

TUNNELS & TROLLS



30th Anniversary Edition

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Tunnels and Trolls

By Ken St. Andre

7th edition

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Dedication

This special edition of Tunnels and Trolls is dedicated to the reader and the gamer who uses this book. It is consecrated to the loyal legions of fans who have kept Tunnels and Trolls alive and well since 1975.

Finally the Trollgod would like to offer his special thanks to those most loyal of minions, the members of Trollhalla. Friends, you have done more to keep T&T alive than you know, and your many efforts are greatly appreciated. Read now the roll of the most honored heroes of Trollworld and Tunnels and Trolls:

My loyal friends in Phoenix who made it all possible from the beginning: Rick Loomis, Bear Peters, Liz Danforth, Michael A. Stackpole, Stephen Crompton, Steve McAllister, Greg Brown, Rob Carver, Dan Carver.

My friends in the wider world: Michael K. Eidson, William Joseph Hildreth, David Vance, Mark Evans, Gerard Lee, Giles Williams, Kyrinn Eis, Matthew Helms, Dan Mattos, James Shipman, Andrea Canobbio, David Lawrance, Wilhelm Fitzpatrick, Gianmatteo Tonci, Gianluca Marconi, Lorenzo Ivaldi, Justin Trahan Williams, Bruce V. Edwards, Simon Phillip Hanks, David Pollard, Andy James, John Proctor, Brian L. Penn, Mark Evans, Thomas Kopf Loney, Steve Kohler, John Briquelet, Bryce Winter, Bernard Raimond Assaf, Gynn S. Hurd Silva, Paul Donald Peter Tanton, Jonathan Nolan, Andrew Greene, Kurt Romig, John W. Blaylock, Rick Stoneking, Robert N. Batkovic, Andrew Sinstead-Reid, Harry Elston, Kevin Bracey, Andrew Holmes, David Baldwin, David



Malay, David Lucardie, Adrian Bigland, Patrice Greille, Garen Ewing, Shiloh Couvrette, Gianmarco Tonci, and Jon Hancock.

Lastly, I am a forgetful old troll-god, and there have been many others who have contributed art, time, devotion, and effort through the dark years. For all those who have been my friends, but who have lost touch with me over the years, and thus don't find themselves represented here, know that I treasured your friendship and support while I had it, and hope to meet you again some time

I invite all readers to join the elite by visiting www.trollhalla.com.

– Ken St. Andre, July 2005.

Troll Talk

Welcome, my friends, to the Mystical 7th edition of Tunnels and Trolls. This edition will have some of the greatest changes ever in the T&T rules, designed to modernize the game, and bring it up to speed. I'm afraid it still won't be compatible with D20 or other popular role-playing games, but it should be faster, easier, and more fun than ever to play. And, I call it "Mystical" because it is a miracle we managed to get it printed. <grin>

You may wonder what happened to the missing 6th edition of Tunnels and Trolls. I'm afraid it shall remain ever mythical. It came and went in various pirated or unprinted editions that had no sanction from me or Flying Buffalo. I saw some of them, and the mythical 6th had some updates and rule changes that made a lot of sense. In the most charitable sense of the word, I consider these unauthorized versions of the T&T rules to be simply those people's house rules, and you all have a right to house rules.



For several reasons, the 7th edition will be primarily simple elucidation of the playing rules, and some explanation of them. I'm trying to cover a lot of ground in a short amount of writing time, and I need to be brief.

Everything I said in Troll Talk way back in 1979 still remains true. Tunnels and Trolls owes a great creative debt to many other people—not least of whom are Dave Arnesson and E. Gary Gyga. Rick Loomis, Liz Danforth, Michael Stackpole, Bear Peters, Mark Anthony, Rob and Dan Carver, Greg Brown, Joe Hildreth, and Michael Eidson – just a few of the people who have been most influential in the growth and development of T&T. Many people who have worked at Flying Buffalo and the members of Trollhalla deserve great credit for their continued support of this game. I humbly thank them all.

Happy hunting and deep delving to you all! May the monsters be friendly and the magic benign!

Ken St. Andre
July 2005

In The Beginning

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, there exist numerous enchanted tunnel complexes (call them dungeons if you wish) that are liberally loaded with many types of treasure, and abundantly guarded by every imaginable form of monster, magic, and trap. Brave men and women of many different kindred (humans, elves, dwarves, hobbs, leprechauns, and many others) 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 increase in power and wealth to great heights of glory over a long period of time. Every time your character returns from a tunnel alive (or any kind of adventure—you need not be underground), you may consider yourself a winner. The higher the character level and the more wealth your character



attains, the better you are doing in comparison to all other players.

In order to play Tunnels and Trolls it is necessary to do the following things first:

1) Someone must create and stock a dungeon with monsters, magic, and treasure. The person who does this has godlike powers over his or her own dungeons, but is expected to be fair to the other players and abide by the rules of T&T.

2) Create and name the fantasy characters (heroes all—at least potentially) who will explore the dungeon.

3) Arm and provision those characters so that they have a chance of getting down into the dungeon and back out alive. Instructions for these operations, and for combating monsters and compiling experience (in points), follow.

Tunnels and Trolls is a game of limited information. Individual players cannot see the whole board (or dungeon map). Only

the Game Master (also known as the GM) knows what is on the map. He tells the players what they can see or observe around them. They, in turn, tell the GM what actions they take, what special search procedures they use, and anything else that may be relevant to the situation. Your GM may use the included character and creature tokens, placing them upon a gridded map to help you visualize the situation, but if not, make sure you keep a good visual idea of your surroundings in mind. Draw your own maps if you must, or feel free to ask the GM to draw you a rough map of the immediate environment.

Players should, as much as is easily possible, role-play their characters. Try not to think of yourself as an Olympian god moving little chessmen around a mapboard, but instead be Snargblat the Goblin Thief who joined these adventurers at the last moment. Likewise, the GM should get into character for his puppet minions. Instead of merely saying, “an ugly troll comes around the corner singing an unpleasant ditty,” try

stomping your feet and then singing in your deepest voice, "Fee Fie Fo Fug, smash the delver like a bug!"

The game progresses in a series of give-and-take actions with both Game Master and players trying to make this an interesting tale of adventure and derring-do. From time to time dice will be rolled. The players will find themselves in fear for their imaginary lives. The GM will find himself coping with player reactions that he had no way of forecasting. Riddles will be solved; monsters will be defeated; treasure will be won. At least that's the ideal outcome of a session of T&T play. You might just all prove too dumb to live and wind up dead...

Are you up to it?



Creating Characters

In order to play T&T, you need one or more (probably more) player characters. You create these characters yourself in a semi-random fashion—that is, their beginning attributes are randomly determined by rolling dice, but you determine such things as character type, kindred, gender, name, talents, choice of weapons and spells, equipment, and all other small details that will individualize your character.

There is a general form to character creation which, once mastered, will enable you to create dozens of tunnel-traveling characters very quickly. You will need at least three ordinary six-sided dice, a pen or pencil, and some paper to write on. (3 X 5 cards work quite well for this.) You can find pre-made T&T character sheets included as PDF files on the 30th Anniversary CD that came with these rules, or, if you're in a hurry and have no computer access, you can just use a sheet of paper and make something that looks like this:

NAME <u>Gimor Ironfang</u>		Type _____	Kin _____	Level _____
STR _____	CON _____	DEX _____	SPD _____	
INT _____	WIZ _____	LK _____	CHR _____	
Height _____	Weight Possible _____	Adventure Points _____		
Weight _____	Weight Carried _____			
COMBAT Adds _____		MAGIC	TALENTS	
Armor _____	Hits _____	Spell Name (Level) _____	Talent (Attribute) _____	Rating _____
Shield _____	Hits _____	_____	_____	_____
Weapon _____	Dice+Adds _____ Range _____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
WEALTH		_____	_____	_____
GP: _____	SP: _____	CP: _____	_____	_____
other valuables _____		_____	Languages _____	_____
_____		_____	_____	_____
_____		_____	_____	_____
_____		_____	_____	_____

The exact form of the character card or sheet isn't very important. It's just a way of organizing the description of your character for easy play.

Strength, Constitution, Dexterity, and Speed are your character's physical attributes. Intelligence, Wizardry, Luck, and Charisma are the mental attributes. Taken all together, these Prime Attributes determine what your player character is capable of doing in

the game. I will discuss each attribute in detail a little further along.

A Talent is a special ability, skill, or knowledge held by your character. (Talents are explained in detail later on.) A Talent should help personalize your character and give you a kind of identity. When you first create a character, limit it to a single Talent. As the character grows in experience, it may develop other Talents.

There is a gaming convention of listing numbers and types of dice in this format: 3D6, which means three six-sided dice, or 3D6+4, meaning roll three six-sided dice and add 4 to the total.. I will use these conventions when talking about rolling dice for the rest of these rules.

VERY IMPORTANT: “TARO”
 (“triples add and roll over”).
 This rule always applies in T&T.

To determine numerical values for a character’s attributes, begin rolling the three six-sided dice now. Keeping in mind the TARO rule, the possible range for a character’s attribute values in T&T is 4 to N, where N could be a very large number, but isn’t likely to be much higher than 20 for a beginning character. (Yes, I know this wreaks havoc with the bell-curve distribution of character attributes—I meant it to do that. Trollworld is full of heroes, freaks, and monsters—not a bunch of averages.)

As you roll the numbers and enter them into the attribute slots on your character sheet, you may choose where to put them, or just go straight through from beginning to end, which is what I usually do. Some rolls will be high, and some will be low. How you spread them around determines what kind of character you are creating. Generally speaking, warriors should have high Strength and Constitution values; Wizards tend to have high Intelligence and Wizardry; Rogues have high Luck and Dexterity; Citizens have low to average values throughout. But it’s your choice—you can have a weak warrior or a lucky wizard if you wish.

After you have rolled up the prime attributes of the character, you need to give it a name and gender. Our example will be male, and is called Gimor Ironfang, although it could just as easily be Daisy the Delicious Dancer and be female.

Next, you would determine what Type of character Gimor

would be: Possible Types include Citizens, Rogues, Warriors, Wizards, Specialists, and Paragons. The 7th edition of T&T gives you a few more choices than previous versions of the game, although I recommend that you stick with just Warriors, Wizards, and Rogues at the beginning.

Citizen

A Citizen is your average dweller in Trollworld. He has no special training in combat or magic. He can learn to use weapons or to cast the occasional spell, but he has no special aptitude for either. There is not much reason for players to make Citizen characters, although Game Masters will want lots of them just to populate their worlds.

Citizens didn't get any special training as children, other than what their parents and mentors taught them. Why have Citizens in the game at all? Every world needs normal people who are not adventurers. There must be farmers and fishermen and smiths and merchants. The player is

advised not to play a Citizen unless he or she wants a real challenge. Things are difficult for Citizens, who tend to die a lot when the going gets rough. Citizens are mostly in the game to be NPCs for the Game Master — and for the sake of realism. ("Realism? In a fantasy world? You must be joking, Ken!" No, I'm not joking. I





mean it. Not everybody can be Conan or Gandalf or the Gray Mouser.)

Citizens can have Talents also. If you play a Citizen, you are advised to work on your Talent(s) above all, so that perhaps you will be able to create a memorable character who's very, very good at just one thing.

Untrained: Citizens can use weapons and armor, but they're not very good at it: They get only half of the usual combat adds for their attributes.

Further, they're just not apt enough to get the full effect of what they try to do when casting spells: To cast any spell, a Citizen must make a SR on INT and a second SR on DEX at the same level as the spell being attempted. (See Saving Rolls on 74 and Casting Spells on 83.)

Antirequisite: A character can't be a Citizen if he or she rolled any triples on attributes.

Rogue

Rogues are loosely modeled on Fritz Leiber's Grey Mouser or Jack Vance's Cugel the Clever. Both magic and weapons may serve them, but they live best by their wits and luck. Players are encouraged to make characters with high Luck scores into Rogues.

Rogue does not necessarily mean "thief" on Trollworld. In many cases, actually, the term is considered short for "rogue wizard" — a wizard who oper-

ates outside the formal structure of the Wizards' Guild. Many rogues are characters who have the inherent power necessary to cast magic spells, but who never received the years of formal training needed to learn how to use it.

What would cause a character to become a Rogue (as opposed to a Wizard)? He or she might not have had the necessary Intelligence or Dexterity to join the Wizards' Guild. A Rogue might be a noble's lazy child who would not apply himself to his studies, and so got thrown out of the Guild. A Rogue may have grown up in a backwater settlement too far from the Guild to find a teacher. There are a thousand reasons; Rogues often come from the poorer classes of society, who generally cannot afford Guild tuitions, and may have ended up thieves, gamblers, or tricksters as a result. They are used to living by their wits.

For whatever reason, Rogues grow up without the dedicated training of Warrior mentors or tutelary Wizards, and generally

pick up all kinds of knowledge on their own. They can use both weapons and magic, but get no special advantages in either.

Roguary: Because they rely so much upon their Intelligence, Luck, and Charisma, all Rogues start with a special Roguary Talent based on the highest of those three attributes. This Talent may be used in place of any Intelligence, Luck, or Charisma SR. (See "Talents" on 31 and "Saving Rolls" on 74.)

Magical Aptitude: Each Rogue may start play knowing any one 1st-level Wizard spell; he must have a sufficiently high Intelligence score to cast any spell, just as a Wizard. He may buy or learn more spells as opportunities present themselves, but the Wizards' Guild will not teach him spells for any fee. Rogues must always pay the full listed WIZ cost of any spells that they cast: Unlike Wizards, they may not reduce a spell's casting cost by their character level. Magic will never become second nature to a Rogue the way it is to a true

wizard; no rogue can invent new spells. Furthermore, the use of magic staves or other focusing tools is impossible for Rogues.

Some private Wizards are not so scrupulous as their Guild, and thus over the years most of the known spells have become available to Rogues through one fashion or another. Most

Thieves' Guilds have a flourishing sideline in selling spells for exorbitant prices. Some of these spells are virtually the same as Wizards' spells, while others have developed in different directions for illegal purposes. Rogues should only be taught spells by a Wizard character belonging to another player (or perhaps via the Game Master if a Thieves' Guild is involved).

Warrior

Warriors are natural fighters. These are people who are inherently *kremm*-deficient, and who can never learn the use of magic. As children, they were taken in by some Warrior order or another and trained mercilessly in the use of all manner of weapons and armor. When they are old enough to begin dungeon delving (whether 15 or 25 or older, by race), any weapon in their hands is deadly.

Warriors are based on archetypal characters such as Robert E. Howard's Conan the Barbarian, or on the Arthurian Sir Lancelot. They understand



force best, subtlety least. Gimli from *The Lord of the Rings* is a perfect example of a dwarfish Warrior. Other Warrior archetypes include Roland, Siegfried, Cuchullain, Attila, Genghis Khan, and Tarzan. They recognize the value of magic and magical artifacts, and often spend much of their time trying to attain such objects of power.

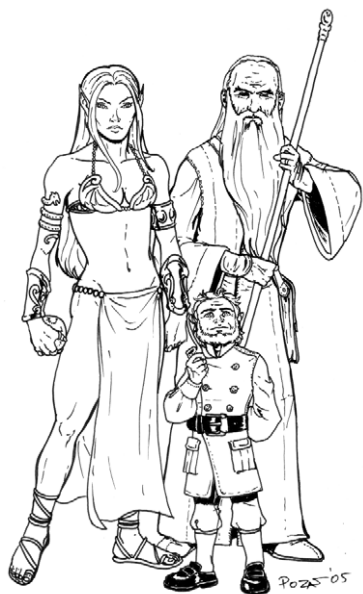
Like other character types, the warrior is entitled to a Talent, and you might think he or she would choose to take that Talent in some combat or weapon skill. That is, of course, an option, but a Talent doesn't give you any more combat adds. It doesn't make your character stronger, faster, luckier, or more dexterous. What it does do is allow you to pull the kind of neat tricks you see in the movies, such as disarm a foe, stun an enemy with a blow to the head, dodge one foe while concentrating your whole attack on another, or fight defensively so as to defeat an opponent without killing or wounding him. These are the kinds of things you do with a Talent for Swordplay, or

Unarmed Combat, or Archery, etc. (See 31.) Personally, I think you'd be better off making your talent be something apart from combat—perhaps persuasion or singing or chemistry. (grin)

Warrior Bonus: It is the years of training as a child or young person that enables the Warrior to be proficient with any weapon he chooses. While any Citizen can pick up a sword and swing it, the average person has little idea of how most weapons should be wielded properly. Thus, the Warrior Bonus gives every Warrior a little extra damage based on his character level: Simply put, the Warrior gets to increase his combat adds by his character level. This is a small thing at the beginning of the character's career, but could be quite an advantage as the character increases in prowess. The game makes the assumption that weapons you choose to equip your character with are weapons that he/she has practiced using in the past.

Armor Bonus: How should armor be reinforced, repaired,

Wizard



and deployed in combat? These are things the Warrior knows, and which the rest of the world doesn't. It is in the proper care and use of armor that Warriors truly excel. All Warriors gain twice the usual protection from any armor and shields worn. Thus, a Warrior wearing mail armor (11 points) and using a heater shield (5 points) gains 32 points of armor absorption in combat, rather than the standard 16.

Wizards are also called magicians, enchanters, mages, magic-users, sorcerers, shamans, thaumaturges, and many other things besides (some of which can't be written down in a wholesome document like this). What all of them have in common is both the training and the ability to tap into the magical force called *kremm* and to manipulate it with their psychic powers to alter reality. In the Empire of Khazan, most children are tested for magical ability at about the age of 10, and those with strong talents are apprenticed to the local Wizards' Guild. There they undergo at least seven years of training, until they have mastered the ability to form complex psychic patterns in their mind and associate them with the better known spells. They also learn to use a focus such as a staff, a ring, a wand, or a crystal ball to concentrate their power and reduce the actual effort of spell-casting. Wizards also learn the common history and lore of magic.

Wizards are modeled on the Arthurian Merlin, Tolkien's Gandalf, or Jack Vance's Iuconnu. Magic is their best weapon and protection, and only a Wizard (of 5th level or higher) has the understanding of magic necessary to create a new spell.

Noncombatant: Wizards receive little weapon training as children. They are limited to only weapons that deal a base 2D6 damage or less (plus weapon adds) in combat; if they wield any other weapon, they lose their combat adds and become so distracted that they cannot cast any spells while using the wrong type of weapon. Thus, a Wizard can use a sax (2D6+5) freely, but not a club (3D6).

Spell Training: A Wizard starts play knowing all the basic 1st-level Wizard spells in the book (see 89). There is no fee to the wizard to acquire these initial spells, although it may be that the child's parents paid handsomely for the instruction of their offspring. Spell-casting is controlled by the mind of the

magician, so Intelligence is of great importance to the Wizard. All 1st-level spells require a minimum INT and DEX of 10 to learn and cast properly, and higher-level spells require higher INT and DEX attributes as well, so a Wizard must have an Intelligence and a Dexterity of at least 10 (and a higher score is strongly advised in each). As well, a high Wizardry score is advisable since that is the attribute used to power one's spells.

Magical Aptitude: As a Wizard increases in character level (see 36), he may cast lower-level spells at a reduced cost, with the amount of the reduction as shown by the following formula (no spell can be reduced to a cost of less than 1 WIZ by this means): Wizard level minus the effective level of the spell.

For example, let us say that we have a young wizard called Khenn the Cautious, and that Khenn has an Intelligence of 23, which makes him a 2nd-level Wizard. He wishes to cast *Take That You Fiend!* as a 1st-level spell (standard cost of 6 WIZ). He casts it for 5 points of WIZ

instead of 6. If he were a 3rd-level Wizard, he would cast that same spell for 4 points of WIZ.

Focus Affinity: A Wizard may use a focusing device such as a staff, wand, ring, etc. to channel his thoughts and thus reduce the cost of a spell. See the **Special Edition Monsters and Magic Book** for more information on spell foci.

Specialist

A Specialist is a character, possibly a mutant or a savant of some kind, who was born with an ability bordering on (or fully within the realm of) the supernatural. Perhaps the

best-known type of Specialist is the “Healer,” but the player may choose to make a Specialist of any variety, such as the Combat Mage or the Ranger.

Specialist Mage: A Specialist Mage, who casts a certain kind of spells, doesn’t have to be taught by the Wizards’ Guild. When her abilities reach the point where she could learn a spell, it unfolds in her mind like a flower, and henceforth she can cast that spell just as a Wizard. On the other hand, Specialist Mages never understand magic outside their own specialty. A Healer can’t toss Fireballs at her foes or learn to cast the Take That You Fiend! Spell, while a Combat Mage never masters the Poor Baby spell.

When you roll a 15 or higher on the Wizardry attribute for your new character, then you have the opportunity to make him or her a Specialist Mage. This kind of Specialist is born with an instinctive understanding and ability in just one kind of magic. You get to choose what kind of Specialist Mage you play: Will he or she be a



Combat Mage or a Healer, a Communicator or a Spirit Master? It's up to you (and your GM). More is said about Specialist Mages starting on 89.

Specialist Mages may cast all the spells of their specialty at one-half the cost that a Wizard would pay to cast the same spell. Thus, a Combat Mage could cast a 1st-level TTYF! spell for only 3 WIZ, etc.

Ranger: There are other types of Specialist whose abilities are less obviously magical, but they are superhuman and borderline magical anyway. This person has uncanny ability with missile weapons of all types and rarely misses a target. He can shoot a bird on the wing, a fly off of an ear, the eye of a hopping rabbit. His ability to hit any target within range is beyond uncanny. In fact, it's a kind of magic.

If you roll natural triples in Dexterity when creating your character and get a result of at least 15, you may create a Ranger Specialist. A Ranger has to make only Level One Saving Rolls to hit any target within

range, and he always rolls on DEX for ranged attacks. (He cannot take an Archery Talent to improve on his natural ability.) He only misses if he fails the SR.

Leader: These Specialists are natural leaders and manipulators. They don't seem to have any "magical" abilities, yet people always seem to go along with them, whatever their arguments or desires. Their powers of persuasion are truly incredible. Perhaps luckily, such Leaders are very rare.

If you roll natural triples in Charisma when creating your character and get a result of at least 15, you may create a Leader Specialist. A Leader has to make only Level One Saving Rolls to convince others that what he says is true, or to get them to do what he wants (and the way he wants it done), no matter how far-fetched or difficult the task or the lie; he always rolls on CHR for such attempts. (He cannot take a Persuasion Talent to improve on his natural ability.)

Rangers and Leaders have magical abilities that don't seem like magic to the rest of the world, and that do not deplete *kremm* with their use. They should be played as Rogues or Citizens more than Wizards (unlike Specialist Mages, who are thought of as Wizards, and Warrior-Rangers, who are treated as gifted warriors).



Paragon

Those of us who are terribly insecure in our own lives tend to hate these people in the real world. You know the type – quarterback of the football team, gets straight A's in school (has to decide between Harvard and Yale), rich, and, on top of it all, attractive and charismatic.

Paragons are stuff from which heroes and villains of legend arise – characters almost too good to be true. Given their tremendous potential, they receive both magical and combat training as children. (They were called Warrior-Wizards in earlier editions of T&T.) They are very, very rare.

The odds are very much against rolling up a Paragon, naturally, but like many things in T&T, those odds can be defied and broken from time to time. Paragons may show up as non-player characters. Do you need a general to lead that army for the Death Goddess? Create a Paragon. Want a guildmaster? How about a Champion for the Arena to take on all comers?

Perhaps a Mysterious Stranger might help your game progress? Or a Legendary Hero? These are all good uses for Paragons.

Prerequisite: A Paragon occurs only when all eight attributes are rolled as 12 or higher before modifications. We're not talking about just having all attributes at 12 or higher; any character can do that if he survives long enough. Oh, no, these guys start out gifted.

Weapons Training: Just like Warriors, Paragons can use any weapon with skill and they know how to use their armor to get double the usual protection from it. Still, they have to give up a little of the Warrior advantage in order to have time for their magical training, so they do not get the Warrior Bonus to combat adds based on their level.

Magical Training: Paragons are de facto members of the Wizards' Guild. Like Wizards, they start knowing all 1st-level spells, and they can use staves, wands, rings, etc., as foci. But

again, they must give up something to make time for all that warrior training: Paragons don't understand the underlying theory of magic quite as well as true Wizards, so they can't invent their own spells until 10th level.

Kindred

Kin (or Kindred) does not refer to the character's family in T&T, but to his species. For the sake of simplicity, Gimor is human. There are a lot of humans in Trollworld, but that's not all. The world is a big place and there are also elves, dwarves, trolls, fairies, goblins, hobbs, skeleton men, ratlings, leprechauns, lizardmen, serpentmen (nagas), gargoyles, centaurs, minotaurs, dragons, wraiths, ogres, snarks, shadoweens, kobolds, gnomes, gremlins, mermen, spiders, were-breeds, vampires, golems, and many others. See 24 for more on Kindred.

A word about non-humans and monsters: humanoids will usually fit into one of the Types listed above. Non-humanoid

characters don't. Dragons are simply dragons and have their own powers. A cave-lion doesn't have to be a Warrior, Wizard, or Rogue, although it's conceivable that a player might wind up roleplaying a cave-lion at some time.

Attributes

Let us roll some dice and put numbers in Gimor's attributes. Then I will explain each one briefly.

Now to go down the list and point out what the numbers attached to those Prime Attributes refer to...

STRENGTH (STR) is primarily the ability to exert force—lifting, shoving, pushing, etc. It shows how much gear/junk/equipment/booty the character can move around. Provided that he is dexterous enough, Gimor can use any weapon tirelessly as long as the Strength requirement of the

NAME <u>Gimor Ironfang</u>		Type <u>Warrior</u>	Kin <u>Human M</u>	Level <u>1</u>
STR <u>14</u>	CON <u>11</u>	DEX <u>14</u>	SPD <u>6</u>	
INT <u>8</u>	WIZ <u>14</u>	LK <u>8</u>	CHR <u>11</u>	
Height <u>5'11"</u>	Weight Possible <u>1400</u>	Adventure Points		
Weight <u>180</u>	Weight Carried			
COMBAT Adds <u>+7</u>	MAGIC	TALENTS		
Armor	Spell Name (Level)	Talent (Attribute)	Rating	
Shield		(DEX) Acrobatics	<u>16</u>	
Weapon	Dice+Adds Range			
WEALTH				
GP:	SP:	CP:		
other valuables			Languages	

weapon is 14 or less. (STR and DEX requirements for weapons are listed on the Weapons Tables.) If his Strength is ever reduced to 0, Gimor will be totally exhausted, unable to do anything for himself until his Strength comes back to at least a value of 1. Gimor has slightly better than average Strength, which is a good thing for a warrior.

CONSTITUTION (CON) is the general measure of a character's health and toughness. It is also a measure of endurance and how much punishment the body can take before it dies. If his CON reaches 0, Gimor is unconscious, dying, and unable to do anything for himself. At a total of -10, the character is dead, dead, dead, and cannot be healed. When damage is taken in combat, it comes straight off of the CON value. When a character is healed, the CON is restored to its original value. Gimor has average toughness. Trollworld characters are mighty—they can keep fighting right down to the last CON point unless the GM rules against them in some fashion.

DEXTERITY (DEX) refers to manual dexterity and general agility; it includes hand/eye coordination and bodily kineshetics. Dexterity is necessary for the wielding of weapons, the learning of physical disciplines, and for determining success with missile weapons such as the bow and arrow. Gimor has above-average dexterity, also a good quality for a warrior.

SPEED (SPD) is often misunderstood. It is not the absolute measure of how fast a character can move in the real world, but instead a measure of reaction time. Think of it as a measure of metabolic rate, and you won't be far off the mark. Gimor has a very superior speed of 16, and that is an excellent thing for a warrior to have.

INTELLIGENCE (INT) is the measure of a character's ability to reason clearly, solve problems, and remember things. Intelligence is the prime necessity for the learning and casting of magical spells—each spell has an INT rating, and characters with intelligence ratings

below the requirement simply cannot understand the nature of the magic and how to cast it. It is also a factor in linguistic ability, and is used in T&T as a simple way of determining which characters are multilingual. All human characters and most non-human characters in the Empire of Khazan speak a common language called Khaz'ni—the “Common Tongue.” Players should think of Khaz'ni as being the same as their native language with some elvish, dwarvish, and a bit of dragon thrown in. Gimor has a slightly below average Intelligence of 8—speaking Common is difficult enough for him—he won't be mastering other languages or any spells unless he gets a lot brighter.

WIZARDRY (WIZ) is the measure of a character's ability to tap into the natural magical energy of the planet. Wizards and other magic-users have learned to use this force to alter reality by casting spells. Warriors and most Citizens have no understanding of Wizardry and may not even be aware that they have this force stored within

their brains. Wizardry (also known as *kremm* in Khaz'ni) is explained in greater detail in the “Magic” section of the rules. Even those who cannot actually detect and consciously use their WIZ attribute — like Gimor, who has a very respectable rating of 14 — may unconsciously use WIZ as protection against magic or to power amulets and talismans. In the past (5th edition and earlier versions of T&T), Wizardry was sometimes mistaken for Strength or Luck.

LUCK (LK) is the ability to be in the right place at the right time, or to put something else in the right place at the right time. It is useful in avoiding traps, striking lucky blows in combat, and gambling of all sorts. It is the attribute most often tested by Saving Rolls. Luck can save your character when all else fails. Remember the wisdom of the Trollgod: It is better to be lucky than to be good. Gimor has below average Luck. He should avoid situations where he needs to take risks or gambles, because he will lose most of the time.

Charisma (CHR) is the measure of a character's force of personality and leadership ability. It is not necessarily synonymous with physical beauty, although there tends to be a high correlation. Charisma is often used as the test of persuasiveness or leadership. Gimor has average Charisma.

The next thing that needs to be explained is adds (also called combat adds or personal adds). When a character is fighting, he receives a bonus for having high Strength, Dexterity, Speed, and Luck. For each point over 12 in any of these abilities, the character gains 1 point of adds; for each point under 9, he gets -1 adds.

Thus, Gimor's Strength of 14 gets him +2 for his personal adds. He would also get +2 for Dexterity and +4 for Speed; his Luck is only 8, below the average range, and nets him a -1 penalty to his adds. Gimor has total combat adds, then, of +7, which is figured into his combat total each time he's in combat. The adds depend entirely upon the current attributes. If the

attributes change in the middle of a fight, so do the adds.

To continue the explanations for the headings on the cards, we move to GOLD or G.P. (short for "gold pieces"). This should be the measure of the character's personal wealth at any given time. When starting a new character, roll 3D6 and multiply by 10 to get the amount of money that you start with. (Remember the TARO rule.) Your character will probably spend most of this initial allotment of money to equip himself for his first adventure. If he is lucky, he will return from that adventure with much more money than he started with. The number under gold could easily be negative if your character owes money. Let's start Gimor with 90 GP. A character need not carry all his wealth with him at all times. He can leave it with a friend, bury it in a secret location, or even put it in a bank. Getting lots of money will allow the character to purchase better weapons, armor, equipment, supplies and all the finer things of life.

Character Kindred

One of the things that has changed over time in T&T is the names of the Kindred and the acceptance of new Kin as being playable character species. In order to not tread on the toes of certain deceased English scholars of fantasy, for whom I have the utmost respect, a few Kindred names have changed to a more savage form.

On Trollworld, any intelligent race of beings is called a Kindred. There are many kindred. Elves, dwarves, hobbs, fairies, skeleton men, leprechauns, centaurs, minotaurs, nagas, gargoyles, dragons, balrukhs, ogres, giants, kobolds, gnomes, goblins, and humans can all be seen in and around the streets of Khazan, Khosht, Gull, and the other cities of the Empire.

Although most of the rules for Tunnels and Trolls are written with humans in mind as the norm, you may, if you wish, play other types of creatures as well. When creating such characters, simply roll 3D6 as you

would in creating a human character, and apply the multipliers shown in the table below. If your preferred character Kindred is not shown on the table below, you should make some sort of arrangement with the GM to design and play that Kindred. For example, angels are not shown below, but they are essentially humanlike, simply with wings and the power to fly. They are known for their tremendous beauty, strength, and stamina. Having worked this out with the GM, you might say that Angels have STR, CON, and CHR x2, and all other attributes as humans. Thus you have a basis for a new Kindred not shown in these rules.

Some Kindred have limited character types available to them. For example, all leprechauns are Wizards and all giants are Citizens. Remember that character Types are for players and non-player characters alike. Living creatures simply considered as monsters don't need character types.

COMMON KINDRED ATTRIBUTE MODIFIERS

KINDRED	STR	CON	DEX	INT	LK	CHR	WIZ	HT	WT
Dwarf	2	2	1	1	0.67	1	1	0.67	2
Elf	1	0.67	1	1.5	1.5	2	2	1	0.67
Fairy	0.25	0.25	2	1	2	2	2	0.1	0.1
Hobb	0.5	2	1.5	1	1.5	1	1	0.5	1
Leprechaun ¹	0.5	1	1.5	1.5	1.5	1	1	0.25	0.33



RARE KINDRED ATTRIBUTE MODIFIERS

Kindred	STR	CON	DEX	INT	LK	CHR	WIZ	HT	WT
Balrukh	10	7	2	1	0.5	5	4	3	9
Centaur	3	3	1	1	1	2	1	1.5	9
Demon	4.5	4.5	1.5	1	0.5	5	3	1	2
Dragon (adult)	25	50	3	5	0.5	5	2.5	3	50
Dragon (lightning)	12	24	2	3.5	0.5	4	2	2	25
Dragon (young)	5	5	1	2	0.5	1.5	1.5	1	1
Elf, Dark	1	1	1.5	1.5	1	2	2	1	1
Gargoyle	2	0.75	1	1	0.75	1.33	1	1	0.67
Ghoul	3	3	1	0.25	0.5	0.5	1	0.67	1
Giant ²	5	5	1	0.5	0.5	5	1	5	25
Gnome	0.33	0.33	1.5	2	1.5	0.67	1	0.33	0.33
Goblin	0.75	0.75	1.5	1	1	0.5	1	0.75	0.75
Gremlin	0.5	0.5	1	1.5	1.5	0.5	1.5	0.33	0.33
Harpy	1.5	1.5	1	0.67	1	1	1	1	0.5
Hobgoblin	1	1	1	0.75	0.5	0.75	1	1	1.5
Kobold	0.5	0.5	1.5	2	1	0.75	1	0.5	0.5

RARE KINDRED ATTRIBUTE MODIFIERS CONT'd

Kindred	STR	CON	DEX	INT	LK	CHR	WIZ	HT	WT
Living statue ³	2	10	0.75	1	1	2	0	1	10
Merperson	1.5	1	1.5	1.25	1	1	1	1	1
Minotaur	2.5	2.5	0.75	0.75	1	2	1	1.25	1.5
Naga ⁴	1.5	1	1	2	1.5	1.5	2	1	1
Ogre	2	2	1	1	0.75	1.5	1	1.5	2
Ratling	0.5	1	1	1	0.75	0.5	1	0.33	0.33
Skeleton	1	1	1	1	1	1.25	1	1	1
Troll, forest	2.5	2.5	1	1	1	4	1	2	4
Troll, jungle	2.75	3	1	0.75	0.75	4	1	2	4
Troll, mountain	6	6	1	1	1	6	0.5	4	16
Troll, rock	3	3	1	1	1	3	0.5	2	4
Troll, swamp	2	2	1	0.75	1	1.5	0.75	2	4
Troll, wolf	3.5	3.5	1	0.75	1	3	0.5	2.5	6.25
Urook	1.25	1.25	1	0.75	0.75	1	1	1	1.25
Urookin	1.5	1.5	1	1	1	1.25	1	1.25	1.5
Vampire ⁵	2.5	1	1	1.5	1.5	2	1.5	1	1

¹ Leprechauns are all Wizards. They also have a natural Wink-Wing spell they can do without any magical training.

² Giants are all of the Citizen Type.

³ Living statues (also known as “golems”) are artificially created beings of animate metal. Although activated by magic, they have no ability to store *kremm* or cast magic; they cannot be Wizards, Specialists, or Paragons, and cannot cast spells.

⁴ Nagas (a.k.a. “serpent men”) are always Wizards. They are seldom seen in the Empire of Khazan, but some of the greatest legends refer to them.

⁵ Vampires are always Wizards or Specialists, natural shapeshifters and masters of illusion. Even other monstrous Kindred hate and fear them.

Note that the Speed multiplier is always x1 for all kindred. Fractions are expressed as decimals and round up to the next integer when figuring an attribute value.

Height and Weight

Your character can be any height or weight that you wish. However, if you can't decide or want to determine these factors randomly, simply roll 3 six-sided dice (3D6) and consult the chart below. This chart is for humans; to find a result for other Kindred, simply multiply the result by the HT and WT modifiers listed on the Kindred Chart.

Roll	Height	Weight (lbs.)
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

MISCELLANY

ADVENTURE POINTS (AP)

start at 0 for every character. These points are awarded by the G.M. during the course of the character's adventures. AP are given out for good role-playing, puzzle-solving, endurance in play, fighting or slaying foes, casting magic, and for attempting Saving Rolls versus attributes or Talents. They are the most mysterious aspect of life on Trollworld—it is as though the gods themselves were keeping track of the players' actions and scoring them, handing out rewards and occasionally punishments for all actions undertaken during the course of one's adventures. The marvelous thing about AP is that their accumulation can raise Character attribute values over time. (See 77.)

WEAPONS: List all the weapons your character owns. This space also helps to keep track of how many dice the weapon gets, its range if it is a missile weapon, and if there is anything special about it, like an enchantment or curse.

ARMOR: List by type or piece the armor and/or shields a character is using, and how many hits of protection it offers, and whether it has been damaged or not. Shields count as armor although they require minimal Strength and Dexterity to wield.

LANGUAGES: List all the languages the character can speak/read/understand. With an Intelligence of just 8, Gimor is none too fluent even in Khaz'ni (the Common tongue). Brighter characters are allowed to pick an additional language [appropriate to your GM's game] for each point over 12 in Intelligence.

MAGIC: Characters should list any magical implements, tools, weapons, amulets, charms, or foci that they manage to acquire. If they know spells, they should list here all the spells they can cast. At the start, Gimor has no magic.

OTHER EQUIPMENT: Here you record anything else the character buys (or steals, finds, or is given) to equip himself before going on an adventure.

You may choose to write these things on the back of the card instead, or keep track of them anywhere you want.

Presumably your character has a home, and he could leave all his extra junk there, but when going on a delve or an adventure, be sure to write down what you're taking with you and let the GM know in advance.

You may also wish to add a few other things to the character's card to help define or picture him – things like height and weight, eye color, hair color and length, distinguishing scars, spiffy clothing. You may roll for height and weight (see 28), or you can make a deal with your GM to get a character of roughly the size and shape that you want.

WEIGHT POSSIBLE and **WEIGHT CARRIED.** These factors are only thrown in for the purists in the audience. (I usually assume that characters are strong enough to carry all the gear and weapons and provisions that they want or need, unless the sheer quantity of

things that a character is carrying begins to seem ridiculous.) However, to be exact, a character's carrying capacity is determined by multiplying his STR rating by 100. That gives his ability to carry in weight units ("w.u."). (All objects have weights given in weight units. 10 w.u. = 1 pound.) To see how much he's carrying, simply add up the weight units.

A note about carrying things – the delvers of Trollworld have developed wonderful packs for stowing stuff, and their clothing is full of all sorts of pockets, pouches, belts with hooks, and so forth. It's funny to visualize, but the heavily laden dungeon delver probably looks more like a boy scout leader buried under packs and gear than he does a medieval warrior. You can assume that, when combat arises, the delver quickly shucks out of his pack-mule outfit and looks a bit more like Conan the Barbarian when swords begin to clang.

TALENTS

In the real world, everyone has hundreds if not thousands of skills that they use on a daily basis. Almost anything can be a skill: the ability to persuade others, the ability to sing harmony, the ability to balance a pencil on your nose, the ability to swim, the ability to kill things with arrows. This is also true for Trollworld. What we call a “skill” is always a combination of some specialized knowledge with practice in

doing something, and the list of potential skills is endless.

Sometimes, Tunnels and Trolls simulates the use of skills through Saving Rolls (SR), made to determine the success or failure of various actions. Sometimes a simple Dexterity SR is enough to determine success or failure. Sometimes two or more attributes must be tested. Any situation can be resolved by the imaginative GM with the appropriate combination of SRs at different



levels—with more difficult SRs required for more difficult challenges in the game.

Beyond SRs, it is neither practical nor fun to maintain a list of dozens or hundreds of minute skills that player characters could have. Therefore, we won't do that.

Imagine that there is a skill that helps define who or what your player character is in life. But instead of calling it a skill, let's call it a Talent. Everyone has at least one Talent; some have more than one, but let's keep it simple. New characters may choose a single Talent. When they go up a level, they may add another Talent. Perhaps it could be the talent of Healing, or Persuasion, or Gambling, or Thievery. This Talent can be anything you can imagine and may also be a kind of Lore. You can expect to use this Talent a great deal in the course of playing your character.

After you have rolled up all the attributes for your character, decide, perhaps with the help of the GM, what your character's Talent will be. Let's say I've just

made a new character, Zam the Bony, a Rogue, and I want him to be a thievish sort. Thus I choose Thievery his main Talent. Whenever Zam the Bony is in a situation where he must steal something, or know something about how to steal things, he will use this Thievery Talent to determine success or failure. Right away I will produce a number (as below) to measure that Talent, and that number will be just like an attribute number and be used in the same way.

To get your starting Talent for your character, choose an attribute that it is based on, and then roll 1D6 and add that to the attribute. Clearly for Zam, the most important attribute is Dexterity (a 15). For Thievery (i.e., with the extra 1D6), I rolled a 4. Zam's DEX 15 plus 4 equals Thievery Talent score of 19. (For Gimor's Talent of Acrobatics, I only rolled a 2, bringing it to 16.)

Talents are always used with SRs, and always used to accomplish one particular feat or style of action. You as player have to

know how you want to use your Talent. The Game Master has to be able to assign a level of difficulty to your attempted display of skill.

I can't stress this point enough: **TALENTS ARE ALWAYS USED WITH A SAVING ROLL TO TRY TO ACCOMPLISH SOME PARTICULAR ACTIVITY.**

What about a Talent for combat? Wouldn't that make the character fight better all the time? No! Your personal adds and your weapon of choice determine how well you fight on average. Talents allow you to try to accomplish particular feats of skill within that area.

Let us say that Fang the Delectable has a Talent for Swordplay with a rating of 24. He is fighting three foes, and losing slowly. Fang decides to use his Talent to improve his chances. At the beginning of the combat round, Fang announces that he will use his Swordplay Talent to disarm one of his three foes. The GM allows this is a reasonable thing to try, and, since there are 3

foes, he asks for a 3rd-level SR. For Fang, that's 30 minus 24. He only needs a 6 or better. The combat round is fought normally, but because Fang makes his Talent SR, he disarms one of his foes while fighting. The GM reduces the foes' combat total by whatever the disarmed enemy would have contributed, and now Fang does better against the remaining two. Another option for Fang might have been to try to knock one foe senseless, or to concentrate all his damage on a single enemy—whatever reasonable thing your imagination comes up with.

Personalized monsters may also have Talents, but the GM is advised to save such surprises for very special occasions. Otherwise, it could slow the game down too much.

Improving Talents

Practice makes better ("perfect" being an accidental combination of skill and circumstances that only happens very rarely). Since Talents are treated like attributes for the purpose of

SRs, they can improve the same way attributes do. (See 77.)

Further, at each new character level, your character can pick another new Talent.

Picking a Talent

You have to use your own imagination here. A Talent could be anything, from Dancing to Poetry. Think carefully! The Talent you choose will personalize your character forever after.

Using Talents

Saving Rolls against a Talent may be called for by either the GM or the player. For example, Zam the Bony has an opportunity to open a locked treasure chest. The GM might decide that it needs a 3rd-level Dexterity SR to open that chest, but the player announces that opening chests is something thieves practice, so he should be able to use his Thievery instead. That seems reasonable, so the GM allows it, and lets Zam use his Thievery score in place of DEX. Thus, Zam needs only an

11 to make his SR. If he had used his DEX of 15, he would have needed a 15 to succeed. If he tried to make it on Luck, he would have needed an 18. Clearly, it should always be best to use one's Talent instead of an attribute whenever one can.

Note to GMs: Don't let the players get away with murder here. Zam has a talent for Thievery based on Dexterity. His Talent wouldn't help him fight better, or resist disease, or pick up a girl at a bar. Keep the character's Talent focused on what it is meant to do.

Some Examples of Talents

Talents can be anything the player can think of, and may be narrow or wide in application. Talents with a wide range of possible applications are better than those with a narrow range. It's better to have a Talent for Thievery in general than for, specifically, Picking Pockets. When I say anything, I mean anything. You can have a Talent for Lap Dancing if you choose. However, just Dancing would be better. To give you a

better idea of what Talents could be, I shall do a couple of short lists of different types of Talents. Remember, you are not limited to these lists when creating your character.

Narrow Talents: Playing Cards, Weapon Disarming, Singing, Poetry, Horsemanship, Picking Pockets, Tumbling, Herb Lore, Fisticuffs, Begging.

Broad Talents: Gambling, Swordplay, Music, Literature, Animal Handling, Thievery, Acrobatics, Medicine, Unarmed Combat, Persuasion.

As a general rule, players would be wise to choose broad talents, but of course you may do as you please here. Some people would enjoy the extra role-playing challenge of a narrowly defined Talent. On the other hand, when creating NPCs as a GM, it would be best to give them narrowly defined talents, and then use them as specialists.

Advanced Character Creation

There is another way to quickly make characters for Tunnels and Trolls—another way besides having your computer run some carefully calculated program to make them up. You understand the random method of character generation, described above. Now, let's talk about the calculated method of character generation.

Simply put, you can allocate X number of points for character creation and then spend those points any way you wish. The concept is so simple that I'm sorry to call it the "advanced" method of character creation.

Game Masters: This "point pool" method of character creation works especially well for creating non-player characters (NPCs) for use in your campaigns and adventures. It is also an excellent method of balancing a tournament game for the players. Start by giving them some arbitrary number of points to spend, give them 15 minutes to design a character, and then start the game.

Note that it is fairly tough to construct a really good 1st-level character with only 75 attribute points, but you can make someone who would be interesting to play.

The table below shows suggested attribute points for different levels of characters. Note that using a pool of points does not allow for Kindred modifiers. (I can't double Clyduss' STR and CON by declaring him to be a dwarf instead of a human.)

Character Power	Attribute Points
Weak	50
Typical	75
Good	100
Tough	200
Godlike	1000

Character Level

What does it mean to say a T&T character is 2nd level, or 5th level, or 10th level? In older editions, it used to mean that the character had accumulated some huge amount of Adventure Points. Although gaining AP allowed one to increase attribute points, there

was no real connection between character abilities and character levels (except in magic, where one had to be a 5th-level Wizard to gain the right to invent new spells).

In 7th edition, character level no longer works that way. Now that you gain an attribute point of your choice whenever a character amasses a certain number of AP (see 77), we can no longer define character level by total AP. We must now define character levels by attribute point relationships.

There are six distinct types of characters in T&T now: Citizens, Rogues, Specialists, Warriors, Wizards, and Paragons. Some attributes are more important than others for each of these six types – these are the “level attributes” that determine that character's level.

Character Type	Level Attributes
Citizen	STR,CON,LK,CHR
Rogue	DEX,INT,WIZ,LK
Specialist	CON,INT,WIZ,CHR
Warrior	STR,DEX,SPD,LK
Wizard	DEX,INT,WIZ,CHR
Paragon	STR,INT,WIZ,LK



If any of a character's level attributes fall within the ranges shown for a given character level (shown below), then the character is considered to be of that level. Use only the highest level attribute for this purpose.

Character Level	Attribute Range
0	1–9
1	10–19
2	20–29
3	30–39
4	40–49
5	50–59
6	60–69
7	70–79
8	80–89
9	90–99
10	100–109
11	110–119
12	120–129
13	130–139
14	140–149
15	150–159
...	
20	200–209
...	
25	250–259
...	

Thus, for a Warrior to be 2nd level, at least one of his STR, DEX, SPD, or LK must be

between 20 and 29. If a Warrior starts play with an attribute already in that range, then he is already 2nd level. (Similarly, if he starts with a level attribute in the 40s, then he is 4th level.) The same principle applies with the other Types. If you make a Citizen with a Charisma of 72, then he is a 7th-level Citizen.

One other important thing about character levels: Levels are calculated in relation to the human norm, so any character having attributes in the 1 to 19 range is a 1st-level character. A human Warrior with a Strength of 10 is 1st level. A dwarf Warrior with the same starting rolls, who gets double the Strength of a human, would have a STR 20 and therefore be considered a 2nd-level character immediately, even if none of his other attributes were higher than 19.

Got it? Good!

Level Benefits

There should be advantages to being a high-level character. There are! <grin>

Saving Roll adds: Any time a character would fail a Saving Roll (see 74), he may add his character level to see if he in fact succeeds. For example, Gimor the Unlucky, a 1st-level Warrior, has a Luck of 8. A pit opens beneath his feet as he explores a corridor, and he drops from sight. The GM tells the player to make a L1SR on LK to see what happens to Gimor. The player groans and rolls 2D6, but he gets a "6" and a "5" – a good roll, but not good enough when Gimor needs a 12.

But wait – Luck is a level attribute for warriors! Gimor is therefore entitled to add 1 to that failed roll to see if he can pull off a success. Since $11 + 1 = 12$, which is just what he needs, Gimor makes the SR. The GM rules that Gimor falls at first, but then reaches out blindly and happens to catch a projecting rock on the side of the pit, so he doesn't fall to the bottom after all.

Remember, characters only get to add their level on SRs they would otherwise miss. If Gimor

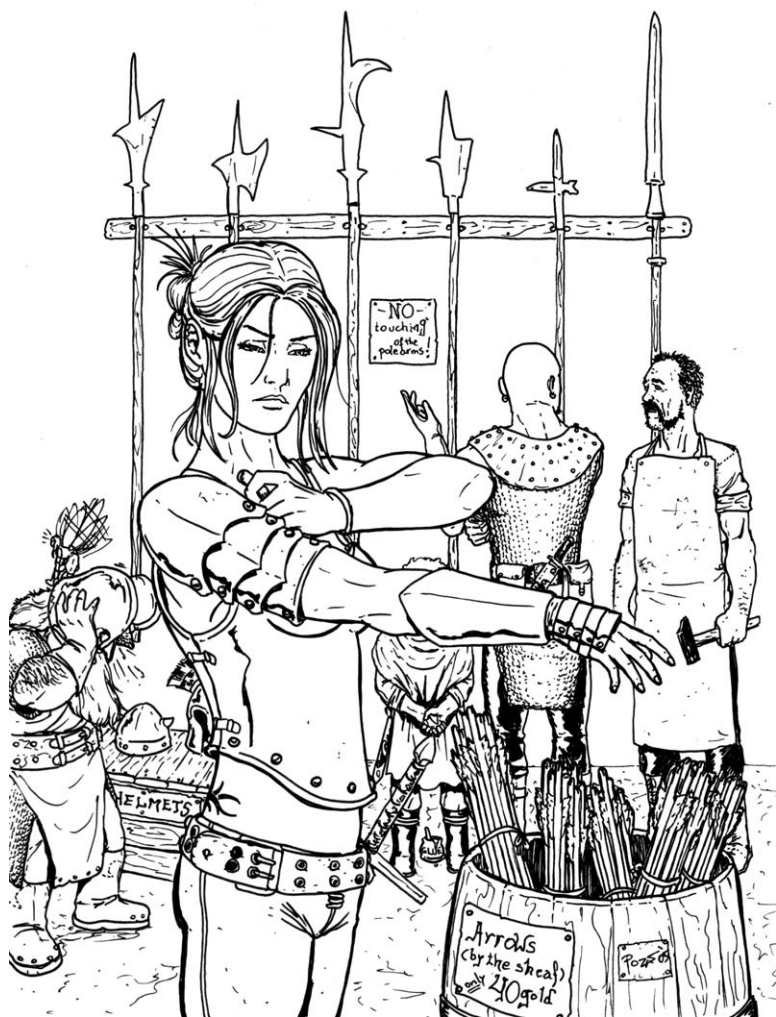
had rolled double “6s” and then a “5” and a “2” (remember the DARO rule for SRs – you’ll read about that when I describe Saving Rolls in further detail), which would have been far more than he needed, he wouldn’t get to add 1 for his level.

And remember too that SR fumbles are always fumbles. You can’t turn a fumble into a success by adding the level bonus. A roll of “1” and “2” on a Saving Roll attempt always fails.

Talent increases: There is another bonus for character levels, and this one applies to Talents. Every time a character raises an attribute by 1 point, and that attribute is the base attribute of that character’s talent, then the talent also increases by an amount equal to the character’s level. For example, Gimor has Dexterity 14 and it’s the base attribute for his Acrobatic Talent of 16. Gimor is 3rd level, having gradually increased his STR to 31. In time, accumulates another 1400 AP and decides to raise his DEX

by 1 point, increasing it to 15. When he does that, he also automatically raises his Acrobatics Talent to $16 + 3$ (he’s 3rd level) = 19.





Equipping Characters

Characters need equipment, things like clothing, weapons, armor, provisions, medicine, tools, and so on. There are several ways of providing such extras for newly created characters. What characters can come up with in the way if equipment is limited only by their imagination and the good nature of their GM.

The classic method of equipping new characters is to let them spend the money they rolled up on starting (3D6 x 10 GP). Assume they have the clothes on their back, and nothing else, and just let them buy what they want from the tables that follow.

Another method is to start the players with nothing at all, and let them find/buy/acquire equipment as the adventure progresses. I rather like this scheme, as it speeds up character generation, and gets the adventure started. The only down side for the GM is that you then have to design stuff into your adventure that will

allow the characters to supply themselves, and you may have to roleplay all those shopkeepers, monsters, and adventurers who serve as supply centers.

A third method is to issue basic supplies to your party at the beginning of the adventure. Assume they have nothing, then give them what you want them to have when the adventure begins. Let us say the players represent a squad of soldiers. You could give them all chain mail armor, kite shields, broadswords, daggers, horses, and provisions for 3 days. Bam! That took about 10 seconds and the adventure is ready to start.

Don't get bogged down in equipping the characters. Give them what they need to get started, and then move the adventure along.

Once the players have some familiarity with the game, they can equip and upgrade their characters on their own time, using the tables in the rulebook. We count on their own strict sense of honor to play fairly

with their resources and their acquisitions.

Provisions and Equipment

In many large towns and in every city there are merchants who sell supplies, equipment, clothing, and all the necessities of life in Trollworld. All you need is money <grin>. If you really want to buy stuff outside the dungeons, it is best to negotiate with your Game Master. Magical items, of course, are only sold at the various guild offices, of which the Wizards' Guild is the best known.

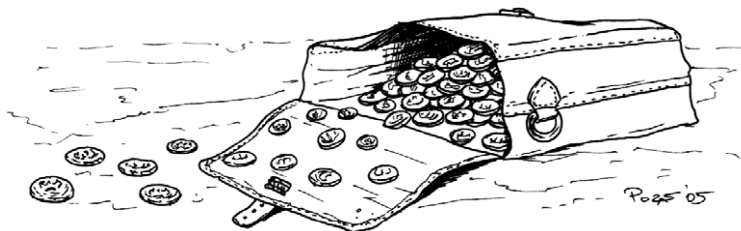
Although we talk about almost everything in terms of its "GP value," the average currency of most places is silver pieces (SP). Thus, you will find the less expensive things in the General Supplies list priced in silver instead of gold. That's a good

thing for you, as you start with gold pieces and each is equivalent to 10 Silver Pieces. If you see a decimal price, it means silver and copper pieces (CP). For example, a regular pair of sandals might cost 19.9 SP, which would be 19 SP and 9 CP. Give the merchant 2 gold and you get back 1 copper in change—hey, it's just like the real world!

Although the equipment lists here are for the average item, you may also buy used material at half price, or high quality material at double the going price. Thus, a used pair of sandals could be had for 9 silver and 9 copper.

Remember that 1 GP = 10 SP = 100 CP.

Now, if you're ready, let's go shopping!



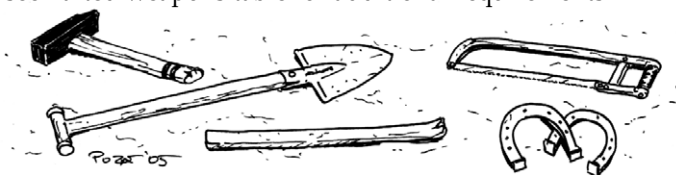
General Supplies

CLOTHING		
Item	Weight (w.u.)	Cost (SP)
Belt, leather	2	3
Boots, ankle-high, hard	40	15
Boots, ankle-high, soft	15	10
Boots, knee-high, hard	60	25
Boots, knee-high, soft	20	20
Cap, cloth	5	5
Cap, leather	10	9.9
Cloak, heavy	30	30
Cloak, hooded	40	39.9
Cloak, light	15	15
Kilt, cotton	10	24.9
Loincloth (i.e., a dirty rag)	2	1
Loincloth, fur, common (e.g. rabbit)	10	10
Loincloth, fur, rich (e.g. tiger)	10	1000
Loincloth, fur, good (e.g. wolf)	10	100
Sash, cotton	1	2
Shirt, silk	8	49.9
Shirt, sleeved, with laces	14	12.9
Shorts, cotton	5	12.9
Trousers, cotton	8	19.9
Trousers, leather (takes 1 hit)	40	34.9
Trousers, woolen	30	21.5
Vest, cotton	10	7.5
Vest, leather (takes 1 hit)	40	99.9

TOOLS

Item	Weight (w.u.)	Cost (SP)
Bow saw	30	50
Chisel	5	10
Crowbar (5') (3D6 + 3)*	200	120
First-aid kit (5 uses)	50	100
Grappling hook	50	30
Hammer	40	30
Hoe	30	30
Pitchfork	80	80
Second-aid kit (5 uses; cures 5 hits per)	50	999.9
Shovel	60	50
Sledgehammer (4D6)*	100	90
Wooden mallet	20	5
Woodsman's axe (3D6)*	100	70

* see hafted weapons table for additional requirements



RIDING ANIMALS

Animal	Cost (SP)
Mule	350
Ox	500
Pony	250
Riding Horse	1200
War Horse	3000

TACK AND HARNESS

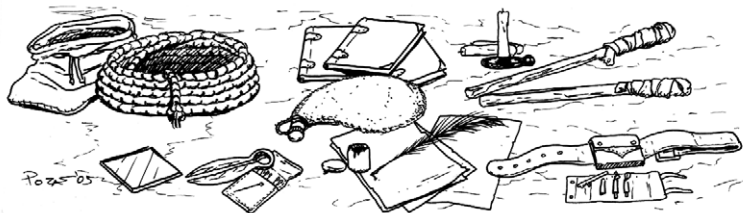
Item	Weight (w.u.)	Cost (SP)
Bit and Bridle	40	40
Harness	30	30
Horseshoes (4)	80	80
Saddle bags	150	39.9
Saddle blanket	20	5
Saddle	250	99.9

MISCELLANEOUS EQUIPMENT AND ITEMS

Item	Weight (w.u.)	Cost (SP)
10' pole	50	5
Backpack	10	5
Belt pouch	5	1
Bound book (50 sheets)	20	99.9
Box, Large iron	800	199.9
Box, Small iron	60	39.9
Chalk (10 pieces, different colors)	2	19.9
Chest, Large wooden	500	88.8
Chest, Small wooden	160	30
Dwarven matches (100)	20	99.9
Dwarven steel pen	5	20
Flint and steel	4	10
Ink (2-oz. bottle)	5	50
Iron spike (10)	25	8
Lantern	20	12

MISCELLANEOUS EQUIPMENT AND ITEMS CONT'D

Item	Weight (w.u.)	Cost (SP)
Lockpicks (set of 3)	6	600
Mirror (small)	5	39.7
Oil, flask	5	15
Parchment (10 sheets)	4	19.9
Quill pen	1	0.3
Quiver (arrow) (holds 20)	30	39.9
Quiver (bolt) (holds 20)	40	49.9
Rope, 50' hemp	100	50
Rope, 50' silk	20	200
Sack, Large	5	0.5
Sack, Small	3	0.4
Scissors	5	19
Steel needle (packet of 10)	1	10
Tinder box	5	20
Torch	10	1
Water/wine skin	15	10
Wax candle (10)	15	30



Easily Purchased Weapons

Armories and smithies are easily found in large cities and towns. Here, in no particular order, are lists of weapons that can be purchased in places like Khazan, Gull, or Khosht. The GM may offer other items, and/or modify the prices given below to suit the economics of his or her own campaign. As a general rule, the weapons listed below are new, constructed of the finest common materials

available. Many have been made by dwarves, and those will usually have a G-rune stamped somewhere on the weapon.

There are, of course, used weapons dealers, and they sell much the same stuff for lower prices, the usual rule being half the new price. Enchantments and enchanted weapons are sold at Wizards' Guild shops.

All prices are listed in GP.

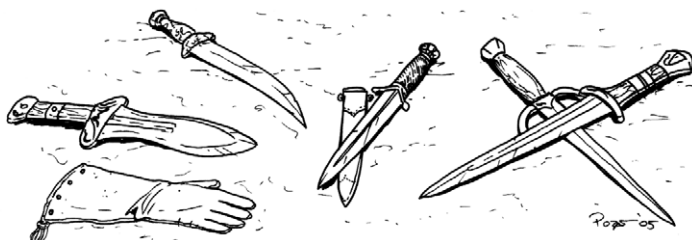
DAGGERS

Name	Dice + Adds	STR Req.	DEX Req.	Cost (GP)	Weight	2 Hands?	Range (yards)
Athame	2 + 3		7/na	35	27	N	—
Bank	2 + 3	1	1/na	18	20	N	—
Bich'wa	2 + 3	1	4/23	20	33	N	10
Butterfly knife	2 + 3	3	14/21	20	12	N	10
Dirk	2 + 1	1	4/10	18	16	N	10
Fang-wing	2 + 4	8	3/12	21	17	N	20
Haladie	2 + 4	2	4/na	25	15	N	—
Hungamunga	2 + 1	7	6/12	15	14	N	10

DAGGERS CONT'D

Name	Dice + Adds	STR Req.	DEX Req.	Cost (GP)	Weight	2 Hands?	Range (yards)
Ice pick	1 + 2	1	1/7	3	5	N	5
Jambiya	2 + 2	2	8/25	21	12	N	10
Katar	2 + 4	2	8/na	18	22	N	—
Kris*	2 + 3	8	5/20	120	50	N	10
Kukri	2 + 5	6	6/30	30	20	N	15
Main gauche	2	10	12/na	25	25	N	—
Misericorde	2 + 1	1	2/15	14	14	N	10
Poniard	2	1	3/14	10	10	N	10
Sax	2 + 5	7	10/na	30	25	N	—
Stiletto	2 - 2	1	1/8	5	10	N	5
Swordbreaker	2	10	12/na	15	15	N	—

* A kris wielder cannot cast magic of any kind. No magic of 3rd level or lower (or the equivalent) functions within 5 feet of a kris.

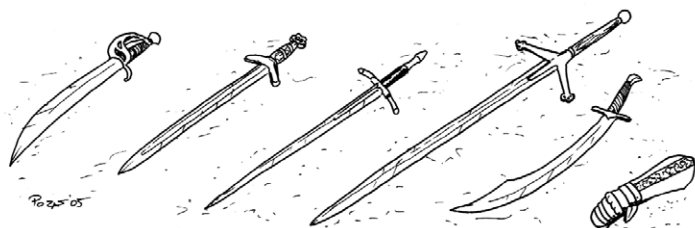


SWORDS

Name	Dice + Adds	STR Req.	DEX Req.	Cost (GP)	Weight	2 Hands?
Black eagle blade (3 1/2')	3 + 5	15	13	300	110	N
Bonesplitter (6')	7 + 3	25	15	360	190	Y
Broadsword (3' - 4')	3 + 4	15	10	140	120	N
Cross thrust sword (5')	5 + 1	17	16	200	130	N
Cutlass (3')	3 + 3	8	11	100	50	N
Epee (3' - 5')	3 + 2	9	15	75	25	N
Estok	3	12	10	80	75	N
Falchion (4')	4 + 4	12	13	150	110	N
Fish Spine sword (4')	4 + 3	12	13	270	120	N
Flamberge (6')	7 + 1	21	18	375	165	Y
Foil (3' - 4')	2 + 1	7	14	25	15	N
Gladius (2 1/2' - 3')	3 + 2	10	7	50	70	N
Grand shamsheer (no-datchi) (6')	7 + 2	22	18	400	150	Y
Great shamsheer (4 1/2' - 5')	5	15	15	180	130	Y
Great sword (6')	6	21	18	240	170	Y
Hand-and-a-half sword (4')	5	16	12	150	150	N
Manopie (2' - 3')	2 + 2	10	10	85	80	N

SWORDS CONT'D

Name	Dice + Adds	STR Req.	DEX Req.	Cost (GP)	Weight	2 Hands?
Pata (long katar) (3' - 4')	4	14	14	200	90	N
Punch sword (2 1/2')	3 + 2	11	8	40	60	N
Rapier (3' - 5')	3 + 4	10	14	160	20	N
Sabre (3')	3 + 4	9	10	110	60	N
Scimitar (3')	4	10	11	120	100	N
Short sabre (2' - 2 1/2')	3 + 1	7	5	40	30	N
Short sword (2' - 2 1/2')	3	7	3	35	30	N
Shotel (3' - 4')	3 + 3	10	17	95	75	N
Swamp blade	3 + 4	8	10	200	40	N
Sword Cane (2' - 3')	3	10	12	100	20	N
Terbutje	3 + 5	6	10	65	35	N
Two-handed broadsword (5')	5 + 2	17	14	220	160	Y
Urukish scimitar (4 1/2')	4 + 4	14	12	200	120	N



BOWS and OTHER RANGED WEAPONS

Name	Dice + Adds	STR Req.	DEX Req.	Cost (GP)	Weight	2 Hands?	Range (y.)
CROSSBOWS							
Arbalest	6 + 3	17	10	400	220	Y	100
Cranequin	8	15	10	600	250	Y	100
Crossbow*	5	15	10	250	180	Y	100
Hand crossbow*	3 - 1	8	12	150	40	N	40
Light crossbow*	4	12	10	170	120	Y	90
Over-and-under	4	15	16	300	200	Y	75
Prodd	3	16	10	200	100	Y	30
Quarrels (10)	—	—	—	5	10	N	—
SELF BOWS							
Extra-heavy (100 lbs +)	6	25	17	200	70	Y	100
Heavy (76 - 100 lbs)	5	20	16	135	60	Y	90
Medium (51 - 75 lbs)	4	15	15	80	50	Y	80
Light (31 - 50 lbs)	3	12	15	60	40	Y	70
Very light (15 - 30 lbs)	2	9	15	50	30	Y	60
Fish bow ¹	2	8	17	60	20	Y	20

* Hand drawn.

¹ When firing fishbow arrows (which can be used only with a fishbow), reduce SRs needed to hit underwater targets by 1 level.



BOWS and OTHER RANGED WEAPONS CONT'D

Name	Dice + Adds	STR Req.	DEX Req.	Cost (GP)	Weight	2 Hands?	Range (y.)
LONGBOWS							
Extra-heavy (100 lbs +)	6 + 3	25	17	250	80	Y	160
Heavy (76 - 100 lbs)	5 + 3	20	16	175	70	Y	150
Medium (50 - 75 lbs)	4 + 3	15	15	100	60	Y	140
Elven longbow ²	6 + 5	15	18	500	50	Y	220
Sheaf of arrows (24)	—	—	—	40	10	N	—
Sheaf of fishbow arrows (24)	+2	—	—	30	8	N	+20
OTHER							
Blowpipe	0 + 1	1	1	10	30	N	35
Darts (30)	—	—	—	5	5	—	—
Boomerang ³	2 + 3	11	11	50	50	N	60
Branch knife	4	8	15	180	125	N	30
Chakram (5)	2	4	14	40	20	N	30
Hunting bola	—	5	8	35	50	N	30
Porcupine spines (3)	3	4	9	10	30	N	10
Sling, common	2	5	10	5	1	N	50

² Made by the elves, and usable to full effect only by elves. For any other creature using one of these bows, treat it as a medium self-bow.

³ Returns to thrower if it misses and thrower has DEX of 15 or higher.



BOWS and OTHER RANGED WEAPONS CONT'D

Name	Dice + Adds	STR Req.	DEX Req.	Cost (GP)	Weight	2 Hands?	Range (y.)
OTHER CONT'D							
Sling, staff	3	8	12	10	10	Y	100
Pouch of 100 stones	—	—	—	3	50	N	—
Spiked throwing stick	2 + 1	6	9	5	10	N	10
Throwing stars (3)	4	2	10	30	10	N	10
War bola	2	7	8	100	80	N	30

Hafted Weapons

These weapons are chiefly axes, maces, flails and the like. They do hideous crushing damage and are quite effective against armor. They are the favorite weapons of warrior races not famed for speed or agility—dwarves, for example.

HAFTED WEAPONS

Name	Dice + Adds	STR Req.	DEX Req.	Cost (GP)	Weight	2 Hands?
Adze	3	9	5	5	60	N
Axe, broad	4	17	8	100	150	N
Axe, double-bladed broad	6 + 3	21	10	140	220	Y
Axe, dwarven war	6 + 2	25	8	180	240	Y
Axe, elephant	5 + 1	18	11	110	180	Y

HAFTED WEAPONS CONT'D

Name	Dice + Adds	STR Req.	DEX Req.	Cost (GP)	Weight	2 Hands?
Axe, great	5 + 3	20	10	110	190	Y
Axe, headsman's	4 + 4	14	11	130	200	Y
Axe, taper	3	8	4	20	70	N
Axe, throwing	3 + 2	9	12	70	60	N
Axe, thrusting	4 + 1	15	8	70	90	N
Axe, uruk war	6 + 1	23	12	160	230	Y
Axe, woodsman's	3	10	9	7	100	Y
Baton (weighted stick)	2	3	2	6	50	N
Bludgeon (club)	3	5	3	15	50	N
Bullova	4 + 3	16	9	100	200	Y
Cleaver	3 + 1	8	3	5	60	N
Crowbar (5')	3 + 3	12	4	12	200	Y
Dagger mace	3 + 4	15	7	100	160	N
Flail, heavy	4 + 4	20	15	55	160	N
Flail, light	3 + 4	19	13	100	160	N
Hammer, centaur's	5 + 2	18	8	95	300	Y
Hammer, piton	1	5	5	4	25	N

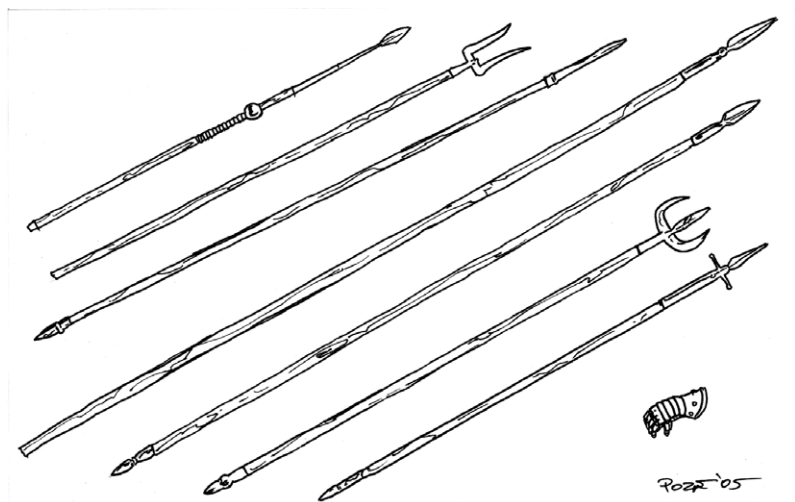
HAFTED WEAPONS CONT'D

Name	Dice + Adds	STR Req.	DEX Req.	Cost (GP)	Weight	2 Hands?
Hammer, war	5 + 1	16	3	85	300	N
Hatchet	2 + 3	6	6	8	50	N
Holy water sprinkler	5 + 1	18	13	80	150	N
Mace, flanged	6 + 4	18	4	150	230	Y
Mace, heavy	5 + 2	17	3	120	200	Y
Mattock	3 + 2	10	5	6	80	Y
Maul	6 + 1	19	6	100	220	Y
Mitre	3	8	3	50	90	N
Morningstar	5	17	11	140	110	N
Pacifier	3 + 2	6	5	18	60	N
Pickaxe	3	15	10	15	160	N
Prybar	2	10	5	5	35	N
Ravenbeak	6	18	10	125	175	Y
Sickle (3')	4 + 1	11	7	110	130	N
Sledgehammer	4	15	6	90	100	Y
Truncheon	2 + 2	8	2	7	50	N
Zaghnal	3 + 4	10	8	85	170	N

Spears

In places where metal is scarce or where animal life is abundant and ferocious, long stabbing weapons are often more practical than short cutting ones.

SPEARS							
Name	Dice + Adds	STR Req.	DEX Req.	Cost (GP)	Weight	2 Hands?	Range (y.)
Assegai (6')	2 + 3	7	12	20	50	N	10
Atl-atl*	—	8	10	5	10	N	+20
Boar spear (5')	4 + 2	13	8	90	100	Y	—
Common spear (6')	3 + 1	8	8	15	30	N	15
Footman's lance (8')	4	10	10	40	120	Y	—

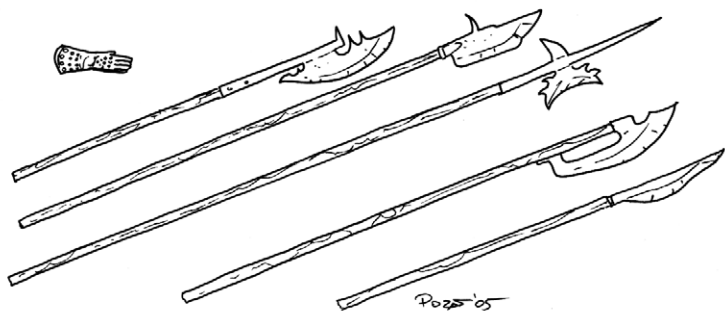


SPEARS CONT'D

Name	Dice + Adds	STR Req.	DEX Req.	Cost (GP)	Weight	2 Hands?	Range (y.)
Forkspear (7')	5 + 2	14	12	110	130	Y	–
Harpoon (5')	4 + 3	14	12	80	130	N	30
Hoko (6')	4 + 1	10	12	55	90	N	10
Javelin (6')	2	5	7	10	30	N	10
Lance (12')	5/10	25/16	22/10	60	160	Y	10
Long spear (8')	5	12	10	40	120	Y	10
Oxtongue (hasta) (6')	4	10	5	80	70	N	10
Pilum (5' - 8')	5	12	8	40	100	N	20
Shield-spear (4')**	3 + 2	7	9	35	80	N	–
Spontoon (8')	3 + 3	9	9	30	100	N	10
Stabguard (5')	2 + 2	5	11	27	40	N	–
Stinger (4')	3	6	8	15	30	N	20
Trident (6')	4 + 3	10	10	60	75	N	5

* “Spearthrower”: Used with javelins, this adds +20 to range and +2D6 to a standard javelin attack.

** Has a small shield attached that takes 1 hit in combat.



POLEARMS

Name	Dice + Adds	STR Req.	DEX Req.	Cost (GP)	Weight	2 Hands?
Bardiche (9')	6 + 2	15	12	200	280	Y
Billhook (11')	4	14	8	120	190	Y
Brandestock (6')	3 + 1	17	10	200	150	Y
Chauves souris (12')	6 + 5	15	12	250	190	Y
Demi-lune (halfmoon) (12')	5 + 4	12	20	100	15090	Y
Extended brandestock (9')	4	19	12	280	130	Y
Falx-arr (7')	5 + 2	14	16	80	180	Y
Fauchard (12')	5	13	10	160	200	Y
Guisarme (9')	4 + 4	14	10	135	250	Y
Halbard (10')	6	16	12	200	140	Y
Half-halbard (5')	4 + 1	13	9	110	80	Y

POLEARMS CONT'D

Name	Dice + Adds	STR Req.	DEX Req.	Cost (GP)	Weight	2 Hands?
Kumade (rake) (5')	3 + 3	10	12	75	80	Y
Partisan (8')	4 + 5	15	9	140	150	Y
Pike (12')	6	15	12	160	100	Y
Pitchfork (6')	3 + 2	10	7	20	80	Y
Poleaxe (10')	7	14	13	210	300	Y
Ranseur (runka) (12')	6 + 4	15	10	170	180	Y
Scythe (long) (6')	4 + 2	11	7	80	150	Y
Voulge (10')	5 + 1	15	9	160	200	Y

UNUSUAL WEAPONS

Name	Dice + Adds	STR Req.	DEX Req.	Cost (GP)	Weight	2 Hands?	Range (y.)
Ankus	2 + 1	5	11	27	50	N	—
Bagh nakh (tiger claws) (each)	1	2	10	30	15	N	—
Blackjack*	1 + 3	4	12	5	10	N	—
Brass knuckles (pair)	2	2	3	20	10	Y	—
Bullwhip (12' - 15')	4	15	14	40	80	N	5

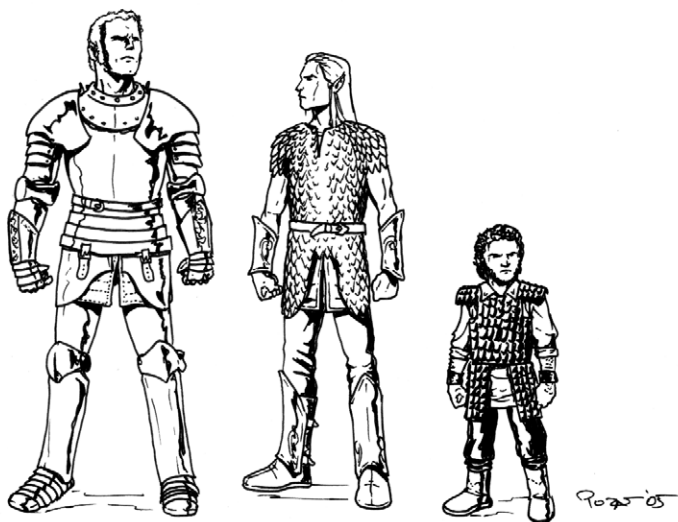
* Used against an opponent who is unaware and has no head armor, this weapon knocks its target out for 3 combat rounds if the wielder can make a L2SR vs DEX.

UNUSUAL WEAPONS CONT'D

Name	Dice + Adds	STR Req.	DEX Req.	Cost (GP)	Weight	2 Hands?	Range (y.)
Caltrops, large (10)	2	—	—	30	20	N	—
Caltrops, small (50)	1	—	—	20	20	N	—
Cat-o'-nine tails	3	6	12	30	40	N	—
Gaff	2	5	3	5	20	N	—
Garotte	1 + 3	8	14	5	5	N	—
Grapple hook and rope (30')	1 + 1	3	8	15	30	Y	10
Hand-spikes	2 + 2	2	3	3	20	N	—
Lasso (30')	1 + 2	7	15	25	30	N	10
Net**	—	8	12	8	150	N	—
Over-and-under	***	***	x2	x2	—	Y	x3
Quarterstaff	2	10	8	10	50	Y	—
Razor-rope (20')	2 + 2	5	13	50	15	Y	—
Throwing star (10)	1 + 3	10	15	50	5	N	15
War shovel	3 + 1	5	3	5	60	N	—

** Does not damage, but if the target fails a L2SR vs DEX, it is entangled and loses a quarter of its HPT until it can free itself. Freeing oneself requires a successful L3SR vs DEX, with one try allowed per combat round.

*** As the appropriate crossbow type. See the textual description in the Armor and Weapons Glossary below.



ARMOR AND SHIELDS

Everyone who expects to fight wants the best armor and shield he can get. Even wizards wear armor in Trollworld.

ARMOR AND SHIELDS				
Name	HITS	ST Req.	Cost	Weight
FULL SUITS				
Banded mail	13	13	320	450
Cuirboille	7	8	170	160
Heavy cloth	1	3	20	30
Heavy plate	20	19	1300	700

ARMOR AND SHIELDS CONT'D

Name	HITS	ST Req.	Cost	Weight
FULL SUITS CONT'D				
Lamellar	9	13	200	320
Mail	12	12	250	360
Plate	18	16	460	450
Quilted silk/cotton	3	6	50	100
Ring-joined plate	13	14	435	410
Scale mail	8	10	210	300
Soft leather	5	7	50	75
HORSE BARDING				
Plate	14	28	3500	1800
Mail	11	30	1500	2000
Cuirboille	6	17	300	600
Quilted silk/cotton	3	3	240	200
Trapper	1	1	100	70
TORSO ARMOR				
Arming doublet	2	2	40	75
Back plate	2	2	110	90
Breast plate	3	3	140	110
Cuirass	5	4	250	200
Haubergeon	4	4	150	240
Leather jerkin	1	2	15	15

ARMOR AND SHIELDS CONT'D

Name	HITS	ST Req.	Cost	Weight
ARM ARMOR				
Bracer	2 (1 ea)	2	10	20
Elbow gauntlet	2 (1 ea)	2	40	30
Gauntlet	2 (1 ea)	2	20	10
Mitten gauntlet	2 (1 ea)	2	30	12
Vambrace	2 (1 ea)	2	10	20
LEG ARMOR				
Chausses	4 (2 ea)	3	130	140
Cuisses	2 (1 ea)	2	30	40
Greaves	2 (1 ea)	2	20	30
Solleret	2 (1 ea)	2	10	10
HEAD ARMOR				
Cap, steel	1	2	10	25
Coif	2	2	10	45
Dwarven mask	1	2	10	25
Full helm	3	2	20	50
Open-face helm	2	2	15	35



ARMOR AND SHIELDS CONT'D

Name	HITS	ST Req.	Cost	Weight
SHIELDS				
Buckler	3	2	10	75
Dwarven spike shield*	4	10	90	450
Heater	5	10	65	400
Kite shield	6	12	130	500
Lantern shield	3	4	80	110
Madu*	1	2	15	20
Pavise	7	14	130	700
Scutum	5	10	60	450
Sopok	2	2	20	30
Target shield	4	10	35	300
Tower shield	6	12	100	550

* The dwarven spike shield and the madu are also offensive weapons. The spike shield gets 2D6 in combat, and the madu gets 1D6+3.

For more information on the equipment presented here, and numerous other and alternative items to buy, consult the Expanded Equipment PDF file on the 30th Anniversary CD included in this set.





Monsters & COMBAT

The “Monster Rating” System

Rather than developing complete attribute and talent lists for foes, it's a lot quicker to just give most of your beasties

Monster Ratings (MR). The MR is the measure of both your monster's attack and its defense. It can take an amount of damage in combat up to its total MR before being destroyed. Thus, a MR 156 creature takes 156 hits of damage before it dies.

Further, all monsters fight with a number of D6s derived direct-

ly from the MR: Divide the MR by 10 (round down) and then add 1 to get the number of dice it rolls in combat. This number of dice is never reduced, except perhaps by magic. In addition, monsters get combat adds equal to half their MR (round up); this amount is reduced based on the creature's current MR, after damage is resolved each round.

Thus, the MR 156 creature above rolls $156/10 + 1 = 16D6+78$ in combat. A big rat with a Monster Rating of 8 gets $1D6+4$ in combat. A MR 81 death frog gets $9D6+41$.

IMPORTANT: In 7th edition T&T, the monster's initial number of combat dice never decreases in normal combat. Their combat adds fade away as they take damage, just as in older versions of the game, but the MR 81 death frog rolls 9D6 even when it has only 6 hit points left and it's therefore getting only +3 in combat adds.

Creating Monsters

The *Special Edition Monsters & Magic Book* that comes with this set gives you a wide variety of kindred and creatures you can use as monsters and bad guys to make the game interesting, but a GM can have an awful lot of fun making up monsters of his own. I had a lot of fun with "giant death frogs" in Goblin Lake. Bandersnatches and snollygosters haunt the swamps of Trollworld. Nothing is more dreaded during the rainy season than lightning bugs. Gakks and gurkks live in the lightless caverns below the city of Khazil.

Trollworld has room for any number of monsters of your

own imagining. Be simple and consistent and populate the plains south of Khazan with the megafauna of the old stone age—sabretooth cats, giant sloths, and mastodons. Or, be crazy and quirky and fill your dungeon with creatures from the looking-glass world, things like carnivorous flowers and malignant talking eggs. Grow your favorite creatures to gigantic size and turn them loose on the hapless adventurers. T&T is played for laughs quite often. My latest adventure is called "The Attack of the 30-Foot-High Hamsters."

You may, of course, assign any Monster Rating you want to your new creatures, but... It is often best to give them a MR that will provide a good challenge for your delvers. This can be quickly done by adding up the dice of the weapons used by the delving party, and using that as the basis for the MR. For example, let us say that we have four characters with a total of 16 weapon dice. To give the party a good fight, I would want the monsters to roll at least 16 dice also. Well, as they

plunge into the jungle, they run into a monster with a MR of 156—that is, 16D6 plus 78 combat adds. Or, perhaps I'd like to test them individually with four jungle wolves—each with a MR of 42.

Another thing I like to do with monsters is give them levels of their own. There are little “1st-level” death frogs with MRs of 20 and humongous 10th-level death frogs with MRs of 200.

Table of Sample Monsters (by MR)

Type	LEVEL					# Appearing
	1	2	3	4	5	
Balruukh	100	200	300	400	500	1-2
Bear	32	42	62	92	132	1-3
Death frog	20	40	60	80	100	1-20
Dragon (with flame)	110	220	440	880	1760	1
Dragon (without flame)	99	198	297	396	495	1
Gakk	13	26	39	52	65	1-6
Gargoyle	80	120	160	200	240	1-10
Goblin	30	45	60	75	90	1-20
Gremlin	20	31	42	53	64	1-20
Gurkk	7	49	343	2401	16807	1
Librarian liche	10	100	1000	10000	100000	1
Lightning bug	8	16	32	64	128	1-20
Lion	66	99	132	165	198	1-4
Ogre	26	52	104	208	416	1-6
Tiger	44	88	176	352	704	1
Troll, jungle	50	75	125	200	300	1-2
Troll, rock	50	100	200	400	800	1
Urook	40	60	80	100	120	1-10
Warg (giant wolf)	42	63	105	168	264	1-10

Note: I have thrown a couple of ridiculous creatures onto the list not so that you'll put them into your own games of T&T, but so that you'll have some idea of the kind of creativity available to you when you're the GM.

Combat

Combat is the true heart of any fantasy role-playing game. This section deals with all aspects of combat. It is basically the same as in earlier editions, although there have been some slight modifications, especially in missile and magic combat.

First, some definitions:

Combat Adds/Personal Adds:

The extra hits in combat that a character gets for having superior attributes in Strength, Dexterity, Luck, and Speed. Personal adds may be negative. The average range on a roll of 3D6 is 9 to 12. Thus, positive adds are given for attributes higher than 12, and negative ones for attributes lower than 9. Note that the whole system is based on human average. "Superior" is defined as better

than the human average, while inferior is worse than normal human average. A dwarf who is normally twice as strong as a human might have rolled a 10 on 3D6, being of only average Strength for a dwarf, but that would give him an adjusted strength of 20, which is worth 8 combat adds.

Combat Turn (a.k.a. "Combat Round"): One complete round of combat in which all combatants have had their fair opportunity to try to score hits. A combat turn is "officially" considered to be 2 minutes in length, although that is probably 10 seconds of action and 110 seconds of maneuvering for advantage. It can be considered a rapid exchange of strikes and parries by all fighters involved. By arbitrary convention, we stop and evaluate how the fighters are doing at the end of each combat round, but in your imagination you should conceive the action as hot and heavy until such time as the winners win and the losers either lie down and die or run away.

Hits or Hit Point Total (HPT):

The total of weapon damage plus combat adds of a character (or monster, or team of characters, or team of monsters) for 1 combat turn.

Hits of Damage: Wounds to be assessed – the basic damage is simply the difference between the two HPTs, and the loser takes the damage, arranged any way the losing side wants among its characters.

Characters or monsters are modified accordingly before the next combat round begins.

Spite Damage: When rolling dice in combat, every “6” thrown always counts for 1 point of damage, no matter which side wins the combat. Those points of damage get through “in spite of” everything one can do to stop them. Since T&T does not use a blow-by-blow description of combat with hit locations, spite damage manages to reflect the fact that combat is always dangerous and one can always be hurt by it. The spite damage of a dragon rolling 445 dice (!) in combat is likely to be considerable (one-

Why Strength, Dexterity, Luck, and Speed? The harder you hit a foe, the more you can hurt them; that's why you get adds for Strength. If you're lucky enough to land a blow in a vital or unguarded spot, you do more damage; that's why you get adds for Luck. If you can aim and control your blow, you do more damage; that's why you get adds for Dexterity. If you hit your foe faster and more often than normal, you will do more damage: that's why you get adds for Speed.

What about Intelligence? If you fight smarter than your foe, aren't you likely to do more damage? Yes and no. Being smart about your combat is a good thing, but the effect is reflected in different ways. For example, you could lure your foe into an ambush and get a combat turn where the foe doesn't fight back. You could know where to hit the foe for maximum damage, but you still have to be dexterous enough or lucky enough to hit him there. You could plan some special feat in combat, such as disarming the foe, or leading it into a trap, but that would be decided by a Saving Roll, not by the number of hits you do in combat.

sixth of the dice should come up as 6s, on average, and that would be 74 points of damage to the players even if they managed to roll a higher combat total).

Weapon Damage: The number of hits scored by any given weapon when it is used during a combat turn, expressed in dice plus adds. For example, a sax gets 2 dice plus 5 adds (2D6+5), which gives it a range of 7 to 17 hits per combat turn.

Combat Turn Sequence

Most combat actions in T&T are self-evident. All you have to do is use your imagination and visualize the situation. You may wish to use miniatures, counters or tokens (Hey! – didn't some come with in this Anniversary Edition set?!) to help you figure out everyone's relationship and position in the heat of battle.

For detailed combat examples, see the Combat Example PDF that comes with the Anniversary Edition CD.

Every combat is different, and it is your job as gamer and judge to adjust the details in your mind so that it makes sense. Visualize the fight, and you won't have to be told that Mungo the Hobb did 11 points of damage to the giant with a sneak attack to the ankle. What else could Mungo reach? When the giant falls down, our doughty little warrior might want to start attacking the giant's head. Let him.

As noted above, a combat round is normally 2 minutes long in T&T. That time includes all the hacking, feinting, dodging, parrying, cussing, spellcasting, fleeing, and anything else that happens in combat. We don't count every blow and parry. People don't line up in initiative order to get their licks in. It is usually a wild, confused melee. However, while 2 minutes is the suggested length, the GM may make combat turns 10 seconds long if he wishes, or an hour if he's fighting one army against another. The action takes place in your imagination, not in a blow-by-blow manner.



And remember, you can try anything in combat, and the GM will deal with it. He may call for a Saving Roll to see how

well you succeed, but go ahead, be creative and tricky. The game will be more fun.



These are the stages of a T&T combat:

- 1. Surprise Attack.** One side gets an attack and the other side gets no defense. In such cases, the combat round obviously doesn't last 2 minutes. 10 seconds is more like it.
- 2. Magic.** T&T magic doesn't usually take very long to cast. Wizards get their spells off right at the beginning. Remember that the Wizard must make an INT Saving Roll on the spell level for the spell to work. Magic that does damage always counts as part of his side's HPT.
- 3. Missile Combat.** Arrows and such things travel very fast. Except in unusual circumstances, you only get one missile per combat turn. Make a DEX SR (or perhaps a similar roll using your "Marksmanship" Talent or the like) to see if the missile hit. If you miss the SR, you get no points toward the melee total. If you make it, your points count no matter what.
- 4. Choose Your Melee Target.** The GM may specify which foes the characters face, or the players may get to choose their own targets.
- 5. Roll Your Combat Dice.** Figure in your combat adds. Do magic and missile damage to the foe. Take magic and missile damage from the foe. Go hand to hand. This is the part of the combat round that could take up to 2 minutes. If your combat is fairly simple, it shouldn't take much more than 2 minutes of real time either.
- 6. Calculate Your HPT.** If you have a party, you get to count all the damage that actually happens—points of magic taken, missile damage, and hand weapons. Get a total. Your opponent is doing the same.

7. Figure Hits of Damage. The low total is subtracted from the high total. The losing team or player takes the difference in hits. Also count spite damage at this stage.

8. Adjust for Armor. Armor takes damage for fighters. The winners need not worry about it. The losers get to soak off some of the hits of damage on their armor if they can. (Armor doesn't affect spite damage.)

9. Adjust Attributes. Figure the effects of poison or magic that might have altered any attribute scores (i.e., STR, CON, etc.). A weapon has to hit before poison can do any damage.

10. Evaluate the Round. Bookkeeping. Update your character stats and get ready for the next round of combat. Decide what you're going to do on the next round. Inform the GM. If the combat is over, start healing the wounded and searching the dead. If the combat continues, go back to Step 2 (the element of surprise is gone, so don't go to Step 1), and run through the sequence again.

Remember that the Game Master can call for Saving Rolls in any situation, or the player can ask for one if he thinks he needs the chance to stay alive.

Missile Combat

Whenever a character uses weapons that are fired, shot, thrown, or explosively propelled at a foe, he or she must make a Saving Roll on DEX (or

on the Marksmanship Talent or the like) to hit the foe. The GM determines the difficulty of the shot, based on the guidelines in the following chart.

RANGE	SR Level
Point blank (1 ft. or less)	1
Easy (up to 30 ft.)	2
Challenging (up to 100 ft.)	3
Difficult (up to 300 ft.)	4
Remarkable (over 300 ft.)	5

Targets taking evasive action (i.e., moving rapidly or intentionally dodging missile fire) double the difficulty of the SR. The GM may otherwise adjust the difficulty of the SR if the target is unusually large or small, or if other beneficial or detrimental conditions arise.

Saving Rolls

Frequently, characters are placed in such danger (by a trap, by magic, or by their own clumsiness) that only pure luck can save them. When this happens, we test the character's Luck (or any other appropriate attribute) by asking for a Saving Roll.



These dice rolls are set up in levels of difficulty. The Game Master determines the levels of difficulty of each test. If the peril to be avoided is something fairly ordinary, like dodging a missile or not falling into an open pit, only a "Level One" SR is required. However, if the danger is something tremendous, like escaping from the clutches of a giant squid while 40 feet underwater in shark-infested waters, a higher level SR is required (perhaps Level Five). It is always a matter of the GM's judgment.

When making a Saving Roll, you always use two dice (2D6). However, in the case of SRs, all *doubles add and roll over* (DARO)—that is, as long as you roll doubles, you may add their total and roll again. For example, if you roll two "3s," you may roll again and add the "6" you already have to the new number; if you roll two "6s" on your second try, you roll again, adding 6 + 12 plus the next result; assuming your result on this third roll was a 5 (a "2" and a "3"), your total would be 6 + 12 + 5 = 23 (which is extremely

good — most of the time, you won't have an SR that good in a hundred tries.)

Remember that you can always add your character level to a Saving Roll you've failed in order to change that failure to a success (see 74).

When told to make a Saving Roll, you are also given a Level and an attribute: For instance, a "Level One Saving Roll versus Luck" (shortened to "L1SR vs. LK" or "L1SR on LK"). To actually attempt a Saving Roll, simply roll 2D6 and add the relevant attribute. Compare that total to the target number, as shown below; if your total is equal to or higher than the target number, you succeed.

Level One	20
Level Two	25
Level Three	30
Level Four	35
Level Five	40
Etc.	

Let's use Gimor as an example. He has a terrible Luck rating of 8. To make a L1SR (target number 20) on LK, he needs to roll a

12 or better on 2D6. Gimor is in trouble with Luck SRs since he has only a 1-in-36 chance of coming up with a result of 12 on any given 2D6 dice roll.

Note, however, that it's not as bad as it seems at first glance, given the **DARO** rule: Doubles come up about 1/6th of the time, and double "3s" or higher give him an excellent chance to make that L1SR. Further, since Gimor is a 1st-level Warrior, he gets to add +1 to any failed SR result to see if he in fact succeeds.

It is also important to note that your beginning attribute values are not static. They can change, whether during a game session or between sessions. The most common way to raise them is by gaining Adventure Points and spending them to buy higher values: By spending large sums of AP, a player can raise his or her character's attribute values, as shown on page 77.

Magic spells and items may also raise or lower attributes.



Fumbles

It is important to realize that there is no such thing as an automatic success on a Saving Roll—nothing works perfectly 100% of the time. For example, Tmuwo the Troll has a Luck rating of 30; it would seem that he automatically makes all Level One, Level Two, and Level Three SRs on Luck. He doesn't. He still has to roll the dice in those situations, because something could go wrong — he could fumble his Saving Roll.

Any dice roll of 3 (a 1 and a 2) on a Saving Roll is an automatic fumble. Regardless of the SR total compared to the target number, a fumbled roll fails, and the character must take the consequences for failing.

Saving Rolls on Other Attributes and Talents

The SR method may be used whenever a GM wishes to determine if a character can accomplish a task or feat; it also works with Talents, and so forth for every possible attribute and situation. When it is time to see

if a character can perform a difficult task under pressure, then it is time for a Saving Roll on an appropriate attribute or Talent.

Here are a couple of examples based on Gimor Ironfang's attributes.

Strength: Gimor is being chased through a dungeon. He runs through a door and slams it shut, but there is nothing to keep it shut. He decides to hold it shut with all his might until he has a chance to assess the situation, so he leans into the door. The GM rules that a L1SR on STR (target no. 20) will keep the door shut against one foe. Gimor rolls a "5" and a "4" and has a Strength attribute of 14, so his total is $9 + 14 = 23$. He needed a 20. The first charging monster bounces off the door and hurts his shoulder.

Then another creature joins the first. The GM rules it will take a L2SR on STR (target 25) to keep them out. Gimor rolls his 2D6 and gets a "6" and a "1," for a total of $7 + 14 = 21$... which would have held against a single foe, but is a failure here.

Since he's 1st level, Gimor can now add +1 to the result to see if he pulls off a success anyway, but 22 still doesn't do the trick. The GM rules that Gimor is knocked back and the door pops open. Enter howling monsters. We're having fun now!

Acrobatics: As the howling creatures converge on Gimor, he spots a rope hanging down from the ceiling and hears a voice call, "Up here!" With a leap, he might reach the rope and then swing and clamber up quickly enough to evade the charging monsters. Gimor's player decides this is a perfect opportunity to use his character's Acrobatics Talent of 16. The GM rules that the rope is stout enough and not very slippery, relatively easy to climb, and that Gimor is only lightly encumbered; he rules that Gimor need only make a L2SR (target 25) on Acrobatics to climb up and out of trouble (he might have said on STR or DEX instead if the Acrobatics Talent didn't seem appropriate).

The player rolls his 2D6 and gets a "3" and a "5," for a total of 8 (roll) + 16 (Acrobatics) = 24. Thus, Gimor fails his SR. But wait! He is 1st level, so he gets to add +1 to his failed roll to see if his prowess turns what might be a miserable failure for a lesser delver into a skilful maneuver. This results in a 25, a success, so he manages to hike himself up the rope just as a rusty scimitar shaves a strip of leather from Gimor's boot.

Adventure Points

Though the real object of T&T is simply to enjoy playing, your characters' success can be measured by the number of Adventure Points (AP), sometimes called "Experience Points," accumulated in his or her delvings. In older versions of the game, Adventure Points used to determine character level, but character level is now determined by other measures. (See 36.) Adventure Points now have only one purpose—to let you increase your characters' attribute scores.

To find the number of AP it costs to raise an attribute by one point, you multiply the attribute's current value by 100. For example, Gimor has a Luck score of 8. When he gets 800 AP stored up, he could spend them to raise his Luck to 9. When he gets 900 more, he can raise it to 10. And so forth. If he had a Dexterity of 19, it would "cost" 1900 adventure points to bring it up to a 20. Thus it is relatively easy to raise lower attribute values, and more difficult as time passes. How does a character gain AP? He or she must participate in something that can reasonably be called an adventure, monitored by a GM. Several classes of action come under this category, and they are listed below with some guidelines for awarding AP.

GM's Note: Adventure Points should be awarded in relatively small doses. To get 100 AP in one shot is not bad—to get 1000 is darn near incredible. As GM, you want to be somewhat stingy with AP, awarding them only for real achievements.

Adventure Points should be awarded for these things:

Daring: GMs should evaluate the difficulty and danger of their tunnel complexes, wilderness areas, cities, etc., and award AP accordingly to those players who survive a session. A general guideline is to award 100 AP for each level of dungeon or difficulty that is overcome. For example, a person who penetrates to the third level of "Bleem's Blemish Dungeon" is awarded 300 AP for getting out alive, while a character in "Buffalo Castle" might get only 100 AP because it's all one level.

Under this category, there are AP for doing something unusual, and even foolhardy. If Taran SniperOrc walks into an elven pub to suggest arm-wrestling contests with the elves in there, the GM might award Taran with 50 AP or so for his daring. These awards are always at the GM's option, and are meant to encourage good roleplaying. You won't find them in solitaire dungeons.

Combat: Any character who participates in a combat that results in a foe being either slain or subdued gets AP for it. Such participation may be relatively minor, but if a character takes part and in any way helps the group, then he or she should be awarded AP. The GM should be very meticulous about awarding AP in combat, and these points should be given out immediately after the fight is over (or even as the fight progresses).

1. Give all the combatants a number of AP equal to the full MR value of any monster or foe defeated divided by the number of characters involved in the monster's defeat. Thus, if Gimor and Taran join forces to bring down an MR 300 giant, they would each get 150 AP for it.

2. In the event that a character fights and conquers another character who has numerical attributes instead of a MR, the winner should be awarded AP equal to the sum of the foe's STR, CON, and INT. When Taran takes down Norm the Citizen, whose attributes are all 10s, Taran would get 30 AP.

Subterfuge: Combat is usually a straight-up character(s) versus creature(s) melee, but sometimes it can be won by trickery also. Let us say that Taran's brother Jax spent a few game hours digging a pit in a forest and lining the bottom with sharpened stakes. Then he covers it with a thin layer of leaves, stands on one side of it, and taunts a bear so it charges at him and falls into the pit. The bear is half-killed by the stakes, and Jax bombards it with boulders to finish the job. The bear has a MR of 150. Although Jax was never in any real danger from the bear, he should get the 150 AP anyway. He did defeat it by being smart, using his wits in combat.

Note: Adventure Points should never be awarded for treasure picked up before, after, or during a combat. Treasure is its own reward.

Saving Rolls: Saving Rolls should probably be your number one way of gaining AP. Whenever a character attempts a SR (whether he succeeds or not), he has been tested in some



manner. It is by such tests that characters accrue favor with the gods and increase their abilities. The formula for awarding AP for Saving Rolls is simple:
AP = SR dice roll x SR level.

Example: Taran SniperOrc is trying to shoot a charging elf with his crossbow. The GM rules that he needs to make a L2SR on DEX (target no. 25) to

hit the target. Taran has a DEX of 15, so he needs to roll a 10 or higher on 2D6. He rolls a "3" and a "1," so he misses... but before the elf sticks a spear in him, the GM gives Taran 2 (Level Two SR) x 4 (dice result) = 8 AP for his attempt.

Casting Magic: Working magic requires the expenditure of Wizardry points. You get AP

for this equal to the number of WIZ points spent. For example, Khenn the Wizard casts a 2nd-level Take That You Fiend spell on a charging mugwump. It would normally cost him 12 points to do that, but he has a magic staff that reduces the casting cost by 1 point. Khenn thus gets 11 AP for his spell, regardless of the spell's success or failure, or of how much damage his spell deals. (He still gets AP for those other things too, but they are handled by the sections above.)

Role-Playing: The GM may bestow bonus AP to you for throwing your body in front of a charging rhinoceros, thus saving the little old lady in its path. Or you may get points for your dwarf's outwitting a party of trolls, getting them all into a quick game of dwarf-tossing that enables the rest of the party to quietly sneak away. Any AP awarded in this category should be given to players who are doing a superlative job of role-playing, thus making the game more enjoyable for all.

Other: The GM may bestow bonus AP to players for any number of different reasons when he or she sees cause for it. For instance, the GM may reward you for guessing there is a giant tentacled monster beneath the surface of a peaceful lake, thus saving the party from squidly doom.

Final Note: Adventure Points may be given out only during adventures. It is definitely unfair to everyone for a player to say something like, "I just spent the last year exploring the Naga Jungle. I learned six new magic spells and gained 20,217 AP doing so, and now I want to take my bonuses before starting the current adventure."

Make up whatever backstories you wish for your characters, but don't give them game credit for stuff they didn't do in a game. As far as we are concerned, that exactly what backstories are—stories — and frankly, they may be entertaining, but we don't have to believe them any more than our characters do.



Magic

Trollworld is an incredibly magical place. The planet exudes a raw force known as *kremm* that can be used to alter reality. In some places, this natural force manifests as gateways between universes. In other places, it causes trees to grow impossibly tall, animals to get impossibly large, or other marvelous effects. Many of the Kindred of Trollworld can instinctively control *kremm*. For instance, some beings can fly when the physics of our world would seem to make it impossible. Leprechauns can teleport themselves short distances. Dwarves can smell metals. Magic is everywhere.

Magic has been coordinated into four Schools of Wizardry, each of which is a separate branch of the Wizards' Guild: (1) Combat Magic, which deals with all spells meant to be used directly against a foe; (2) Cosmic Magic, which deals with all spells that have a direct effect on the real universe, including "divinatory" magic;

(3) Conjuring Magic, which deals with all spells that summon, banish, or control beings, substances, and energies; and (4) Metabolic Magic, which deals with all spells that directly affect character health or attributes. Each spell's school is listed in square brackets beside its name in the Spellbooks below.

Casting Spells

Wizards in Trollworld don't need grimoires; when you find such a book, it is usually a description of the spell and its effect for the non-magical reader. It doesn't show the mental pattern needed to make the magic happen. Once they learn a spell, Wizards have it forever imbedded into their subconscious – a psychic pattern held in the mind, ready to be called forth energized with the magical energy *kremm* that they have stored up like a human battery. When they use and release the energy, charged with the pattern of the spell, the magic happens and reality is changed.

When a Wizard wishes to cast a spell, he calls it to mind, often by a key phrase such as the spell name; he visualizes the pattern of the spell; he gestures magically, which is chiefly for aiming the spell; and then the spell goes off. The Game Master evaluates the effect – including whether it worked at all – and explains the results, and then play continues.

Whether the spell worked or not (they usually do), the *kremm* is gone. All spells have requirements in terms of Intelligence, Dexterity, and Wizardry for casting them. These requirements increase as the difficulty level of the magic rises. The requirements are shown in the tables of spells.

It isn't easy to change reality. If it was, everyone would be a Wizard. Of course, the main obstacle to casting magic is the spell-caster's own ability, and the difficulty of the spell. Higher-level spells are significantly harder to visualize and thus to cast.

Those with the greatest ability to store *kremm*, as measured by

their Wizardry attribute, can cast the most spells.

Intelligence accounts for remembering the pattern properly and for the strength of will necessary to cause reality to change, and Dexterity is part of the physical process of spell-casting, as well as a measure of mental nimbleness and efficiency in creating the pattern and focusing the energy. It stands to reason that some people are better at the process than others. Those people are the trained Wizards, and the higher their level of mastery, the less *kremm* it takes for them to cast certain spells.

Whenever you wish to cast a spell, you must make a Saving Roll on INT at a level equal to the spell level. For example, Khenn, a 2nd-level Wizard, has a Wizardry score of 20 and an Intelligence of 23. To cast a simple Will-o-Wisp spell costs him 1 WIZ, and he must make his L1SR vs. INT (target number 20). With an INT of 23, only his rolling a fumble (a "1" and a "2" on his SR) could stop that spell from going off. But if Khenn wanted to cast a 3rd-

level TTYF, he would need to make a L3SR on INT (target 30). That means he needs to roll a 5 or better (since he gets to add his character level to a failed SR value).

Casting Cost

Every spell has a base “cost,” a measure of the energy expended in casting that spell at its lowest effective level without any kind of assistance (such as that from a magical wand). To cast a spell at its base level costs a number of points of WIZ equal to its base cost. For example, a basic Take That You Fiend! spell (commonly noted as TTYF) has a cost of 6 WIZ points.

Just as Wizards may cast spells for less WIZ points as they increase in character level (see 36), so too can Wizards cast their spells at a higher level of efficacy – but at a greater cost in *kremm*. The cost of casting spells at higher levels increases in a linear fashion, so that the increase in the cost of the spell is equal to its base cost times the number of levels by which it

is increased: Thus, a TTYF cast at 2nd level of effect costs $6 + (6 \times 1) = 12$ WIZ; at 3rd, $6 + (6 \times 2) = 18$ WIZ; at 4th, $6 + (6 \times 3) = 24$; etc. However, the efficacy of the spell usually *doubles* from its previous effect with each level of increase; each spell’s description includes a “Power Up?” entry that explains whether the spell can be increased in this way, and what effect such an increase brings with it.

Thus, a 1st-level Wizard with an Intelligence of 15 could cast TTYF (without a staff) for 6 points of WIZ, doing 15 points of damage to a foe. If he increases the cost to 12 points (effectively making it a 2nd-level spell), he does 30 points of damage to the foe. At the 3rd level of efficacy, it costs 18 WIZ and does 60 points of damage. At 4th, it costs 24 points and does 120 points of damage. If the caster were a Combat Mage Specialist, he would reduce the WIZ cost of each spell level by half, yet deal the same damage!

However, to cast spells at increased efficacy in this way also requires higher INT and

DEX attribute scores (see "The Spellbooks," starting on p. 89). For example, a minimum Intelligence and Dexterity of 15 are required to cast any 3rd-level spell, such as the 3rd-level version of TTYF noted above (base cost 18 WIZ).

Wizards have developed a great many tools to help with spell-casting since Khazan first established the Wizards' Guild in 400 A.K. This equipment is dealt with separately starting in the **Special Edition Monsters & Magic Book**.

Wizards may use a focusing device such as a staff, a wand, a ring, or the like to channel their thoughts and reduce the cost of a spell. A 1st-level wizard reduces the spell cost by 1 point, second level gets 2 points off, third level gets 3 points off, and so forth. Thus, you would think that a 10th level wizard could cast all first level spells for free, but there is a limiting factor. No spell will take effect unless one whole point of magical energy is poured into it. In fact, it is that minimum amount of energy needed to energize

any spell that defines what a point of *kremm* represents. Paragons and Specialist Mages can also use focusing devices, though Rogues cannot – they were never trained for it, and such training is one of the most difficult things that true Wizards learn. Rogues cannot cast spells at higher levels, nor do they reduce the spell-casting cost when casting at lower levels.

Kremm Resistance

The major obstacle in spell-casting is that higher *kremm* levels resist change by lower *kremm* levels. In effect, this means that a character with a lower Wizardry score can't normally cast spells directly upon beings with higher Wizardry scores. If they wish to try it, they automatically get a "**Bad Feeling**" (which allows them to abort their casting without penalty and try some other action or target instead); if they cast anyway, they simply lose the WIZ cost and the spell doesn't take effect.

The casting does, however, reduce the WIZ score of the target by the number of WIZ points used in casting the spell. In the case of ties in WIZ ratings, both spells go off, assuming both Wizards make their INT Saving Rolls.

It should be understood that when we talk about WIZ scores, we are always talking about *current* scores. If Abb and Costel have maximum WIZ scores of 24 and 17, respectively, but Abb's current WIZ is 9 while Costel's current WIZ is 13, then Abb gets a Bad Feeling about casting a spell on Costel, while Costel has no problem casting on Abb. Thus, a team of lower-level Wizards might take down a higher-level Wizard by casting enough spells to deplete the superior Wizard's *kremm* to the point where he couldn't resist anymore. Got it? Good!

You might wonder, then, how beneficial spells can be cast on oneself, or on beings of higher magical aptitude. In the first place, there is no resistance to casting spells on yourself, ever! A Wizard doesn't have to over-



come his own *kremm* power to cast a spell on himself. In the case of other beings of higher power, though, you have to find a way to temporarily reduce or suppress the higher *kremm*. There are potions, spells, and amulets for such things.

Oddly enough, Warrior societies and guilds understand this fact about spell-users. In order to counterbalance magical power, in fact, they deliberately train the ability to visualize psychic patterns out of their students (i.e., choosing those with relatively low INT), while on the other hand training them to build up as much *kremm* energy as they can (a high WIZ score is a good thing for anyone!). Without the ability to cast spells but with natural resistance to magic, they can be fairly effective against Wizards and other spell-casters.

Of course, there are all sorts of ways around the problem of attacking people who have higher WIZ attributes. One strategy is to be indirect – have the spell attack their clothing, or weapon, or a companion, or the ground under their feet. Another strategy is to first deplete the enemy's *kremm*. There are spells designed specifically to drain away attributes, whether STR, LK, WIZ, or otherwise. Get an object enchanted with such a spell into the hands of a foe, and he might

be weakened to the point of vulnerability. That is why magical items are so commonly available, and so often sold to Warriors. It's all part of the power struggle between the various guilds and factions.

Kremm resistance is easy enough to handle in a game when all the combatants have attribute values, but for quick play, most monsters simply have a Monster Rating (see 65). Thus, you don't really know if that ogre has a WIZ rating of 1 or 101.

Rule of thumb: The WIZ rating of a monster always equals 1/10th of its MR, rounded up.

We use this rule on the rationalization that if the monster were really worthwhile and powerful, the Game Master would have given it attributes and personality, and if the GM doesn't do this, then it's a run-of-the-mill, "cannon fodder"-style of monster without a great deal of *kremm* to protect it from sorcery. Thus, a goblin with a MR of 30 would have only 3 points of WIZ for the purpose of *kremm*

resistance. So blast away, all ye Wizards, Rogues, and Paragons.

Of course, this also means that a dragon with a MR of 500 would have 50 points of WIZ, and thus be quite a challenge for most wizards. Remember, GMs must tell players when they get a Bad Feeling.

The Spellbooks

The spells listed here are not the only ones available in Trollworld. GMs and players are both encouraged to make up their own interesting and useful cantrips. Some spells listed below reveal the creator's name; if you create a masterpiece of magic, you may someday find your name noted in a spell's description!

Wizards, Rogues, and Paragons who wish to concentrate their expertise within a particular School of Magic are advised to simply buy most of their spells within that discipline. If you want to make your character a Combat Wizard, then buy only combat spells as you acquire the ability to cast them. Paragons

are treated as wizards for the purpose of spell acquisition. Rogues and Citizens cannot normally purchase spells from the Wizards' Guild. They need to find other Guilds willing to instruct them, or turn to the Black Market. Anyone can buy officially licensed amulets, talismans, and magical doodads of all sorts sold in Wizards' Guild shops.

Specialist Mages do not have to buy the spells within their specialty. As they gain the ability to cast the spells, they learn their magic automatically and inherently, yet only within one school.

Some spells listed herein, particularly those with lengthy names, have an abbreviation given in parentheses beside their names, which may be used for ease of reference.

All spells are valued at 1000 gold pieces per level; thus, it costs 4000 GP to buy a 4th-level spell.

FIRST-LEVEL SPELLS (INT and DEX 10)

This collection of spells is the common heritage of all starting wizards in the Empire of Khazan. Mastery of these spells is the minimum requirement for graduation from the rank of apprentice to journeyman (or –woman) within the Wizards' Guild.

Call Flame [Conjuring]

WIZ Cost: 7

Range: Touch

Duration: Instantaneous

Power Up?: Yes. Deals 1 extra die of damage with each level increase.

Description: This spell summons an extremely brief blast of flame that does 1D6 points of fire damage to its target. This spell is also highly suitable for lighting candles, torches, and campfires, or igniting other flammable substances.

Call Water [Conjuring]

WIZ Cost: 8

Range: Touch

Duration: Instantaneous

Power Up?: Yes. Deals 1 extra die of damage with each level increase.

Description: This spell briefly summons a blast of water into this world that will do 1D6 of water damage to its target. This spell is also highly suitable for dousing candles, torches, and campfires, or for creating enough water to wash your face before dinner.



Crème de la Kremm (CdK) [Cosmic]

(Tmuwo)

WIZ Cost: See below

Range: Touch

Duration: Instantaneous

Power Up?: No

Description: This spell allows the caster to grant WIZ to another creature. For every 2 WIZ the caster sacrifices, the recipient gains 1 temporary WIZ; this granted WIZ dissipates after 1 hour, and the caster must recover his own WIZ normally. By the very nature of its purpose, this spell is immune to *kremm* resistance (see 86). The casting cost of this spell is 1 WIZ. Thus, if a Wizard wishes to transfer 5 WIZ to an ally, the total cost of casting is 11 WIZ: i.e., 1 WIZ to initiate the transfer, and then 10 WIZ that is transferred into the 5 WIZ for the recipient.

Dem Bones Gonna Rise (DBGR) [Conjuring]

(Gimor Ironfang)

WIZ Cost: 10

Range: 10 feet

Duration: 2 combat turns

Power Up?: Yes. Double no. of skeletons or duration for each

level increase.

Description: A skeleton rises up from the ground and obeys the caster's simple commands. It has a Monster Rating equal to the sum of the caster's STR + CON. The spell has duration of 2 rounds, after which time the skeleton crumbles into dust.

Note: This spell must have bare, relatively loose earth to work upon; it does not work where the surface is stone, water, or pavement of any kind. The skeletons need not take human form, but may resemble beasts whose bones may be beneath the soil.

Detect Magic [Cosmic]

WIZ Cost: 1

Range: 10 feet per caster level

Duration: 1 combat round

Power Up?: No.

Description: Detects the presence of magic being used or stored by objects (but not beings) and the basic nature of the magic: Combat, Metabolic, Conjuring, or Cosmic.

Hocus Focus [Cosmic]

WIZ Cost: 5

Range: Touch

Duration: See below

Power Up?: Yes. Double the number of WIZ points that can be channeled through focus for each level increase.

Description: This spell enchants any non-magical item into a magical focus (see the **Monsters & Magic Items** book) capable of channeling a number of WIZ points equal to the caster's combined Intelligence and Dexterity. When a focus has been used up completely, it crumbles away to dust.

Hold That Pose (HTP) [Conjuring]

WIZ Cost: 4

Range: 50 feet

Duration: 1 combat turn

Power Up?: Yes. Double duration for each level increase.

Description: Makes the subject forget what he's doing, which makes him completely helpless in combat (and outside combat also) — no attacks, though armor absorbs hits normally.

Knock Knock [Cosmic]

WIZ Cost: 3

Range: Touch

Duration: Instantaneous

Power Up?: No.

Description: Unlocks any Level One mechanical or magical lock.

Know Your Foe [Cosmic]

WIZ Cost: 5

Range: 20 feet per caster level

Duration: Instantaneous

Power Up?: No.

Description: Allows the caster to determine either the MR or the attribute total of any one target.

Lock Tight [Cosmic]

WIZ Cost: 3

Range: Touch

Duration: 1 combat turn

Power Up?: Yes. Double level and duration for each level increase.

Description: Creates a Level One magical lock that holds a door shut for 1 combat round. If this spell is cast upon a mechanical lock of any type, the mechanical lock is also engaged.

Oh Go Away (OGA) [Conjuring]

WIZ Cost: 5



Range: 50 feet

Duration: 1 combat turn

Power Up?: No.

Description: Caster totals his or her Intelligence, Luck, and Charisma scores. If the target has an MR less than this amount, it is driven to flee at top speed from the caster for 1 combat turn. If the spell fails (because INT + LK + CHR is not high enough), the target concentrates its attack solely upon the caster for 1 round.

Oh There It Is (OTh)

[Cosmic]

WIZ Cost: 4

Range: 50 feet

Duration: 1 combat turn

Power Up?: Yes. Double range and duration for each level increase.

Description: Causes all invisible items, doors, and beings within range to glow with a soft purple radiance for 1 combat turn. This spell does not need to be aimed, and it has no effect on things that would normally be visible but that are either too small to be seen or are simply not being noticed (i.e., that are hiding successfully).

Sparkle [Conjuring]

WIZ Cost: 1

Range: 10 feet

Duration: 1 combat turn

Power Up?: Yes. Double range and duration for each level increase.

Description: Creates a rainbow glow on an object that sparkles for 1 round. Doesn't do anything useful, but looks very magical.

Suppress Kremm [Metabolic]

(Gimor Ironfang)

WIZ Cost: See text

Range: Touch

Duration: 1 combat turn

Power Up?: No.

Description: This cooperative spell gives a the target an effective WIZ score of 0 for 1 combat turn. The caster and recipient must be in physical contact and the recipient must be willing. This spell is meant for healing purposes, and is only known to the Healers' Guild, although the Thieves' Guild sells a version to its members for only 10,000 gold pieces....

The cost to cast this spell is 3 WIZ from the caster and 3 from the recipient.

Take That You Fiend! (TTYF) [Combat]

WIZ Cost: 6

Range: Line of sight up to 100 feet.

Duration: Instantaneous

Power Up?: Yes. Double previous amount of damage with each level increase.

Description: Inflicts hits on the target equal to the Intelligence score of the caster. TTYF affects only one target at a time. It has no effect on inanimate objects.



Teacher [Cosmic]

WIZ Cost: See text

Range: Touch

Duration: See text

Power Up?: No.

Description: The caster can impress another spell's pattern into the mind of any target who is a Wizard, Paragon, Rogue, or Citizen (but not a Warrior or Specialist). The target gains no true understanding of the spell, simply the mechanical ability to cast it, once, at the spell's base level. The cost of casting this spell is equal to the base cost of the spell being taught plus the base level of the spell being taught.

Wizards or Paragons who receive a spell this way may attempt a SR on INT at the level of the spell to be imprinted to see if they grasp the true nature of the spell – if they succeed, the spell is learned fully and permanently, like any other spell they might have learned.

That's a Natty Beard (TNB) [Cosmic]

(Dekhurrrio)

WIZ Cost: 4

Range: 20 feet

Duration: Permanent

Power Up?: No.

Description: The spell caster points at his victim, saying, "That's a Natty Beard." The victim sprouts a facial beard, mustache, and/or sideburns, regardless of gender. A favorite among apprentices, this spell can cause the beard to be fashioned into a goatee, a Van Dyke, a double point, or any other such style and shape, as the caster wishes. If the spell fails to take effect for some reason, it manifests instead on the face of the caster. The effect is permanent, although the beard can be manually shaved or magically dispelled.

Vorpal Blade [Combat]

WIZ Cost: 5

Range: 10 feet.

Duration: 1 combat turn

Power up?: Yes. Double duration for each level increase.

Description: Doubles the basic combat damage (but not the wielder's personal adds) for any weapon with a cutting edge. Note that it doubles the damage rolled, not the number of dice (spite damage is not increased).

Who's There? [Cosmic]

(Khayd'haik)

WIZ Cost: 5

Range: Touch

Duration: 1 hour

Power Up?: Yes. Double duration for each level increase.

Description: As he touches the recipient, the caster must specify what type of creature (i.e., Kindred or species) will subsequently trigger the spell effect. If any specimen of the specified creature type comes within 50 feet of the recipient while the spell remains in effect, the recipient experiences a jab of pain sufficient to wake him or her up (but not to cause damage), and knows the direction of the approaching creature.

Will-o-Wisp [Conjuring]

WIZ Cost: 2

Range: Touch

Duration: 10 minutes (5 combat turns)

Power Up?: Yes. Double duration and illumination for each level increase.

Description: Summons a tiny light elemental that emits one candela worth of cold blue light. The elemental flutters around the head and hands of

the caster; it cannot be attached to a permanent source. Will-o-

Wisp cannot be cast on another being.

SECOND-LEVEL SPELLS (INT and DEX 12)

Spells of 2nd level and higher cost a great deal of money to learn. In fact, this is one of the main sources of funds for the Wizards' Guild. Instead of charging membership fees, they simply charge outrageous prices for all the spells they teach. Only Wizards and Paragons may buy spells from the Wizards' Guild.

Cateyes [Cosmic]

WIZ Cost: 6

Range: Touch

Duration: 30 minutes

Power Up?: Yes. Double duration for each level increase.

Description: Allows the subject of the spell to see well in low-light conditions; this spell does not grant vision in pitch-black conditions (i.e., the total absence of light).

Ding-a-Ling [Cosmic]

(Khayd'haik)

WIZ Cost: 3

Range: Touch

Duration: 1 hour

Power Up?: Yes. Double duration for each level increase.

Description: This spell can only be cast on a doorway or archway. When any living creature at least the size of a faerie passes through the doorway, it causes a bell to sound loudly enough to be heard for 50 feet in any direction.

Note: This spell is taught by the Thieves' Guild, the Merchants' Guild, and the Wizards' Guild.

Dura-Spell Battery [Cosmic] (Verdius)

WIZ Cost: See below

Range: Touch

Duration: 1 day

Power-Up?: No

Description: The caster may store any amount of his own WIZ points (up to his normal maximum) in a "battery" object such as a talisman, gem, wand, etc. He must pay 7 WIZ to cast

this spell, and also loses whatever WIZ he wishes to place into the battery at the time of casting, but may recover his WIZ normally and may also recall the stored energy at any later time simply by holding the battery.

Find Object [Cosmic]

(Dandelion)

WIZ Cost: 4

Range: 1 mile

Duration: 1 hour

Power Up?: Yes. Double range or duration for each level increase.

Description: The caster experiences a pulling sensation that leads him or her to the object being sought. Any object with its own WIZ score or with abilities that require WIZ to activate cannot be found by this spell.

Glue You [Combat]

WIZ Cost: 8

Range: 30 feet

Duration: 5 combat turns

Power Up?: Yes. Double duration for each level increase.

Description: Impedes the speed of the victim by one-half for 10 minutes. In combat, this means that the victim may act only

every second combat round.

Hidey Hole [Cosmic]

WIZ Cost: 10

Range: 5-foot radius centered on caster

Duration: 5 combat turns

Power Up?: Yes. Double radius or duration for each level increase.

Description: Makes user and all within the radius of the spell invisible for 10 minutes. After the spell takes effect, those affected retain their invisibility even if they move out of range. However, if any of them takes even 1 hit of damage, the whole spell is broken and they all become visible. People covered by the same HH are visible to each other, but not visible to those within a second HH spell. Being invisible makes one hard to hit in combat, and has the effect of reducing enemy combat totals by 50 percent.

Little Feets [Combat]

WIZ Cost: 8

Range: Touch

Duration: 5 combat turns

Power Up?: Yes. Double duration for each level increase.

Description: Doubles subject's

speed for 10 minutes. In combat, this means that the victim may act twice every combat round.

Mirage [Cosmic]

WIZ Cost: 8

Range: 100 feet

Duration: Permanent

Power Up?: No

Description: Projects a visual, silent, unmoving image as a hallucination in the minds of the viewers. This is an excellent spell for giving the impression that there are walls, floors, etc., that are not actually present. Physical contact with the mirage shows that it is intangible, but does not dispel the illusion. A mirage lasts forever until dispelled.

Omnipotent Eye [Cosmic]

WIZ Cost: 5

Range: Touch

Duration: Instantaneous

Power Up?: No.

Description: This spell allows the caster to assess the nature and level of any one spell or magical effect on an object or being. (The Game Master has discretion to reveal as much or as little about the spell in ques-

tion as he or she wishes, but should at least indicate whether the magic was cast with evil intentions.)

Poor Baby [Metabolic]

WIZ Cost: See below

Range: Touch

Duration: Instantaneous

Power Up?: No.

Description: This spells heals wounds or injuries. For each 2 WIZ points the caster spends, the recipient is healed of 1 CON point of damage.

Spirit Mastery [Conjuring]

WIZ Cost: 8

Range: Touch

Duration: See below

Power Up?: No.

Description: This spell enslaves its target to the caster's will for as long as the total of the caster's INT, WIZ, and CHR are greater than the combined total of those three attributes for the target. If the victim has a Monster Rating, its MR must be less than the caster's total for INT, WIZ, and CHR.

Unerring Blade [Combat]

(Khayd'haik)

WIZ Cost: 3

Range: Touch

Duration: 2 combat rounds

Power Up?: Yes. Double duration for each level increase.

Description: This spell must be cast on a sword or a dagger, which then always deals at least 1 point of spite damage in combat while the spell lasts: If none of the dice rolled for the blade come up a "6," then the attack still deals 1 point of spite damage. None of the numbers actually rolled on the dice are affected by the spell.

Unlucky Bees [Combat]

WIZ Cost: 8

Range: 50 feet

Duration: 1 combat round

Power Up?: No.

Description: This spell creates a swarm of bees composed of crackling energy that cluster around the chosen target for 1 combat round. This swarm does an amount of magical damage to the target equal to the target's Luck attribute. If the target survives the attack, his or her Luck score increases permanently by 1 point.

Monsters take damage equal to 1/8th of their MR, and their MR increases by 1 point.

Whammy [Combat]

WIZ Cost: 10

Range: Touch

Duration: 1 combat turn

Power Up?: Yes. Double duration for each level increase.

Description: Triples the weapon dice rolled for any one weapon in the combat turn during which this spell is cast. Whammy may not be applied to any magical weapon, or to a weapon that already has another spell upon it.



THIRD-LEVEL SPELLS (INT and DEX 15)

Befuddle [Conjuring]

(Gimor)

WIZ Cost: 12

Range: 50 feet

Duration: 3 combat turns

Power Up?: No

Description: Causes victim to become befuddled, immediately attacking the closest creature other than the caster, provided that the caster's INT + LK + CHR is greater than the victim's INT + LK + CHR (or its MR if it is a monster).

Blasting Power [Combat]

WIZ Cost: 9

Range: 70 feet

Duration: Instantaneous

Power Up?: Yes. Double previous damage dice with each level increase.

Description: Throws bolts of magical fire at a single foe, dealing a number of dice of fire damage equal to the caster's level, plus his or her combat adds. For example, Mad Murgatroyd, a 4th-level Wizard with personal adds of +12, casts a 3rd-level Blasting Power spell, which costs him 9 WIZ and does 4D6+12 points of damage

to his foe. If he casts it at 4th level, thus costing him 18 WIZ, he does 8D6+12 damage.

Devoted Rain Cloud (DRC) [Conjuring]

(Dandelion)

WIZ Cost: 10

Range: 30 feet

Duration: 8 hours

Power Up?: Yes. Double duration for each level increase.

Description: DRC creates a small rain cloud approximately 3 feet over the victim's head that follows the victim wherever he or she goes. The rainfall is quite heavy, about 2 inches per hour. This soaks the victim to the skin almost immediately and prevents any type of sleep except that which is magically induced. Note that paper and many fine fabrics do not react well to water.

Note: At the GM's discretion, a person or creature that remains subject to the DRC for more than an hour might have to check (perhaps via a SR vs. CON) to see if he or she has contracted a fever. If this



occurs, the target becomes ill and loses 1D6 from each of STR and CON.

Dis-Spell [Cosmic]

WIZ Cost: 11

Range: 50 feet

Duration: Instantaneous

Power Up?: No

Description: Negates and banishes magic of the same or lower level. Note that a 3rd-level Dis-Spell magic could negate a 3rd-level Fly Me spell, for example, but would have no effect on a 4th-level Fly Me.

Find Person [Cosmic]

(Dandelion)

WIZ Cost: 6

Range: 10 miles

Duration: 1 hour

Power Up? Yes. Double range and duration for each level increase.

Description: The caster experiences a pulling sensation that leads him or her to the person being sought. As this spell does not affect the state of the person being sought, it can be cast targeting characters with higher *kremm*.

Fire at Will [Combat]

(Moonwolf)

WIZ Cost: 10

Range: 10 feet

Duration: 1 combat turn/level

Power-Up? Yes. Double duration for each level increase.

Description: This spell creates a 5-foot diameter fiery sphere in front of the caster, which launches streams of fire at one target within range per round. Each stream does a number of dice of damage equal to the level of the *Fire At Will* spell.

Firestorm of Protest (FOP) [Conjuring]

(Mahrundl)

WIZ Cost: 6

Range: 20-foot radius around caster

Duration: 3 combat turns

Power Up?: No

Description: The spell prevents everyone in range from getting any real work done, as they start arguing about the best way to do things. There are miscommunications, ad hominem arguments, and perhaps even insinuations about others' parentage. It is very possible that a brawl will break out unless those affected are true pacifists (GM's option).

Fly Me [Cosmic]

WIZ Cost: 7

Range: Touch

Duration: 10 minutes

Power Up?: Yes. Double duration or flight speed for each level increase.

Description: Allows the target to fly at its normal running speed or slower, and the flyer can carry up to his own weight without being forced out of the air. This spell does not work on dead or inanimate objects.

For What It's Worth (FWIW) [Cosmic]

(Khayd'haik)

WIZ Cost: 7

Range: Touch

Duration: Instantaneous

Description: This spell determines the current market value of any one object (i.e., the GM tells you what the thing is worth). It does not tell you if the item is magical or not, but that fact may be obvious from the determined value when an item is worth far more than its appearance would suggest.

Note: This spell is commonly taught by the Thieves' Guild, the Merchants' Guild, and the Wizards' Guild.

Freeze Please [Combat]

WIZ Cost: 11

Range: 70 feet

Duration: Instantaneous

Power Up?: Yes. Double previous damage dice with each level increase.

Description: Throws shards of magical ice at a single foe, dealing a number of dice of cold and impact damage (half of each) equal to the caster's level, plus his or her combat adds.

For example, Mad Murgatroyd, a 4th-level Wizard with personal adds of +12, casts a 3rd-level Freeze Please spell, which costs him 11 WIZ and does 4D6+12 points of damage to his foe. If he casts it at 4th level, thus costing him 22 WIZ, he does 8D6+12 damage.

Hard Stuff [Cosmic]

WIZ Cost: 15

Range: 40 feet

Duration: 2 combat turns

Power Up?: Yes. Double duration or volume affected for each level increase.

Description: This spell hardens up to 1000 cubic feet of liquid (or semi-liquid mud or sand) into a solid state. At the end of the spell, the substance reverts back to its normal state.

This spell reverses the effects of a Slush-Yuck spell of the same level or lower.

Healing Feeling [Metabolic]

WIZ Cost: 14

Range: Touch

Duration: 1 combat turn

Power Up?: No

Description: Heals any kind of disease. The disease is cured and does no further damage, but any lost CON points are not regained through HF. (A Poor Baby spell would need to be cast to repair damaged CON.)

Rock-a-Bye [Metabolic]

WIZ Cost: 11

Range: 50 feet

Duration: 1 combat turn

Power Up?: No

Description: Causes the target to fall asleep for 10 to 60 (1D6x10) minutes if the caster's INT + WIZ + CHA exceed the target's INT + WIZ + CHA (or, if the target is a monster, its MR). This spell is often used in place of anesthetics during surgery or any other painful medical treatment.

Shield Me [Combat]

WIZ Cost: 13

Range: Touch

Duration: 10 minutes

Power Up?: Yes. Double duration for each level increase.

Description: Projects an energy shield around the target that absorbs and nullifies magical attacks such as Take That You Fiend or Blasting Power. The strength of the shield is equal in value to the recipient's INT score. For example, Mad Murgatroyd, a 4th-level Wizard, has an INT rating of 42. If he casts Shield Me on himself, he is immune to the first 42 points of damage that any hostile spell might do to him. If he casts it on his Warrior ally who has an INT of 14, it protects her only against the first 14 points of magical damage accrued.

Note: Shield Me does not stop physical attacks of any kind. Arrows, for instance, go right through it.

Slush-Yuck [Cosmic]

WIZ Cost: 15

Range: 40 feet

Duration: 2 combat turns

Power Up?: Yes. Double dura-

tion or volume affected for each level increase.

Description: This spell transmutes up to 1000 cubic feet of stone into a semi-liquid form resembling quicksand. At the

end of the spell, it reverts back to stone.

This spell reverses the effects of a Hard Stuff spell of the same level or lower.

FOURTH-LEVEL SPELLS (INT and DEX 19)



Double-Double [Metabolic]

WIZ Cost: 18

Range: Touch

Duration: 5 combat turns

Power-Up?: Yes. Double duration for each level increase.

Description: Pick any one of the target's attributes and double it for the duration. When the spell wears off, the attribute is halved for the same number of turns that it was doubled.

Dum-Dum [Metabolic]

WIZ Cost: 8

Range: 20 feet

B: 10 minutes

Power Up?: No

Description: Reduces the target's INT rating to 3. If the spell fails for any reason, then the caster must make a SR vs. WIZ (with the SR level equal to this spell's level), or the backlash reduces the caster's own INT to 3.

Protective Pentagonagram [Combat]

WIZ Cost: 24

Range: 5-foot radius around creature touched

Duration: 2 combat turns

Power-Up?: Yes. Double radius for each level increase.

Description: Creates a protective energy barrier around the creature touched. Neither spell nor weapon can penetrate this transparent wall of magical force.

Smog [Conjuring]

WIZ Cost: 11

Range: 50 feet

Duration: 1 combat turn (but see below)

Power Up?: No

Description: The caster expels a cloud of poison gas at his or her foes. If those creatures normally breathe, they are poisoned and lose half their CON points (or MR). The cloud dissipates at the end of the first combat round, but creatures affected by it remain poisoned. Characters poisoned by Smog must make a L4SR on CON each subsequent round; if they make the SR, the poison is overcome for that round, but each

time they fail, they lose 1 more point of CON. Monsters do not make SRs, but simply lose 1 point of MR each subsequent round. The damage can be stopped only by casting Too Bad Toxin or a successful Dis-Spell on the victim.

Too-Bad Toxin (TBT) [Metabolic]

WIZ Cost: 7

Range: Touch

Duration: Instantaneous

Power-Up?: No

Description: Stops the harmful effects of any poison, purging the toxin from the target's system. This does not restore any lost CON points, nor does it heal wounds caused by poisoned weapons.

Upsidaisy [Cosmic]

WIZ Cost: 9

Range: Touch

Duration: 10 minutes

Power-Up?: Yes. Double duration or weight of target for each level increase.

Description: The caster may levitate an object or creature of up to his or her own weight, moving it around through the air for the spell's duration.

FIFTH-LEVEL SPELLS (INT and DEX 24)

Breaker Breaker [Combat]

WIZ Cost: 35

Range: 50 feet

Duration: Instantaneous

Power-Up?: No

Description: Shatters a weapon or piece of armor by causing it to become as brittle as glass (though not as dangerous as glass), so that it break upon the first impact thereafter. This is a subtle spell; the victim usually doesn't feel a thing until his weapon or armor falls to pieces. This spell affects only non-magical items, and does not affect an object already having another spell upon it.

Dear Lord [Conjuring]

WIZ Cost: 30

Range: Self

Duration: See below

Power-Up?: No

Description: Summons an impressive looking spirit that will answer three "yes or no" questions truthfully. (That is, the player gets to ask the GM three questions, which must be answered as truthfully as possible; however, if a question is asked in such a manner that it

doesn't provoke a "yes/no" response, the GM need not answer at all.)

ESP [Cosmic]

WIZ Cost: 20

Range: 100 feet

Duration: 1 combat turn

Power-Up: No

Description: A form of mind-reading, ESP detects the thoughts, intentions, and feelings of a man or a monster for up to 1 combat turn. The spell will not work on creatures without living brains.

Mind Pox [Conjuring]

WIZ Cost: 39

Range: 100 feet

Duration: 3 combat turns

Power-Up: No

Description: This spell affects up to a number of thinking beings equal to the level of the caster, all of which must be within range. (*Check each target for *kremm* resistance individually.) For the spell's duration, those affected can neither attack nor defend themselves.

Resist Magic [Cosmic]

WIZ Cost: 10

Range: Touch

Duration: See below

Power Up?: No

Description: This spell enables the creature touched to resist any one spell cast directly upon him. When the next single-target spell successfully strikes the subject, he is unaffected as if he had a higher WIZ total than the caster of that spell. Resist Magic remains in force for 1 hour or until he is struck by a spell, whichever occurs first. While a person has this spell active upon him, he may not replenish WIZ points normally, although he may use *kremm* batteries (see the Dura-Spell Battery spell).

Second Sight [Cosmic]

WIZ Cost: 25

Range: Touch

Duration: 10 minutes

Power-Up: Yes. Double duration for each level increase.

Description: Enables the recipient to distinguish reality from illusion and to see things as they actually are for the spell's duration.

Trollgod's Blessing [Combat]

(Mahrundl)

WIZ Cost: 22

Range: 80 feet

Duration: 1 combat turn

Power-Up?: Yes. Double possible number of targets for each level increase.

Description: A large club appears above the head of the target and "blesses" him — that is, hits him on the head. The club does 5D6 points of damage plus the caster's personal adds. Only head armor may absorb damage from this effect. If the caster fails his INT SR when trying to cast, the Trollgod's Blessing hits the caster instead.

Zingum [Cosmic]

WIZ Cost: 36

Range: 50 feet

Duration: Instantaneous

Power-Up?: Yes. Double range or additional mass affected for each level increase.

Description: The caster may teleport himself and an additional amount of mass equal to his own body weight to any location within range.

SIXTH-LEVEL SPELLS (INT and DEX 30)

Blue Shirt of Life (BSL) [Combat]

(Mhegrrrimm Skullcruncher)

WIZ Cost: 15

Range: 50 feet

Duration: See below

Power Up?: No

Description: The target must be wearing a red shirt (or be bleeding on the torso), and wear the shirt (or the blood) for the duration of the spell. The caster points at the target and shouts, "What? Are you color blind?! You're a blue shirt!" The target's shirt (or blood) promptly turns blue, and the target cannot die for the spell's duration (no matter how much his CON is reduced — simply treat the target as if he were unharmed while the spell lasts). When the spell ends, the blue shirt (or blood) reverts to its normal red color. If the target has a negative CON at that time, he dies as usual.

This spells lasts for a number of combat turns equal to the caster's current WIZ rating (i.e., its rating when he casts this spell).

Mystic Visions [Cosmic]

WIZ Cost: 15

Range: Indefinite

Duration: 1 combat turn

Power-Up?: No

Description: This spell allows the caster to see what is happening anywhere else in the world via a mental image; the image must be centered around a particular item, creature, or location. The caster must have some knowledge or link to the object of the mystic vision. The brief vision is much like a holographic image in the mind.

Porta-Vision [Cosmic]

WIZ Cost: 30

Range: 100 feet

Duration: 10 minutes

Power-Up?: Yes. Double duration for each level increase.

Description: This is a fully functional version of the Mirage spell, complete with motion and sound effects. The illusion cannot be touched or interacted with, and it does not vanish unless Dis-Spelled. It could easily be used to "show" a story to the viewers.

Reversal of Fortune (RoF) [Combat]

(Gimor Ironfang)

WIZ Cost: 30

Range: Special (see below)

Duration: 1 combat turn

Power-Up?: No

Description: When this spell is cast, a faint silvery shimmer radiates outward from the caster and touches all of his current allies and opponents. There is no immediate or obvious effect of this shimmer, and combat proceeds normally. At the end of the round, if the caster is on the victorious side, add the caster's personal adds to the spite damage total before assigning damage (double his personal adds for this calculation if the wizard is a Combat Mage Specialist) and proceed normally.

If the caster is on the losing side, however, the ghastly nature of this spell is revealed. The caster's side takes no damage, not from melee or missiles, not from magic, not from spite damage, not from anything. None! Moreover, the full combat total of the losing side is visited upon the caster's opponents as spite damage, while any normal spite damage the losers would have inflicted is lost.

Immediately after this spell takes effect, the caster loses 1 point of CON permanently.

SEVENTH-LEVEL SPELLS (INT and DEX 37)

Invisible Wall [Conjuring]

WIZ Cost: 47

Range: 50 feet

Duration: 1 hour

Power-Up?: Yes. Double duration for each level increase.

Description: Creates an invis-

ible wall of force that extends for a height and width of 50 feet or until it encounters physical barriers such as floor and ceiling. The wall cannot be moved, nor shaped as anything other than a plane of magical force. Light

does penetrate the wall normally, however (so lasers or similar attacks or effects would go through it).

Zappathingum (ZapT) [Combat]

WIZ Cost: 24

Range: Touch

Duration: 1 hour

Power-Up?: Yes. Double base

damage dice of weapon (before tripling) for each level increase.

Description: Like the Whammy spell, Zappathingum triples a weapon's damage dice, but for a much longer duration; Zappathingum may not be applied to any magical weapon, or to a weapon that already has another spell upon it.

EIGHT-LEVEL SPELLS (INT and DEX 45)

Imafrawg [Metabolic]

WIZ Cost: 40

Range: Self

Duration: 1 hour

Power-Up?: Yes. Double duration for each level increase.

Description: The caster alters his form into any shape that he desires, as long as mass is constant. (He can be a small, incredibly dense frog or a balloon-like elephant, but his mass does not change with the use of this spell.) The caster may end this spell freely before its duration has expired, at will.

Patterns of Fate (PoF) [Cosmic]

WIZ Cost: See below

Range: Touch

Duration: Permanent

Power Up?: No

Description: Enchants any item to hold the mystic pattern of a single spell. That item can then be used to cast that spell any time its wielder supplies the requisite WIZ points using the Mortal Source spell. (The power may also come from a Dura-Spell Battery). The cost to cast this spell is 8 WIZ, plus the base WIZ for the spell being implanted.

For example, a “crystal ball” is simply an orb of transparent crystal some 3 to 6 inches in diameter, enchanted with a Mystic Visions spell. Using the orb allows the wizard to cast Mystic Visions and get the picture inside the globe, but he must supply the WIZ for the spell himself (using the Mortal Source spell or a *kremm* battery).

Zapparmor (ZapA) [Combat]

WIZ Cost: 30

Range: Touch

Duration: 1D6 hours

Power-Up?: Yes. Double base absorption of armor for each level increase.

Description: Enchants any piece (or suit) of armor to absorb triple its ordinary protection value. Zapparmor can be cast on virtually anything that is conceived of as armor, but the tougher the original object, the more protection it gains. Zapparmor may not be applied to any magical armor, or to armor that already has another spell upon it.



Zombie Zonk [Conjuring]

WIZ Cost: 50

Range: 10 feet

Duration: See below

Power-Up?: No

Description: Infuses a single corpse with a lowly spirit that turns the body into an animated zombie with a MR equal to double the previous maximum STR + CON of the being (or double its previous MR). The zombie cannot be slain; it can, however, be dismembered by edged weapons or destroyed by fire. The zombie obeys the caster of the spell of the best of its (almost mindless) ability.

This spell lasts as long as the caster remains conscious. If he falls asleep or dies, the animat-

ing spirit of the zombie escapes and the body falls down dead again.

NINTH-LEVEL SPELLS (INT and DEX 54)

Death Spell #9 (DS9) [Combat]

WIZ Cost: 81

Range: 100 feet

Duration: Instantaneous

Power-Up?: Yes. Raise Luck SR level by 1 for each level increase.

Description: The target of the spell must make a L9SR on Luck or have all bodily functions cease at once, resulting in instant death for any living being. (DS9 doesn't work on the undead or on non-living, magically animated beings.) This spell can target only one being at a time.

If the caster fumbles his INT Saving Roll when cast this spell (i.e., rolling a 3 on 2D6), he becomes the target of his own spell, and must make a Luck SR accordingly.

Medusa [Metabolic]

WIZ Cost: 66

Range: 40 feet

Duration: Permanent

Power-Up?: No

Description: Changes living flesh to unliving stone. The being changed is not dead, but in a kind of stasis; the effect is permanent, but the creature can be restored to its normal state via a successful Pygmalion spell or a Dis-Spell. Statues thus formed have a "hardness" equal to the sum of the affected character's attributes (or to a creature's MR) and cannot be damaged unless hit by a force greater than that number. They register as enchanted statues and are immune to any spells of 6th level or lower, and to higher-level spells that affect only living creatures.

Mortal Source [Conjuring]

WIZ Cost: See below

Range: Touch

Duration: See below

Power Up?: No

Description: This spell allows the caster to use a spell imbedded into an item by the Patterns of Fate spell (q.v.). The cost is 1 WIZ + the standard cost of the imbedded spell.

Pygmalion [Metabolic]

WIZ Cost: 99

Range: Touch

Duration: Instantaneous

Power-Up?: No

Description: Changes unliving stone into living flesh. If the being so changed was originally flesh, such as by a Medusa

spell, it simply reverts to its living form. If the being was only a statue to begin with, it gains attributes as decided by the caster: Add up the caster's total attribute value, and divide by 1D6+1; the caster may distribute the remaining amount as desired among the new creature's attributes.

Yerafrawg [Metabolic]

WIZ Cost: 60

Range: Touch

Duration: 1 hour

Power-Up?: Yes. Double duration for each level increase.

Description: As Imafrawg, but affects any one creature touched.

TENTH-LEVEL SPELLS (INT and DEX 64)

Blow me to... [Conjuring]

WIZ Cost: 28

Range: See below

Duration: Instantaneous

Power-Up: Yes. Double additional weight for each level increase.

Description: The caster teleports himself, along with up to 2000 pounds of inanimate mate-

rial, to any other location on the planet. The location must be one that the caster has either visited before, or at least seen in some fashion.

Hellbomb Burst (HB) [Combat]

WIZ Cost: 100

Range: 100 feet

Duration: Instantaneous

Power-Up?: Yes. Double previous amount of damage with each level increase.

Description: HB does disintegration damage to the target equal to $10 \times$ the caster's combined INT + DEX.

Smaller is Smarter [Metabolic]

WIZ Cost: 50

Range: 50 feet

Duration: Permanent

Power-Up?: No

Description: This spell greatly reduces the size of any one creature or object. The target's height and weight are divided by a factor of $1D6+1$. If the target is a sentient being, also

divide its STR and CON by that number; if it's a monster, divide its MR by that amount; if it's an object of value, divide its worth by that amount.

Wizard Speech [Cosmic]

WIZ Cost: 99

Range: 100 feet

Duration: 1 hour

Power-Up?: Yes. Double duration for each level increase.

Description: The target of the spell can understand and speak all languages, as drawn directly from the mind of anyone with whom he or she wishes to communicate. This is a form of telepathy, although it does not allow communication directly from mind to mind.

ELEVENTH-LEVEL SPELLS (INT and DEX 75)

Bigger is Better [Metabolic]

WIZ Cost: 75

Range: 50 feet

Duration: Permanent

Power-Up?: No

Description: This spell greatly increases the size of any one creature or object. The target's

height and weight are multiplied by a factor of $1D6+1$. If the target is a sentient being, also multiply its STR and CON by that number; if it's a monster, multiply its MR by that amount; if it's an object of value, multiply its worth by that amount.

Blow You To... [Conjuring]

WIZ Cost: 42

Range: Touch (see below)

Duration: Instantaneous

Power-Up: Yes. Double additional weight for each level increase.

Description: The caster teleports the creature touched, along with up to 2000 pounds of inanimate material, to any other location on the planet. The location must be one that the caster has either visited before, or at least seen in some fashion.

Cut the Cord [Cosmic]

WIZ Cost: 50

Range: Line of sight

Duration: Instantaneous

Power-Up?: No

Description: This spell forms an astral knife that cuts the silver cord binding an astral body (such as the one produced by a Ghostly Going spell) to its physical form. If the connection is severed, the victim's astral form becomes a ghost, and its body slowly withers and dies.



Ghostly Going [Cosmic]

WIZ Cost: 45

Range: Touch

Duration: 1 day

Power-Up?: No

Description: The caster sends forth the astral body of the being touched. The astral body may pass freely through all physical barriers and see the world in its astral form (which is usually indistinguishable from its physical form). It remains connected to its physi-

cal form by an infinitely extendable silver thread, and may reel itself back into its body almost instantaneously whenever it wishes. (Once the astral form has returned to its body, though, it requires another Ghostly Going spell to release it again.) When the target is not the same as the caster, and is not a being that knows the spell, it remains in its astral form for one full day unless the caster allows it to return.

TWELFTH-LEVEL SPELLS (INT and DEX 87)

Banishing [Conjuring]

WIZ Cost: See below

Range: 50 feet

Duration: Instantaneous

Power-Up?: No

Description: This spell sends a single demon back to its home plane. The casting cost of this spell is an amount of WIZ equal to $60 + (20 \times \text{the level of the fiend})$. Thus, to banish a Level 7 demon, the caster would need to pay 200 WIZ.

Invisible Fiend [Conjuring]

WIZ Cost: See below

Range: 10 feet

Duration: See below

Power-Up?: Yes. Double demon's MR for each level increase.

Description: Invokes a demon from an alternate reality to manifest (invisibly) and serve the caster. The fiend has a Monster Rating equal to the total of the summoner's attributes plus 25, and is bound indefinitely: It must complete one task for the summoner before it can return to its own

reality. When the task is done, the caster may attempt a L13SR on CHR. If he succeeds, the fiend must perform another task. If he fails, the fiend attacks him. At the completion of each task, the summoner may elect to let the fiend return to Hell without ill effect.

Casting this spell costs an amount of WIZ equal to $50 +$ the caster's STR + CON.

Nefarious Necromancy [Metabolic]

WIZ Cost: 60

Range: 100 feet

Duration: See below

Power-Up?: Yes. Double duration for each level increase.

Description: This spell temporarily revives a slain character or monster for a number of combat turns equal to $5 \times$ the caster's Luck rating. When the time runs out, the target reverts to death.

Omniflex [Metabolic]

WIZ Cost: 186

Range: Touch

Duration: Permanent

Power-Up?: No

Description: This spell permits

the caster to rearrange the target's attributes into any other configuration that retains the same number of total points. No attribute may be reduced to 0. The spell is permanent unless Dis-Spelled.

Summoning [Conjuring]

WIZ Cost: See below

Range: 10 feet

Duration: Permanent

Power-Up?: No

Description: This spell allows the caster to summon and control a demon of any level, with the demon gaining a Monster Rating of 100 for each level of this spell. The casting cost of this spell is an amount of WIZ equal to $50 + (20 \times \text{the level of the fiend})$. For example, a Level 7 demon would cost 190 WIZ to summon and would have a monster rating of 700. Demons summoned via this spell are also spell-casters with knowledge of spells up to their own level and minimum attributes sufficient to cast such spells.

Demons summoned in this way remain in Trollworld until either banished or destroyed in combat. They may take any

physical form that the caster wishes them to have, from looking like a kitten to a beautiful

woman to a red-skinned fire demon to an elephant-headed alien.



THIRTEENTH-LEVEL SPELLS (INT and DEX 87)

Born Again [Cosmic]

WIZ Cost: 208

Range: Touch

Duration: Permanent

Power-Up?: No

Description: This spell must be cast before the target actually dies. Upon the target's death, he magically reappears in a youthful (but adult) version of his or her own body, with attributes identical to those at the time of death, in the sanctuary of the closest Wizards' Guild building.

Fourteenth-Level Spells and Beyond

Spells of 14th level and higher are not sold by the Wizards' Guild in the Empire of Khazan. There are rumors that they can be learned from the Nagas, but they are generally considered to be god-level magic and should be distributed only at the discretion of the GM.

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Frequently Asked Questions

There is a lot more that could be said about Trollworld, roleplaying, and Tunnels and Trolls. If you have a question about how things work, make up your own house rules to cover it when you are the G.M. Remember, the Game Master controls the game-he/she is not controlled by it. It's your world, your adventure. Go forth! Do great things! Have fun!

For discussion and clarification of the rules, visit Fiery Dragon's message boards at www.fierydragon.com, or join the longtime T&T fanbase at Ken St. Andre's personal T&T site: www.trollhalla.com.

A few answers:

Q. Do Rogues, Leaders and Rangers get a Talent in addition to the Type Talent that they start out with?

A. No. Starting characters get one Talent only - in the case of Rogues ("Roguary"), Leaders ("Leadership") and Rangers ("Missile Mastery") - these talents are pre-determined. These characters can select a second Talent when they advance to their next level.

Q. Do Rogues add 1d6 to their attribute score for their Roguary Talent?

A. Yes, Rogues add 1d6 to the highest score chosen from INT, LK and CHA to form the basis for their Roguary Talent.

Q. How fast do delvers heal?

A. Delver's heal no CON during an adventure - unless magical aid is used. All natural CON healing takes place while the delvers recover in town between adventures. Other attributes (including STR and WIZ) are recovered at a rate of 1 point per 10 minutes of rest.

Q. What is a delver's normal movement rate?

A. Depends entirely on the conditions. Movement rate is whatever seems reasonable to GM and players. In dark and difficult conditions, movement can be assumed to be very slow. If you are using the character and creature tokens that came with this Special Edition, let's use something simple like 4 spaces for running, 3 for trotting, 2 for walking, 1 for cautious exploration. (that's for humans, elves, dwarves, etc.) Big creatures cover more ground at the GM's discretion.

TUNNELS & TROLLS

30th ANNIVERSARY EDITION

First released in 1975, Tunnels & Trolls is a fantasy role-playing game in which players can assume the personas and personalities of imaginary heroes who battle monsters, pursue quests, explore the unknown and grow in power. One player takes on the role of Game Master and creates scenarios and adjudicates the rules.

This 30th Anniversary Edition contains the 7th Edition of the T&T rules, written by original creator Ken St. Andre. Based on his previous work, Ken has added new character archetypes (the Paragon, Specialist Mage, Ranger, Leader and Citizen), new attributes (Wizardry), new abilities (Talents), and more!

Grab a pencil, some paper, and dice and prepare to delve into a world made up of imagination. This rulebook is your key to that world. Enjoy.