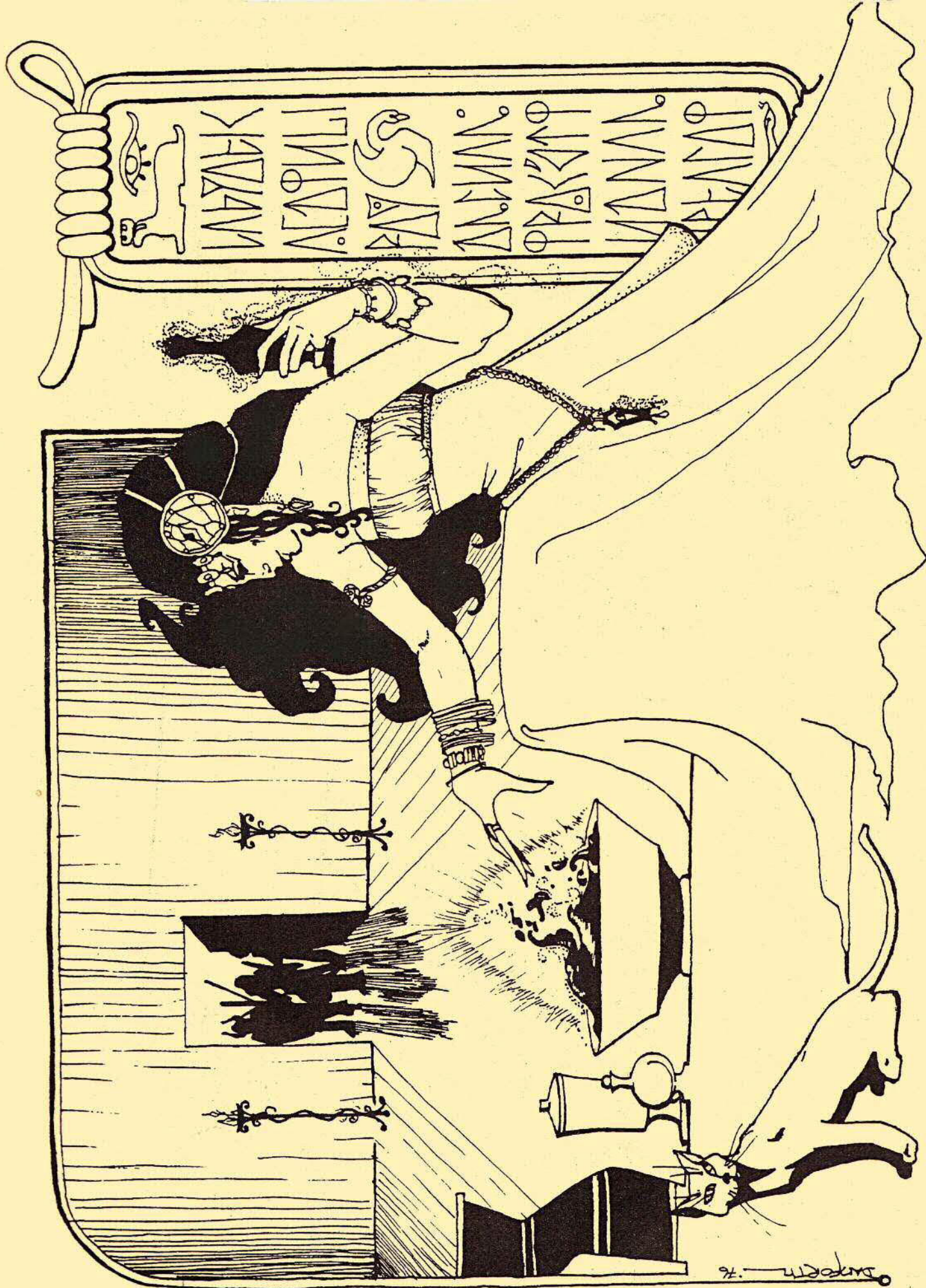
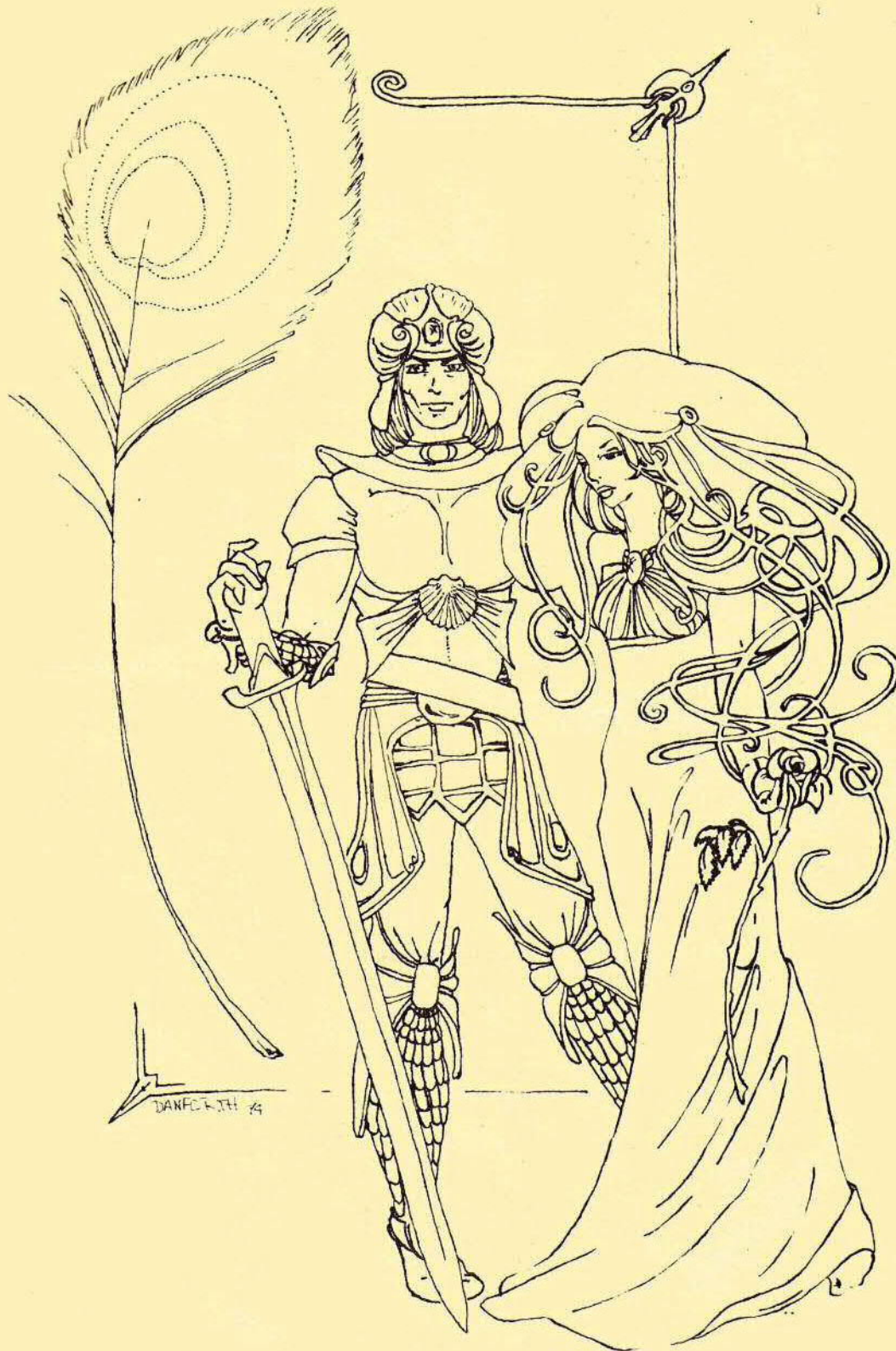


Tunnels & Trolls





. perpetrated on an unsuspecting world by Ken St. Andre, Liz Danforth, Robin Carver, James Peters, Rick Loomis, and Steve McAllister, Cosmic Circle Division of Flying Buffalo, Inc. This is the justifiably infamous fourth edition of TUNNELS & TROLLS!

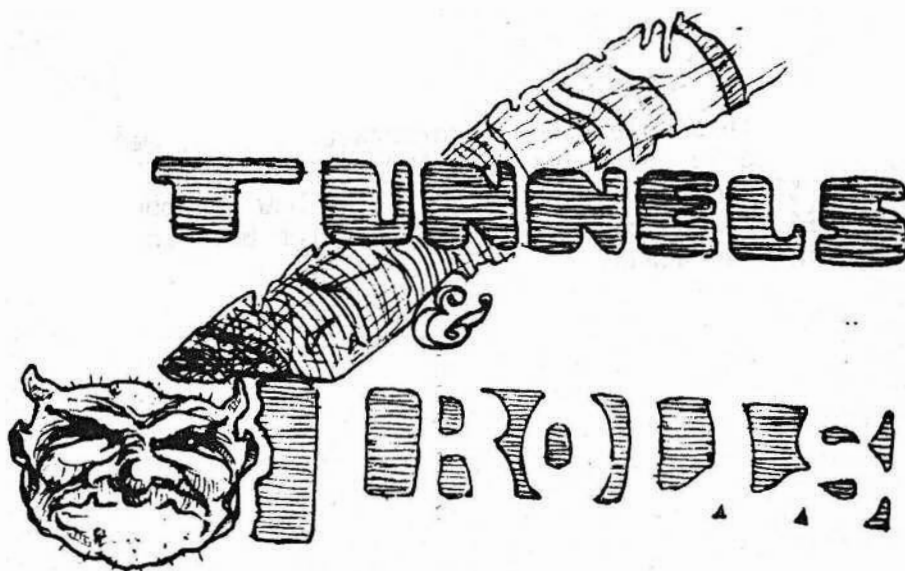
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Principles and precepts by Ken St. Andre with a little help by his friends. Art by Robin Carver, Liz Danforth, and Dan Carver.

Special thanks to Selwyn Ward whose outstanding editorial work on the British edition of Tunnels & Trolls helped greatly in clarifying the text for this edition.

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Players of Tunnels & Trolls can purchase solitaire dungeons for solo adventures from Flying Buffalo Inc for \$3 each. Dungeons currently available are BUFFALO CASTLE, DEATHTRAP EQUALIZER, and LABYRINTH.

MONSTERS! MONSTERS!, also by Ken St. Andre (published by Metagaming Concepts) is available from Flying Buffalo Inc for \$7.

IMPORTANT NOTICE: This rules book incorporates all the material previously included in the rules book AND the supplement. Previously the rules cost \$3 and the supplement cost \$1. Now one booklet contains them both for \$4. If you have sent the money for both booklets, you now hold BOTH in your hands.

THE BASIC GAME

It is important to explain the basic concept of the game as briefly as possible. Here it is. In an alternate world where fantasy is alive and magic works (a world somewhat but not exactly similar to Tolkein's Middle Earth) there exist numerous enchanted tunnel complexes (call them Dungeons or Underworlds if you wish) that are liberally loaded with many types of treasure, and abundantly guarded by every imaginable form of monster, magic, and trap. Generally speaking, the greater treasures and most powerful monsters are found further below the surface. Brave men and women arm themselves and venture within the tunnels at risk of body and soul to seek treasure and experience. Those who survive and return from such expeditions will increase in experience and wealth to hitherto undreamed-of heights of power and glory over a long period of time. Every time your character escapes from a tunnel alive, you may consider yourself a winner. The higher the level and the more wealth your character attains, the better you are doing in comparison to all the other players.

In order to play the game, it is necessary to do the following things first: (1) Someone must create (dig) and stock a dungeon with monsters, magic, and treasure. The person who does that has godlike powers over his own dungeon, but is expected to be fair to the other players. The Dungeon Master (D.M.) may not play as a character inside his own dungeon. (2) Create and name the fantasy characters who will explore the dungeon. (3) Arm and provision these characters so that they will have some kind of chance of getting down into the dungeon and back out alive. Instructions for the above operations, and for having combat with monsters and compiling experience (points) follow.

The game is played something like Battleship. The individual players cannot see the board. Only the D.M. knows what is in the dungeon. He tells the players what they can see and observe around them. One of the players, known as the Voicer, or Group Leader, will then, in turn, tell the D.M. what actions his group takes, whether the actions be walking on, fighting, casting spells, putting treasure in sacks, or whatever.



TROLL TALK

In April 1975 when I sat down to write a set of rules for fantasy gaming in reaction to (what seemed to me) the excessive complexity of the best-known fantasy role-playing game, I had no idea that it would catch on the way it has. I just wanted something I could play at a reasonable price with reasonable equipment. Now, two years later, Tunnels & Trolls is going into its fourth revised edition, has produced a spinoff game (Monsters! Monsters!), is generating a continuing series of soitaire, programmed dungeons (Buffalo Castle, Deathtrap Equalizer, Labyrinth, Gristlegrim) for those who can't muster large groups or only want a few minutes of entertainment, and has been published in Great Britain by Games & Puzzles. Not bad for number two.

Fantasy role-playing gaming satisfies a great need in most of us--the need to escape, if only in imagination, temporarily into a simpler cosmos. In this game we engage in a form of story-telling with elements of participation that are normally missing in other forms of entertainment. Tunnels & Trolls will require that you actively use your imagination, not just slavishly follow a set of rules. Though there are many "rules" in the book that follows, please remember that they are intended mostly as guidelines to spare you the effort of recreating everything yourself. If there are some things that you would like to change a little, and it works well for you when you do so, then go ahead and change them.

Many people have contributed to what Tunnels & Trolls has become today. First, I want to thank the entire membership of the Phoenix Cosmic Circle for the energy, time, and support that encouraged me to print the first edition. Hundreds of hours (thousands by now) of playing time went into the creation of Tunnels & Trolls, and the results of that experience shows up in the rule changes between edition one and edition four. Especially helpful have been Steve McAllister, James Peters, Liz Danforth, Mark Anthony, Robin and Dan Carver, and Greg Brown. Perhaps the person most responsible for the success of T&T has been Rick Loomis, the indefatigable mastermind behind Flying Buffalo Inc. Without his presence as printer, distributor, and critic, T&T would have been totally forgotten long since. Thanks, Rick.

The people who created the game that T&T reacts against did the whole gaming world a tremendous favor in their pioneering of certain original concepts that all of role-playing gaming is based on. I have chosen to use those concepts in different ways than they, so that T&T can not be considered strictly an imitation or variant of the other game, no more than Chevrolet can be considered a derivative of Ford. (Those people prefer that we do not mention their names in T&T, but you can buy their game from Flying Buffalo too.) They have made their game almost into a big business, while T&T remains a sideline with Flying Buffalo, but despite all our differences of opinion (and they are many!) they are performing a tremendous service, and I would like to offer my sincere gratitude and appreciation for their achievements.

Anyway, this is the fourth revised edition of Tunnels & Trolls. It contains some new art, some new interpretations, and is in every way much superior to the original that came out two years ago. Happy hunting and deep delving! May the monsters be friendly and the magic benign!

--Ken St. Andre

March 27, 1977

DIGGING THE DUNGEON

You will need: (1) graph paper, (2) pencil and pen, (3) scratch paper, (4) lined paper for writing.

Sit down and think up what kind of dungeon you want to dig--perhaps come up with a general theme to be used for all around inspiration. Examples: One D.M. (whose nickname is Bear) has for a general theme CAVEBEARS and magical metamorphoses--his underworld is continually prowled by hungry and ferocious cavebears; the statuary and ornamentation is also often ursine in nature; and there are a number of magical jewels around that transform people into cavebears, badgers, dogs, minotaurs, and who knows what else. Another D.M. is very fond of SERPENTS and riddling rhymes. When you have your inspiration, sketch out a rough picture of your dungeon on scratch paper. You should make at least one vertical cut away view showing how many levels you have and their relationship to each other, and one horizontal cutaway view for each level.

When you know what you want to do, take a sheet of graph paper and draw a floorplan of your first level. Draw it to scale, setting each subdivision on the paper as 5 feet or 10 feet, whichever is most convenient for the size of the paper. Include in the drawing secret passages, movable doors or walls, special traps built right into walls, etc. If you have special passages leading up or down from the first level, I suggest you draw them on another sheet of graph paper. Make the dungeon as simple or as complicated as you wish.

With the first level drawn, the last thing to do is to stock it. Maybe you'd like to put the treasure in first. There should be more copper than silver, more silver than gold, more gold than jewels or magical objects. Once the treasure is in place, you might like to put in various kinds of monsters to guard it. Some of the monsters should be pushovers; some should be extremely tough. (My first level has menaces ranging from mousehounds to mantichores.) Lastly you might like to add various traps, jokes, and illusions to spice up the areas without monsters and treasure. Be sure to include at least one way down to the second level (if you have a second level). Lastly, since you probably won't want to draw every gem, coin, monster, and trap in your dungeon, you will want to make a written key describing what is where and how it happens to who.

When you have finished designing the first level, begin on the second. You will want to make the monsters tougher, the treasure richer, the traps deadlier and more insidious, the jokes and gags funnier. And so forth, level by level as you go deeper.

GENERAL RULES FOR DUNGEON DESIGNERS.

- (1) Let your imagination go wild. You can do anything you want to.
- (2) Put in a lot of stuff. Nobody likes to mess around in a dull dungeon.
- (3) Use as much humor as you can, but don't be silly or juvenile.
- (4) The deeper the dungeon, the more dangerous it should be.
- (5) Every trap or spell should have some way of being avoided, nullified, or overcome. You need not tell people how to save themselves, but there should be a way. It is definitely not fair to teleport everybody who enters your solar room into the heart of the sun.

EASY JEWEL AND TREASURE GENERATOR

Probably the easiest way to generate treasure is to have an hirsute little creature that excretes gold coins, but if that is lacking, you can always roll dice for it.

There are places in Crom's dungeon where I wanted a treasure to be lying there for anyone to pick up, but I didn't want to take the time to think up a good treasure. So instead, I came up with this chart and the lucky finder can generate his own treasure.

Roll 2 dice. Results of 3 through 11 indicate that the treasure is some form of money. Doubles, on the other hand, indicate that the treasure is some kind of magical object. (I have my own list of magical objects that can be found, but it would probably be better if every DM made up his own list of magical items to be found.) Now roll 1 die. Results: 1 is jewels (see jewel generation chart below); 2,3 is gold; 4,5 and 6 means silver coins. If you roll gold or silver coins, you must then roll 3 dice and multiply total by 10. Triples add and roll over. You should then probably multiply the whole amount by the level of the dungeon you are on. Thus, a 7th level treasure find would probably be worth a lot more than a 2nd level find.

JEWEL GENERATION TABLE

Get 3 dice of different colors, preferably red, green, and white. Shake them up and let one fall without looking, which gives you a color determinant. White means there is only one gem.

Red means there is a plural number of gems. Roll 1 die again and get that number of jewels unless you rolled a 1 in which case you add and roll again.

Green means you generated a beautifully crafted piece of jewelry.

Now the first die you let fall will have a number showing on it. That number gives the size and value of this gem-dandy treasure you have found.

1--small; 10 times the base value of gem in g.p.

2--average; 20 times the base value in g.p.

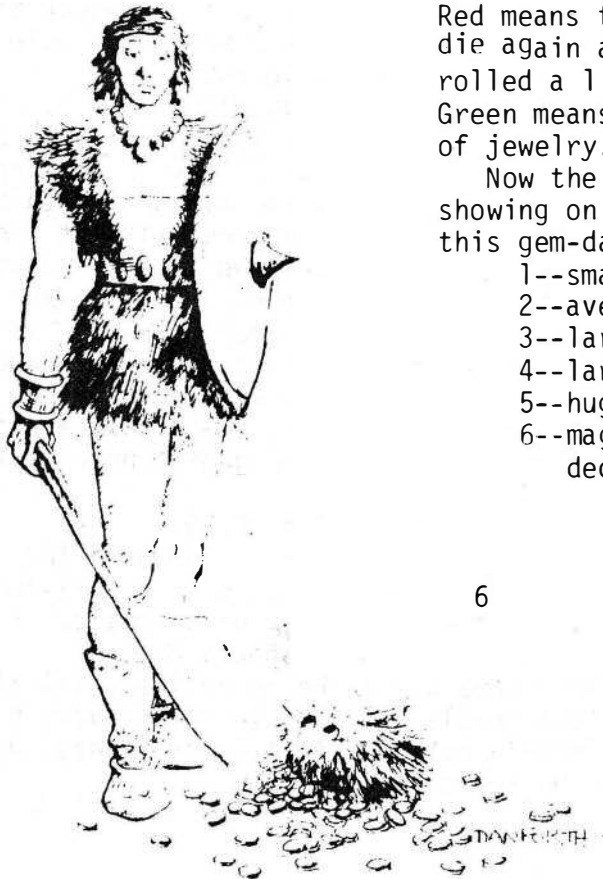
3--large; 50 times the base value in g.p.

4--larger; 100 times the base value in g.p.

5--huge; 500 times the base value in g.p.

6--magic. Roll again for size of gems. D.M. will decide what magic powers to invest treasure with.

(go on to next page for chart)



After you have obtained a color (white, red, or green) and a basic multiplier for its value (from 10 to 500), then roll the other 2 dice. If your basic color is white, read the red first and then the green to get the name of the gem you found; if your basic color is red, read the white first and then the green. If your basic color was green, go past this following chart to the Green--Jeweled pieces chart following. All of these jeweled pieces will have 3 different kinds of gems in them, whose value can be determined by going back to the formulas given above.

Color: White		Name of Stone	Base value	Color: Red	
red	green			white	green
1	1,2	quartz	1	1	1,2
1	3,4	enamel	2	1	3,4
1	5,6	topaz	3	1	5,6
2	1,2	garnet	4	2	1,2
2	3,4	turquoise	5	2	3,4
2	5,6	obsidian	6	2	5,6
3	1,2	ivory	7	3	1,2
3	3,4	carnelian	8	3	3,4
3	5,6	opal	9	3	5,6
4	1,2	fire-opal	10	4	1,2
4	3,4	aquamarine	11	4	3,4
4	5,6	jade	12	4	5,6
5	1,2	serpentine	13	5	1,2
5	3,4	pearl	14	5	3,4
5	5,6	ruby	15	5	5,6
6	1,2	sapphire	16	6	1,2
6	3,4	diamond	17	6	3,4
6	5,6	emerald	18	6	5,6

There are undoubtedly other kinds of jewels, but this table gives a pretty good variety.

Green--Jeweled Pieces

Green number	Type of item	Red Number	Setting	White number	Jewels
1	necklace	1	leather	1	1,2,3
2	head-gear	2	copper	2	4,5,6
3	bracelet	3	bronze	3	7,8,9
4	rings	4	iron	4	10,11,12
5	clothing	5	silver	5	13,14,15
6	weapons!	6	gold	6	16,17,18

!Weapons will always be made of metal. Disregard the number for leather as the setting if it is rolled and use steel. Also if you generate a jeweled weapon, you have a little more die rolling to do. Roll 1 die for type of weapon:

1--dagger; 2--sword; 3--polearm; 4--hafted weapon; 5--spear; 6--missile weapon.

Now roll 3 dice. Use that as a strength to wield number, and let the weapon be the heaviest possible in its class within that number, with the exception of daggers.

People finding daggers may choose what kind they wish to find.

CREATING CHARACTERS

There is a general form to this, which, once mastered, will enable you to create dozens of tunnel-travelling characters very quickly. You will need" (1) 3 ordinary dice, (2) a pencil, (3) paper to write on (3x5 cards work very well for this).

Make a character card that looks like this:

NAME: Furd the Unquenchable TYPE: Warrior
STRENGTH _____ INTELLIGENCE _____ LUCK _____
CONSTITUTION _____ DEXTERITY _____ CHARISMA _____ GOLD _____
WEIGHT POSSIBLE _____ WEIGHT CARRIED _____ EXPERIENCE POINTS _____
WEAPONS:
ARMOR:
LANGUAGES:

On the back of the card, you will write down everything the character buys to equip himself with before going into the dungeon (i.e. boots, torches, clothes, food, shield, steel cap, sword, dagger), how much each item costs, and how much it weighs.

You may abbreviate the categories above if you wish to save space.

The first six are known as the character's PRIME ATTRIBUTES. They determine his abilities; what weapons he can use effectively, how many languages he can speak, how much punishment he can take, how good a leader or comrade he is, etc. The names of the attributes are really self explanatory with the possible exception of Constitution. Constitution is physical condition, which really doesn't have too much to do with strength. When the character is hit, hurt, or wounded, it comes off his constitution, and when constitution reaches zero, the character is dead.

To determine the prime attributes, roll 3 dice once for each category and write down the number obtained. This will give you a minimum of 3 and a maximum of 18 for each of these 6 qualities. Write these numbers (and all the rest, for that matter) down in pencil, for they are variable, and will be changing as the character has adventures. Roll the dice again and multiply by ten. That is how many gold pieces the character starts with. He will need to spend most or all of that money to get outfitted for his first trip into the underworld. Henceforth the character's money supply will depend on what he is able to bring back out of the dungeons, or what he can borrow from other established characters.

Now your character card should look something like this:

NAME: Furd the Unquenchable TYPE: Warrior
ST. 13 IQ. 7 LK 8 CON. 16 DEX. 9 CHR. 10
G.P. 120 WT. POSS. _____ WT. CARRIED _____ E.P. _____
WEAPONS:
ARMOR:
LANGUAGES:

The WT. POSS. is determined by multiplying the strength factor by one hundred, yielding a total carrying weight for Furd of 1300. If Furd should get weaker for some reason, his weight-carrying ability would diminish accordingly. And vice versa. The WT. CARRIED is the total of all the weights of the equipment, clothes, etc. that the character is carrying. The standard weight unit in this world is the gold piece which weights 1. In our terms 10 gold pieces weigh 1 pound.

E.P. is, of course, zero to start with. The character's experience will increase after each successful return from a dungeon. (See the page on experience points for full explanation.)

WEAPONS and ARMOR are almost self-explanatory. (See the appropriate section under supplies for weights, cost, effectiveness, and restrictions on their use. We go into great detail on this under Elaborations, but it is not necessary for the basic game.) You really only want to write these down so you can tell at a glance how well protected your character is, and which of his weapons he wants to use in a given situation.

LANGUAGES: All men speak the COMMON TONGUE (and some monsters do--at the discretion of the D.M.), but most other types of beings speak one or another of the High Tongues (i.e. Dragon, Trollish, Undead, Beast, etc.). Your character's linguistic ability is determined by his intelligence. It takes brains to learn the High Tongues. For each IQ point above 12, you may include another language in your repertoire. With an IQ of 7, Furd can't even speak the Common Tongue too well. He lisps.

TYPE OF CHARACTER: After you have determined the prime attributes of your character and given him a name, you must decide what kind of character he is. The three types of character are warrior, magic-user, and rogue (modeled respectively after Conan, Gandalf, and Cugel the Clever). You can be whatever you want, but it is suggested that: (1) if the strength is greater than IQ or Luck, you be a warrior; (2) if the IQ is greater than strength or luck, you be a magic-user; (3) if the luck is greater than the strength or IQ, you be a rogue. Each class has certain advantages and disadvantages. Under most circumstances warriors may not cast magic spells, although they can use enchanted objects to their benefit. Magic-users cannot fight with warriors' weapons, being limited to various 1 die weapons such as daggers. Rogues can both fight and use magic, but they don't know any spells to start with and must be taught each spell they learn separately by a magic-user. Smart magic-users charge money for such services. Also rogues may only advance 7 levels, before they must change to either magic-user or warrior if they hope to keep advancing and improving their character. Note: It requires a minimum dexterity to cast magic spells, and also depletes a character's strength. That minimum dexterity is 8, and it increases by 1 point for each level of spell cast. (Thus it takes a minimum dexterity of 9 to cast any 2nd level spell, a minimum dexterity of 10 for third level spells, etc.)

Changing character type is frowned upon, but is possible. Warriors may never change themselves to magic-users. Magic users or Rogues can change into whatever they like, but when they do so, they lose all the experience points gathered in their previous existence, so you might as well have made up a completely new character.

Most of the people in Phoenix currently playing this game have from three to fifteen characters in their stable. Thus, if one or two of them get killed on any particular expedition, they are not too heartbroken, and are able to carry on with hardly a pause.

Hi! My name is Rufus the Morose, and I'm here to talk to you about the effects of having charisma. I talk about charisma a lot, because I just brought mine up to a 7, and now people don't always run away or try to kill me every time I show up.

Unslopogaas cum Scorpio explained it all to me. Charisma is a combination of many things, like, how good your underarm deoderant is, whether or not you ever brush your teeth, personal good looks, animal magnetism, and machismo, and whether or not you're a frigging Elf. Personally I detest Elves most of the time, but somehow when I meet one of the pointy-eared little bozos and see the glittering gold-toothed smiles they're always flashing, I can't help feeling that this one must be all right! I guess that's charisma.

Anyway, here is a handy little chart for gauging how good or bad your charisma is.

Rating	Effect
Negative numbers	Inspires all positive rated beings with a berserk desire to slay.

0	No personality; hence, no effect. Usually, slaves have a zero charisma.
---	---

1-6	Repulsive. Will be driven out of groups. (I used to be like that).
-----	--

Unlikeable but acceptable.

Average guy. (I'm working on it.)

Popular. Usually commands loyalty and friendship of small bands. (10 or less.)

Sparkling. Usually commands loyalty & friendship of large groups. (Up to 500).

21 & higher

Leader of men. Commands and controls whole armies. People will die for such a man, and if the possessor of all this charisma be a woman, you may consider her more beautiful than the world.



There is also something called the Charisma Effect. Once friendly talks have begun, a character will be able to make friends with other beings whose charisma is 5 points lower than his own, and should be able to command any characters (not under control of some other high charisma character) whose charisma rating is 10 points or more lower.

Now you know all about winning friends and influencing people (or monsters) by sheer animal magnetism. It's too bad I'm only magnetic to badgers and other furry little creatures. So long from Rufus.

OPTIONAL SIZE AND WEIGHT CHART FOR MEN AND MONSTERS

The following chart was invented for determining the size and weight of player characters, just in case you should ever need to know. Then, with some thought, we came up with ratios of other anthropomorphic beings (Dwarves, Trolls, Giants, etc) to the basic human standard. What you do is roll 3 dice twice. The first number determines the character's height, and the second number determines his weight. (If the character you are trying to describe is not an ordinary mortal man, you then adjust his height and weight by the fractions given below. It is possible to come up with wildly unlikely combinations, like a character who is 7'2" tall and only weighs 75 lbs., but it isn't likely. In case you do get something patently ridiculous, just throw out the unlikely figure and try again.

<u>No.</u>	<u>Size</u>	<u>Weight in lbs.</u>
3	4'	75
4	4'3"	90
5	4'5"	105
6	4'8"	120
7	4'10"	135
8	5'1"	150
9	5'3"	160
10	5'6"	170
11	5'8"	180
12	5'11"	190
13	6'1"	200
14	6'4"	225
15	6'6"	250
16	6'9"	280
17	6'11"	310
18	7' 2"	350

The above chart is for human males. If you want to be chauvinistic about it you can subtract 2" and 10 lbs to arrive at typical weights for feminine characters, but we have always played our Amazon warriors just as big and heavy as the dice made them.

To obtain appropriate sizes and weights for humanoid monsters, multiply the results obtained above by the fractions given below.

<u>Type</u>	<u>Size</u>	<u>Weight in lbs.</u>
Dwarves	$\frac{2}{3}$	1
Elves	$\frac{5}{4}$	$\frac{3}{5}$
Hobbits	$\frac{1}{2}$	$\frac{1}{2}$
Giants	5	10
Trolls	2	4
Ogres	$\frac{3}{2}$	3
Half Orcs	$\frac{5}{4}$	$\frac{7}{4}$
Orcs	1	$\frac{3}{2}$
Goblins	$\frac{2}{3}$	$\frac{1}{2}$
Fairies	$\frac{1}{10}$	$\frac{1}{200}$
Gremlins	$\frac{1}{4}$	$\frac{1}{10}$

Anything else, like Half Trolls, or monster varieties not mentioned here, you figure out.

MONSTER MAKING

Have you ever made a monster?

No, but if you can get her head in a paper sack, I'll try anything once!

A dungeon without monsters would be dull stuff. What lurks and slithers in your imagination, I don't know, but in mine there are fire-breathing dragons, crocodiles, unicorns, snarks and boojums, black hobbits, giant spiders, cave lions, pythons, centaurs, toothy nonflammable dragons, werewolves, balrogs, basilisks, ghosts, jub jub birds, slithy toves, cave bears, sphinx, enchanted warriors, reptile men, flame fiends, harpies, Orcs, mushroom monsters, cockatrices, giant slugs, banshees, mummies, barrow-wights, goblins, Ogres, living statues, trolls, shoggoths, wraiths, demons, leopards, octopi(giant economy size), vampires, gnoles, minotaurs, slime-mutants, drooling maniacs, two-headed giants, half-orcs, hydrae, living skeletons, bandersnatchi, jabberwocks, pithecanthropi, ghouls, mad dogs, poisonous vipers, blood bats, night gaunts, lamiae, cannibals, witches, warlocks, rabid rats (ulsios), three-headed giants, chimaerae, wyverns, hags, giant slimy worms, yeti, tigers, gorgons, zombies, bigfoots, griffins, invisible stalkers, were-creatures of all varieties, misanthropes and misogynists, mantichores, and lots more.

Steve McAllister and Jim Peters developed a formula and a chart for creating some of the more standard anthropomorphic monsters which will personalize your trolls, giants, orcs, goblins, ghouls, lycanthropes, etc. This system is included further on for those who wish to make use of it. I prefer to assign each monster an arbitrary monster rating number which determines how many dice the monster gets to roll in combat and also how many hits it takes to kill it. Very puny monsters, like rats or dogs who usually attack in packs, have ratings below 30. Very powerful monsters might have individual ratings up in the hundreds. Examples: Balrog Maximus Meany who lives on the fourth level has a rating of 250; Fafnirr the flame-breathing dragon of the fifth level has a rating of 500. Invisible monsters are twice as tough as a visible monster of the same variety would be.

On my monster rating system a good fighter would come out with a rating between 26 and 40. He should be just about a match for one troll. Below is a chart showing how many dice a monster would get to use in combat, and how to determine the monster's adds.

# of Dice	Monster Rating Old Style	Monster Rating Revised (optional)
0	0-9	0
1	10-15	1-9
2	16-20	10-19
3	21-25	20-29
4	26-30	30-39
5	31-40	40-49
6	41-50	50-59
7	51-60	60-69
8	61-75	70-79
9	76-99	80-89
10	100-109	90-99
etc.		

Use whichever scale you like, but please be consistent about it. It isn't fair to jump back and forth to whichever scale gives the monster the advantage!

On the first conflict turn, the monster(s) gets in addition to its dice roll, one-half of its monster rating as an add on. On every following conflict turn, it gets one-fourth of its (current) monster rating plus its dice roll. However, many G.M.s feel this is unrealistic and unfair to the monsters, and give their monsters the full $\frac{1}{2}$ Monster Rating for every combat turn. Suit yourself.

Concerning monsters encountered on levels below the first, there is much difference of opinion as to how they should be fought. Some people say the monsters should just have higher ratings which will give them more dice and bigger adds. I, personally, like the idea of multiplying the monster's dice roll by its level number, which eliminates a lot of dice rolling for the harried D.M. A third system is to make up a character card for each monster, and play it as a character with its own unique abilities and powers. A fourth system might be to increase the monster's add the deeper in the dungeon it is found. A 2nd level monster would always get an add of half its monster rating plus its dice roll; a third level monster would get an add of three-fourths of its rating plus dice roll and so forth. Whichever system appeals to you, pick it, try it out, and stay with it consistently.

COMBAT. . . Each combat is a unique and individual experience that must really be played by ear. It is impossible, when you think about it, to have all 14 people in the party fighting three 30' high giants while in a passageway only 10' wide and 10' high. In the first place the giants couldn't get into the passage. Likewise if the tunnel is only wide enough for a single-file passage, you can't have all 14 hew into that cave bear that just came around the corner. Generally a combat will break into three different kinds of fighting; Missile weapons when monsters are visible at a distance, shock--a one on one or two on one encounter when a monster reaches the leading element or rearguard of a group, and melee when both parties of men and monsters are all mingled together and everybody fights. All three kinds of combat may occur on any kind of terrain, but it is most unlikely that melee fighting, at least with large monsters, will take place in any constricted tunnels. Missile fighting must take place at a distance. Bowmen and slingers always had to fall back on their swords and daggers for hand-to-hand combat. If the monster doesn't have missile weapons of its own, it just has to take whatever punishment you mete out until it can close with you. If it has a missile weapon, you may be required to make your saving roll to avoid being hit by its return volley. Shock conflict rarely occurs in large open chambers. Usually everyone is ready to jump into the fight. Pole weapons are most effective for shock conflict, being more of a hindrance than a help in hand-to-claw warfare.

MONSTER REACTIONS. Just like men, not all monsters need to be hostile towards your adventurers. When monsters unexpectedly meet humans, the D.M. should roll 2 dice for the monsters to determine their reaction.

- | | |
|----------------|---|
| 2 (snake-eyes) | The monsters go berserk and attack wildly. (See Berserker rules). |
| 3-5 | Monsters attack without hesitation |
| 6-8 | Men have the option of fighting or running. |
| 9-11 | Monsters will parley if anyone can speak the language. |
| 12 | Monsters are afraid and will run away. |

If monsters get into a fight that is too tough for them, they will often choose to run away. D.M. should take into consideration what kind of monster it is when he tries to make it run. If it is man-like and man-sized it probably can't run much faster than a man. Use your own

judgement. Men also have the option of breaking off conflict and trying to run, but they must run away from monster and not through it. Also monster can follow if the D.M. wants it to. Injured parties would naturally travel slower than uninjured beings of the same type. People with strong constitutions or not much weight to carry would travel faster than people with weak constitutions or a lot of weight to carry.

WANDERING MONSTERS. Some dungeons have them; some don't. Mine does. They are just what they sound like; monsters, either alone or in groups, who wander around the dungeons looking for excitement (or people to bite). At the beginning of each turn, the D.M. rolls 1 die--if he gets a 6, he springs a W.M. or three on the lucky people. Everyone has their own method of generating W.M.s--I use a peanuts can with several little cards in it from which I can draw a monster at random. Others have made up W.M. charts which determine what kind of monsters they get and how many by simple die rolls. Suit yourself. The game goes faster without W.M.s but sometimes it isn't as much fun. It was Greg Brown who first suggested that W.M.s might carry treasure on them, and made up a chart to determine the fact. Roll 1 die. If you get a 1 or a 2, the monster has treasure. If it has treasure roll 1 die again. A 1 or a 2 yields copper, a 3 yields silver; a 4 yields gold, a 5 yields jewels; a 6 yields a magical item. It is up to the D.M. to quickly determine how many coins, jewels, or what kind of magic the creature has. W.M.s must be introduced from a direction and from a location that is initially out of sight of the party it is destined to meet. Once it sees men it rolls for its reaction. Unless the monster is totally silent or insubstantial the men must be given some kind of warning that it is coming. That will give them a chance to either run, fight, or hide. Once a W.M. has been introduced, and its properties established, the D.M. can do whatever he wants with it, depending on how rough he wants to make things for people in his dungeon.

CAPTURING MONSTERS. Monsters can sometimes be tamed and added to the party of those who are exploring the tunnels. If a monster has its rating reduced to less than 10 so that it can no longer defend itself, the conqueror may tame and enslave it, or he can finish it off. You must be able to speak to it in its own language to tame it. If a monster fears for its gruesome life and surrenders itself, you can tame it. Taming a monster is worth as many experience points as killing it. Monsters thus subdued may be permanently enslaved if the right spell is cast on it. (See the Spell Book.) If the tamed monster is not enchanted, it may revolt against its master once it gets its strength back. Without magic, all you have to go on is the monster's word to be good. When an opportunity to revolt comes along, the monster may try to do so. To succeed, the D.M. must roll a number higher than its master's charisma rating. (Use 2 dice for the monster--doubles do not roll over and add except for double sixes.) Weakened monsters recover their strength (monster rating) at a rate of 5 units per game turn.



EXPERIENCE POINTS FOR MONSTERS



For the fun of it some time (like in a Monsters! Monsters! game) you might like to play the monsters as protagonists instead of human type characters. Logically then, you would want some means of apportioning experience points for monsters. To that end we offer the following guide-lines.

1. 1 e.p. for each gold piece worth of loot taken from human characters.
2. 10 e.p. for every ordinary zero level human slain. Rated human characters are worth their strength plus IQ plus constitution in e.p. when slain by a monster.
3. Half your monster strength (or rating) in e.p. every time you satisfy your monstrous appetite. (See below under monster appetites).

4. 100 e.p. for every woman rated as at least attractive that you can carry back to your dungeon. (For female monsters, just reverse the formula. They must carry off attractive men.) Only 50 e.p. if the captive escapes or is rescued.
5. 500 e.p. for every captive rated gorgeous or very handsome. (See rule 4 above).
6. The Dungeon or City Master will award e.p. for acts of violence and destruction above and beyond the call of duty, especially those acts that humiliate humans or bring added danger to the monsters.
7. 200 e.p. for penetrating within a walled human city.
8. Various amounts of e.p. for making saving rolls, casting spells, etc.

MONSTER APPETITES

A monster's appetite will be considered satisfied every time it has consumed 1/10 of it's weight in meat of some sort. Big monsters--Ogres and larger--have strong teeth and can devour bones and armor. Smaller monsters must deduct half the weight of slain meat as inedible.

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Some people have indicated that they would welcome suggestions or examples of monsters to be used in Tunnels & Trolls. The task of inventing monsters that will both entertain and dismay your players belongs solely to the G.M., but to give you some ideas of what has been done and can be done I include this short list of a few of the more traditional monsters that roam in Gristlegrim along with the ratings I found fair for various levels. These are not the most inventive monsters around, having neither Blood Bats nor Purple Death Hippos, but should give you an idea of how to start. You can set Monster Ratings to suit yourself.

Monster type	Ratings						No.
	Lev. 1	2	3	4	5	6	
Balrog	100	200	300	400	500	600	1
Black Hobbits	12	24	36	NU	NU	NU	3-20
Centaur	29	49	106	NU	NU	NU	1-3
Dragon (with flame)	110	220	330	NU	NU	NU	1
Dragon (without flame)	60	120	240	NU	NU	NU	1
Flame Demon	45	90	135	180	235	270	1-5
Ghoul	28	42	56	64	74	87	1-10
Goblin	30	45	60	75	90	106	1-10
Giant Spider	16	32	64	NU	NU	NU	1-10
Half Orcs	74	112	150	165	204	234	1-10
Jubjub Bird	36	72	98	NU	NU	NU	1-6
Leopard	34	68	102	136	170	204	1-6
Ogre	26	52	104	208	416	832	1-6
Orc	40	60	80	100	120	140	1-10
Rats	8	16	32	NU	NU	NU	1-14
Tiger	44	88	176	NU	NU	NU	1
Troll	50	100	200	400	650	1000	1-3
Unicorn	40	80	120	NU	NU	NU	1
Vampire	30	60	90	120	150	180	1-6
Werewolf	30	60	120	240	480	960	1-6

NU means I don't use that monster on those levels. There's no reason why you shouldn't. In addition, several of these monsters have special powers that don't show up in the regular Monster Rating, notably Vampires, Werewolves, and Dragons. As you can also see, there is no reason why monsters have to be alone. One Orc is not too formidable, but 10 of them in a group will give anybody a good fight.

COMBAT

T&T is built on the conflict between men and monsters. That is what generates most of the excitement. Combat situations can be extremely complicated, and it is always up to the G.M. to control things so that it does not degenerate into a farce. Players are also expected to fight fairly--to the limit of their powers, but not in excess. We will give several examples of combat below, and also in other segments of the rules such as Monster-Making in hopes of clarifying how it should be done.

All combat is conducted by comparing the hit point totals of the parties involved. The hit point total is the sum of the monster or character's hit dice plus whatever additions may be due. When fighting in groups, individual characters' hit point totals are accumulated together to form a group score. Groups of monsters may either roll dice for each individual monster and accumulate and combine the scores, or make one big dice roll for the total Monster Rating of the group (see MONSTER-MAKING section.) The smaller combined total is subtracted from the larger, and the difference is the number of hit points that the losing party must absorb. Shields and armor will absorb a number of hits without damage to either the wearer or the equipment. Hits suffered by characters over and above that safely warded by defensive equipment are deducted from the character's constitution, or the monster's Monster Rating. When constitution or Monster Rating reaches zero, the character or monster is dead. See SUPPLIES and/or ADVANCED WEAPONS CHARTS for the acquisition of various types of armor.

When a combat situation arises for which the tunnel travelers have sufficient time to prepare a plan, the players must decide which characters will combat which monsters and with which of their weapons. A character involved in combat may not carry a torch unless he is using it as a weapon (1 die worth of hit points). Nor may fighters cast "Will-o-Wisp" or other kinds of non-combat spells and fight with weapons at the same time. This generally means that unless the combat area is otherwise lighted, or some character or monster is providing light, or there is time to put torches or lanterns safely down so that they won't go out (a hastily dropped torch will go out if the G.M. rolls a 1,2,3, or 4 on a regular die), then the tunnels will be plunged into Stygian darkness, the effect of which is to double the attack of the monsters on the assumption that they see a lot better in the dark than you do.

Combat is not usually a blow-by-blow description of who did what to whom. Instead it is meant to be a running appraisal of how the battle is going as looked at from discrete moments in time. In order to do this we divide a combat into sub-turns called combat turns. There are generally five of these per game turn, which would give them an average duration of 2 minutes each. Two minutes is a long time in personal combat, but if you regard the 2 minutes as filled with dodging, slashing, maneuvering, warding off harmless blows, etc., it is not excessive. At his option, the G.M. may specify that combat turns are of shorter duration, say 10 seconds each. That would represent action that is very fast and furious. At the end of each combat turn hit point totals are compared and one party or the other takes hits. Usually both parties do not take hits at the same time unless (1) magic is involved, (2) individual combats are taking place (where each individual is then treated as a separate group) or (3) an optional and more complex combat system is being used.

Magic-users are not supposed to fight in ordinary combats, at least not physically, though they may be doing their best with various lethal spellery. Their training has presumably been exclusively in magic and not in the use of weapons (which is a full-time study). They are, therefore, restricted to the use of daggers, torches, and other 1 die weapons. They do not get their bonus adds for excess strength, luck, or dexterity, but they do get any adds inherent in the weapon they are using (which explains why most magic users carry a sax, which gets 1 die plus 5 adds. It is the most destructive weapon they can handle.)

Warriors, rogues, and wizard-warriors (which is a class of character that rogues may turn into--see EXPERIENCE POINTS) all get bonuses in their combat known as adds.

The number of adds a character gets is a good index to the character's toughness, and for upper level characters it may be far more important than how many dice he gets to roll for his weaponry. The following table summarizes how a character gets adds. Adds are not important in anything except combat where they represent the additional damage a fighter would be able to do because of more than average strength, luck, or skill with his weapon.

Strength: For each strength point in excess of 12, a character gets 1 add.
For each strength point below 9, a character gets 1 subtract.

Luck: The same as for strength, except the check is made against luck.

Dexterity: For each dexterity point above 12, a character gets 1 add unless using a missile weapon (such as bow, sling, spear, etc.) for which 2 points should be added.
For each point below 9, subtract 1 from the total number of adds.

Note: Though magic-users do not normally get to count their adds in combat, if they are fighting with bare hands or with a quarterstaff (see THE LOGIC OF MAGIC), they would then be entitled to their adds, just as any other character would.

Although dead is dead, the damage a weapon does to things or beings is always dependent on two things: (1) the weapon itself, and (2) how effectively it is used. All things being equal, a two-handed broadsword will make a bigger hole than a poinard. The differences between weapons are represented by the different number of dice that are rolled to represent the damage done by that weapon; thus a heavy mace is represented by 4 dice and 2 bonus adds, whereas a bodkin is worth only 1 die with 2 points subtracted. A weapon roll that scores negative hits counts as part of the enemy's total in combat. The difference between characters in natural fighting ability shows most clearly in the differences in their adds.

Missile weapons present a special problem. In order to do any damage, the missile must first hit its target. To determine if an arrow or other missile hits, please use the following table. Missile weapons do not have infinite range, and the G.M. should not allow a character to use them at ranges greater than could be expected for that kind of weapon. While it is easy to shoot an arrow 100 feet or more, very few spear slingers, regardless of their strength, could achieve that kind of distance.



HA-HA!

YAH MISSED ALL
MY VITAL SPOTS!!

By common consent, it has been decided to let one's dexterity represent one's marksmanship ability. But when fighting at less than full strength (so that your hands might be shaking from weariness) or with wounds that have reduced your constitution rating, one must realize that one's ability to shoot like Robin Hood would be decreased. So if you are trying to do the William Tell bit while not up to par, please subtract the missing difference in strength or constitution to get your adjusted Marksmanship rating according to the formula Marksmanship equals Dexterity minus wounds and weakness.

Here's a little chart to show how successful you should be with missile weapons.

<u>Marksmanship rating</u>	<u>Analysis</u>	<u>Close</u>	<u>Medium</u>	<u>Far</u>
0-6	Rotten	1	missed	missed
7-9	Very Bad	1-2	missed	missed
10-12	Bad	1-3	1	missed
13-15	Poor	1-4	1-2	missed
16-18	Passable	1-5	1-3	1
19-21	Fair	1-6	1-4	1-2
22-24	Keen Eye	1-6	1-5	1-3
25-27	Excellent	1-6	1-6	1-4
28-30	Marksman	1-6	1-6	1-5
31 or better		Congratulations! You never miss!		

It needs to be pointed out that close means zero to ten feet away--that is, point blank range. Medium means 11 to 100' away, and 100 feet is a pretty awful long shot to make inside a dark dungeon. Far means over 100 feet from you.

* * * *

You know if this damn bow slips I'm going to castrate myself. I really don't know what I'm doing here. I usually illustrate the magic-user page in the main rules booklet, but here I am still showing people the wrong way to string their weapon.

If you are trying to shoot an arrow into something, locate your marksmanship rating on the chart above, and then roll one die. If you roll within the appropriate range for distance and rating, then you stick your missile right into the nasty monster. How much damage it then does depends on a whole bunch of other factors, but you all know how to compute that, so I'm not going to go into it here. Toodles!



Characters wearing armor or carrying shields are protected by their equipment from combat damage which does not exceed the protective value of the defensive mail. Thus, if a character wearing chain mail with the capacity of absorbing 5 hits would have to take 6 hits, he would only have to take 1 point off his constitution.

As warriors are assumed to become increasingly skillful at defending themselves with their shields and armor, in a particularly tight situation (that is, when more hits are going to be inflicted than a character would ordinarily care to absorb), warriors (but not rogues or magic-users) may elect to multiply the number of hits their shield or armor (or both) can take, by the warrior's level of achievement (determined by number of experience points), but at a cost of completely destroying that particular piece of equipment. This is known as burning up your armor, and it can be done with both ordinary and magical equipment. Example: a 3d level warrior is fighting a troll which inflicts 15 hits on him during the first combat turn. The warrior is wearing chain mail (takes 5 hits) and has a knight's shield (which usually takes 3 hits). The warrior chooses to burn up his shield, tripling its protective value to 9, so that combined with the 5 hits of protection for his mail, he will now only have to take 1 hit on constitution. Although his shield is now destroyed and useless, he has gambled that the troll will not do so well during the second combat turn, and he will be able to cope with it, or maybe he'll get some help. It behooves a character to stay alive as long as possible in this game, because rescue may come at any time.

Another trick of experienced warriors is to throw down their shields and fight with weapons in both hands. In order to legally do this, one must have both the strength and dexterity needed for the total of both weapons. Example: To fight with a mace and a morning star at the same time requires a combined total of 32 strength and a minimum dexterity of 12. (See HAFTED WEAPONS chart). The dexterity requirement is absolutely necessary. If you don't have it, you will be making Saving Rolls to see whether or not you hurt yourself. The strength requirement can be skipped if you are willing to take the chance of rapidly getting exhausted. When a character fights with a weapon or weapons that is too heavy (requires more strength than he has) he weakens at a rate of the required strength minus his own strength, which is taken directly off strength. You can see that as you continue to fight, you will weaken faster and faster. Example: a warrior with a strength of 18 is fighting with 2 broadswords (requires a strength of 20). On the first combat turn, he would weaken by 2 points--his strength would fall to 16. On the second combat turn he would weaken by 4 points, and his strength would fall to 12. On the third combat turn he would weaken by 8 points and his strength would fall to 4, at which time he would pass out and be unable to continue fighting. There is a built-in safety factor which prevents berserkers and over-weaponed fighters from exhausting themselves to death. Whenever a character's strength drops below 5 in combat, that person passes out. Strength is recovered in such cases at a rate of 1 point per regular turn (not combat turn). You wake up again when your strength gets back up to 6. Fighting with weapons that are too heavy is strictly a last desperate resort, because no one can keep it up for very long. Adds go down as strength declines, of course. If strength should ever be reduced to zero, you have burst your heart and killed yourself.

Optional combat rules for greater realism: Several people have commented that it seems unfair for one party to take all the hits at the end of every combat turn. At the G.M.'s discretion, the following rule may be applied to physical hits only (magic hits and poison are disregarded). For each combat turn the victorious party must suffer 10% of the hits inflicted on the losers. Thus, in a purely physical combat, if you inflicted 30 hits on the monster, you would have to take 3 hits yourself. If you inflicted 30 physical hits, 30 poison hits, and 20 magic hits, you would still only take 3 hits yourself. An alternative system would be to have victorious fighters try to make their first level Saving Roll once each combat turn, and if they failed, they would have to take the difference (by which they had failed) in hits, in spite of being victorious. Such hits could be taken on armor, of course, if one has any.

SAVING ROLLS

From time to time, the D.M. will ask you to make a saving roll for your character, always when there is a chance that something bad will happen to you. The saving roll depends entirely upon your luck. There are situations from which only great good luck can save you.

Saving rolls are used chiefly to try and save a character from some form of mechanical (as opposed to magical) trap, for dodging missile weapons, for immunity to poisons, etc. The D.M. will tell you whenever you need to make a saving roll.

Saving rolls are made with 2 dice. Doubles add and roll over so that you need not give up all hope if your saving roll should be a number greater than 12. The following chart gives the relationship of dungeon level to saving roll number.

1st level (of dungeon)	20-luck number (20 minus luck)
2nd level	25-luck number
3rd level	30-luck number
4th level	35-luck number
etc	

As your character progresses from first to higher levels, he will have opportunities to improve his luck, thus making it reasonably easy to make saving rolls for deeper dungeons.

No matter how good your luck becomes, your saving roll will never be less than 5. Example: With a luck of 18, your saving roll would ordinarily be 2 on the first level, but the minimum is 5. On the second level, your saving roll would be 7, and so forth.

SAVING ROLLS FOR MONSTERS

There may be times when a monster needs to make a saving roll, like if you attacked it with a poisoned weapon. The principle is the same, but since most monsters don't have luck numbers, their monster rating is used instead. Also, they get one try for the number of dice they ordinarily throw to make their saving roll. Unless all of the monster dice show the same number they don't get to throw any again and add.

1st level (of dungeon)	100 minus monster rating
2nd level	150 minus monster rating
3rd level	200 minus monster rating
etc.	

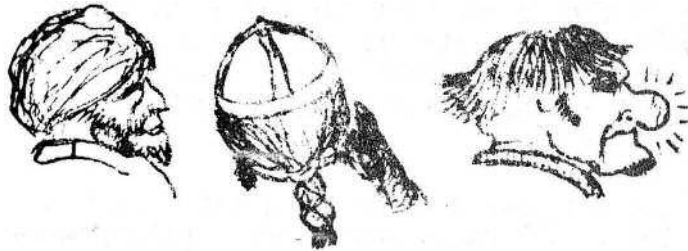
When a monster's saving roll is zero or less, he is automatically safe. If the monster is personalized and has a luck factor, use the human scale to determine saving roll number.

Saving rolls are usually not good as a defense against magic unless the D.M. specifically allows it.

HOW TO GET EXPERIENCE POINTS

There are many ways to pile up experience points. These are the ones I have thought of.

- A. COMBAT. Any character who actually participates in a combat gets experience for it, whether as a fighter or a magic-user. The combat must result in the foe being either slain or subdued. Forcing the monsters to run away is not sufficient. There is a formula for calculating how much experience such conflicts are worth. $DL/CL \times M.R.$ (of an individual monster) equals E.P. where DL stands for dungeon level, CL stands for character level, M.R. stands for Monster Rating, and E.P. stands for experience points. When defeating human foes, total prime attributes, multiply by that character's level number and divide by 6 to get your experience for beating him. Points won in conflict are real experience points and are added to the character's E.P. total immediately.
- B. TREASURE. One e.p. will be awarded for each gold piece worth of value brought up to the surface from the dungeons. Treasure is only potential e.p.s and is not added to the character's score until that character is safely out. Treasure spent in the dungeons does not count as experience unless something of value, like a magic sword, is brought up for it.
- C. DARING. On returning to the surface alive a character automatically gets 100 times the deepest dungeon level he penetrated to in e.p.
- D. USING MAGIC. Whenever a magic-user or rogue casts a spell that requires real expenditure of strength, that character gets double the actual strength expended in e.p. immediately.
- E. FOUND MAGIC. Magical items found or acquired in the dungeon will also be worth e.p. to the characters which acquire them if they can bring said item safely to the surface. The D.M. will determine the value of such objects individually. (Try to make them worthwhile, D.M.s, or everyone will steer clear of your magic.)
- F. SAVING ROLLS. Considering that saving rolls are often the only thing between a character and horrible death, they should be worth something in e.p. immediately. Multiply the saving roll by the dungeon level every time it is made successfully. If a character fails to make his saving roll but still manages to survive, multiply the number of hit points taken to constitution times the saving roll for e.p. Such lessons can be painful but profitable.



HIS NOSE WAS TWISTED
BY AN ORC!

HOW MANY
EXPERIENCE POINTS?

EXPERIENCE POINTS

The true object of this game is to accumulate as many experience points as possible and by this means advance your first level character into as much of a superperson as you can. This is a game of growth, and it is hoped that while your paper alter egos are growing in power and wisdom, you will too.

level	experience points	warrior	magic-user	rogue
1	0	recruit	apprentice	drunk-roller
2	1000	fighter	neophyte	cut-purse
3	3000	warrior	hedge-wizard	opportunist
4	7000	veteran	shaman	con-artist
5	15,000	expert	conjurer	silver-tongued devil
6	25,000	professional	enchanter	gold-tongued devil
7	40,000	champion	magician	master rogue
8	60,000	hero	warlock/witch	May not advance higher as
9	80,000	--	thaumaturge	a rogue. May start over as
10	100,000	--	sorcerer	a 5th level warrior or a
11	125,000	--	wizard	3d level magic-user, or may
12	150,000	--	necromancer	continue up in levels as a
13	200,000	--	--	wizard-warrior. To do so he
14	300,000	--	--	must maintain strength greater
15	500,000	--	--	than IQ and have the required
16	750,000	--	--	IQ and dexterity to cast any
17	1,000,000	--	--	spell he attempts the same
18	5,000,000	--	--	as a wizard would need.
19	10,000,000	--	--	
20	20,000,000	--	--	

Levels higher than 20th double in the number of experience points needed each time (i.e. 21st level requires 40 million e.p.; 22d requires 80 million, etc.)

Each time a character advances to a higher level, he or she has these options. Choose only one.

- A. Add the new level number to strength factor.
- B. Add half of new level number to intelligence factor. Round up for odd numbers.
- C. Add twice new level number to luck factor.
- D. Add new level number to constitution factor.
- E. Add half of new level to dexterity factor. Round down for odd numbers.
- F. Add new level to charisma factor.
- G. Add half of new level number to strength and half to constitution factors.

Characters may choose to exercise options B, D, E, and F during a game while inside a tunnel if they cross the threshold of a new level. Options A, D, and G can only be used when the character returns safely to the surface, at which time his depleted strength and constitution would normally return to what he started the game with.

Note: This chart doesn't have as many silly names on it as the 17 level chart in the previous editions. All ranks indicating nobility would rightfully pertain only to characters born in such a position, unless they won the title during their life. No arbitrary amount of experience points will make anyone a prince, and the title 'superhero' for a warrior belongs in comic books, not this game. We call upper level warriors and wizards by their level number and class (i.e. 10th level wizard, 13th level warrior, etc.).

SUPPLIES AND PROVISIONS

Near the entrance to every tunnel complex are great supermarkets for dungeon-delves. In these general stores, the arrant adventurer with enough cash can buy practically anything he wants to take down with him, although such stores are usually quite short of magical items with the exception of staves for magic-users. Most of these stores' merchandise is made up of weapons, armor, and simple provisions, but practically anything within reason can be bought there, and if you wish to buy something that you don't see on this list, just ask your friendly D.M., and he will tell you whether it is available or not and how much it costs. A note to store-keepers--just about anything that would have been available before the invention of gunpowder should be allowed. Things that might have been produced by alchemy, like say chloroform, should also be obtainable for the right price.

general supplies

Item	Wt.	Cost in g.p.
Warm dry clothing & pack	10	5
Provisions for 1 day (food, drink, matches)	20	10
Ordinary torches (last 10 turns each)	10	1 s.p. each
Rope, silk	1 per ft.	1 g.p./ft
Rope, hemp	5 per ft.	1 s.p./ft
lantern & oil (twice the light of a torch & lasts 50 turns)	25	20
magnetic compas	1	5
Boots, knee high	40	10
Boots, calf high	20	5
Sandals	2	2
Pitons (for climbing walls) (10)	25	10
Piton hammer	25	5



weapons and armor

This is your ordinary list of weapons without getting fancy. Under elaborations you will find an extended list of weapons for serious devotees of medieval militarism. In Phoenix everyone uses the extended list; it includes far deadlier monster-mashers.

Item	Wt	Cost	Dice	Restrictions
Sword	75	50	2	
Battle-Axe	220	75	4	Requires a strength of 15 to use it without tiring. Strength less than 15 loses 1 strength unit each turn down to strength of 5 at which point one becomes too weak to continue fight. (Expend strength will return at rate of 1 unit per game turn.)
Pike (long spear)	80	50	3	Is 8' long with barbed blade. Tends to get stuck in wound and pulled out of grip for people with strength less than 14.
Crossbow 10 bolts	112	75	3	May not be used in hand to hand fighting. Takes 1 conflict turn to recock.
Self Bow 30 arrows	25	40	2	May not be used in hand to hand combat.
Mace	140	80	3	
Dagger	10	30	1	
Shield	300	50	0	Takes 2 hits for you when being used in combat. Only takes 1 if slung on your back.
<u>MAGIC STAFFS</u>				
Deluxe	30	500		Created by 17th level wizard, is indestructible, has a name, and retains ability to cast any spell known to owner; even if original owner dies.
Ordinaire	30	100		Has no special powers.

Item	Wt	Cost	Adds to Constitution
Plate armor	1000	500	Plus 10
Ring Mail	750	200	Plus 7
Chain Mail	500	100	Plus 5
Leather Mail	250	50	Plus 2
Steel Cap	25	10	Plus 1

Appropriate helms come with armor.

Human Auxiliaries

For those with money to burn there are 2 kinds of auxiliary character, slaves and hired henchmen. Slaves have no luck and no charisma ratings, and are usually of low I.Q. You may select whatever ratings you wish for the other four attributes between 3 and 18. The slave will cost you 1 g.p. for each factor in its total rating. Thus, a slave with strength of 10, I.Q. of 3, Constitution of 10, and Dexterity of 7 would cost you 30 g.p. Your slaves may be female if you so desire, but they will cost you an extra 10 g.p. for their beauty.

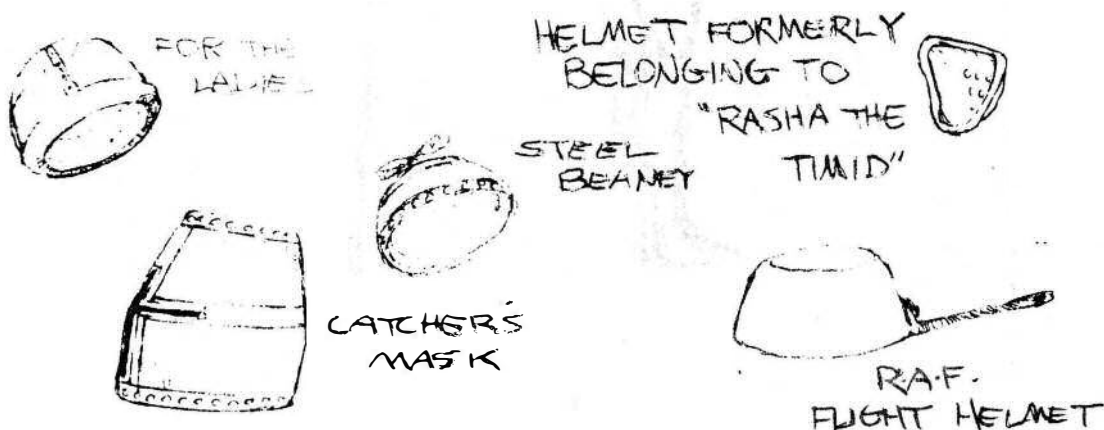
A dungeon delver may hire characters to go down into the dungeon with him. Such auxiliaries have all 6 of the prime attributes, and they are rolled for just like creating a new character. However, they do not have any money or equipment, which you as employer must provide. They will work for 10 g.p. down payment, and a share of the treasure after you have recouped your losses in outfitting them.

Warriors want 1/4 of your profit for their services paid to them or their heirs. If you get back to the surface and they don't, the warriors guild will be sure to collect the money from you.

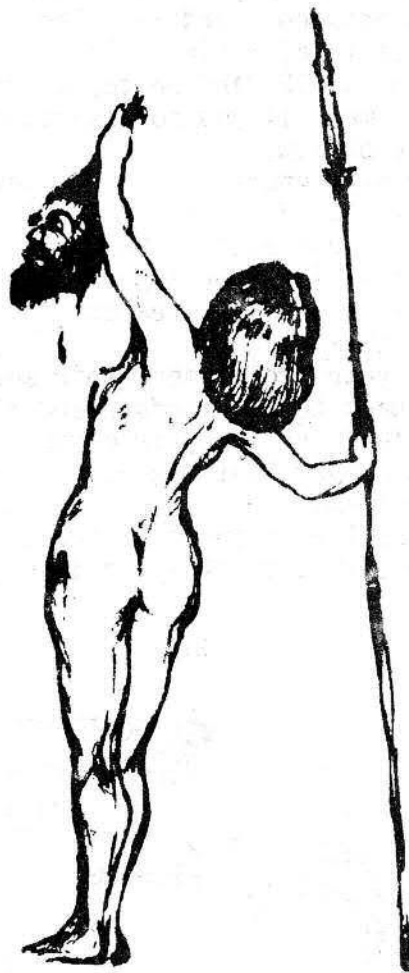
Magic-users want 1/5 of any loot found, and are likely to curse employers who hold out on them.

Rogues will settle for 1/6 of any loot found. If you cheat a rogue, scores of unscrupulous fellows are likely to jump you in a dark alley some place.

27



ELABORATIONS



AMAZONS!
VERY
TOUGH
BRAIDS.

THE PETERS-MCALLISTER CHART FOR CREATING MANLIKE CHARACTERS AND MONSTERS

At some time in your tunnel testing adventures you may find it to your advantage to create a character of some other mythic type than man. Elves, dwarves, hobbits, etc. can add a certain spice not found in the basic game. To aid the Tunnel Treker, following is a list of recommended methods for formulating said bizarre folk.

(x) represents the multiplication symbol. At all times the number of dice rolled is three just as in basic character creation.

MEN	Normal. 1 x all prime attributes.
DWARVES	Strength and Constitution x 2. All others x 1.
ELVES	Strength x 1; IQ x 3/2; Luck x 3/2; Constitution x 1; Dexterity x 3/2; Charisma x 2.
LEPRECAUNS	Strength and Constitution x 1/2. All others x 1.
FAIRIES	Strength x 1/4; IQ x 1; Luck x 2; Constitution x 1/4; Dexterity x 3/2; Charisma x 2. (Fairies with a strength greater than 2 are too solid and heavy to fly.)
HOBBITS	Strength x 1/2; IQ & Luck x 1; Constitution x 2; Dexterity x 3/2; Charisma x 1.

Benevolent were-types have their innate monster rating (M) (which is usually given) for strength and constitution; however, their dexterity drops to 3, and their IQ and Luck remain unchanged. Charisma is dependent upon the were form. (If the party is particularly fond of wolves, O.K., but crocodiles are at best a 7.)

Another note: After a beginning tunnel master sees his first group of Orcs cut to ribbons by a group of two Hobbits, he may want to impart a more characteristic strength to his sentient monsters. Below is one possible way to do so.

10 is the average attribute number for a first level man; therefore, the average man would be rated as M.

GIANTS	Giants are assumed to be a minimum of 5 x a man in strength and constitution, but just about the same else wise. His weapons are 5 x as effective; thus they rate 5 x the dice (and commiserate adds). A weapon worth 4 dice and 3 adds in the hand of a man would then be worth 20 dice and 15 adds if wielded by a giant.
TROLLS	Your average troll is rated at 3 x M or 30. This is not his monster rating number, but his strength & constitution rating.
OGRES	2 x M.
HALF-ORCS	1.5 x M. (See Lord of the Rings where Saruman's Half-Orcs were bigger and meaner than Sauron's full Orcs.)
ORCS	Same rating as men in everything but charisma which is only 1/2 M.
GOBLINS	3/4 x M. Round up to 8.
GREMLINS	1/2 x M.

You can create dexterous or lucky monsters at whim, and when a monster accumulates enough e.p., it can be advanced in level by adding the human increase for level jump times its M rating. Ex: a second level giant would go from an M rating of 50 to 60. Figure it out yourself for the others.

THE LOGIC OF MAGIC



Characters in the Tunnels & Trolls universe are of basically two types: those with the power to work psionic magic (which includes all the spells in this section on magic), and those who don't. Characters in the first class are either magic-users or rogues, regardless of species such as Elf, Dwarf, Hobbit, Troll, etc. Characters in the second class are warriors.

Magic-users in this game are characters who have been found young and trained by the wizards' guild, which is a universal and quietly powerful organization throughout the T&T world. There are certain mental states-of-mind and formulae necessary in the casting of even the simplest spell, and it generally requires years of study plus a certain degree of mental maturity to master the art. Don't create any 6 year old wizards.

Rogues are characters who have the innate ability to be magic-users, but never got the training. As a result, while they can be taught individual skills and spells, it never becomes second-nature to them. Rogues learn specifics when taught without really understanding the general framework for magic. No matter how high rogues progress (up to 7th level) they will never understand magic well enough to be able to invent their own original spells.

Warriors can't spell cat. It's not a matter of stupidity. It is an innate lack, like color-blindness. Warriors can be affect-

ed by magic, and can use magical objects to very good effect. Just don't ask one to learn any spells. They can't.

First level spells are the basic heritage of magic-users, and represent a firm grounding in all principles of magic needed for the further growth of the magician. They do not cost any fee to acquire (though it may be that the child's parents paid handsomely for the instruction of their offspring). Magic-users are entirely justified in charging rogues whatever they can get for teaching them spells. All higher level spells cost increasing amounts of money to acquire and represent investments of considerable time and effort in acquiring them. They will also require a higher IQ, greater strength, and improved dexterity to cast. After a magician or rogue casts a spell, he will recuperate his lost strength at a rate of 1 point per game turn (generally figured at 10 minutes in length of T&T time.)

Magic-users and rogues of higher than 1st level may still wish to cast spells of levels lower than their own. As their proficiency has increased, however, the cost of casting lower level spells is reduced. The reduction in cost is equal to 1 unit for each level that the spell is below the magic-user, subject to the limitation that the minimum cost for casting a spell can never be less than 1 unit of strength. (No energy expended would cause no result to be achieved.) Those spells marked "!" may be employed as higher level spells. The original cost of the spell is added for each level the spell is raised, but the effectiveness of the spell is generally doubled for each level raised. (An exception is the Take That, You Fiend spell, which is only multiplied in effectiveness by the higher level number.) "#" means employing as a higher level spell doubles the duration of the spell for each level higher.

Example: 6th level enchanter casts "Cateyes" spell as a 6th level spell. In its original 2nd level form, the "Cateyes" spell would allow the magic-user to see in the dark for three turns at a cost of 6 strength points. In order for the spell to be cast at the 6th level, the spell cost would be 30 strength units, which could be reduced to a cost of 24 by using a magic staff. The effect of the spell would be to allow the magic-user to see in the dark for 3 times 2⁴ turns (48 turns). Incidentally, any spell that can be cast on himself by a magician can be used on another person instead, unless by doing so the magic-user is actually using a different spell, such as the teleport or mutandum spells.

MAGIC STAFFS

It has been found that having an aid to concentration helps greatly in spell casting. The aid generally used is a magic staff, though there are also such things as crystal or metallic globes, caste marks, and enchanted jewels. Magic staffs all have the property of reducing the cost of casting a spell by the same number as the level of the magic user (though they cannot reduce the spell cost to less than 1 strength unit). Deluxe staffs cost 500 gold pieces, have been fabricated by 17th level wizards, are alive, have a name, and are (almost) indestructible. They retain knowledge of every spell cast through them, and if their master is slain and the staff comes into the possession of a lesser mage, the staff may sometimes take command of the magic-user, in effect using him as a battery to provide power for the casting of spells. At the G.M.'s option, such spell casting may not always be appropriate or desired. Magic staffs Ordinaire cost 100 gold pieces, have none of the above Deluxe staff properties, but still reduce the cost of spell casting. Makeshift staffs can be enchanted into being by any magic-user at a cost of 1, but although they have the same ability as other magic staffs to reduce the cost of spell casting, they have the disadvantage of burning out as soon as twice the magic-user's IQ worth of strength points in spells has passed through them.

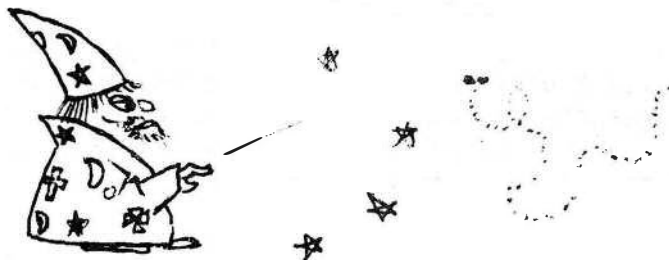
Staffs may take the form of wands, walking sticks, or sturdy quarterstaves. In the latter case, it is probable that part of the magic-user's early training was in staff fighting. A magic-user may use a staff as his weapon in regular combat if his dexterity is greater than 12.

SPELL TABLES

The spells on the following pages are available for use by magic-users and rogues of appropriate proficiency. Once a magic-user achieves 5th level, he/she should be of sufficient wisdom and experience to start inventing his own spells in addition to the spells listed, though only on levels lower than the level of magic he/she is currently on. Home-brewed spells must be subject to the approval of the G.M. who should ensure that spells are not too powerful for the level and cost assigned in terms of strength expenditure. The effort of composing a spell on the spot in a game situation will require the expenditure of 90 per cent of the magic-user's strength, and can only be attempted by wizards with more than 10 strength points available. Otherwise it is fatal to the magician and does no good.

If the G.M. gives consent, 2 or more magic-users may work together and pool their strength for the casting of a spell that would normally be beyond the powers of either one. Example: 2 exhausted apprentices with strengths of only 6 need to cast a Hidey-Hole to avoid being found by an approaching troll. They contribute 5 strength points each, and become invisible (and also too weak to do anything but hope for the best.)

TAKE THAT YOU, FIEND !!!



Level One Spells

First level spells require a minimum IQ of 10 and a minimum dexterity of 8 to cast.

<u>Name</u>	<u>Description</u>	<u>Cost/Strength</u>
Detect Magic	Inherent power of magic-users, detects good/bad magical vibes.	0 (costs 1 for rogues)
Lock Tight	Locks & holds any <u>door</u> shut for 3 turns unless higher level magic is used to open it.	2
Will-o-wisp	Provides light & drains strength	1
Knock-knock	Opens locked doors (usually)	2
Oh-there-it-is	Detects invisible or concealed doors or things.	4
Hidey Hole #	Makes user and his party invisible for 3 turns. One magic-user cannot hide more than 10 beings (including himself). Higher level spells work to increase the number of turns that the spell remains in effect. Mage may cancel the effect of his own spell at any time, but cannot negate another person's Hidey Hole unless he uses a Dis-spell. Persons wandering away from the caster will return to visibility after 1 turn. It has been determined that the Hidey Hole is a wave phase phenomenon. People covered by the same Hidey Hole spell remain visible to each other, though they would not be visible to people covered by another Hidey Hole.	10
Take That, You Fiend !	Uses IQ as a weapon against foes, inflicting hits equal to the IQ of the caster. On higher levels, multiply the IQ rating by the level of the spell to get total hits inflicted. It is a singular spell and must be directed against a single foe. It has no effect upon inanimate objects, but will always work against anything given a monster rating.	6
Vorpal Blade #	Doubles basic attack die roll for swords and daggers for 1 conflict turn.	5
Oh-go-away	Combines totals of IQ, Luck, and Charisma ratings of user to drive away monsters/foes with a lower Monster Rating. Must be decided upon before M.R. is announced. If it fails, the monster chases the magic-user to the exclusion of his/her comrades.	5
Teacher	Used to teach rogues (only) 1 spell of teacher's choice.	3

These spells are the basic heritage of all first-level magic users and represent years of study. All higher level spells cost the character ever increasing amounts of money as the character ascends the ranks of Wizardry. They will also require a higher IQ and greater strength to cast them. After a wizard casts a spell, he regains his strength at the rate of 1 per turn.

Level Two Spells

<u>Name</u>	<u>Description</u>	<u>Cost/Strength</u>
Omnipotent Eye	determines nature of spell and/or level of spell on person/objects (at discretion of Dungeon Master)	5
Yassa-Massa	to be used only on previously subdued monsters/foes. Total strength, IQ, & Charisma. Will permanently enslave monsters with ratings lower than above total.	4
Cateyes #	allows one to see in dark for 3 turns	6
Glue-you !	impedes progress of foes--reduces foe speed by half for 1 turn.	8
Little Feets . . . !	rapid travel--doubles speed for 1 turn	7
Mirage	projects hallucinations--their reality is destroyed by physical contact.	8
Curse You*	subtracts level number of curser from any prime attribute of another character	2 for 1
Poor Baby	magical healing of wounds or injuries. cannot raise level above original.	2 for 1
Oh Dread	premonition spell for predicting the arrival of wandering monsters (predicts next group of monsters to meet you and when it will happen, but not where.)	3
Double Double #	can double any prime attribute of any character for up to 5 turns. When spell wears off, that prime attribute is halved for same number of turns.	9
Whammy	triples dice roll for any weapon for 1 conflict turn.	10

*If the curse fails to take effect for any reason, it rebounds on the person of the curser in addition to costing him strength points for casting. This rebounded curse will subtract double the strength used in casting it from the unsuccessful magic-user's Charisma rating.

Second level spells cost the magic-user 500 g.p. to acquire (payable to the wizards' guild). They require a minimum IQ of 12 and a minimum dexterity of 9 to cast.

Level Three Spells

<u>Name</u>	<u>Description</u>	<u>Cost/Strength</u>
Curses Foiled !	Removes evil spells and curses of lower orders	7
Slush--yuch ! (or) #	Converts rock to mud or quicksand for 2 turns.	9
Rock-a-bye	puts monsters/foes to sleep for 1-6 turns if user's Strength, IQ, and Charisma excell the monster rating.	11
Dis-Spell !	negates magic of same or lower orders	11
Blasting Power	throws either fire or ice at foes with same number of dice as users level no. to be used as weapon.	8
Fly Me #	allows user to fly at normal speed for 1 turn.	7
Healing Feeling	cures any kind of disease	14

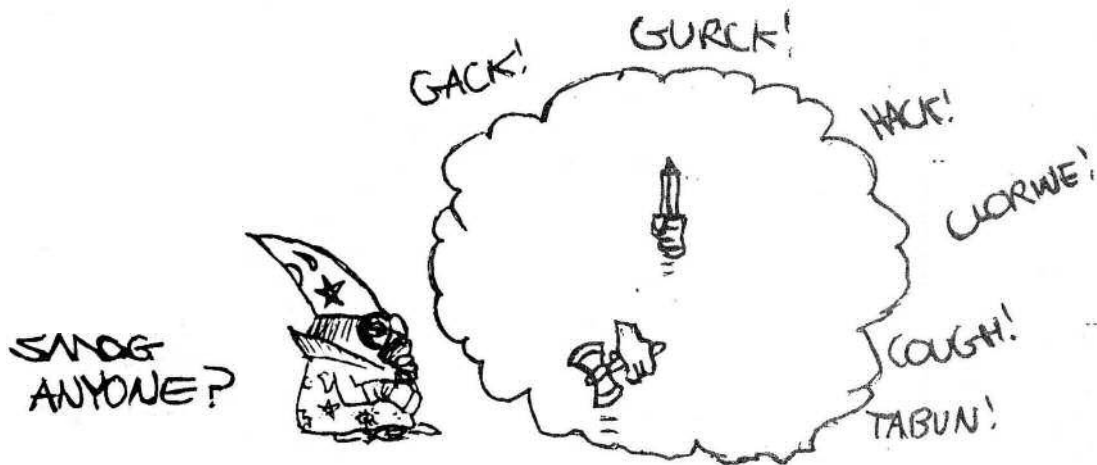
Third level spells cost the magic-user 1000 g.p. to learn and require an IQ of 14 and a minimum dexterity of 10.



Fourth Level Spells

<u>Name</u>	<u>Description</u>	<u>Cost/Strength</u>
Too-Bad Toxin	Cures any wound or damage done by poison.	7
Wink-wing ! (teleport #1)	allows you to transport (only) yourself up to 50' in direction of choice without crossing intervening space.	14
Smog	enables you to project a cloud of poison gas at your foes. If they breathe they lose at least half power, and may die at Dungeon Master's option.	11
Dum-Dum	Reduces foe's IQ to 3 or double your spell back.	8
Bigger is Better	will increase size and value of any creature or object. Roll 1 die and add one, then multiply current attributes by that number.	11
Smaller is Smarter	will decrease size and value of any creature or object. Roll 1 die and add one and divide current attributes by that number. (BiB and SiS may not be used cumulatively)	11
Protective Pentagon !	allows one to put up a protective barrier 3' in diameter (protects 2 people) for 2 turns that no evil spell or weapon may penetrate. Higher levels increase the size.	12
Upsidaisy ! (or) #	allows you to levitate and move objects/beings up to your own weight for 1 turn.	9

Fourth level spells cost the magic-user 1500 g.p. to learn, and require an IQ of 16 and a dexterity of 11.



Fifth Level Spells

<u>Name</u>	<u>Description</u>	<u>Cost/Strength</u>
Mind Pox	causes such confusion that the enspelled being cannot attack or defend self. Can be used on any number of creatures. Wears off after 3 turns.	39
Zingum ! (teleport #2)	allows one to transport double one's weight 50' in any direction. Works on non-living matter only.	36
Dear God?	allows one to ask 3 yes or no questions of Dungeon Master which he must answer truthfully.	15
E.S.P.	Detects the true thoughts of a single man or monster. Will reveal only what E.S.P.'d being would reasonably know. Does not work on creatures without a living brain, such as an animated statue.	

Fifth level spells cost the magic-user 2000 g.p. to learn, and require a minimum IQ of 18 and a minimum dexterity of 12.

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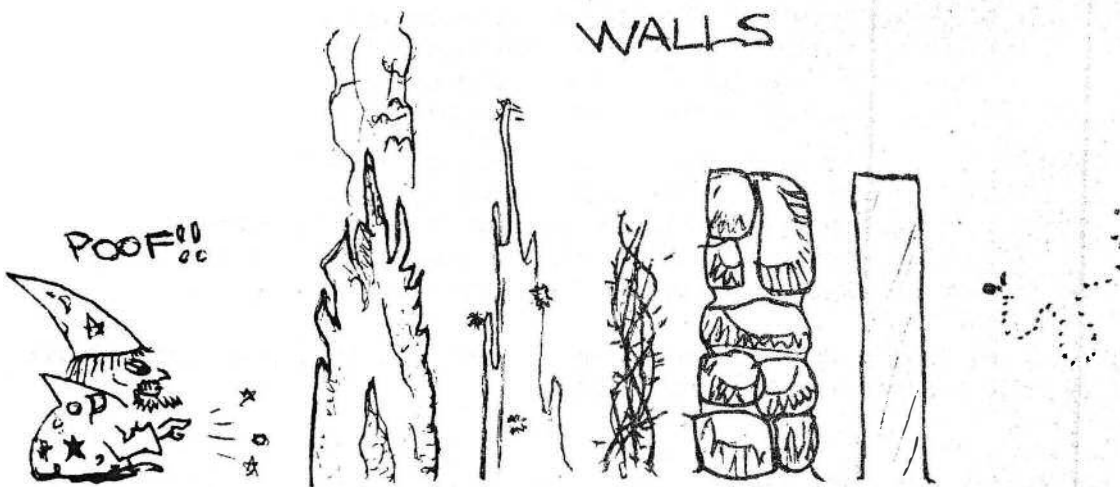
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Level Six Spells

<u>Name</u>	<u>Description</u>	<u>Cost/Strength</u>
Wall of Fire !	Puts a wall of flames between you and foe with a defensive rating of IQ times level of user.	26
Wall of Ice !	puts a wall of ice between you and foe with same defensive power as a wall of flame.	26
Wall of Thorns ! (Sleeping Beauty)	Puts a wall of thorns between you and foe with a defensive power of Strength plus IQ.	14
Wall of Stone	puts a wall of stone between you and foe--impassable unless one has the power to penetrate stone.	20
Wall of Iron	Puts a wall of iron between you and foe--impassable unless one has power to melt, change, or destroy iron.	23
Mystic Visions	clairvoyance spell--allows one to know what is happening anywhere else in dungeon by getting a mental picture of it.	15

Sixth level spells cost the magic-user 2500 g.p. to learn and require an IQ of 20 and a dexterity of 13.



Level Seven Spells

<u>Name</u>	<u>Description</u>	<u>Cost/Strength</u>
Invisible Wall !	Allows you to control a force field from floor to ceiling that nothing except higher level magic can penetrate for a distance up to 50'.	27
Zappathingum	Enchants any weapon permanently to triple its ordinary effectiveness.	24
Summoning !	Calls up a demon with a monster rating equal to the magic-user's combined strength, IQ, luck, and charisma levels. Demon remains servile for whole game, or until magic-user's charisma factor is lowered.	25

Seventh level spells cost the magic-user 3000 g.p. to learn, and require an IQ of 22 and a dexterity of 14 to cast.

Level Eight Spells

<u>Name</u>	<u>Description</u>	<u>Cost/Strength</u>
Zapparmor	Enchants armor to triple its current protection value. Armor also mends itself between fights so it is always at full strength unless completely destroyed in one fight.	30
Green Tongue	Enables one to speak to and command all plants.	24
Zombie Zonk	Makes zombies under your control of any corpse. Zombies have double their previous strength or monster rating, but no luck, IQ, or charisma. Lasts 5 game turns. Zombies cannot be slain unless their master is slain.	36
Mutatum Mutandis *	Enables you to change yourself into any other form of being/creature with a monster rating no higher than your combined prime attributes. Gives you all the powers and abilities of that creature.	24

Eighth level spells cost the magic-user 3500 g.p. to learn, and require an IQ of 24 and a dexterity of 15 to cast.

*On Mutatum spells for both level 7 and 8, the creature returns to original condition on disenchantment. Any hits on Monster Rating must be taken proportionately on original Constitution.

Level Nine Spells

<u>Name</u>	<u>Description</u>	<u>Cost/Strength</u>
Mutatum Mutandorum	Enables you to change others into any form with a monster rating no higher than combined prime attributes, and as much lower as you wish.	26
Pygmalion	Changes stone beings, statues, etc. to living flesh at half its strength as a stone being.	28
Medusa	Changes flesh to stone, either living or unliving at will of magic-user.	30
Death Spell #9	Will kill anything not making its saving roll, unless it has higher level magical protection. (only one being at a time).	60

Ninth level spells cost the magic-user 4000 g.p. to learn, and require a minimum IQ of 26 and a minimum dexterity of 16 to cast.

Level Ten Spells

<u>Name</u>	<u>Description</u>	<u>Cost/Strength</u>
Hellbomb Bursts !	Disintegrates up to 100 cu. ft. of anything. Releases a lot of heat when doing so.	36
Blow me to . . .	Teleports you and a weight of up to 2000 to any specific place you wish to go.	28

Tenth level spells cost the magic-user 4500 g.p. to learn, and require an IQ of 28 and a dexterity of 17.

Level Eleven Spells

<u>Name</u>	<u>Description</u>	<u>Cost/Strength</u>
Ghostly Going	Astral projection a la Dr. Strange Leave body comatose behind you and roam in immaterial form still able to cast spells.	45
Magic Fangs	Will change any piece of wood, or any belt into a poisonous serpent with .. monster rating equal to strength & dexterity & charisma of wizard.	30

Eleventh level spells cost the magic-user 5000 g.p. to learn, and require a minimum IQ of 30 and a minimum dexterity of 18 to cast.

Level Twelve Spells

<u>Name</u>	<u>Description</u>	<u>Cost/Strength</u>
Nefarious Necromancy	Temporarily restores the dead to life. A person brought back to life in this way lives for as many turns as the restorer's luck rating.	60
Seek Ye	May be used to force any man to go on a quest for the wizard's benefit. (only one person)	30

Twelfth level spells cost the magic-user 5500 g. p. to learn, and require an IQ of 32 and a dexterity of 19 to cast.

Level Thirteen Spells

<u>Name</u>	<u>Description</u>	<u>Cost/Strength</u>
Greasy Geas	Compels men or monsters to either perform a given task or to refrain from certain actions. (up to 7 beings)	36
Invisible Fiend	Creates an invisible but very treacherous servant with incredible powers.	38

Thirteenth level spells cost the magic-user 6000 g.p. to learn, and require an IQ of 34 and a dexterity of 20 to cast.

Level Fourteen Spells

<u>Name</u>	<u>Description</u>	<u>Cost/Strength</u>
Hidey Soul	Allows wizard to hide his life force in any object, and send his spirit out to take over any weaker living being. Though his vehicle is slain or destroyed, the wizard can only be harmed if the foe finds the receptacle for his life force.	42

The fourteenth level spell costs the magic-user 6500 g.p. to learn, and requires an IQ of 36 and a dexterity of 21 to cast.

Level Fifteen Spells

<u>Name</u>	<u>Description</u>	<u>Cost/Strength</u>
Air, Earth, Fire, and Water	Allows you to conjure up an indestructible elemental to use as a servant for 5 turns. They get 16 dice in combat, and may rebel and attack you if they can roll on 16 dice a number higher than your combined prime attributes total. Elementals can only be neutralized by sending the opposite type against it--fire-water; earth-air.	42

The fifteenth level spell costs the magic-user 7000 g.p. to learn, and requires an IQ of 38 and a dexterity of 22.

Level Sixteen Spells

<u>Name</u>	<u>Description</u>	<u>Cost/Strength</u>
Anti-magic spell	Can be used selectively to negate and cancel any lower magic within the wizard's area of view. Lasts 3 turns once set into motion.	45

The sixteenth level spell costs the magic-user 7500 g.p. to learn, and requires an IQ of 40 and a dexterity of 23 to cast.

Level Seventeen Spells

<u>Name</u>	<u>Description</u>	<u>Cost/Strength</u>
Born Again	Allows the magic-user to reincarnate himself or another person in a new form and another place with all his prime attributes intact.	208

The seventeenth level spell costs the magic-user 8000 g.p. to learn, and requires an IQ of 42 and a dexterity of 24 to cast.

Levels 18, 19, and 20

Only 18th, 19th and 20th level wizards may invent spells above 17th level. As players they must submit their spells for the G.M.s approval before trying to use them in a game.

Level Eighteen Spells

<u>Name</u>	<u>Description</u>	<u>Cost/Strength</u>
Shatterstaff	Used to destroy Deluxe staves. Requires double the total of the attributes of the wizard whose staff you are trying to shatter. Attempting this spell (with its variable cost) is fatal if the caster doesn't have sufficient strength to succeed.	Double total attributes of victim in strength.

ADVANCED WEAPONS CHART

Originally we meant to give you a glossary along with this chart, but we have decided to let you do that work for yourself in order to save space. If you see an unfamiliar name just look it up.

The following key is used to describe restrictions on weapons: DN means dexterity needed to wield the weapon without having to make a saving roll to keep from injuring yourself or your comrades. D- means how many points are subtracted from your dexterity when wearing or carrying that weapon while fighting with another weapon. SN means the strength needed to wield that weapon continuously in combat without tiring. You may use a weapon that is too heavy for you, but in that case you get tired. Anyone using too heavy a weapon tires at a rate of 1 strength factor per conflict turn. This lost strength can be recovered at a rate of 1 point per game turn. When strength is reduced to a level of 5 or lower in combat, you become too weak to fight and you fall over in exhaustion.

SWORDS

Name	D & A	Wt.	Cost	DN	D-	SN	
Claymore	3	150	80		2	15	
Flamberge (greatsword)	3 3	100	90		2	15	
Yataghan	3 2	170	120		2	15	
Bastard Sword	3	87	70		2	15	using both hands
(hand & a half)	2	"	"		"	12	using one hand
Broadsword	2 3	75	50		1	10	
Talibong	2 3	49	86		1	9	
Falchion	2 2	62	45		1	10	
Shamsheer	2 2	71	100		1	8	
Tulwar	2 1	52	56		1	7	
Cinqueda	2 -2	40	30			7	
Cutlass	2	48	48		1	8	
Damascus Sword	2	50	69		1	8	
Epee	2 -3	25	30		1	7	
Gladius	2	36	25			7	
Kris *	2	50	90		1	8	
Rapier	2 -4	20	25		1	6	
Saber	2	50	45		1	8	
Scimitar	2	45	60		1	7	
Shotel	2	43	71		1	6	
Terbutje	1 5	44	48		2	6	

*The kris is forged from special meteoric iron and has the virtue (or defect) of automatically dispelling any 1st, 2nd, or 3rd level magic used on its bearer. Higher level magic has weakened effect on a kris carrier.

POLE WEAPONS

Name	D & A	Wt.	Cost	DN	SN	Length	D-
Billhook	3	190	120	8	14	10'	3
Catchpole	4	200	150	10	15	8'	3
(Can be used to disarm foe instead of inflicting hits)							
Halbard	5	250	200	12	16	8'	3
Harpin	3 2	194	123	8	14	7'	3
Partizan	4	200	140	9	15	7'	3
Poleaxe	6	300	225	13	16	10'	4
Ranseur	4	195	145	10	15	8'	3
Scythe	3	150	75	7	11	5'	2
Voulge	4 3	200	160	8	15	8'	3
Guisarme	3 4	198	135	9	14	9'	3

Pole weapons, except the scythe, are only worth half of their roll and adds in close quarters like your average 10' wide and high tunnel. They may not be used at all in small constricted spaces, and are very difficult to carry in such places. They are most effective when the fighters have lots of room.

HAFTED WEAPONS

Name	D & A	Wt.	Cost	DN	D-	SN
Bec-de-corbin	5	150	90		2	18
Great Axe	4 3	220	75		2	21
War Hammer	4 1	110	60		2	16
Heavy Mace	4 2	140	100		2	17
Morningstar	4	90	80	12	2	15
Bullova	3 5	130	120		2	17
Heavy Flail	3 4	200	81	15	2	20
Light Flail	3 1	180	77	13	2	19
Broad Axe	3	150	80		2	17
Taper Axe	2	70	40		1	8
Mitre	2	70	38		1	8
Francisca	2 2	60	50	12	1	9
Pickaxe	2	100	10	10	2	15
(May be used to cut through stone at 2'/turn)						
Piton Hammer	1	50	3		1	5
Crowbar	1	80	8		1	10



THE JUSTIFIABLY
INFAMOUS
KEN ST. ANDRE

Daggers

Name	D & A		Wt.	Cost	DN	D-	SN
Bich'hwa	1	3	40	20	4		
Bodkin	1	-2	10	2	3		
Misericorde	1		14	4	4		
Dirk	1	2	16	8	4		
Jambiya	1	4	12	24	8		
Katar	1	1	10	18	8		
Poniard	1		10	5	3		
Sax	1	5	20	30	10		7
Main gauche	1		30	25	12		10

(Is most effective with a sword in the other hand. Then it takes 1 hit for you, and also gets 1 die for a weapons roll.)

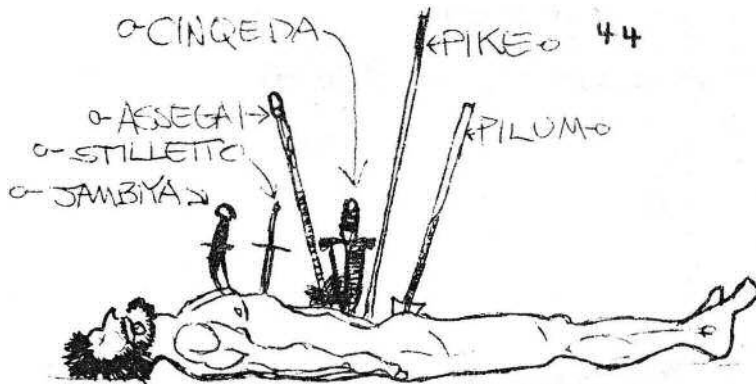
Stiletto	1	-2	15	2	3		
Swordbreaker	1	-1	10	25	12		10

(May be used to catch and break a smallsword of any enemy in a duel. Is used just like a main gauche, but has a serrated blade that can catch and break your foe's weapon.)

SPEARS

Name	D & A		Wt.	Cost	DN	D-	SN	
Pike	5		80	50	12	3	15	12' long
Spontoon	2	3	40	25	9	2	9	6' long
Phalanx Spear	3		60	40	11	3	10	
Pilum	4		100	45	8	2	12	
Oxtongue (Hasta)	3		70	33		2	10	
Assegai	2		50	20	12	1	7	
Spear	2		50	15	11	2	8	
Javelin	1		30	5	7	1	5	

The assegai, spear, and javelin were all meant to be thrown. If you choose to hold on and not throw them, there is no DN to use them. The pilum may be either thrown or used as a hand weapon.



BOWS

Name	D & A	Wt.	Cost	DN	D-	SN
Arbalest	7	170	100		3	15 to recock
quarrels		5	5 s.p.			
Cranequin	4	112	75		3	13 to recock
quarrels		3	3 s.p.			
Light Crossbow	2 3	85	50		2	11 to recock
quarrels		1	1 s.p.			
Dokyu (5 shot repeater)	2	90	100		2	11 to recock
quarrels		1	1 s.p.			
Prodd	2 -3	75	40		2	9 to recock
100 stones		1 each	1 s.p. for bag of 100			
Composite Bow	2 5	50	60	12	2	14 to draw
with 24 arrows						
Longbow	2 3	50	50	12	2	12 to draw
with 24 arrows						
Self (small	1 5	25	10	10	2	9 to draw
Bow with 24 arrows						

OTHER MISSILE WEAPONS

Name	D & A	Wt.	Cost	DN	D-
Staff Sling & 100 stones	2	100	5	11	1
Common sling & 100 stones	1	10	1	8	
Chakram (10)	2	20	40	14	1

Javelins--see spears--die roll is doubled with use of atl-atl.

Francisca--see hafted weapons.

Assegai, pilum, and spear may be thrown when dexterity is sufficiently high.

Use of a spear thrower doubles the power of the throw.

SHIELDS AND DEFENSIVE WEAPONS

Name	D & A	Wt.	Cost	Hits Taken	DN
Tower Shield		550	55	4	
Figure 8 Shield		525	52	3	
Knight's Shield		450	45	3	
Viking Spike Shield	1	425	60	2	
Scutum Shield		400	70	3	
Target Shield		500	25	2	
Buckler		50	5	1	
Madu	2	90	15	1	15
Large Calthrops (10)	M-2	200	30		
Small Calthrops	M-1	250	35		

When calthrops are scattered in a monster's path, the monster must make his saving roll to keep from stepping on them. If a barefoot monster steps on a calthrop, the hurt causes it to lose 2 dice from its total number of dice on its conflict turn if it is a large calthrop, or 1 die if the small ones are used.

WIERD WEAPONS						
Name	D & A	Wt.	Cost	DN	D-	SN
Ankus	1	50	10	11	1	
a skilled user can control elephants with it . . .						
Bagh Nakh	1	50	30			
(tiger claws)						
Bola		50	20			5
Roll an odd number to entangle 1 approaching foe for 1 full turn.						
With a dexterity of 16 or higher, entanglement is automatic.						
Quarterstaff	2	100	5	15	1	10
Spearthrower		50	5	10	1	
Atl-Atl		10	5	10	1	
Blowgun	$\frac{1}{2}$	5	1	10		
darts		1	1 c.p.			
War Fan	1	30	10			



POISONS

Name	Wt.	Cost	Effectiveness
Spider venom (1 oz. 3 applications)	1	10	Temporarily paralyzes victims. After 1 combat turn (2 min.) a poisoned creature should be at half effectiveness. After 2 combat turns, victims are unable to move. After 5 combat turns the poison wears off. Spider venom is generally not powerful enough to affect monsters much larger than a man such as trolls and dragons. If there is doubt in some case, the D.M. should rule on it.
Cobra milk (1 oz. 3 app.)	1	20	Fatal in 5 minutes to men and smaller monsters. Doubles effectiveness of any edged weapon before human adds are computed. Some monsters may be immune.
Dragon venom (4 oz. 12 app.)	4	500	Quadruples effectiveness of any edged weapon before adds.
Hellfire juice (6 oz. 18 app.)	6	100	Adds half again to weapons' effectiveness when used against living opponents. Has no effect on undead or inanimate objects.

No poison will retain effectiveness for more than 3 combat turns in use without needing to be reapplied. Thus, if a poisoned dagger was used continuously for four combat turns, you would only get weapon hits and no poison bonus on the fourth go-round.

In order for poison to be effective, you must get it into the enemy. In battle situations you should compute the basic combat results first. If you didn't get any hits on the enemy, having poisoned weapons isn't going to help. If you did get some hits, even mere scratches, poison helps tremendously. Thus you can include your entire poison bonus for the whole party in melee combat if you beat your foes by even 1 point in the combat roll.

IMPORTANT: In certain situations, poison hits should always be counted as part of the combat total. For example: when using missile weapons in a combat turn before hand-to-hand combat is initiated. Again, if you are fighting a monster like a giant octopus, or any other beast without hands or armor such that it could defend itself from a weapon strike, you know that your poisoned blades are going to cut the foe, and therefore, you should get the extra damage done by poison. The Game Master will have to control such situations neatly. In cases where even poison did not give you enough hits to beat the monster roll, then the G.M. should try and remember to either let the poison have a delayed effect on the monster, or the G.M. should reduce the Monster Rating by the number of poison hits scored. Fair methods of accounting for the number of poison hits scored can quickly be worked out between G.M. and players.

ARMOR

Name	Wt.	Cost	Hits
Horse armor	300	250	10 per horse
Plate armor (complete)	1000	500	10
Basinet	150	80	2
Breastplate	250	250	2
Casque	120	70	1½
Chausse	200	50	1 per leg
Cuirass	500	350	3
Cuisse	200	50	1 per leg
Solleret	100	25	½ per leg
Ring mail(complete)	750	200	7
Heaume	200	20	2
Steel Cap	25	10	1
Chain mail(complete)	500	100	5
Gambeson	50	10	1
Gauntlet	50	10	½ per hand
Hauberk	150	30	2
Scale armor (complete)	400	80	4
Leather armor (complete)	250	50	2
Greaves	100	25	½ per leg
Arming Doublet	75	15	1

WEAPON COMPOSITION

Throughout the listing of weapons above, it has been assumed that those weapons are made from the finest steel available to a medieval world. However, weapons may be reduced in price and hardness though its die rolling effectiveness, by using more primitive materials in its construction.

Swords	Steel, iron, bronze
Spears	Steel, iron, bronze, copper, stone
Daggers	Steel, iron, bronze, copper, stone
Axes	Steel, iron, bronze, copper, stone
Maces	Steel, iron, bronze
Hammers	Steel, iron
Polearms	Steel, iron
Arrows	Steel, iron, bronze, copper, stone
Shields	Iron, bronze, copper, leather on wood, wood
Armor	Steel, iron, bronze

Price and weight differences for weapons not made out of steel.

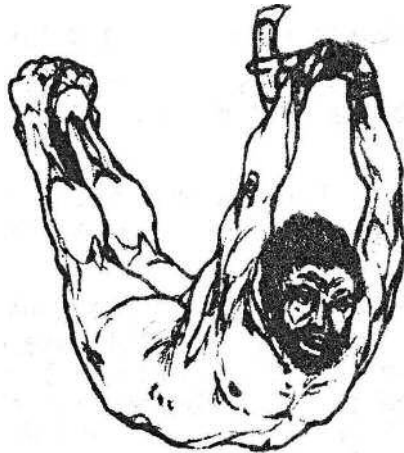
Iron	3/4 price in g.p.	1/4 heavier
Bronze	same price in s.p.	1/2 lighter
Copper	1/2 price in s.p.	3/4 lighter
Stone	same price in c.p.	same weight

Weapon Breakage Chart

Weapons may break in combat. A broken weapon is worth half its former number of dice.

Steel	Will not break except in unusual situations set up by D.M. for express purpose of destroying steel weapons.
Iron	Will break when used against steel or stone if the D.M. rolls a 2 or a 12 on 2 dice.
Bronze	Will break when used against any harder material if the D.M. rolls a 2,3,4,11 or 12.
Copper	Will break if used against any harder material when the D.M. rolls a 2,3,4,5,6, or 7.
Stone	Will break when used against anything except flesh if the D.M. rolls a 4,5,6,7,8,9,10.

In the event that precious metals are used in the construction of weapons, silver will have the same hardness as bronze and gold will have the same hardness as copper.



BERSERKER FIGHTING (MEN)

1. Sometimes in battle fighters go berserk. Berserk fighters are called berserkers.
2. Berserk fighters get no adds and no subtracts. They do however get to roll extra dice.
3. Usually, players will be able to choose whether or not to go berserk. Players with an IQ of 8 or less will always go berserk when the battle-madness strikes. (i.e. they get the opportunity). Players with an IQ of 16 or higher will never go berserk (unless ensorcelled).
4. Players using missile weapons will not go berserk while discharging a missile. (Whoever heard of the Berserk Bowman?) Berserkers must use a hand-held weapon of some kind (or their bare berserker hands). Berserkers who have a shield to chew on get a special add of 5 to whatever their berserk roll may be; however, the shield must be in the Berserker's possession when the madness strikes and may not be borrowed for special occasions.
5. Berserk players expend 2 strength units per conflict turn while berserk.
6. Players still berserk after monsters/enemies are slain turn on the members of their own party.
7. Berserkers may be calmed down by the following methods: (1) They become too weak to fight and their madness passes off when they have reduced their own strength to 5 or lower. (2) a player with a charisma of 15 or higher may calm down a Berserker at the end of any conflict turn. (3) The Leader of the party may make the Berserker's saving roll (1 try only) which assumes that he either recognized his friends or was knocked out from behind. (4) A magic-user can knock out a Berserker with an appropriate spell (i.e. a sleep spell or something similar).
8. Even though battle continues, an exhausted Berserker (who has reduced his own strength to 5 or lower) may not continue to fight. He does, however, continue to take hits if the other guys are winning.

HOW TO GO BERSERK

9. Berserk battle madness comes on men only rarely and under special conditions.
10. Players using 1 die weapons may go berserk only if they roll a 6. Losing their adds or subtracts, they may continue to fight and add to their total as long as they roll sixes.
11. Players using 2 dice weapons may go berserk only when they roll doubles. Losing all adds or subtracts, they continue to roll over and add to their attack total until they roll a non-double.
12. Players using 3 (or more) dice weapons may go berserk when any 2 or more of their dice come up the same number. (example: A battle-axe with 4 dice rolls a 6,3,1,1. He can go berserk if he wishes, but may only roll 2 dice (for the double) on his second try. Supposing he throws a double with these 2 dice (6,6) he would add this 12 to the original 11 and roll again. Had he thrown 4 threes and gone berserk, he would then have rolled 4 dice again. If he then rolled a 6,6,2,2, he would get to roll the four dice again, but in sets of 2 (i.e. the two sixes, and then the two twos). Any chance relationship between the

4 dice then existing, except for a natural double with one of his 2 sets of 2 dice would be ignored and his conflict turn would come to an end and be totaled up.)

13. SUBSEQUENT CONFLICT TURNS FOR BERSERKERS. If a berserk player does not naturally meet the conditions for going berserk on a 2nd or later conflict turn (from the beginning of his madness) the dice roll will be adjusted to meet the conditions--

A. A 1 die fighter will automatically start with a 6 for his first roll of that conflict turn.

B. A 2 (or more) dice fighter who does not roll any double will have his second lowest die roll reduced to his lowest die roll in order to form a double and thus allow berserk fighting as described above. (ex. A Berserk Morningstar user rolls a 5,4,3,2. The 3 would be changed to a 2 for an initial total of 13 and the Berserker would roll another 2 dice.) etc.

14. Players who meet conditions may go berserk on any given conflict turn of a battle, be it the first or the 9th, etc. Even a magic-user fighting with 1 die may go bananas on you.

15. After a Berserker comes out of his fighting rage, he recovers his squandered strength at a rate of 1 unit per turn, just as a magic user does after casting a spell.

BERSERK MONSTERS

1. Monsters do not go berserk as often as men do.

2. Only manlike monsters may go berserk.

3. Undead monsters, beast monsters(except apes and bears), and non-material or non-temporal monsters may not go berserk.

WHEN MONSTERS GO BERSERK

4. When more than half the party of monsters has been slain, the ref rolls 2 dice for each surviving monster. A roll of 10, 11 or 12 means that monster goes berserk. Any smaller number means the monster runs away.

5. When a lone monster is cornered and facing certain death, it goes berserk.

6. When the ref rolls snake-eyes for the monster reaction to meeting people, they (the monsters) all go berserk.

HOW BERSERK MONSTERS FIGHT

MADLY!

7. Berserk Monster gets $\frac{1}{2}$ its monster rating plus its die roll on every conflict turn. Furthermore, any ones the monster rolls may be collected and rolled again to further add to its total. (Ex. A troll with a rating of 40 (5 dice) goes berserk. He gets 20 plus 6,5,3,1,1 for a subtotal of 36, plus 2 more dice (4,4,) bringing its total score to 44 for that conflict turn.

8. Berserk monsters squander 5 strength units per turn from their Monster Rating.

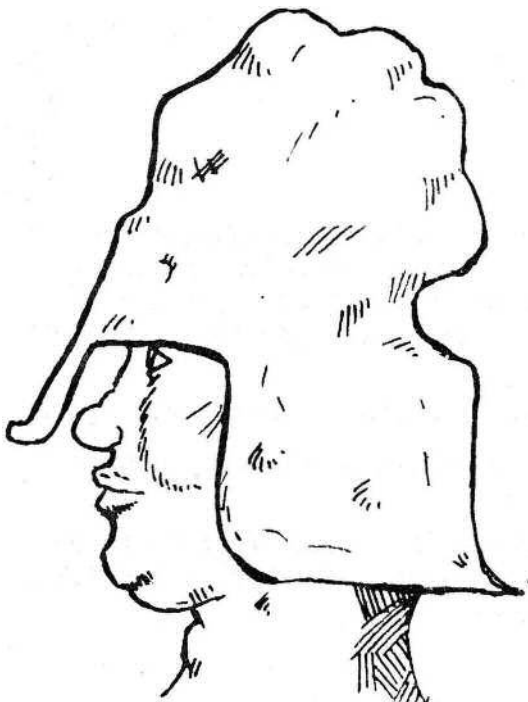
9. Although monster rolls are totaled, dice for Berserk Monsters are always rolled separately from those of other monsters engaged in combat.

10. Unlike men, Berserk Monsters do not get exhausted and fall down. They continue snapping feebly at your boots until they have gasped their last gasp. Victorious B.M.s come out of their madness and regenerate strength very quickly.

ADVICE FOR DUNGEON MASTERS

The trekkers are in the tunnels of thy loathesom pit,
And you are ready! There--my blessing with thee.
And these few precepts in thy memory
See thou inculcate. Give thy secrets
No utterance; let fools their folly reap.
Be thou familiar with thy floorplan,
But by no means publish it for all to see.
The monsters thou hast, let them roam freely
And with a bloodshot eye for slaughter.
But do not dull thy game with monotony,
For empty chambers do but waste time and space.
Stoop not to quibbling, but with lordly mien
Decide uncertain issues fairly as they rise.
Give each player thine ear, but speak only to leaders
And those about to die. Rich the dungeons
All should be, yet not spendthrift, and well-guarded
Withal by monsters, traps, and subtle magic
For this ubiquitous underworld
Proclaims thy wit, humor, and imagination to the world.
Neither an ogre nor a pussy be,
For unmerciful murder without fair chance to live
Breeds morbid fear and dread revulsion,
But when dire disaster o'ertakes a dungeon delver,
Strike him down without remorse and thus gain fame.
This above all: to thine own dungeon be true,
And it must follow, as Blades the Blundering,
Thou canst not then be false to any man.
Farewell! Much joy may your tunnels bring thee,
And may you be half an hour in hell before the good go
Knows you've died.

---Polonius St. Andre



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THE MAD 'OBBIT

* NOTE - MAD 'OBBITS ARE
FOND OF RUNNING INTO WALLS,
LARGE ROCKS, AND THE OC-
CASIONAL FEMALE TROLL.

THEY ARE VERY GOOD AT
DEFLATING MAGIC RUBBERIZED
SERROGATES, IF THERE'S
MISFORTUNE TO BE FOUND
THEY'LL FIND IT!!!

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