond the target's ability to accomplish (GM's discretion), or the spell fails automatically.

Shift Me (IN 20, DX 13)

Power: 21

Range: 1 mile (see below)

Duration: Instant

The caster translocates himself, along with up to 50 pounds per Spell Energy pip, to any unoccupied location within range.

If the caster has pips in Spell Range, then the range of this spell is equal to his Spell Range pips squared x 10 miles.

Shift You (IN 20, DX 14)

Power: 28

Range: 1 mile (see below)

Duration: Instant

The caster translocates his target, along with up to 50 pounds/Spell Energy pip, to any unoccupied location within range. If the target is unwilling, the caster must make an IN-SR (gaining bonus dice for any Spell Energy pips) against the target creature's MR. (For this purpose, treat characters as monsters with MR

equal to DX + CN + LK + archetype level.) If the caster has pips in Spell Range, then the range of this spell is equal to his Spell Range pips squared x 10 miles.

Wall of Fire (IN 19, CN 9, DX 12)

Power: 18

Range: 25 ft.

Duration: 1 round/level

This spell creates a 1-foot-thick wall of colored flame roughly 10 feet high and 5 feet/level long in any unoccupied, contiguous squares within range. (For each pip in Spell Area, the maximum length of this wall is effectively doubled.) By halving the length (round down to the nearest 5 feet), the caster can increase the height by 5 feet. He can do this any number of times, but the length of the wall can never be reduced to less than 20 feet.

For example, a 13th-level caster with 1 pip in Spell Area casts a Wall of Fire up to 260 feet long; however, he reduces this to 130 feet to make the wall 15 feet high, again to 65 feet long and 20 feet high, and then once more to 30 feet long and 25 feet high.

Creatures passing through the wall take a number of dice of fire damage equal to 1 + the caster's pips in Spell Energy.

Fifth-Tier Spells

Anti-Magic Spell (IN 22)

Power: 25

Range: 20 ft.

Duration: Instant

This caster may instantly and selectively negate any spells of 4th-tier or lower within range, as desired; if he wishes, he may merely suppress particular spells or effects for up to 1 round/level instead.

Alternately, this spell can negate a single 5th-tier spell; in this case, the caster must make an opposed IN-SR against the IN-SR of the caster of the original spell to succeed. (The one exception is the 5th-tier Force Wall, which this spell cancels automatically.)

Banishing (IN 23, CH 14)

Power: 36

Range: 20 ft.

Duration: Instant

The wizard causes any one extraplanar entity (demon, devil, angel, elemental, etc.) to return to its home plane, whence it cannot return for at least 1 day per level of the caster. If the target creature's MR is greater than the caster's ST + IN + CH + LK, he must make an IN-SR (gaining 2 bonus dice for each Spell Energy pip) against the target creature's MR to banish it.

Born Again (IN 22, CN 14)

Power: 50

Range: Self

Duration: Instant

The wizard may cast this spell instantaneously at any time when he would otherwise be slain. Rather than dying, his life force leaves his corporeal body and flits about the cosmos for 2d6 days, after which time it manifests in a new corporeal body. This body appears in any location decided by the caster, as long as that location is well known to him. The new body has all the old abilities and skills of the old, but does not have any of the equipment or magic items that the wizard formerly possessed.

Force Wall (IN 21, DX 13)

Power: 30

Range: 25 ft.

Duration: 1 round/level

This spell creates a faintly shimmering wall of magical force (which can be of any color the caster desires) roughly 10 feet high, 1 inch/level thick, and 5 feet/level long in any unoccupied, contiguous squares within range. For each pip in Spell Area, the maximum length of this wall is effectively doubled. By halving the length (round down to the nearest 5 feet), the caster can add 5 feet to the height of the wall. He can do this any number of times, but the length of the wall can never be reduced to less than 20 feet. Once cast, a Force Wall can be moved by the wizard at a rate of 5

feet per round (the whole must remain contiguous, but otherwise each 5-foot length can be moved one square); this movement occurs during the Action Phase.

The wall is utterly impenetrable (by magical or physical force) and cannot be climbed; however, a creature making a ST-SR 15 (TN 85) can shatter the wall. An Anti-Magic Spell can bring down a Force Wall without the caster having to make an SR.

Hellbomb Burst (IN 22, DX 14, CN 14)

Power: 55

Range: 25 ft.

Duration: Instant

The caster disintegrates up to 10 cubic feet of non-living matter per Spell Area pip. If this spell targets a creature instead, it suffers a number of dice of damage equal to the caster's archetype level + his Spell Energy pips; against a character, this spell deals direct damage (not combat adds) equal to the caster's archetype level + 1d6 per Spell Energy pip.

Hidey Soul (IN 23, CH 14)

Power: 60

Range: Self

Duration: Instant

The wizard shifts his life force into an inanimate object. His body is rendered inert, in suspended animation. From the receptacle, the wizard can send his intellect out to possess any creature within a 25-ft. range having an MR less than the wizard's own ability score total. If this victim is slain, the wizard's life force merely returns to the receptacle. Only the destruction of the receptacle can slay the wizard. If the wizard's inert body is destroyed, his soul still survives in the receptacle and can possess new bodies.

Omniflex (IN 24)

Power: 40

Range: Self

Duration: Instant

The wizard may rearrange his own ability scores as desired, as long as the new total matches the old.

Slyway Robbery (IN 22, CN 14)

Power: 32

Range: 20 ft.

Duration: 1 round/level

The caster makes an IN-SR (gaining 2 bonus dice for each Spell Energy pip) against the target's MR. If this roll is successful, the caster drains 1d6 points from each ability score of the target, or 6d6 MR points from a monster, and may add the total to his own ST, DX, and/or CN in any amounts he wishes. A monster whose MR is drained in this way does not merely take damage: It is treated as a monster with the new, lower MR total (recalculating attack dice and adds). Stolen points do not return to the target immediately at the end of the spell, but seep back at a rate of 1 point per hour thereafter.

For example, a wizard might drain 18 MR from an MR 80 monster with this spell, resulting in the creature effectively being reduced to an MR of 62. The wizard may then distribute the 18 stolen points among his ST, DX, and CN, as desired. These bonuses last for the spell's duration.

Summoning (IN 22, CN 12, CH 13)

Power: 44

Range: 10 ft.

Duration: 2d6 minutes

The wizard summons an extraplanar entity (devil, angel, daemon, etc.) having an MR equal to the caster's CN + IN + CH + archetype level. This being has access to any spell; it is assumed to have the same archetype ability pips and IN as the wizard, and all of its other ability scores are effectively equal to half of the caster's IN for the purpose of determining what spells it can actually cast and how effective they are. Its power pool is equal to its MR, but it regenerates PP at a rate of 10/round. The summoned being cannot use spells to summon other beings.

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