

TROLLS ZINE



Issue 1

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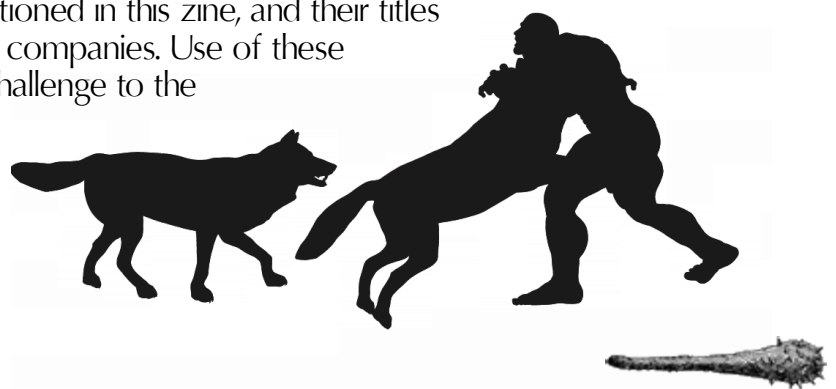
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TROLLS TALK

This magazine, the first edition of TrollsZine, has emerged from the enthusiasm of the members of Vin Ahrr Vin's Trollbridge, a web forum devoted to discussing all things Tunnels and Trolls. Ragnorakk (or Greg Backus as he is known outside Troll circles) had the idea of promoting T&T on lulu and providing a platform for publishing new material for the greatest roleplaying game ever. He also suggested that this might be the ideal opportunity to launch a new magazine for Tunnels and Trolls.

Several Bridge Trolls greeted this idea with great excitement and after vigorous discussion I was pressed into the job of compiling the magazine you are holding in your (possibly virtual) hands. It was my first time editing anything but i have been the beneficiary of advice and support from many people in our community. I would particularly like to thank Quogmyre (Kevin Bracey) for taking on the epic task of laying out this zine and Hogscape (Mike Hill) for his encouragement and for volunteering me to take this on. I am also very grateful to Rick Loomis for allowing us to produce this magazine for Tunnels and Trolls, and to Ken St Andre for creating our great game ,keeping the flame alive and even contributing his thoughts in the article "Trolls Regenerate".

TrollsZine has been a cooperative effort and the authors retain the copyright for their work, releasing it for use in this edition. I hope you will enjoy the many articles and artwork. Hopefully there will be something for everyone - an original solo adventure, meditations on stunts, new fiction, magic items galore, monsters and troll recipes and locations for the hard pressed gamesmaster to drop into their campaign and much more. I am very pleased with the artwork we have received for the zine , from T&T veterans such as Grumlahk (Jeff Freels) ,Ea (Mari Volmar) and Mike Hill to new talents like Alex Cook and Chad Thorson.

The Trolls are working hard on the 2nd edition of their Zine. If you feel you have something to contribute, please visit us at the Trollbridge at <http://trollbridge.proboards.com>. We would love to hear your comments and suggestions and even receive your articles. Don't forget the competition for the best monster or NPC, there is Japanese T&T goodness to be won!

Finally I can assure you all that regardless of rumours to the contrary, no Fairies were mistreated in the compilation of this magazine. Much.

ZANSHIN,
AKA DAN PRENTICE



TROLLS REGENERATE

By Da Trollgod, Khenn Arth

An introductory sort of essay

Woot! Trollzine number one is ready for publication. That's a good thing!

For the last several years, the Tunnels and Trolls fannish world has been served by an excellent magazine called the Hobbit Hole. Putting together a good magazine isn't easy, and I'm very proud to say that HH was a work of love by several of Trollhalla's most talented members. I will mention just a few who have contributed to make that magazine a delight: Ea, Grumlahk, Mhegrrim, Ramsen, Hogscape, and Shipy. Many others helped with stories, articles, solos and gm-dungeons. It was great while it lasted.

But that chapter in Trollish history has ended, and HoHo, as we affectionately called it, has come to an end. The hobbit publisher got caught with his hands in the cookie jar, and he didn't always treat his talent as well as he should have, and the Outlaw Press publishing empire has fallen.

That doesn't mean that Tunnels and Trolls will fade away into obscurity again. Trolls regenerate, and whatever doesn't kill us makes us stronger. I'm happy to see that Zanshin and the members of the Trollbridge forum have stepped into the gap without missing a beat to offer a new magazine for us all to enjoy.

I'm looking at a list of twelve items that will be in the first new issue of Trollzine, and I can hardly wait to see them. I feel a little guilty because I didn't write any of them. On the other hand, I am encouraged that so much excellent content has appeared so suddenly. It makes me proud and happy to know that you T & T players will carry the torch (for dungeon exploring) even after I kick back, put my feet up, and start all my stories with "Back in the day when I was a dungeon delver, the tunnels used to be only ten feet wide and perfectly square. I remember the time when . . ." I use a long beginning like that as a merciful way to allow the smarter of you young-uns to turn and flee before the going gets gruesome.

I see that some of the HoHo talent has switched over to the new Trollzine, and that makes me happy because some of that publishing expertise will transfer over to smooth the beginning of the new zine. That's Ea and Grumlahk (Mari Volmar and Jeff Freels) that ➡➡



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I'm talking about. I also see new Trollhalla members like Zanshin and Charrrd jumping into the fray. Bravo! These people all have talent, and they will do a great job.

But magazines need a lot of material to succeed and flourish, and so I call upon you loyal and talented readers to throw your support to this new Trollzine. I want to see more GM-dungeons from Boozer and Tosatt Earp. I want more solitaire adventures from Dannnherrrrm and Toad-Killer Dog. I want more art from Grumlahk and Ramsen Triten and Ea and Quoghmyre and Moonwolf and all the rest of you talented people. I want more expansions from Kopfy. I want to see new names and talents flourish in these pages. Share your ideas so that T & T can grow and flourish in the 21st century. Just because it's the future now doesn't mean we can't still revel in a world of fantasy. And I promise, I'll do my part to help Trollworld and the whole Trollish universe keep on expanding and getting better.

Remember, trolls hardly ever die. Trolls regenerate! Enjoy this nutritious serving of Trollish goodness, and get out and keep on generating and regenerating!

H'aaarrggghhh! (Trollish for in haste)

Khenn Arrth (a.k.a. Ken St. Andre)



<http://www.trollhalla.com>



SELLING USED EQUIPMENT

By Gary McCammon.

Back in town after a hard day in the dungeon and looking for something a little more substantial than that 2+5 Sax that was all you could afford at first? Don't want to be burdened by that Leather Jerkin you bought (that magic chainmail is *SO* much nicer) but don't want to just throw it away?

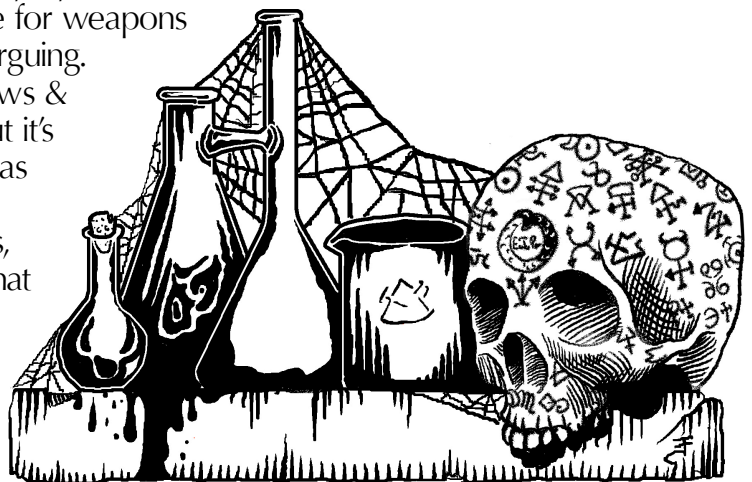
Here's 4 options for the discriminating delver in disposing of his/her/its unwanted arms and armor. These folks will only deal in non-magical weapons and armor, for reasons which will be detailed individually. Note that you do get AP's for these saving rolls!

1) Make a L4 SR on Luck to find Sir Reginald, rich and eccentric collector of used arms & armor, who will pay 100% of list price for your weapons/armor, as long as you've been in combat at least once. Make your SR EXACTLY and he's so impressed with your piece/pieces and your account that he'll pay 150% of list price. (He's a coward and would never go delving himself, but he loves to tell a good story, even if he's not the protagonist - "You see that nick there? Made on the armor of a huge Balrog, I'm told! Truly the crown jewel of my collection!"). Won't deal in magic equipment because he considers it "un-heroic" ("Bah! Any rotter can kill a monster with a magic sword. Give me a true warrior, one who relies on sharp steel and his own brawn and brains!")

2) Make a L3 SR on Luck to find Virki's Weapon Warehouse, where you have the option of selling your stuff outright for 50% of list value in cash, or 75% list value in credit to be applied to any of her re-conditioned, guaranteed pre-owned delver's equipment at only 90% of list price (what a bargain!). She WON'T buy any of her stuff back - she places a mark on everything she sells. Won't deal in magic, as it's too difficult to work with and can be actively risky (she tried to recondition a magic sword once that turned out to be a bound demon in the shape of a blade, and still owes the Wizards Guild for saving her business and life then...)

3) Still looking? Make a L1 SR on Luck to locate Fetchblade the Dwarf, who deals in scrap of all kinds. He'll pay 50% of list price for used arms & armor to be melted down/disassembled and recycled into new equipment. He'll also buy raw metal you may have found. Won't buy magic stuff as it's too risky to re-use or take apart.

4) IF ALL ELSE FAILS... Anyone can locate "THE WEPUN SHAP" (spelled that way on the sign outside!), a chain run in every city by Orcish proprietors. Straight 25% of list price for weapons and armor in cash, no haggling or arguing. They also sell everything except bows & crossbows for 50% of list price - but it's really poor quality equipment and has the same breakage chance as iron arms & armor (see T&T 5th Ed. rules, Sec. 3.12). Still, if you REALLY want that Flamberge you've been lusting after... (and magic items? You're going to trust THESE clowns with magic items? *shudder*...)



FUNNY SHAPED DICE AND MASSIVE MONSTERS

By DAN PRENTICE

Ken St Andre made the excellent decision to use only 6 sided dice when he created Tunnels and Trolls.

This makes the game much more accessible to new players. They do not have to remember all the different types of dice or trouble getting hold of them, as they can raid the Monopoly set for d6 as well as DARO.

However, times have moved on, and many people playing T&T will be gamers with multiple polyhedrals : d4's, d8's ,d10's, d20's and even d100's and d30's .

They chose T&T because it is a great storytelling system, as well as very good for introducing those new to the hobby.

Now one of the features of T&T is that at the higher levels, a high level monster will be rolling A LOT of dice. A Spider with a Monster rating of 300, that's 31d6. 527 MR Demon? That's 53 dice!

Even the most committed dice collector is likely to run out at some point.

Now here are four ways of handling this.

The Multiplier!

As recommended by Ken St Andre in his house rules. Roll as many d6 as you have and multiply the total you get by the total you should have, so for MR 300, roll your 6d6 and multiply by 5, then roll 1d6 and add it to that total.

Any spite rolled, i.e. each 6, gets multiplied in the same way.

In the lap(top) of the Gods!

You could deploy advanced technology and use something like the Cyberboard programme to roll the dice on your PC or laptop.

It's all about Average

You roll as many d6 as you have, then assume an average of 3.5 rolled for each remaining dice (round down), with 1 spite for every 6 dice rolled. So in the case of our MR 300 monster with 31 dice, roll the dice you have (let's say seven d6) getting 1, 2, 3, 3, 4, 5, 6 for a total of 24 and 1 spite. Then assume a total of 24 dice $\times 3.5 = 84$, with 4 spite ($24/6 = 4$). Combat total is then 150 adds plus 108 "rolled" equals 258 with 5 spite. ➡➡



Buckets of Dice!

Don't you just dream of taking all the dice you own and hurling them on to the table while the beads of perspiration run down the players foreheads? Practice that trademark "mwahahaha" and use the following rules to convert those "funny shaped dice" into a regular T&T outcome.

Spite occurs when a dice rolls its maximum number and counts as an amount equal to the number of dice it replaces. You will also have to tweak adds a bit. But all this hard work has to be worth it for the chance to throw all those bones onto the table top. Sometimes the average will be slightly worse than using d6, but hey it's close enough.

1d4 + 1 = One regular dice. 1 spite on a 4.

1d8 - 1 = One regular dice. 1 spite on an 8.

1d10 + 1 = Two regular dice. 2 spite on a 10.

1d12 = Two regular dice. 2 spite on a 12.

1d20 = Three regular dice. 3 spite on a 20.

1d100 - 2 = Fourteen regular dice. 14 spite on a 100 (ouch!)

So our Spider with its 300 Monster rating could be represented by using 7d6, 5d4, 3d8, 5d10 and 2d20, with a +2 to its adds total (in addition to the 150 he usually gets). Or a 2d100 and 3d6 with a -4 adjustment to the adds.

It would probably get a bit tiresome to keep rolling all those dice every time, for the Gamesmaster and the players. But once in a while, when you want them to face that Balrog with an MR of 666, start that combat with the bang of loads of funny shaped dice hitting the deck.

Thanks to David Rost, Charles Myers and of course Ken St Andre



If you think it might be fun to visit Mt. Loki, remember...

So did this guy!

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AEULUNG S TALE

WRITTEN BY TOM GRIMSHAW

EDITED BY DAN PRENTICE

Chapter 1: Wanted

An obsidian view screen crackles into life in the far corner of the Dead Newt Tavern revealing the silhouette of a rugged and unkempt man. He stood before the mighty doors of a great building. Its highest point reached far into the night sky. Lit only by the moonlight breaking through the heavy clouds, a light breeze carried a chill straight to his bones. Heads in the bar turned to tune into the action as the view screen floated with an eerie silence that screamed of high magic. The Running Delver had begun. A voice boomed out to the crowd from an unseen source, 'Welcome ladies and gentle-elves. What a show we have for you tonight. From your very own fine city of Khazan we have the Skull Street Slasher, that irreverent taker of lives! Aeulung the murderous!!' ➡➡



The lunar light caught the face of a man with dark, matted hair and a soldier of the city guard gave out a jeer. 'That's right!' the disembodied voice continued. 'After brutally slaying several city watchmen with little more than a dagger, you failed to bring him to justice. But we have him now, ready to repay his debt to society. So place your bets and claim your pound of flesh! Place your bets, place your bets!' Wisps of smoke gathered within the screen that transformed from the picture of the man at the castle wall to the odds being offered upon his survival and demise in the various languages of the Trollworld. An enthusiastic wave of bloodlust came over the bar as the odds stacked heavily against Aeulung ever seeing the light of day again and, the shows representatives, dressed in novelty blue and white pinstripe jerseys took coin after coin, bet after bet as they whipped the crowd into a frenzy.

Just short of half an hour passed before the screen began to morph again and, the purple mists revealed the front of the castle once more. The figure of the man seemed unchanged from before, as if he had been frozen in time waiting for the approval of the viewing public. In truth, that was the very thing that had happened, not that the half soaked patrons of the Dead Newt gave this a second thought. Although he had been physically unable to move, his mind had been racing at a hundred miles a second, recalling all the recent events that had landed him in this place, almost as an ill omen of his life flashing before his eyes that filled him with a dread of the curse that he had brought down upon himself.

By his estimation he must now be several days' travel through the mountains to the north to be at the gates of Buffalo Castle far from civilization and, far from his troubles. In one city alone he was wanted for several murders. Murders he was guilty of. That city was Khazan, well known for swift and brutal justice, a justice that Aeulung had no intention of waiting around for. 'Khazans justice may be quick' he thought as he ran into the shadows 'but I am faster'. It wasn't long before the little gold he had ran out and Aeulung found himself foraging for whatever meager morsels of food he could scrounge up in the woodlands. Several days later, a half-starved Aeulung sat poking his campfire by night cursing his poor judgment and foul luck, when he noticed a shape shifting just beyond the light of his fire among the shadows of the brush that were providing him with cover from the city guard that had continued to hound him despite the distance he had traveled.

Acting quickly, he reached for his dagger, readying himself for a fight. But before he was even half way to the hilt of the blade a soft tone called out to him from the darkness.

'Now now little one, there's no need for that'. With these words Aeulung found that he was unable to reach further. He strained, breaking into sweat but his hand would not move as the figure walked toward the fire, revealing itself to Aeulung. It stood nearly seven foot tall with eyes that seemed to burn with an intense yellow fire. Its body was made of a combination of shadow and smoke, with only a ghostly cloak where the legs should be.

'If you don't want guests, you really should hide yourself more effectively you know', the voice taunted, 'why, I saw some of Khazan's finest only half a mile down the road and, I do believe that you are the one that has been causing them so much trouble. Perhaps I should relieve them of their stress? No?' the voice continued in a low but sacdistic tone.

Aeulung continued to struggle for his weapon but to no avail, finally giving in to exhaustion, the figure now stooped opposite him at the fire. ➡➡



'What do you want from me?' Aeulung questioned with a worried gasp of breath.

'Why I'm here to help of course' replied the voice in an almost jovial tone.

'Help?' puzzled Aeulung.

'Help' affirmed the voice without hesitation. 'I have it in my power to offer you a direct trade that you might find most tempting at this point. You see those guards will find you in less than an hours time but, if your willing to help me, then maybe I can help you... Disappear, shall we say? All you need do is sign this.'

The figure reached inside its wispy cloak and pulled from it a parchment tied with a red ribbon. 'Time is of course of the essence so I'd suggest you make your decision quickly' said the voice as it threw the parchment to Aeulung through the flames. 'Tic-tock... Tic-tock' the taunting continued. Knowing the hopelessness of the situation it didn't take long for Aeulung to agree to sign. Fervently nodding his head, Aeulung could have sworn that the spirit smiled when he agreed. 'The pact is made' were the last words the voice spoke as it drifted backward into the brush from whence it came, leaving Aeulung where he sat.

Hearing the guards approach Aeulung prepared to jump to his feet only to be stopped by a wrenching in his guts that made him reel with pain, giving out a mighty howl.

'There he is! Get him!' cried out a voice in the distance

The pain swept through his very being and much to his amazement he soon found himself flying and soaring above himself. Aeulung had been split in two. He was now flying off towards some unknown destination, being pulled there by some mysterious force, but he was very aware that part of him was left behind, locked in combat with the guards that had been tracking him since his dash for freedom. What seemed like mere minutes past as many miles were covered and Aeulung found himself being set down in the Deathwind mountains far to the north. Getting his bearings and, pulling himself to his feet a familiar voice broke the silence.

'So glad you could join us' remarked the voice of the shadowy figure. 'I believe you dropped something?' it continued handing Aeulung the scroll that it had previously tossed to him, now opened and signed.

'How did I sign that!?' Aeulung exclaimed with a look of shock on his face.

'You agreed did you not?' The voice quizzed Aeulung and, before he could even reply it remarked 'Well that's good enough for me! What you have there is your standard contract of employment and, may I be the first to welcome you on board. It's rare to get a contestant of your caliber and, I just know the audience is going to love you!'

'What!?' Exclaimed Aeulung

'You are our latest competitor. You're on The Running Delver!' the voice said, vibrant and lively.

Aeulung's face filled with a pale fear.

He knew The Running Delver all too well; he'd watched it many times in the taverns and bars. Poor unfortunates from all over the Trollworld were chosen by a malevolent force when they were at their lowest and would agree to just about anything, chosen to ➡➡



participate in a brutal show for the entertainment of the baying crowds. Money even exchanged hands in many bars across the land. Aeulung realized that signing that contract was as good as a death sentence. As if he could read his thoughts the voice spoke one last time as it stepped back disappearing into the ether 'Read your contract... Your first challenge is to the north. Travel through the pass and to the castle. Don't let me down now... It wouldn't be wise'. Unfurling the scroll, Aeulung read through the contract to see just how much trouble he had landed himself in and, soon found his eyes bulge as he read through the infernal bargain he had made.

His first task was to raid the vault of Buffalo Castle that could be seen just beyond The Valley of the Screaming Souls that lay just before him. Seeing that he had little choice in the matter Aeulung pressed on putting his best foot forward and, traveled through the pass without event. 'How odd' he thought as this area was infamous for ambushes by bandits, thieves and, the occasional mountain troll. Just as he felt his luck may be improving, night began to fall and, soon the moon was the only company that Aeulung had to ease his journey along the rocky path. Time passed without reason and, in what seemed like only a short spell, he soon found himself at the walls of the fortress that was to provide him with his first challenge. Aeulung had arrived and the bets had been placed. The Running Delver had begun.

Looking at the three doors ahead of him on the castles south wall, Aeulung could determine no difference among them. Puzzling for all of a moment and with a shrug of his heavy, thickset shoulders Aeulung pushed upon the right-hand door and entered, expecting the worst but hoping for the best. Much to his relief the door opened up into a room with nothing but a large and eloquent fountain in the center with a fish motif spraying water up in a fine mist, trickling back into the water below. Normally Aeulung would have been dubious of such things but, still hungry and thirsty from his stint out in the wild lands, he jumped at the chance of a drink. Scooping up the water with a hand and suckling upon the small pool in his cupped palm, Aeulung felt an almost magical relief. Almost high on the feeling he continued to dip his hand and drink from the fountain until he found himself dunking his whole head in and taking a great mouthful.

Upon removing his head, Aeulung caught his reflection but it was not a face he recognized. He was now more regal and dignified, with a fine chiseled jaw and, a winning smile. He also noticed that his muscles were now more toned and refined, almost ripped. Well now there's a turn up for the books he thought to himself as he regained his composure and noticed the door upon the north wall. With a renewed sense of vigor he opened the door with a leap and bound in his step only to be met by a grotesque horror moving toward the portal where he stood. A shambling mass of bandages and rotten flesh ambled toward him letting out a low moan as it outstretched an arm, reaching for Aeulung's warm body. Knowing that the only way forward was through his foe, Aeulung drew his katar and prepared for combat, backing into the room with the fountain so as not to be restricted by the width of the corridor from which the aberration was emerging.

Violent combat soon ensued as Aeulung dodged and weaved, striking minor blows to the arms of the mummy as it flailed at him in a primal rage. Such was Aeulung's focus upon his opponent that he did not notice the dais of the fountain behind him and, he tripped falling backward and hitting his head upon the hard stone floor. Recovering from the blow, Aeulung's eyes fixed upon the figure of the mummy now looming over him, reaching down toward his throat and, gnashing its teeth. *To be continued...*



THE TROLL CHEFS COOKBOOK

SKATHROS THE SAVORY AKA SALVATORE MACRI

Welcome to my kitchen. Skathros the Savory here, Chef at the court of the mighty Khenn Arrth.

My life's work has been finding things to eat, stopping them struggling and then cooking them.

I know many trolls are quite happy to eat their food raw, but with just a bit of effort they can be so much tastier.

Also there are some things out there that are just not worth the trouble - my book warns you about them as well.

So settle back, give the book a good read and then go out and get yourself a nice juicy delver.

Bon appetite!

Arcane Beetle

MR: 100 Combat Dice: 11d6+50

Special Damage: 1/1 - normal spite damage

Special Abilities:

Armor - The Arcane Beetle's thick carapace offers 10 hits worth of protection

Arcane Reflection - Any spell cast upon an Arcane Beetle is immediately cast back at the wizard.

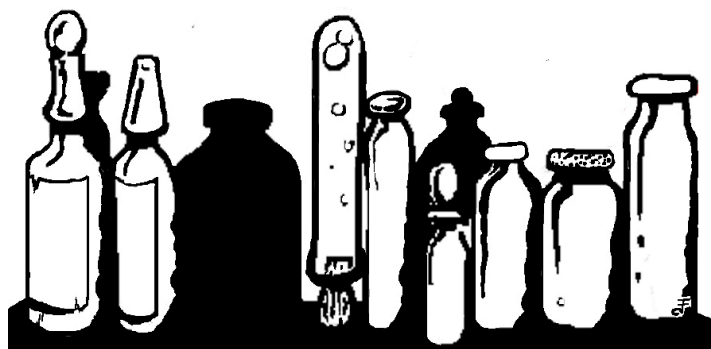
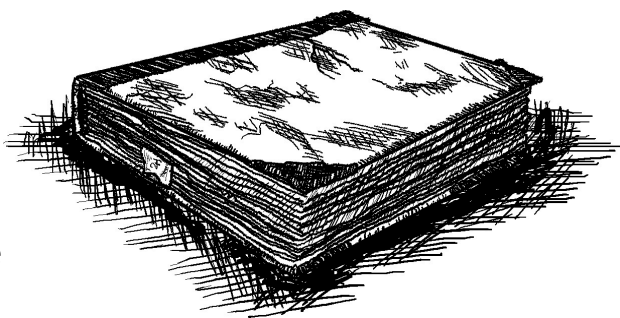
A gargantuan beetle with a carapace of mirror-like silver.

Arcane Beetles are ideally suited as mounts for warring against wizards and other spell-casters, due to their innate abilities.

Often found with a human in funny coloured clothing on top. Both are very dangerous so be careful.

If you are a shaman and know spells use ones that make your claws sharper and attack - Take That You Delver will just get reflected back at you by its silvery shell.

When preparing make a big fire and cook them inside their shell.
Delicious! ➡➡



Banshee

MR: 100 Combat Dice: 11d6+50

Special Damage: 4/Blasting Power - The banshee's wail acts as a Blasting Power spell, so double the combat total.

Special Abilities: Non-corporeal - A banshee may only be damaged by magic items and spells.

WIZ - Banshees are highly resistant to magic and are assumed to have a WIZ score of 25.

Banshees are wailing spirits, usually female (human or elven). Non-corporeal and highly resistant to magic, banshees make formidable foes.

This is potential risky side effect of killing an elven delver. They very occasionally come back to haunt you.

No eating on this one and you'll need one of those shiny weapons delvers love so much to see this off.

For that reason every good chef has a good knife collection. Useful for food preparation as well. Anyway, best avoided.

Basilisk

MR: 90 Combat Dice: 10d6+45

Special Damage: 4/Medusa - otherwise normal spite damage

Special Abilities: Armor - The basilisk's scaly hide gives it 8 hits worth of protection per combat round.

Measuring 7' in length, these 6 legged reptiles are feared for their arcane gaze which is rumored to turn people to stone.

This is a prestige dish, the kind of thing King Khenn Arrth would call for when entertaining other Troll Chieftains.

Tricky to subdue, don't let them catch your glance and attack quickly. Best taken down by a hunting party.



When preparing remove the eyes very carefully and dispose of, then substitute other eyes to maintain the presentation effect.

The meat itself will need a lot of tenderizing. ➡➡



Beetle, Giant

MR: 80 Combat Dice: 9d6+40

Special Damage: 3/Grasp - Giant beetles may pin their victims within the grasp of their powerful mandibles inflicting its combat dice in damage directly to the pinned foe.

Those caught in the grasp may do nothing till they break free of the mandibles. Breaking free requires a L3SR vs. STR and may be attempted every round.

Special Abilities: Armor - The giant beetle's plate-like carapace affords it 18 hits worth of protection per combat round.

These incredibly large beetles are equipped with massive powerful mandibles that can snap a troll in two.

Lots of good eating on this, but don't get caught by those pincers. Use a big rock to make a hole in its shell and then keep clawing at its insides til it stops moving.

Pour the insides out through the hole into your cauldron. Makes a great savory stew.

Bladeling

MR: 40 Combat Dice: 5d6+20

Special Damage: 1/2 - Ghastly Gash. By using its whole body, bladelings may inflict even more severe damage. Every 6 rolled counts as 2 points of spite damage.

Special Abilities: none

An abominable crossing of man and steel, bladelings resemble humans whose bodies are covered in all manner of blades, be it knives for hands, spiked shoulder blades, or needles and razors protruding from the forearms. Every touch of a bladeling inflicts pain. Such abominations are not welcome in any civilized lands.

But then neither are
Trolls heh, heh. Rip these
little guys in half and
they soon stop
struggling. Handle with
care when removing the
meat as they are half
meat, half knife. Boiling
for soup is best, as their
metal bits conduct the
heat nicely. ➡➡



Blink Beast

MR: 60 Combat Dice: 7d6+30

Special Damage: 1/1 - normal spite damage

Special Abilities: Blow me to - Blink Beasts have the innate ability to blink in and out of existence. In combat, they will use this ability to gain any measure of advantage over their prey/foes.

These canine looking critters from the Temporal Plane are usually found hunting in packs of 6 to 12 blink beasts.

Now these ones look like dogs or wolves, and we all know that's good eating, but they keep jumping all over the place, and they come in packs. Hunting party time!

If you can tempt one with some scraps, they make for incredible hunting dogs.

Centaur

MR: 40 Combat Dice: 5d6+20

Special Damage: 2/3 - Thunderous charge. For every two 6s rolled, the centaur deals 3 points of spite damage.

Special Abilities: none

Bit of a treat this one, two types of meat. Don't let them rush you, and remember they are nasty fighters from front and back.

Best bet is jump down on them from above. Nothing quite as tasty as jellied centaur hoofs so they are well worth the effort.

Draconic

MR: 50 Combat Dice: 6d6+25

Special Damage: 2/Call Flame - Like their larger cousin's, the Dragons, Draconics are able to spew a blast of flame.

Special Abilities: Armor - Dragon-like scales take 8 hits per combat round.

Fly Me - Draconics can fly at will.

Draconics resemble a cross between dragons and humans. Although humanoid in appearance, they possess both wings and scales,

and have the ability to spew fire like their cousin's the dragons (be it on a much smaller scale).

Mmmm Dragon stew. Meaty, with a fiery quality that puts you in just the mood for a keg of troll beer. These creatures offer that great dragon taste with far less danger.

Watch out for their breath, remember you want to cook them, not the other way round. ➡➔



Duelist

MR: 40 Combat Dice: 5d6+20

Special Damage: 2/Disarm - If two 6s are rolled, the Duelist disarms his opponent. The disarmed combatant must sacrifice 1 round of combat to retrieve his weapon.

Special Abilities: Armor - Leather armor taker 5 HITS per combat round.

Duelist are masters of one-on-one combat. They prefer to disarm their opponents, rendering them helpless, but are not averse to killing them outright.

This aggravating animal has a long pointy thing that he keeps swirling around while making "amusing" remarks. Once you have stopped those shenanigans you will find that they are a bit scrawny, with a lot of lean meat. Nice long bones with good marrow.

Ethereal Shade

MR: 100 Combat Dice: 11d6+50

Special Damage: 4/Befuddle - By wrapping itself around a victims head, the ethereal shade momentarily distract and befuddle its foe.

Special Abilities: Invulnerability - Ethereal Shades may only be harmed by spells or magic items. .

An ethereal shade resembles a mass of black, wispy smoke which billows and contracts as it floats about.

At night, or in darkness, it becomes nearly invisible. A L3SR vs. LK is required to spot an ethereal shade in such conditions. The ethereal shade inflicts damage by use of its icy touch.

More for entertainment at a big feast than food in its own right. Let one of these loose and guffaw as the guests wander around drunk on spirit.

You'll need those delver shiny blades you keep in the knife drawer to get rid of it after that. ➡➡



Flying Ape

MR: 35 Combat Dice: 4d6+18

Special Damage: 1/1 - normal spite damage

Special Abilities: Fly Me - Flying Apes, as their name implies, can fly.

Large and savage winged apes, these fierce foes can be found in lost jungles or under the control of evil wizards.

Lots of good meat on these if you can bring them down to earth. Their scaly wings are a bit tough and tasteless.

Watch out for the delver in robes they are often found with as they can be very dangerous.

Golem, Clay

MR: 70 Combat Dice: 8d6+45

Special Damage: 1/1 - normal spite damage.

Special Abilities: Armor - their stone hide takes 6 hits per combat round

Now you would think these big lumps offered nothing to the discerning cook, but that's where you are wrong.

Smash them to pieces and they make the ideal lining for your oven.

Just the thing for those delver pizzas!

Golem, Stone

MR: 140

Combat Dice: 15d6+70

Special Damage: 1/1 - normal spite damage.

Special Abilities: Armor - their stone hide takes 12 hits per combat round.

Big and tough, your living statue is not good eating, although rock trolls can digest their fragments.

However as they do not eat, they do sometimes leave delver pieces that can be scooped up and popped in your sack.

The ones that patrol are the best as they move off leaving delver fragments behind. ➡➡



Golem, Iron

MR: 180

Combat Dice: 19d6+90

Special Damage: 2/3 - iron bash, every two 6s rolled counts for 3 points of spite damage.

Special Abilities: Armor - their iron hide takes 20 hits per combat round.

Skin hard as, well, Iron. No flesh to speak of. Hideously dangerous and no eating to be had. Avoid.

Incendarix

MR: 80 Combat Dice: 9d6+40

Special Damage: 3/Call Flame - This minor elemental from the plane of fire may call forth a gust of flame to harm its foes.

Special Abilities: Immunity - Incendarix' are immune to any heat/fire based damage.

Vulnerability - Cold and water based damage inflict double the amount of damage.

Resembling a living flame in humanoid shape, Incendarix' are minor minions of the elemental plane of fire.

Now this is the clever bit. If you can get one of those delvers in the funny robes to bind one of these into your clay oven (see Clay Golems above), you have the perfect cooking device.

Kremm Leeches

MR: 2 Combat Dice: 1d6+1

Special Damage: 1/Leech attaches itself



Special Abilities: If a Kremm Leech attaches itself to someone, it will slowly siphon off the victims kremm, stealing 1 point of WIZ per round attached. A successful L2SR vs. LK is required for the victim to realize something's amiss.

Kremm Leeches resemble, well leeches. These tiny critters are often used by Wizards and Mages to subtly deplete an arcane foe's WIZ.

Difficult to see these little buggers, but no trouble to kill. Either squash, or carefully insert a finger nail if you want to preserve them intact. Can be a nice garnish for a bigger dish. ➡➡

Lightning Lizards

MR: 180 Combat Dice: 19d6+90

Special Damage: 5/Blasting Power - A lightning lizard may spew a crackling stream of lightning to assault its foes.

Special Abilities: Armor - Its scaly hide offers 5 hits per combat round.

Lightning lizards stand 4' in height and may reach a length of 10'. Their scales are a shimmering blue and sparks of lightning constantly crackle around its maw.

Lightning lizards have sometimes been used as mounts for powerful goblin chiefs or tribal lords.

A very spicy quality to the meat recommends itself to the discerning gourmand.

Big and dangerous, there is enough meat to feed a hunting party, so take some mates. Try to attack from the back as its electric breath can smart.

Either chop into sections for oven cooking, or push a spear through it and roast over a bonfire.

Plague Hounds

MR: 30 Combat Dice: 4d6+15

Special Damage: Plague - For each round someone engages a Plague Hound in melee combat, a L2SR vs. CON must be rolled to avoid the loss of 1 point of Constitution

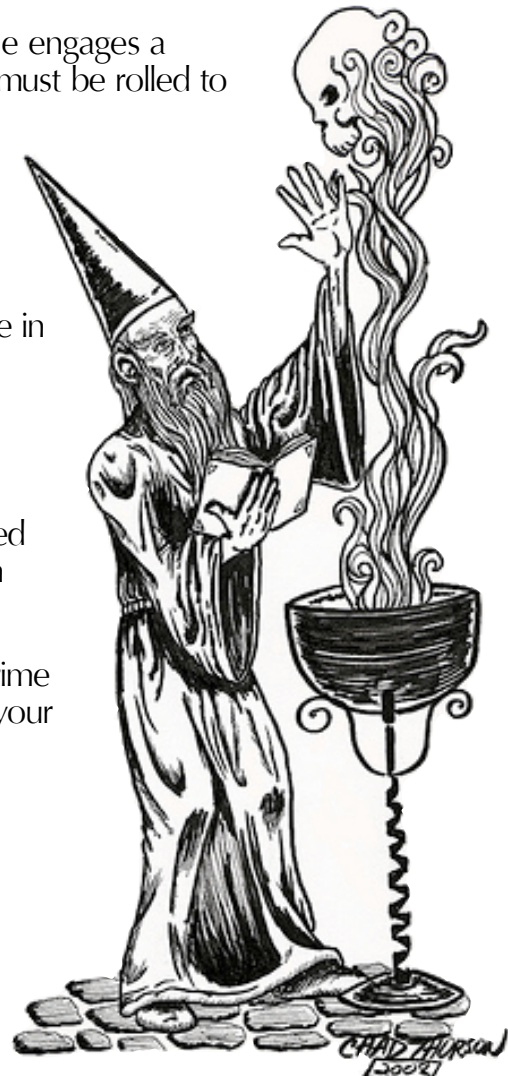
and 1 point of Strength due the hound's infectious plague. Points lost due to the plague return at the rate of 1 point/day.

Special Abilities: Catseyes - Plague Hounds can see in low light conditions.

Plague Hounds resemble sickly thin wolves. The stench of rot and decay closely follows them.

A bit gamey for some tastes, these should be boiled for a long time to render them fit for eating. When subduing them it can be worth hurling a boulder

so you don't get the rash from being close. Not prime eating, but when hungry you take what wanders your way. ➡➡



Ratlings

MR: 30 Combat Dice: 4d6+15

Special Damage: 1/1 - normal spite damage.

Special Abilities: Cateyes - This ability proves useful for navigating the lightless sewer complex' where ratlings make their homes.

Standing no taller than 4', ratlings, as their name implies, resemble humanoid rodents. Although not much of a threat individually, ratlings tend to attack in packs of 10 to 20 ratlings.

At home in the dark, just like us, Ratlings attack in packs. Individually they offer little resistance. Serve on skewers, as the "Rat on a stick" is a traditional delicacy.

Rust Creature

MR: 70

Combat Dice: 8d6+35

Special Damage: 2/Rust - Rust creatures have the innate ability to corrode any metal they touch with their long, feeler-like antennas. The Rust creature will target the largest piece of metal in the party (armor or weapons). The corrosive effects of the touch will reduce a metallic armor's HITS by a d6, or a weapons DICE by -1 die (round down). Should HITS or DICE be reduced to 0, then that particular piece of weapon or armor is rendered useless.

Special Abilities: Protective shell - Takes 10 hits per round.

Resembling a cross between an insect and an armadillo, the rust creature is much feared by warriors and other folk who depend on steel for protection or offensive advantage

Aah, Rust Creature Roulade. The dish that made my reputation. For some reason delvers fear this creature greatly, and it can be a good time to ambush them as they flee from it.

The rust creature is quite tough, but a few blows from your trusty stone axe should see it rendered ready for consumption. Good for any Troll with an iron deficiency. ➡➡



Tangle Weed/Strangle Vine

MR: 50 Combat Dice: 6d6+25

Special Damage: 2/Entangle - This maneuver has the same combat effect as a net. If the target fails a L2SR vs. DEX, it is entangled and loses ° of it's HPT until it can free itself. A successful L3SR vs. DEX is required to free one's self (one attempt per combat round)

Special Abilities: none

Tangle Weeds and Strangle Vines are essentially the same creature, the only difference being that the Tangle Weed attacks its victims from below, while the Strangle Vine attacks from above. In appearance, they resemble a mass of weeds or vines, their animate nature only becoming apparent during an attack.

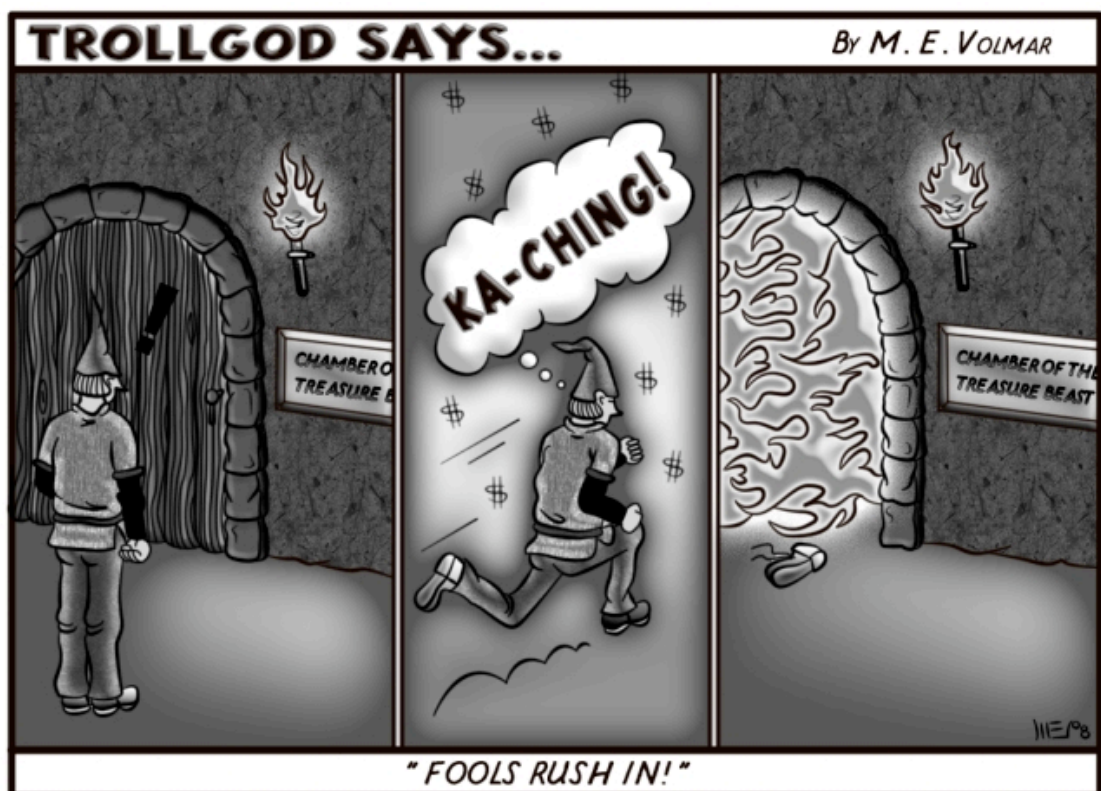
As my dear old mum always used to say, eat up your veg, before it eats up you.

If one of these gets hold of you, simply bite your way free. Chop finely, season well and fry. A popular accompaniment to a main course.

I hope that this small selection from my book has whetted your appetite. Remember Proper Preparation Prevents Pitiful Performance and always kill your ingredients before cooking them.

Assisted by Dan Prentice, delver scribe for the mighty Skathros, hoping to postpone the day when he writes the recipe for humans.

(Monsters by Salvatore Macri, Recipes transcribed by Dan Prentice)



ROADHOUSE

GREG BACKUS

This is an encounter and location designed to be dropped in to the gamesmasters campaign. It can either be used for a one off incident or could be based close to a place of importance to the adventurers. In the latter case clearing it of the bandits could do wonders for their long term reputation.

The Two-sheaf roadhouse sits midway up a gently sloped hill that gradually rises 90' above the level of the not-offt used road the characters walk. The land is clear and an old track leads from the road to the low fieldstone wall surrounding a large two-story inn, and stables for up to a dozen horses.

The innkeep (who answers to the name Tarlan) of the Two Sheaves is friendly and will do his best to accommodate travellers. His common room is warm in winter, cool in summer. Tarlan will be on duty from dawn to dusk, but at night, the bar is given over to a surly and large, heavily scarred man named Henks - and the taproom often occupied by a dangerous crew. A small group of bandits has come recently to the Two Sheaves, and at night the bar is theirs.

Six peasant huts are clustered together on the far side of the hill. These (not visible from the road or the inn) are occupied by slaves captured and brought here by the bandits. They have no wealth and are afraid to talk to outsiders. Someone is supposed to keep watch from the hilltop, where a crude, low pavilion has been built. Whether any men there are keeping watch, drinking, or passed out from drink, should be determined randomly.

The innkeep of the Two-sheaf is cowed into submission, by threats to the innkeep's family to keep him in line. If his fears could be allayed, he would be welcome to be rid of the bandits.

Kvek (Human Warrior lvl 2 - first in command)

S 17 D 15 L 20 I 14 Co 22 Ch 16 Speed 14 Melee +16 Missile +19 Age 25

Wears leather armor (6 hits taken x2) and a wide ring of plain copper (+4 to luck and 4 hits taken as armor) - wields an enchanted sabre of dull dark iron (4+6 damage, ST req 13, DX req 14) that allows the wielder to cast a level 1 TTYF (that only does 1/2 IQ in damage). Kvek also has a bow and a suit of scale mail available to him.

Forox the Quick (Human Rogue level 1 - second in command)

S 16 D 10 L 9 I 14 Co 9 Ch 10 Speed 15 Melee +4 Missile +4 Age 27

Graduate of the Secret Academy of Klos, where studies in ethics are discouraged, Forox is an unscrupulous mage, content for the time being to support Kvek and keep the families of Two-sheaf in thrall. He will wear a chain shirt (7 hits taken as armor, absorbs all damage from first magical attack each day), and wears pendant on a leather thong (under his shirt) which serves as a staff ordinaire. Forox uses a long dagger (2+3 damage, ST req 6 DX req 7) in combat. He knows all first level spells and Yassa-Massa. ➡➡



Gurthag (Dwarf Warrior level 1 - third in command)

S 28 D 13 L 11 I 10 Co 26 Ch 7 Speed 10 Melee +15 Missile +16 Age

Kvek's right-hand dwarf, Gurthag is grim and humorless, apparently with few interests other than keeping the peasant families cowed. His three savage children live in one of the shacks in the village, they should be treated as MR 22 creatures.

THE BROTHERS HURA (HUMAN BANDITS)

Lenz, age 18 (MR 20 Con 11 Dex 17, wears leather armor, has a short bow (3d6))

Kurk, age 20 (MR 26 Con 13, uses a target shield)

Jelb, age 21 (MR 32 Con 14, uses a target shield)

The Hura brothers generally alternate between drinking in the Two-sheaf, and sleeping in the watch pavilion on the hilltop. They will often try to assess the value of visitors and will tell Kvek anything they learn about the PCs, and are loyal to him. The Hura will follow power, however, and their loyalty to Kvek would not extend beyond his expulsion or death.

Travelling characters who come to the Two Sheaves and stay a single night would probably not cross Kvek's path, unless they seemed to be nosing about, or itching for a fight. If the characters look (or fit) the part of bandits themselves, Kvek may try to assess their worth himself.

If characters stay longer, have caused trouble, investigated the peasant huts, or look like lucrative targets, Kvek will be able to bring another d6 bandits (treat as MR 26 creatures) before attacking the characters.



TROLLSZINE COMPETITION I

Greetings fellow trolls,

Not content with bringing you the bone crunchingly good *TrollsZine*, we also want to give you fabulous prizes from the TrollsZine Vault.

The first bounty will appeal to true collectors of Tunnels & Trolls goodies. Three pristine Japanese T&T books published by ROLE & ROLL BOOKS. Okay so unless you can read Japanese the utility value of these books is pretty slim but wouldn't it be great to add an extra piece of the T&T legend to your collection? Sure it would.

'What do I have to do?' I hear you cry. Well, it's simple, all you need to do is design a monster or NPC complete with background, motivations, tactics and of course statistics (be they attributes or Monster Ratings). Your creation should also come with a 250 to 350 word outline of an adventure or encounter in which the NPC or critter can be used.

The winner will be chosen by none other than the almighty Trollgod himself, Ken St. Andre and of course the winner and runner up submission will appear in a future issue of the 'zine.

However, the winner will not be announced until we have received at least 10 entries. You can provide more than one submission but you also have an incentive to get others to put finger to keyboard too.

Send your work to the TrollsZine editor at prenticea@blueyonder.co.uk

Note, the photo shows the books next to a copy of the 5E T&T rule book to give you an idea of their actual size.



THE BLOOD WAR OF SAXON

By Tom Grimshaw

This is a short solo for Tunnels and Trolls. It is suitable for Level 1 to 3 characters with no more than 20 adds. There is no magic matrix, so spellcasters will have to adjudicate the effects of spells for themselves.

Introduction

In the fertile pastures of the southern realm lies the torn village of Saxon. For generations two families, the Slavin and the Furriers have been at great debate over the ownership of a singular field. Ordinarily this would not lead to such a drawn out feud but, as the only place that a rare and valuable herb grows, there is much to be gained from staking a claim here.

A violent storm only two nights passed unearthed an ancient tomb within the field believed to belong to the ancestors of the lands rightful owner. This has brought great debate as to who will investigate the catacombs. The citizens here are but simple farmers and neither family trusts the other to tell the truth upon returning to the surface. As such they have turned to you, an outsider, to resolve this matter once and for all. Handing you a lantern to light your way and, promising you reward upon your return they usher you toward the darkness as they stand in anticipation of your return. You descend the stairs and enter the crypt, go to 7.

1 Your weapon begins to turn to dust as soon as it makes contact with the light. You pull it back but it is too late as the last of it crumbles away in your hands and, the light fades just as quickly as it had appeared. With the light gone you notice a door on the north wall and decide to exit the room through it, go to 39.

2 You travel along the western passage for a short time before the corridor turns northward ending in a half-rotted wooden door. Pressing an ear to it you can hear nothing and enter cautiously. The door gives with a creak and you find yourself in a small run down chamber littered with bones. Roll 1D6.

If you roll a 1, go to 4.

If you roll a 2, go to 6.

If you roll a 3, go to 16.

If you roll a 4, go to 23.

If you roll a 5, go to 33.

If you roll a 6, go to 38.

3 The passage continues west for a short time before turning north. As you turn the corner, you are confronted by a shambling figure which attacks you on sight!

Zombie: MR 18

2/ Zombie Plague: Make a LISR on CON or become infected. If you are infected you lose 1 CON each paragraph (or combat round) until magically cured. If you die of the plague you become a zombie with a MR equal to your STR.

If you slay the monster you continue north, go to 5.



4 You pause for a moment, expecting something to happen but as time passes you realise that there is nothing here but a few old bones. Feeling safe, you search among the remains and find a small leather pouch with 1D6 GP inside it. Finding nothing else of any value you leave the chamber through the door in the north wall, go to 8.

5 You walk down the passage a short ways before arriving at a crossroads. Seeing no sense in travelling back toward the exit yet, you look at the other three options. After a quick investigation you can see no difference in any of the corridors. Will you travel west, go to 8. North, go to 13 or, east, go to 31.

6 As you cast a light across the room you notice something moving in the far corner and as you fix a light upon it, it begins to move toward you. Giving out a low moan it lurches toward you with an awkward motion and you prepare yourself to fight.

Zombie: MR 18

Special damage 2/ Zombie Plague: Make a L1SR on CON or become infected. If you are infected you lose 1 CON each paragraph (or combat round) until magically cured . If you die of the plague you become a zombie with a MR equal to your STR. Make a note of which paragraph you die at, the next adventurer will meet you there.

If you win a further search of the room reveals a small silver dagger (2+1) worth 50 GP. Placing the weapon in your pack you decide to leave the room and exit through a door in the north wall, go to 8.

7 You advance down the stairs watching your step as you tread and, kicking away loose stones until you reach the base of the stairs to find yourself at a T-junction with passages running west and east. In front of you your lantern catches a stone plaque that has been placed upon the wall but, unfortunately time has worn away much of the wording.

Make a L2SR on IQ. If you make the roll, go to 9. If you miss the roll, go to 14

8 You exit the room and find yourself at a T-junction. To the north you can see a door and, to the east there is nothing but corridor as far as the eye can see. If you want to head north, go to 19. If you wish to walk down the eastern passage, go to 5.

9 Examining the tablet you manage to make out some reference to a great magical force to the east. Looking down the east-hand passage you can make out a wooden door in the distance. If you would like to follow the east passage, go to 27. If you would rather follow the passage to the west, go to 2

10 With a crash you burst through the door and into a large room thick with dust. In the centre of the chamber upon a raised dais is a fine stone coffin engraved with various markings, it is then you spy the family crest at the head of the coffin lid. Roll 1D6

If you roll 1 – 4, go to 42.

If you roll a 5 or 6, go to 12.

11 No sooner have you placed your weapon into the light it is ripped from your hands. The light fills the weapon and, it soon begins to dance before you in the air. A



cruel laughter echoes in your ears and, you must now fight against your weapon which has a MR equal to its dice plus adds. Defeating the weapon will damage it beyond all use. If you survive the battle you notice a door upon the north wall and decide to exit the room through it, go to 39.

12 The crest is a snake, the seal of the Slavin family. With this information you return to the surface to claim your reward, go to 43.

13 You walk north along the corridor until you arrive at a heavy wooden door that has been sealed and bolted, go to 20.

14 The tablet has eroded far too much for you to make any sense of the carvings upon it and, finding nothing else of any note you decide to move onward. Shining a light down both passages you can make out a door to the east. Will you travel east, go to 27 or, will you travel west, go to 2.

15 Opening the lid of the coffin you smile as you see a huge pile of gold pieces. Carefully propping up the lid you loot the contents, finding 1D6x 50GP. Carrying your haul you press onward through the door in the northern wall, go to 25.

16 In the corner rats nibble at a pile of bones and, as your light catches their eyes they all turn to run at you. It looks like they want you for their next meal and you must fight for your survival!

Swarm of Rats: MR 1D6 x 5

If you win the battle you dress your wounds and leave the room through the door in the north wall finding nothing of value, go to 8.

17 As you place your weapon into the light, the light fills the weapon itself as it slowly fades away. Roll 1D6.

If you roll a 1, go to 24.

If you roll a 2, go to 40.

If you roll a 3, go to 11.

If you roll a 4, go to 1.

If you roll a 5, go to 32.

If you roll a 6, go to 29.

18 Leaving the room the corridor takes a turn to the left, continuing for 15 feet before it ends in a door to your right, go to 20.

19 The door opens into a cobwebbed chamber with a heavy stone coffin pressed against the eastern wall and, a flimsy wooden door with a barred window in it on the northern wall. You may proceed through the door, go to 25 or, investigate the coffin, go to 37.



20 The door has been well sealed and you are almost certain that the crypt that the farmers told you about will be just beyond this door. You listen at the door but all you can hear is a deathly silence. You press against the door but it will not budge and you soon surmise that the door must have been sealed from the other side. Summoning all your strength you charge the door in the hope of breaking it down. Make a L2SR on STR. If you make the roll, go to 10. If you fail, you fall to the ground exhausted and must admit defeat, beaten at the final obstacle. You return to the surface and leave Saxon, unable to help the farmers and, unwelcome in these parts ever again.

21 As your hand reaches the light you feel an intense vibration running up your arm that soon becomes painful. You pull away but, the damage has already been done as you notice your hand and arm have suffered severe burns. Reduce your CON by 1D6 permanently for the magical burns. The light fades away with a grim laughter and, you see a door on the north wall that you could have sworn was not there before and and decide to see what is beyond it, go to 39.

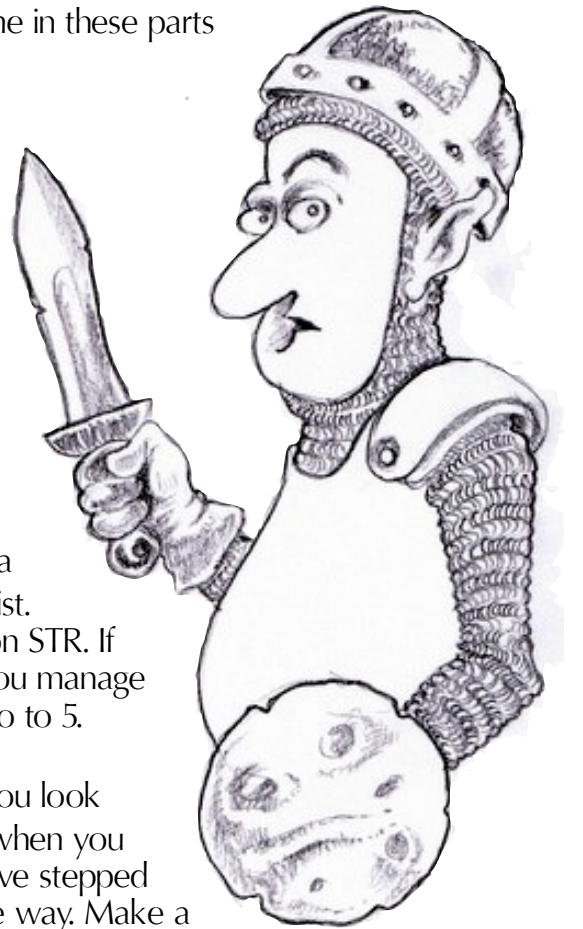
22 As you reach into the hole a magical force grabs a hold of your hand and a shooting pain bites at your wrist. Pushing forward you reach for the gem. Make a L1SR on STR. If you miss it take the difference in damage. Either way you manage to claim the gem (worth 100 GP) and, continue north, go to 5.

23 Deciding to search the room before moving on you look through the bones. You are half-way across the room when you here the twang of a bow string and, you realise you have stepped upon a trigger stone. Acting quickly you dive out of the way. Make a L2SR on DEX and, if you miss it take the difference in damage. Cutting your losses you leave the room through a door in the north wall, go to 8.

24 The weapon feels different somehow and, although the light has disappeared your weapon continues to glow. Your weapon gains no bonuses but, may now inflict damage upon monsters that can only be hurt by magic. The value of the weapon has now also doubled. Your reward in hand a door mystically materialises on the north wall and, as the door you entered through is still sealed, you decide to travel that way, go to 39.

25 Leaving the room the corridor takes a turn to the right, continuing for 15 feet before it ends in a door to your left, go to 20.

26 As you open the lid a skeletal hand leaps from inside and is soon guillotined when you drop the lid upon the arm. Much to your surprise the hand continues to scuttle across the floor and with another leap and bound it pounces and grabs at your throat. Make a L2SR on STR. If you miss the roll, take damage equal to the difference. If you survive, you throw the hand to the floor and crush it under foot and, not wanting to fight the rest of the coffins occupants you continue north, go to 25.



27 After several feet you arrive at a stout wooden door with strong iron hinges. Trying the door you find that it is unlocked and you enter into the room beyond. It is a small chamber that does not show any signs of age and has been ornately decorated with fine patterns inscribed into the walls that almost resemble a language. As you enter the room the door slams behind you and will not budge, it is then that you notice a ghostly light forming and growing in the centre of the room.

You may try poking the light with your weapon, go to 17 or, reach out and touch the light with your hand, go to 21.

28 As you enter the room a bitter odour catches your nose that makes your eyes water and, stomach retch. After a moment you adjust to the surroundings and notice that you have entered a room that has been well plastered with an intricate pattern lining up all the flagstones on the floor that resemble eyes and tears. A search of the room reveals one of the tiles on the floor is hinged. If you would like to lift up the loose flagstone, go to 35. If you would sooner just leave the room through the door in the north wall, go to 18.

29 Suddenly as your weapon touches the light you feel a warm feeling inside that speaks to you of security and, as the feeling dissipates you find yourself feeling empowered. You now have 6 points of natural armour for the forcefield that has been placed around you that will also protect you from magical damage. Thanking the light as it fades you notice a door on the north wall and decide to exit the room through it, go to 39.

30 After a few minutes the passage turns sharply north and as you turn the corner you notice a highly polished rock that looks out of place among the rubble. Upon lifting the stone you find a small recess in the floor containing a purple gemstone. You may take the gem, go to 22 or, continue north, go to 5.

31 Several feet along the corridor you arrive at another T-junction. To the north you can see a door and, to the west you can only corridor. If you head north, go to 28. If you would sooner investigate the western passage, go to 5.

32 The light flows through your weapon causing it to crackle with magical energy and, glow with a purple aura. Your weapon now inflicts 3 points of spite damage for each 6 rolled in combat and, 1 point of spite damage for each 5 rolled. Pleased with yourself you head towards a door that has appeared out of the shadows on the north wall, go to 39.

33 Treading carefully across the room, whilst searching the remains of the skeletons a flagstone gives way beneath your right foot plunging it into the jaws of a rusted bear trap. Make a L1SR on LK. If you make it the trap is far too old to shut and you pull your foot back out safely and make your way to the exit. If you miss the roll, you take 1D6 damage and reduce your CON by 1 permanently due to infection from the rusted teeth on the trap, before gathering yourself up and exiting the room, go to 8.

34 The corridor continues west for a short time before turning north. You continue to follow the passage north, go to 5.



35 As you lift the loose tile the smell becomes much worse and coughing you notice a green fizzing pool beneath floor. The stone you have just moved was the keystone holding the whole floor in place and without it the floor is now beginning to fall away. Choking you make a dash for the door on the north wall. Make a L2SR on SPD. If you miss the roll you have fallen foul of the fumes and your last thoughts are of anguish as the acid eats through your flesh. If you make the roll, go to 18.

36 Roll 1D6.

If you roll a 1 or 2, go to 30.

If you roll a 3 or 4, go to 34.

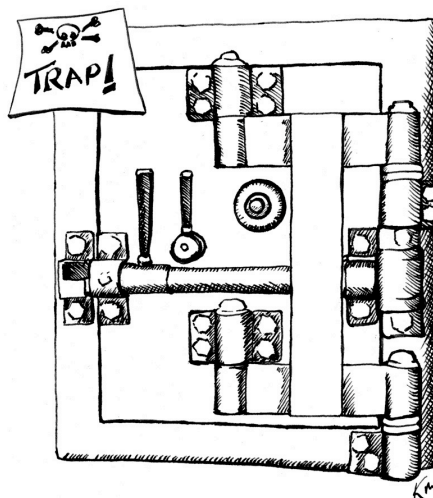
If you roll a 5 or 6, go to 3.

37 Roll 1D6.

If you roll a 1 or 2, go to 41.

If you roll a 3 or 4, go to 26.

If you roll a 5 or 6, go to 15.



38 No sooner you enter the room, a pile of bones begins to jar as a gust of wind blows through them, picking them up and forming them into a humanoid shape before your very eyes that begins to move toward you with a menacing glare in it's undead eyes that glow with a dim red light.

Skeleton: MR 18 : Special Rule: Bladed and pointed weapons other than axes cause only half damage to skeletons.

After defeating the monster, you decide to leave the room through the door on the north wall finding nothing else of value, go to 8.

39 You exit the room and are now standing at another T-junction with passages running north and west. Looking down both passages you can see nothing beyond the light of your lantern but darkness. If you would like to travel down the northern passage, go to 31. If you would like to travel along the western passage, go to 36.

40 The light slowly fades and as it does your weapon becomes heavy in your hands. Flickering like a candle it slowly grows to double it's size and, twice it's weight. Double the STR and DEX requirements of the weapon but, also double the dice and adds. In a similar flicker a door appears on the north wall and seeing no other exit, you decide to enter it, go to 39.

41 As you lift the lid on the coffin your eyes light up as you spy a large pile of gold inside. Reaching in greedily you forget to secure the coffin lid and it comes slamming down on your hand. Reduce your CON by 2. You try to re-open the lid but something has jammed inside and it will not budge. Cursing under your breath you head north, go to 25.

42 The crest is of an eagle devouring a snake, the family crest of the Furriers. You return to the surface to deliver the news and claim your reward, go to 44.



43 You deliver the news to the farmers and the head of the Slavin family is overjoyed. “Well, my friend” he says, “surely knowing that you have returned the land to its rightful owners is reward enough, eh?” as he shoos you toward the fields exit. The Furriers not far behind you hanging there heads. You feel cheated and slightly guilty. Maybe it would have been better to lie.

You gain 200 AP for the adventure.

44 Upon delivering the news the anger of the Slavin is clear but with you there they seem unwilling to resort to violence “You have this day then, but this is far from over!” threatens a member of the Slavin family as they move off, cursing under there breath.

“Thank you my friend” says the head of the Furriers household as he puts an arm around you and, suckles a cob pipe. “Now I do believe we promised you a reward my friend” he says handing you a small pouch of gold coins and a smaller pouch containing herbs.

There are 3D6x10 GP in the one pouch and, three doses of the mystical herb that will cure any toxin, magical or otherwise (including the zombie plague). Each dose is worth 500 GP. You also gain 200 AP for your adventures.



ITEM ITEM

A list of magical items for use in Tunnels and Trolls from Greg Backus and Dan Prentice.

Serpentblade (Required: ST 6, Dex 7, Weight 25)

Only a wizard can use it to gain the benefits described below – to all others it is a normal sax. If the owner should die, the magic fades. It is a long bladed dagger (sax style) with a handle and pommel in the shape of a snake; the snake's jaws are open.

The dagger attacks with 2 dice and 7 adds; the owner of the dagger increases their WIZ/POW/ST by 3 points as long as it is on their person or in easy reach. The dagger can also be transformed into a magical snake (a cobra) that fights with an MR of 14 (cost 1, duration 5 combat turns). If the snake dies the dagger loses 1 of its adds permanently.

Luckblade (ST 5, Dex 5, Weight 20)

A magical short sword designed for small hands such as hobbits and leprechauns. The blade strikes with 4 dice and 4 adds – and the wounds it inflicts are considered magical in nature. In addition, the Luckblade confers 1 additional point of LK whilst carried and the luck aura provides a further 1 point of armour protection.

Once per day the wielder may say *trust to luck* and re-roll the next failed Saving Roll.

Fairy Boots

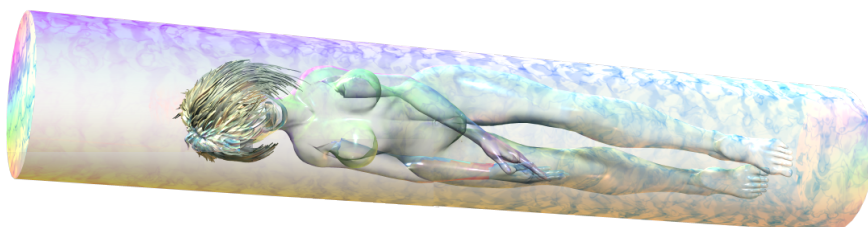
These beautifully fashioned golden boots are just the right size for a fairy. They add 2 points of Charisma and Speed to the wearer and provide 3 points of magical armour.

Once per day the wielder may shout 'up, up and away' to find themselves flying 10' (or at ceiling height if that's lower) above the situation they were in. This will remove them from any trap or grasp in which they were held magically. Anti magic fields will stop this effect.

Ed's comments: Trust the fairies to come up with a pair of magical boots that allow them to fly.. They can already do that! Slackers...

Wisp Sticks (Cost 50 gold each, Weight 4)

A short glass rod that holds a Will-O-Wisp spell. It glows faintly, but not enough to shed any real light as the wisp is sleeping. If the rod is broken the wisp will be released and the spell cast. It will last for 10 minutes before the wisp gets bored and flies off. ➡➡



The Spiteful Stiletto

(ST 1, Dex 1, Weight 10)

This needle thin dagger always proves its point in combat, slipping through tiny gaps in armour to leave its mark. It has just a 2 dice value in combat but both dice always score a point of Spite each regardless of the number actually rolled. Half the time, these magic daggers will be found with a handy fold-out comb in the handle, just what the stylish delver needs. In this case the wielder always has perfectly groomed hair and gains +2 Charisma as a consequence.

Ring of Disappearing

When put on it shrinks down to an imaginary centre point and disappears, removing the ring finger.

Ed's comments: Pure evil Rag!

Hobbit Bola (ST 30, Dex 14, Weight 1700)

A weapon used primarily by giants and cyclopes to pluck giant eagles and pterodactyls from the skies. The weapon comprises of two ensorcelled hobbits joined by a rope at their belts. On a successful hit, the hobbits will grapple, bite and harass the target as commanded. They regenerate to full ability at dawn, even if killed by a missed attack. The bola inflicts 4 dice + 4 on a successful hit then 1 die thereafter from the rabid hobbits.



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DARE TO DARE

A GUIDE TO CUNNING STUNTS

DAN PRENTICE

Since the second role-playing game burst onto the scene in 1975, players have been using its flexible Saving Roll mechanic to perform *dramatic stunts* confounding Game Masters and their evil monsters.

This article offers some advice to the Tunnels & Troll GM who would like to get a handle on adjudicating the delver's tricks; whether they are tripping monsters, bamboozling them, disembowelling them or throwing sand in their eyes. This advice assumes a working knowledge of the Saving Roll system.

I will finish by outlining some of the many possible stunts that clever delvers can try; that may give them some ideas for frustration of their GMs fiendish plans.

The advice given should be treated as a launch point for your own ideas. As Captain Barbosa so wisely said in a slightly different context: 'They are not so much rules, as guidelines'.

The Three Elements of Stunting

Very much like Caesars Gaul was divided into 3 parts; I see 3 separate elements to a stunt.

- 1) How hard is it to perform?
- 2) How magnificent will be success?
- 3) How catastrophic will be failure?

ELEMENT #1: HOW HARD IS IT?

When judging what level to set a Saving Roll at I use a rough rule of thumb to get me started. I set the Saving Roll at one level for every 40 MR that the monster has (or part thereof). The reasoning here is that Monster Rated foes have *assumed* attributes from their adds which increase by 5 every 40 MR (in the 7e rules). I then adjust it for the following factors

What kind of monster is it?

Is it speedy, sneaky, tough, slow, clumsy, stupid, clever, armoured? Does it have eyes that can be blinded? Will it fall over easily? If the delvers plan to attack its weak points then reduce the save level. If the delvers plan relies on fooling a Magus or bull-rushing a Living Statue, or some other (almost) impossible task then increase the save level.

Which attribute?

Consider the stat the delver wants to base the Saving Roll on (usually their best one) and how well that fits the situation. Luck is usually a fair default – the plan could always just work! If it is a good fit, leave the save level as is (MR divided by 40). If not increase the save level or insist they use a more suitable attribute or talent. ➡➡



How clever is the plan?

Players can be clever, really clever, and think up stratagems that leave you gasping at their audacity. In these cases reduce the save level. You want to encourage their imagination. It's fun for everyone.

How risky is the plan?

This is treated in more detail in the following sections, but essentially if what the delvers are attempting will result in a dramatic reversal of the combat maybe up the difficulty level. An example might be sweet talking a monster in the middle of combat into turning on his comrades. This will result in a greater shift of the tide of battle than even killing a monster outright. I would be looking to increase the save in these circumstances.

ELEMENT #2: How magnificent the success?

Ken St Andre's excellent solo 'Arena of Khazan' has many examples of stunts in combat and their impact on battle.

That source and others have been royally plundered for the following list of ways that a successful stunt can impact on the outcome of a combat turn. As a general rule I would say that the greater the impact success would have, the harsher the penalty should be the failure. When stakes are high, they should be high for everyone! Remember spells and missile weapons work like stunts; don't make stunts easier or more effective than them.

Bonus dice/bonus adds to Hit Point Total

A simple increase in the number of dice rolled, or a bonus to the combat total. This is a low stakes stunt; maybe one delver distracts a monster while another delver gets a positional advantage.

Damage ignores enemy offensive total

This is a high stakes stunt. The delver is trying to change the terms of the battle and inflict their damage while avoiding the monsters attack. Snarfi the Mad hamstringing the giant in the fifth edition rules would be an example of this. This should be more difficult against fast, agile and multiple enemies and easier against slow ones.

Damage ignores enemy armour

A low stakes stunt. The delver is working on chinks in the enemy armour and will ignore any armour points on a successful roll.

Damage targets one enemy

A low stakes stunt – a delver is trying to draw a monster from the pack to fight it one on one, or all the delvers are focusing their attack on one of the monsters. Success will mean that any damage inflicted all goes on that monster. ➡➔



Disabling effect - enemy combat total reduced

A low stakes stunt, the delver is attempting to inconvenience the monster, blinding them or grappling them or disarming them or tying their shoelaces together. If it succeeds the monster will take a penalty to its attack rolls until it has overcome the delver's obstacle.

Disabling effect - armour reduced

A low stakes stunt, the delver is attempting to remove bits of the enemy's armour, by working loose a dragon scale or cutting the bindings of a vambrace. Success will mean that the monster's armour points are reduced for the rest of the combat. This probably will not work on a living statue!

Disabling effect - enemy less able to manoeuvre

A low stakes stunt. Generally used when delvers want to escape or otherwise force the monster to chase them. Caltrops, tied shoelaces, trip ropes are all examples of this. Reduces the monster's speed.

Manoeuvre - enemy/enemies removed from combat

A high stakes stunt. This may be a charm offensive or it may be using environmental hazards – pushing them into a pit, dropping a chandelier round them, lassoing them, manoeuvring them into the way of a rolling boulder. One way or the other that monster will not be contributing to the combat.

Clever GMs and players can probably think of other ways that their cunning plans can impact on their hapless opponents, but these provide a starting point for handling the outcome of a successful stunt.

Element #3: How catastrophic the failure?

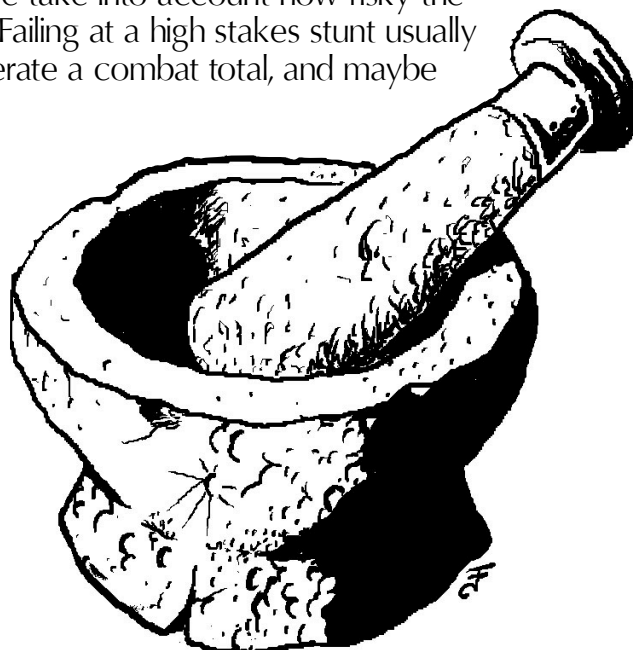
I think there is a fine line to walk here. Stunts are a fun part of T&T, and it's good to encourage them, but at the same time, if there are no significant penalties for failure then delvers will become blasé about them, and not feel that they are in an exciting life or death struggle. Actions as they say have consequences!

When considering the penalty to apply for failure take into account how risky the stunt is and whether it is for high or low stakes. Failing at a high stakes stunt usually means that, at minimum, the delver did not generate a combat total, and maybe other nasty things happened as well.

These are some of the penalties that can apply.

No contribution to combat

Whatever daring manoeuvre was planned, it didn't work. The delver does not contribute his dice or adds. They and their comrades must take the damage from the monsters that may happen as a result. In a solo, it may well mean the delver just died unless they have stacks of CON and armour. I suggest you use this only for high stakes failures as it is a serious penalty. ➡➡



Reduced combat total

The manoeuvre failed, time was wasted, positioning was lost, and weapons were not brought to bear. Deduct dice from the delvers total, or rule they all roll 1, or deduct adds for one or more attributes, or halve the total for that combat round. All appropriate for low stakes stunts where it is clear the delver is still battling while manoeuvring.

Ouch!

The stunt failed and the delver got hurt, pulled a muscle, fell, passed through flames, and banged their head. The delver took some damage – often 1 point for each point that the save was missed by, or a d6 for each level of the save, or such other amount as makes sense. This effect be used in combination with one of the other penalties if it seems appropriate, or as the only penalty for failing at something acrobatic.

The Big Fumble

Something went wrong, and the delver turned klutz. They dropped a weapon, worked loose some armour, bumped into a comrade, tripped over, or banged their helmet over their eyes.

Both *Runequest* and *Rolemaster* fumble tables can be a useful source for this kind of entertainment! Basically the delver has suffered an ongoing penalty until they can put things right. Again, this can be used in conjunction with another penalty if it makes sense.

Remember: the game's the thing

A lot of the advice above considers how to apply and adjudicate things in game terms. At the end of the day *Tunnels & Trolls* is a games system; but do not lose sight of the fact that it is a story that you are creating with your players. The aim of this article is to help you consider quickly the game impact of their actions so that you can concentrate on the dramatic narrative of adventurers leaping and rolling and wrestling with their enemies. You still make the decisions, the advice I give is just that, a framework to use or discard as you see fit.

An example or two

Now that we have discussed the principles, lets

See how they might work in practice.

Jack the Tank is facing 3 orcs with his comrade

Hoggle the Leprechaun. Jack is a big ,strong (Str 19) human warrior and has a kite shield. He wants to pay attention to all of the orcs but use his shield to bash one of the orcs in the face, stunning it and reducing its combat capability, while Hoggle darts back and forth trying to cut them with his big two handed poniard.

The orcs are each MR 30. They are not significantly more massive than Jack, and the GM judges that they are averagely brawny for their MR. That would imply a Save level of 1 (using the 40 MR/level benchmark). He also accepts that strength is an appropriate attribute for the feat. However Jack wants to do the stunt while maintaining a full battle ➡➡



stance, and with 3 of them it will be more difficult to pick his moment, so the GM rules save level 2.

Jack rolls a 9, for a total of 28, and so succeeds. The GM rules that smashing the orc in the face with the boss of the shield will score an additional 3 damage (the amount the save was exceeded by) to that orc, and that the orcs combat total will be reduced in half this round and next to reflect the stun. Jack otherwise calculates his combat total normally.

Had Jack failed he would have failed at a low stakes stunt using his shield, the GM decides that he would have lost the armour benefit of his shield for the round and halved his combat total from his weapon dice but not his adds, as rebounding from the Orc would have caused him to miss other opportunities.

Later on, in a battle with a fierce ogre, Hoggle, who is a very acrobatic leprechaun (talent acrobatics, Dexterity, 23) decides to run up Jacks back , take a flying jump to a chandelier swinging above the battle , saw through it so it lands on the ogre and then land on the ogres back. The ogre is MR 90.

Now the base save would be level 3 (Mr 90/40 round up). The ogre is big , but not particularly fast. The stunt is daring and with potentially a big pay off but is clever and imaginative, so the GM decides to leave it as a level 3 stunt. Acrobatics is appropriate.

If the save succeeds the GM rules that the ogre will take 3d6 damage straight to his MR, have his combat total halved while he brushes off the chandelier and that Hoggle will be positioned to do damage ignoring the ogres combat total next round while he stands on its shoulder.

If Hoggle fails then he will contribute nothing to the combat total this round and take damage from hitting the chandelier , falling down and bouncing off the ogre equal to the amount he missed by.

Hoggle rolls 7 for a total of 30 and executes the daring stunt by the skin of his teeth. Jack applauds! ➡➡



Stunts, stunts and more stunts

Attacking their vital spots
Bantering
Chandelier swinging
Charming
Commanding
Cutting them so they bleed
Deploying a shield wall
Disarming
Dropping things on other things
Fast talking
Feinting
Grappling a monster
Holding them at bay with polearms
Jumping on big monsters and attacking them from behind
Kicking sand in their face
Pushing them into lava/down a well
Riposte , use their strength against them
Rolling underneath and disembowelling them
Shield surfing down a stairway into the monster
Shooting a rope holding a chandelier so it falls just so
Spraying the monster with oil and igniting it
Swarming a monster
Taunting
Tripping them into a pit
Using a pick to make a hole in their armour



This far from exhaustive list owes its inspiration to many sources, but most relevantly to Ragnorakk, Toad-Killer-Dog, Porkbelly, Machfront, Profgremlin, Korraq, and Castiglione for their great ideas as expressed on the site at Vin's Trollbridge.



DELVERTON

Lee Reynolds

Part 1: Welcome to Delverton (Please Delve Carefully).

Delverton, a delver's town, a sprawling shanty town built on the delving economy. It started with just the Smithy by the ford, then a humble roadside Inn, and grew business by business. First a general store, a bowyer, an armourer, more Inns and Taverns, a master Sword smith, and then the Wizard's Guild arrived and the town really started to grow. Now Delverton is a thriving boomtown full of the raucous hustle of delvers, and the traders who make their livelihood supplying the delvers with everything they want in exchange for hard earned loot.

What is Delverton?

Delverton is a conceit, a convenience for GM's and players, a town that caters specifically to delvers and their needs, a home base, a one stop shopping centre, and a place for the odd above ground adventure or two. It is designed with an old school dungeon delve in mind, and works best for these types of games. In an epic, heroic, or cinematic game its slightly gonzo style and conceit might draw too much attention.

The idea is that the GM plonks Delverton a few hours march from his multi-levelled dungeon (whether that be one of his own design or something like the Dungeon of the Bear). The party can then use Delverton as a home base, and a place to gear up, re-equip, upgrade to better weapons and armour, make preparations before heading back down into the underworld, or just engage in some well earned rest and recuperation.

This article covers Delverton before it becomes a thriving town. This article starts with the birth of Delverton when all there was, was the Smithy. Each future article will add new establishments and expand Delverton providing more options for your party as they explore the local dungeon and level up.

Plot Hooks

Each Delverton establishment has three plot hooks associated with it. The GM may use these as mini-adventures, between dungeon delves. These have been left vague, so that any GM can tailor them to fit his game. They can of course be ignored.

1: THE SMITHY BY THE FORD

Located where the road fords a stream is a smithy, known simply as the Smithy of the Ford. It is both home and workplace to the blacksmith Sigurd, and his son, Beorn.

The smithy itself is a simple, one story, stone building with an open front. The smith's living quarters, a ramshackle wooden hut, leans against the rear of the smithy.

Like most smiths Sigurd is a large muscular man. His eyes are green, and sparkle with both wisdom and intelligence, and his red hair and beard match his ruddy complexion. He is good natured; if somewhat taciturn communicating mostly with grunts, nods, and one word answers. Despite this he always makes visitors feel welcome and, whether they are customers or not, he offers everyone a simple, but filling meal of bread, cheese, fruit, and ale. ➡➡



His son, Beorn is as talkative as his father is quiet. Thin and wiry with a shock of unkempt copper red hair. He is friendly and inquisitive by nature and loves to hear tales of adventure and daring, news from far afield, and answers to his incessant questions.

Sigurd has been at the Smithy for thousands of years and is actually the avatar of a god who originally came to the mundane world to teach mortals the secret of metallurgy. He stayed because of the pleasure he draws from living the simple life of a smith. His son, Beorn is a construct he made from bronze. He used part of his own immortal spark to give life to him. Wizards sense powerful magic from both Sigurd and Beorn, but no amount of Omnipotent Eyes reveals the nature of this magic as its divine nature is alien to the teachings of the Wizards Guild.

Sigurd and Beorn are friendly, easy going and patient with mortals, but will defend themselves against robbers, bullies, and troublemakers.

Sigurd fights with his smith's hammer he has a Fighting MR of 100 giving him 11+50 dice and adds and making him a formidable fighter. However, his avatar body is surprisingly vulnerable and this is represented by his low Constitutional MR of 10.

Beorn is the opposite of his father, he is not a competent warrior and only has a Fighting MR of 10 giving him 2+5 dice and adds in combat. However, the fact that he is living bronze makes him hard to hurt represented by his Constitutional MR of 100.

Both Sigurd and Beorn are immune to any kind of 'mind control' spells. If killed Sigurd will be reborn at dawn the next day and will be able to repair Beorn if he was killed.

Sigurd: Fighting MR 100; Constitutional MR 10; Special: Immune to mind control spells, Immortal.

Beorn: Fighting MR 10; Constitutional MR 100; Special: Immune to mind control spells, Bronze construct.

Sigurd's main trade is shoeing horses, and other more exotic mounts, for travellers. For this service he charges 1 copper piece per shoe. He also makes and repairs everyday ironmongery, such as cooking pots, gate latches, door hinges, and the like for the farmers and peasants that live nearby. A service he provides in exchange for food and other everyday goods.

He has a limited stock of weapons and armour at the moment including: a full suit of dwarf sized mail, a full suit of human mail, a steel cap, two target shields, three broadswords, a short sword, a sax, two great axes, two broad axes, four franciscas, a war hammer, and half a dozen spears. He can make swords to order, but it takes two weeks. These are all normal weapons and armour as listed in 5th Ed.

He also has three enchanted swords . . .

Thorn: Thorn is a tiny great sword for Fairy warriors. It is made from mithril and enchanted by Sigurd's divine magic. It does 3+30 dice and adds requires a ST and DEX of 3 or higher to wield, weighs 3 weight units and costs 3,000 gold pieces.

Trollbane: Trollbane is a normal broadsword in all respects but against Trolls it scores double damage. It costs 400 gps. ➡➡



Vorpal Viper: Vorpal Viper is a normal Short sword but when used by a Rogue (and only a Rogue) it will cast a level 1 Vorpal Blade on itself (at no cost to its owner) at the start of each fight. If its owner is wounded it weeps venom onto its blade that does damage equal to the amount of hits its owner took. This venom is only effective for three combat rounds and this only happens once per fight. It costs 1,585 gps.

Plot Hooks for the Smithy by the Ford

Hook 1: Beorn runs away in search of adventure. His father will reward them with 300 gps if they can bring Beorn home, unharmed. If found, Beorn will beg to be allowed at least one adventure before going home.

Hook 2: A meteor was seen streaking across the sky. Sigurd thinks it landed nearby. If the party locate it for him he will award them with 200gps. However, a party of seven sinister dwarves are also intent on locating it.

Hook 3: A Pesky Goblin, by the name of Grimblesticks (MR 16) stole Sigurd's hammer, he can't abandon the smithy to chase the pest down, but will pay 100gps for the hammer's safe return. Grimblesticks is holed up somewhere in the 1st level of a dungeon, but will swop the hammer for anything, no matter how gross, edible.



THE GAME OF THE SPHINX

MIKE CREMAINE

In center of the City of Cala, a hole has been blasted into the earth. The buildings nearby have slowly crumbled into the crater, adding to the scene of destruction. The locals simply refer to this as "The Pit." It attracts those who live on the edge of civilization: the outcast, the criminal, and the adventurous. Miles of tunnels have been added to the original crater and the sprawling complex is home to many a strange creature, but perhaps none as strange the sphinx named Cranamir. The sphinx wanders the corridors of The Pit looking to satisfy her own sense of amusement, and she carries with her a magical deck of cards from which all those she meets must draw. Rumors speak of the strange and wondrous powers of the deck, and of the strange delight the sphinx derives from her twisted game.

[GM Notes: The following list outlines the results of each card when drawn by a character. Not all results are instantaneous. In fact, each player should be told he or she feels some magic or effect, but the results should be revealed only when required. The GM is encouraged to weave the results into the game play so that it is not always obvious that the effect is due to the deck. Characters who gain animal companions or find treasure should stumble upon it. Those forced into fights should be somehow separated from the party. The vaguer the results of the deck are the more likely players will want to draw from it again when presented with the chance. In my game, the Sphinx wanders the corridors of The Pit looking for creatures to play her game. As GM, you are free to dispose of this construct and create your own method of getting players to draw from her magical deck of cards.]

♥ Hearts

A	Character adds 1D6 to CHR permanently.
2	Character is magically bathed and cleaned, adding 1 to CHR for 1 day.
3	Character is magically healed. If CON is already full, +1 CON for 10 turns.
4	Character is magically healed and rested. If CON and STR are already full, +1 CON and STR for 10 turns.
5	Character is given a new set of high-quality clothes worth 50 g.p.
6	Character is given a ruby worth 100 g.p.
7	Character is befriended by small animal: a rat, bat, hawk, or squirrel of above-average intelligence and with MR: 5.
8	Character receives waterproof stain-resistant silk cloak worth 250 g.p., adding 1 to CHR.
9	Character receives a bag with 500 g.p.
10	Character's abilities are all raised by 1.
J	Character is befriended by predatory animal: a wolf, war dog, or lynx with MR: 20.



Q	As Hearts 2,4,5,6, and 10.
K	Character receives a ring that can cast 1 <i>Yassa-Massa</i> spell and is worth 1,500 g.p.

♣ Clubs

A	Character subtracts 1D6 from CON permanently.
2	Character subtracts 1 from INT and adds it to STR.
3	Character receives a blow from an unseen foe, taking 1D6 hits [no armor].
4	Character mystically witnesses a battle between 2 champions, gains 50 AP.
5	One piece of character's armor is magically dented or torn, reducing its effectiveness by 2.
6	Character accidentally damages the next gem or jeweled item he or she finds.
7	Character adds 2 to STR permanently.
8	Character's primary weapon is replaced by a club [3+3] worth 50 g.p.
9	Character must bathe in the blood of his or her next foe, or otherwise be cursed.
10	One piece of character's armor is destroyed.
J	Character alone must fight a club-wielding Orc with MR=The Delves STR x 2, with 3 additional dice for the Orcs club.
Q	Next blow received by character is doubled.
K	Character goes berserk in the next 3 combats.

◆ Diamonds

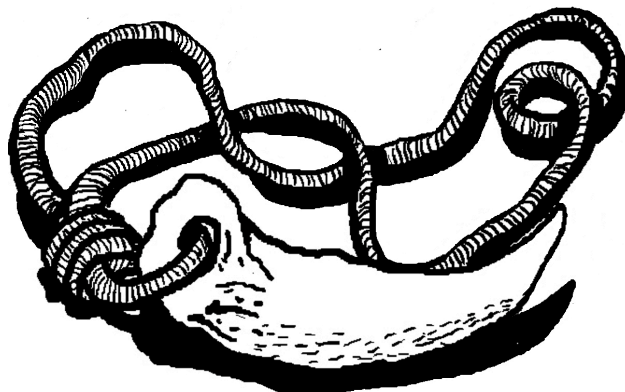
A	Character adds 1D6 to LK and INT permanently.
2	Character receives a pouch of gold worth 200 g.p.
3	Character adds 1 to LK permanently.
4	Character's primary weapon is enchanted, adding +3 adds permanently.
5	Character will magically heal up to 10 hits next time he or she is hurt.
6	Character receives the ability to see in the dark for 2 days.
7	Character receives a diamond ring that can summon an Imp 3 times and is worth 2,000 g.p.



8	Character receives a bag of 10 diamonds, each worth 100 g.p.
9	Character's armor is enchanted to absorb 2 extra hits.
10	Character is made immune to poison and disease for 1 year.
J	Character's primary weapon is permanently <i>vorpaled</i> .
Q	Character's abilities are all raised by 2.
K	Character receives a diamond pendant that can absorb 5 hits, adds 2 to LK and INT when worn, produces light on command as a <i>Will-o-Wisp</i> , and is worth 4,000 g.p.

♠ Spades

A	Character subtracts 1D6 from DEX and INT.
2	Character is blasted by unseen foe, taking 2D6 hits [no armor].
3	Character must have the next item found, or go berserk if denied.
4	Character must flee the next combat.
5	Character will lose next gold or treasure given to him or her.
6	Character develops a fear of Trolls, fighting at -5 adds against them and wanting to flee.
7	Character adds 2 to DEX permanently.
8	Character is struck blind for the next 6 turns.
9	Next non-magic weapon used by character will break.
10	Character subtracts 2 from DEX and STR.
J	Character alone must fight a Troll with MR: STR x 3.
Q	Character's non-magic armor, clothes, and weapons are all destroyed.
K	Character's rolls for the next 18 turns will be cursed, resulting in 1s [no DARO].



GOING SOLO

DAN PRENTICE

A guide to using Tunnels and Trolls solos with Dungeons and Dragons (Fourth Edition). This is the first in an occasional series which will deal with adapting T&T solos for use with other gaming systems.

Now we all know that the most fun to be had is sitting around a table with a number of your best friends playing your favorite role-playing game; whether it's the thrills of the latest version of Dungeons and Dragons, or the excitement of the oldest RPG still in print, Tunnels and Trolls.

Sometimes however you can't all get together, or you may be away on holiday, or you just have an hour or so to yourself. That's when a solo adventure can be *just the ticket*.

Now it's probably true that there are more solo adventures created for the system of Tunnels and Trolls than there is for any other role playing system – yes, even Fighting Fantasy (*Ed: are you sure about that Dan?*), and it's definitely true that they are the best.

Whether enjoying the classic dungeoneering experience of *Buffalo Castle*, battling on the sands of the *Arena of Khazan* or braving the *Curse of the Mummy's Tomb* there is an enormous choice of different adventures to experience.

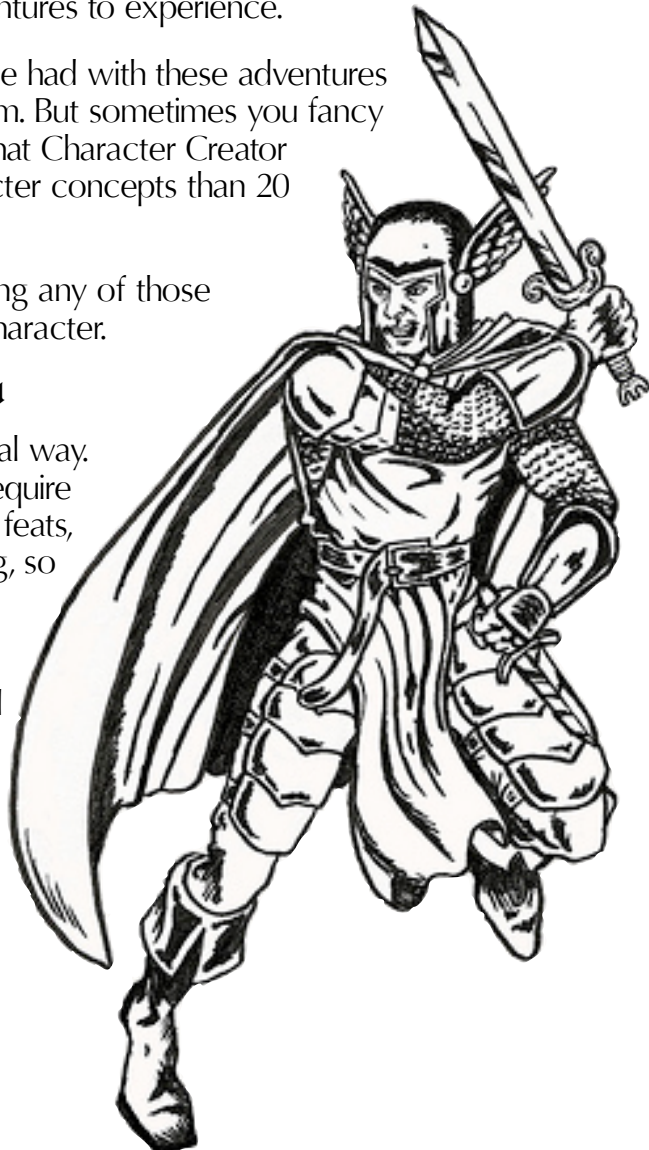
Now enormous amounts of fun can be had with these adventures using the Tunnels and Trolls RPG system. But sometimes you fancy something different. You enjoy using that Character Creator for D&D4E and you have more character concepts than 20 DM's could provide for.

Well here is a conversion guide for using any of those excellent T&T solos with your D&D character.

CHARACTER CREATION

Just create your character in the normal way. Bear in mind that the solos will likely require him (or her) to do acrobatic or athletic feats, as well as be personable and charming, so a good spread of skills will be useful.

Your daily powers and healing surges will be recharged whenever you could clearly take a long rest. Your encounter powers will recharge between encounters. Don't forget to track your action points, they come in real handy! ➡➡



ENCOUNTERING MONSTERS

There will be many occasions when your character will encounter an opponent eager to spill their blood. This is how to convert their T&T stats into a D&D monster to fight.

Monster Rating

Most of the opponents will have a Monster Rating or MR.

This converts as follows. Always round up fractions

Hit Points = Monster Rating

To hit AC bonus = Monster Rating /5

Armor Class = 11 + MR/6 + Armor Points/5

Non Armor Defenses = 10 + MR/7

Initiative Bonus = MR/10

MR	Damage
01 - 09	D4
10 - 19	D6
20 - 29	D8
30 - 39	D10
40 - 49	D12
50 - 69	2D8
70 - 89	2D10
90 - 109	2D12
110 - 129	3D8
130 - 149	3D10
150 - 174	3D12
175 - 200	4D10
201 - 249	5D10
Per + 50	+D10



So for example, a 26 MR Orc has 26 hit points, a +6 to hit bonus, AC 16, NAD 14, Initiative + 3, Damage D8.

A 40 MR Living Statue with 8 Armor Points has 40 hit points, +8 to hit bonus, AC 20 (2 higher because of it's Armor Points), NAD 16, Init + 4, deals d12 damage. ➡➡



Monsters with Attributes

Sometimes in T&T solos you will encounter an opponent with attributes or 'stats'. That Amazon in 'Beyond the Silvered Pane' for example, in case you can't charm her. Convert these stats to a D&D opponent as follows.

Hit Points = Constitution (CON)

To Hit AC Bonus = (Adds/3) + 1

Armor Class = 11 + (Adds/3) + (Armor Points/5)

Non Armor Defenses = 10 + (Adds/3)

Initiative = Adds/5

Damage = Double Adds to get an MR total, read from table above.

So Six Pack, the demon from Sword for Hire, works out as follows. He has a Constitution of 30, 18 adds and 12 armour points. In D&D terms he has 30 Hit Points, +7 to hit vs AC, AC of 20, NAD of 16, +4 initiative and deals d10 damage.

Handling Combat

If it is clear from the solo that you have surprise, give yourself a surprise round and combat advantage. If they have surprise, give that to the monster. Where there are multiple monsters assume that pairs will attempt to maneuver themselves to gain combat advantage. If you wish to use ranged attacks work out if it would be feasible to shift away, otherwise grant them an attack of opportunity. Basically, use common sense!

Saves and Skill Rolls

There are many times when your character will be called on to make a saving roll. Now 4e D&D characters don't have Luck as an attribute nor will their attributes advance the way a T&T character does, but they do have skills, and non armor defenses. Work out what seems to be the most appropriate skill or non armor defense in the situation and then make a roll as follows. 20 will always succeed, 1 will always fail.

Skill roll

If a skill seems the best way to handle a test (and be flexible as to the appropriate skill for the environment – perception or dungeoneering both seem fair skills for noticing a pit trap for example) then roll a d20 and add your skill against the following DC (Difficulty Class)

Level 1 save = DC 12

Level 2 save = DC 15

Level 3 save = DC 18

Level 4 save = DC 21

Level 5 save = DC 24

+1 level = DC +3



Non Armor Defense

If a non armor defense seems more appropriate, Fortitude for a poison save say, or Reflex to dodge an arrow then roll a d20 and add the defence, trying to beat the T&T save number i.e. – L1 = 20, L2 = 25 etc. ➡➡

Damage

Damage is quite simple, whenever a T&T solo would do damage to CON take that as hit point damage. Whenever you fairly judge you could take a second wind, or heal yourself, spend a healing surge and recover the appropriate damage. Temporary hit points disappear at the end of an encounter just the way they do normally in 4e.

Attribute Changes

Attributes will change a fair amount in the average T&T solo, far more than attributes change in D&D. Now there are 2 ways I suggest you can handle this.

Method A - treat each +1 to an attribute as either 50 xp or 50 gp, and each -1 as -50 xp or GP. This keeps the rewards in context for D&D.

Method B – as D&D scales differently from T&T grant bonuses (and minuses) to attributes on a 1 to 10 basis. So for every 10 points that an attribute would go up from the solo, award your D&D character 1 point in that attribute. Treat increases to Luck as increases to Wisdom. You may record fractions to carry from one solo to the next.

Experience and Treasure

GP's are GP's in both systems, take them one for one.

AP's are XP – again take them one for one whenever the scenario awards you experience. I suggest that you take the MR of any monsters you kill as the XP award for that.

I also suggest that you take XP for any skill rolls or saves you make, gain xp equal to the number you rolled times the level of the save, regardless of success or failure.

Magic items are more difficult, but use your common sense, convert the item into something relevant in D&D.

Good luck and have fun!

Ed's comment: the other T&T ' zine is dead-set against mentioning any other role-playing game. I'm not sure why but here at the Trollzine, we will happily pillage any source for good ideas. Occasionally, such as now, we give a little back.*



THE RESTLESS MAUSOLEUM

SALVATORE MACRI

A Tunnels & Trolls Quick-Play Adventure

Can the heroes lift a young man's curse while appeasing the restless dead?

LIFTING A CURSE

Young Elrin seemed like a nice enough fellow and when he came to you seeking your aid you agreed to help the likable young man, not only because of the 100 pieces of gold a piece he offered for your aid, but also to ease the amiable young man's distress.

According to Elrin, the young man suffers from a horrid curse which sees his dreams visited nightly by grotesque and decomposing apparitions. He has lived with these ghoulish visits most of his life yet is beginning to fear that they will soon take a toll on his sanity.

The genesis of these apparitions can be traced back to Elrin's father, a moderately successful delver named Arin, and his pilfering of the Medereth family mausoleum found south of the city. Since Arin's looting of the mausoleum, Elrin has suffered from these distressing nightly apparitions.

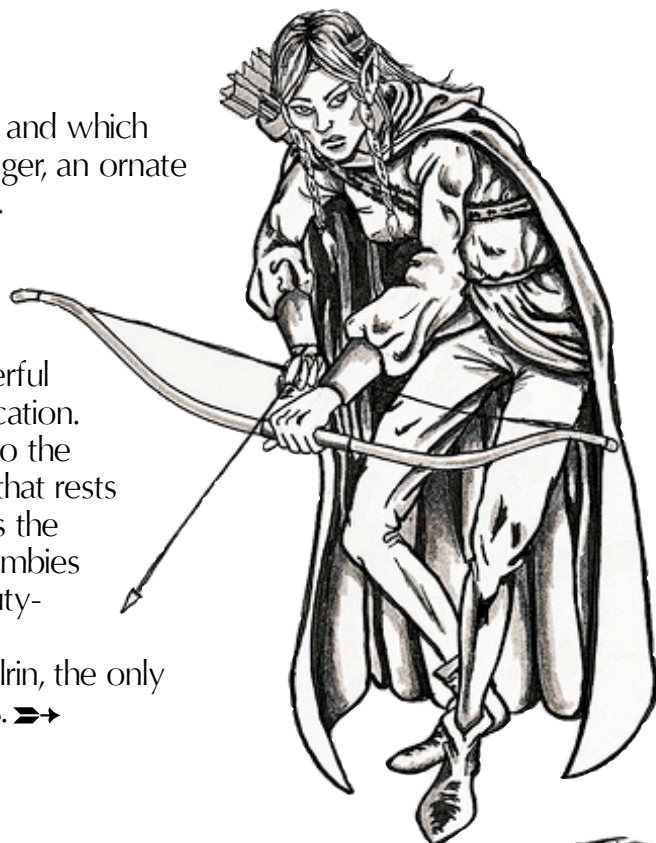
Elrin believes that if the items stolen by his father are returned to the mausoleum and replaced within their respective sarcophagi, the dead of the Medereth family would be appeased and the ghastly nightly visits would cease. Elrin proposes that the party take the items (which he inherited when Arin passed) to the mausoleum and hopefully they will be able to discern within which sarcophagus each item belongs, thus hopefully ending the young man's curse.

THE ITEMS

The items Arin stole from the mausoleum and which you must return are a ruby encrusted dagger, an ornate scroll case, and a diamond wedding band.

ELRIN'S RUSE

Although "curses", "nightly apparitions", and a "thieving father" makes for a wonderful tale, it is, unfortunately, nothing but a fabrication. Elrin's true reason for sending the players to the mausoleum is to feed the Medereth clan that rests within. A long running family tradition sees the dead of the Medereth clan turned into zombies or ghouls, with any surviving Medereth duty-bound to periodically send food to the mausoleum's denizens. It now falls upon Elrin, the only remaining Medereth, to feed his ancestors. ➡➡



CHAD THORSON
2008



Elrin plans to track the players unseen as they make their way to the mausoleum. Once inside, the young man will lock the great iron door, sealing them in with the hungry zombies and ghouls of the Medereth family.

WITHIN THE MAUSOLEUM

(As soon as the opportunity presents itself, have Elrin lock the players within the mausoleum).

The mausoleum spans 70'x80', with a heavy iron door providing the only means of entry. 14 ornate sarcophagi circle the large room.

Every round, roll 1d6 to determine from which sarcophagus a Medereth zombie emerges, hungry and ready to feed. If a roll indicated a sarcophagus from which a zombie has already exited then no zombies appear that round. It will take one combat round for the slow and shambling zombies to exit their respective sarcophagi.

The sarcophagi marked A through D do not hold zombies. Three of them hold ghouls within, while the fourth is empty.

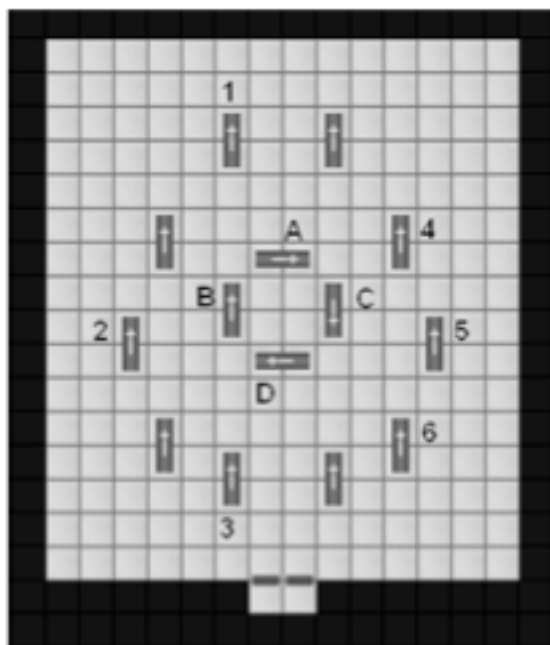
Sarcophagus A: This sarcophagus holds a Medereth ghoul (MR 30. See below for further stats). He will emerge from his sarcophagus on the same round as the second zombie does.

Sarcophagus B: This sarcophagus holds another Medereth ghoul (MR 60. See below for further stats). He will emerge from his sarcophagus on the same round as the fourth zombie does.

Sarcophagus C: This sarcophagus is currently empty and seems newer than the rest. The name Elrin Medereth is chiseled upon the lid. It is here that Elrin will eventually be put to rest.

Sarcophagus D: This sarcophagus holds the final Medereth ghoul (MR 90. See below for further stats). He will emerge from his sarcophagus on the same round as the ninth zombie does.

An inspection of this particular sarcophagus will reveal the name Arin Medereth chiseled upon the lid. ➡➡



THE AFTERMATH

After the undead denizens of the Medereth mausoleum have been slain, the players may wish to confront Elrin. The GM may have Elrin retreat back to town or still be outside the mausoleum. The GM may decide to have Elrin, enraged at the slaying of his family members, confront the players instead, or have the young Medereth disappear, to reappear at a later time for revenge. Elrin Medereth's stats are provided

ANTAGONISTS

Below for GM that wish to use the young fear. Elrin handed them to help "break the man. Special Abilities: Impervious to normal curse" have the following properties;

Zombies

MR: 24

Combat Dice: 3d6 +12

Special Damage: 1/1 - Normal spite damage.

Special Abilities: none

Ghouls

MR: 30 / 60 / 90

Combat Dice: 4d6 +15 / 7d6 +30 / 10d6 +45

Special Damage: 1/2 - Rotting Touch.

Every 6 rolled counts as 2 points of spite damage.

3/Glue You - The ghoul's ghastly guise freezes less stout-hearted delvers with - weapons - May only be harmed by magic (items or spells).

Elrin Medereth

STR 18, CON 28, DEX 20, SPD 19, INT 15, LK 14, WIZ 30, CHR 24

Combat Adds: +23

Weapons: Dagger (2d6), Staff Ordinaire (2d6)

Spells: All 1st level spells. 2nd level spells = Little Feets, Spirit Mastery. 3rd level spells = Befuddle, Freeze Please.

SPOILS OF VICTORY

Should the players keep them, the items

Ruby Encrusted Dagger: The rubies themselves have a value of 250 gp. The dagger itself is a vorpal dagger (Cost: 500 gp. Spell: Vorpal Blade. Type: enchanted - WIZ cost 5. Description: the dagger's damage is doubled for 1 combat turn). Ornate Scroll Case: A jeweled scroll case (worth 250 gp) containing a magic scroll with a Zombie Zonk spell (Cost: 2000 gp. Spell: Zombie Zonk. Type: bespelled/scroll - WIZ cost 0).

Diamond Wedding Band: This is Arin Medereth's wedding band and is worth 500 gp.



TROLLSZINE I

CONTRIBUTORS AND BYLINES

Ken St. Andre, sarcastically known as the Trollgod, reinvented fantasy role-playing in 1975 because he couldn't understand the logic of Gygax and Arneson in the original Dungeons and Dragons. Never one to take the easy road, he has supported and enlarged his Tunnels and Trolls game ever since, the latest incarnation being T & T 7.5 from Fiery Dragon. The game is still fast and easy to learn, funny and fun to play.

Dan Prentice is 42 years old and has played role playing games since 1979. He started playing T&T in 1980 and the first solo he delved into was Ken St Andres infamous "Naked Doom" - the character did not survive. He spends a lot of time hanging around under the Trollbridge where he goes by the handle of zanshin - a japanese term meaning "Complete awareness and mastery of combat". As a keen martial artist in the style of Tang Sou Dao, such mastery has been a life long aspiration, forever out of reach. He is married to Sue , who views his various hobby obsessions with affectionate indulgence. He lives in the UK.

Salvatore Macri is a 36 year old RPG fanatic hailing from the great northern kingdom of Montreal. Fan of "old school" RPGs, namely Basic/Expert D&D, Sal (or skathros as he is known in certain Out of Print/Old-School RPG cercles) was a late-comer to T&T, discovering the game with the release of v.7E. From there, skathros moved his way back to older editions of the game, and thus his fate was sealed. Some RPG related works to his credit include critters for the Swords & Wizardry monster book, articles in both Knockspell 1 and 2, as well as some supplemental material for both S&W and Labyrinth Lord. Salvatore's current focus is to see Ken's wonderful T&T flourish, grow, and gain the recognition this great RPG deserves.

Mike Tremaine started playing Tunnels & Trolls in 1980 at the age of 12, 30 years later it is still one of his favorite game systems. He is determined to make his City of Cala campaign setting available to the world, even if it takes another 30 years.

M. E. Volmar has been contributing artwork and editorial services for Tunnels & Trolls publications since she joined Trollhalla a handful of years ago. You can find many samples of her artwork at Simari (www.simari.co.uk), the design and illustration company she created with fellow Tunnels & Trolls veteran artist, Simon Lee Tranter.

Jeff Freels is an artist well known for his work on T&T products. He is known for his Grumlahk cartoons, and a wide variety of his work can be found at www.JFreels.com.

Greg Backus (ragnorakk) started playing T&T in 1983 and hasn't been able to shake it for long.

Tom Grimshaw is a 25 year old living in central England that has long had a passion for fantasy fiction, picking up his first book, 'Planet of Terror' on his first visit to the library. From there he read through many of the Fighting Fantasy, Lone wolf and, other solo gamebooks before discovering 'Tunnels and Trolls' in 2003. Whilst hooked on the T & T Tom has continued to collect various other systems and one-shots and, has recently begun writing his own fiction and solo's for Trollzine.

Kevin Bracey, Quoghmyre the notorious Southern Most Troll. ➡➡



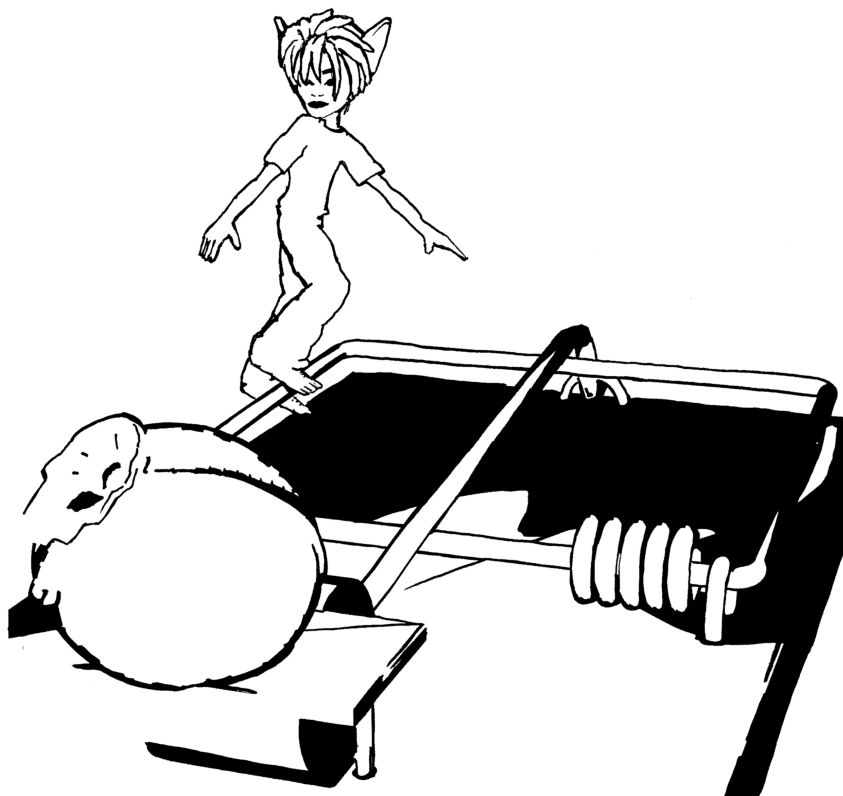
By day Mike Hill writes training material for a bank in deepest Western Australia; by night he toils over new adventures for his hapless group of delvers. Mike has been role-playing since 1981 when a friend introduced him to Traveller. He found Tunnels & Trolls all by himself.

Chad Thorson is an illustrator known for his work on the retro roleplaying game Swords & Wizardry and rejoices in the title of Sonofthor at the Trollbridge site. He is currently in negotiations with the Trollgod on a special secret project.

Alex Cook is 36 years old and began playing roleplaying games at the age of 10 or 11 when he was introduced to the ol' basic red box by a friend. It wasn't until much later in life that Al discovered Tunnels & Trolls. To say that when he first opened up 5.5 edition and was blown away, would be an understatement. He now solo's happily now in the comfort of his home. Al can be found on Vin's Troll Bridge under the tag of "welikelasers". He is happily married to his gorgeous wife Yaasmeen and the two have a beautiful baby gremlin named Grace. The family has two cats and a huge lion eating dog named Holly

Lee Reynoldson started playing Tunnels & Trolls in 1981, it was his first RPG and still one of his favourites. As well as spending his spare time writing RPG material, he likes to write fantasy fiction, something he occasionally blogs about at newadventuresinfantasyfiction.blogspot.com

Randy Whitley (Order99) discovered the the Internet in 2002 and has never looked back since. Single and prone to both prodigious mirths and great poverties, he allows himself the single luxury of the gourmet coffees which provide him with bursts of paranoid energy. Randy also enjoys the company of good friends over a game of T&T, a pastime far less expensive than his coffee-both were discovered around 1986 or so and enjoyed ever since...



TROLL LINKS

There are lots of caves in which Tunnels and Trolls treasure can be found. Here are the addresses of some of the best.

Vin Ahrr Vins Trollbridge : <http://trollbridge.proboards.com/index.cgi>

Trollgod's Trollhalla: <http://www.trollhalla.com>

Flying Buffalo: <http://www.flyingbuffalo.com/tandt.htm>

Fiery Dragon Press: <http://fierydragon.com/dragonsbreath/>

Hobgoblin's Tavern: <http://www.hobgoblintavern.co.uk>

Ken St. Andre's page: <http://atroll.wordpress.com/>

Quogmyres T&T page: [http://web.me.com/kevinbracey/Southern Realm](http://web.me.com/kevinbracey/Southern_Realm)

Mike Hills T&T page: <http://sites.google.com/site/hogtunnels/>

Jeff Freels Artwork: <http://www.JFreels.com>

Mari Volmar & Simon Tranter Art & design: <http://www.simari.co.uk/>

Peryton Publishing: <http://www.perytonpublishing.com/>

Gristlegrim: <http://www.gristlegrim.com>

Blue Frog Tavern: <http://games.groups.yahoo.com/group/bluefrogtavern/>

Eposic: <http://eposic.org>

Aramis T&T page: <http://aramis.hostman.us/tandt/>

Trollbridges lulu page: <http://stores.lulu.com/store.php?fGroupID=5740>

Jongjungbus T&T site: <http://www.jongjungbu.com/>

