

TUNNELS & TROLLS

©Copyright 2007 Flying Buffalo Inc

This is a short version of the full Tunnels & Trolls Rules. It is sufficient to play the solitaire adventure included, and to show your friends how to play with the GameMaster adventure also included. The full version of the rules can be purchased at game stores, or at www.flyingbuffalo.com. This booklet is intended to be given away on Free RPG Day (June 23, 2007).

Tunnels & Trolls is one of the easiest role playing games to learn and play. All you need are paper & pencil and some six-sided dice (at least 3). One of the best things about T&T is that you can play it solitaire, where the book is the gamemaster. Most of the following rules are written as if you are playing a solitaire adventure. If you are playing with a gamemaster, he or she will roll the dice for any opponents or monsters, and normally you will not be told the Monster Rating, or armor of your enemy, only what you might be able to see, and the total of any dice rolls.

Contents

- * CREATING YOUR ADVENTURER
- * CHARACTER RACES
- * CHARACTER TYPES
- * PROVISIONS AND EQUIPMENT
- * WEAPONS
- * GENERAL SUPPLIES
- * COMBAT
- * SAVING ROLLS
- * MISSILE WEAPONS AND COMBAT
- * MAGIC AND SPELL CASTING
- * THE SPELL BOOK
- * TIME
- * EXPERIENCE
- * TREASURE TABLE
- * GOBLIN LAKE (A solitaire adventure)
- * RIVERBOAT ADVENTURE (A gamemaster adventure)

CREATING YOUR ADVENTURER

Each adventurer is defined by "Prime Attributes": Strength, Intelligence, Luck, Constitution, Dexterity, Charisma, and Speed. They define the character's basic abilities. Other details, like the character's name, sex, hair and eye color, kindred, character type, round a character out, but the "Prime Attributes" are the factors that make the game work.

Roll three six-sided dice, add up the scores and write them next to the prime attributes: use pencil because these numbers could change later. Repeat the roll for each attribute listed.

STRENGTH (ST) is the ability to exert force – lifting, shoving, etc. Strength limits your choice of weapons and tells you how much you can carry. If ST ever falls to 0 or below your character is dead.

INTELLIGENCE (IQ) measures a character's ability to reason, solve problems, and remember.

LUCK (LK) measures how blind chance works for or against your character. Luck affects combat results, and is usually the attribute affecting "Saving Rolls" (explained in its own section).

Pg 2

CONSTITUTION (CON) measures a character's health. Combat damage is subtracted from Constitution. If CON reaches 0, the character is unconscious, at -10 he is dead.

DEXTERITY (DEX) refers to both manual dexterity and physical agility. Marksmanship is defined by Dexterity.

CHARISMA (CHR) measures personal attractiveness and leadership ability. It is not just a measure of good looks, but most often it is treated as such.

SPEED (SPD) is how fleet of foot and how responsive a character is. Speed is the only thing standing between many adventurers and the monsters pursuing them.

WEIGHT POSSIBLE is 100 times Strength. It measures how many "weight units" a character can haul around. (If Mantaro the Inimitable has a ST of 15, he can carry 1500 weight units.) Ten weight units weigh one pound.

CHARACTER RACES

Your character can be a human or one of the other ancient races which inhabit this magical world. The Peters-McAllister Chart For Creating Man-like Characters, below, creates some of the other humanoid kindred.

ELVES IQ and DEX $\times 3/2$, CON $\times 2/3$.

All other attributes $\times 1$.

DWARVES ST and CON $\times 2$, CHR $\times 2/3$.

All other attributes $\times 1$.

HALFLINGS ST $\times 1/2$, CON $\times 2$, DEX $\times 3/2$.

All other attributes $\times 1$.

CHARACTER TYPES

Next decide whether your character is a warrior or a wizard. (A recommendation: if this is the first time you have played T & T, try a human warrior to begin with.)

WARRIOR: A warrior understands force first, subtlety last. Warriors are trained in using weapons and armour to their best advantage, and get twice the normal listed protection from armour and shields they use. While warriors can use most magical artifacts they find, warriors cannot cast any magic (like being colour-blind, it is simply beyond their abilities). If a character's ST is greater than his IQ or LK, that character could make a good warrior.

WIZARD: Wizards (also called magicians, mages, magic-users, and sorcerers) are those individuals that had the innate ability and received the training to control the psi-forces that power the arcane world of magic. Only youngsters with a reasonably good Intelligence (IQ of 10 or better) and decent Dexterity (DEX of 8 or better) will be trained by the elder wizards of the all-pervasive Wizard's Guild. All the Level 1 spells (detailed later) are the basic heritage of wizard characters. Spells beyond that level must be purchased from the Wizard's Guild or discovered while adventuring. Wizards can use a magic staff to reserve their energies while casting magic.

Because wizards spent their youth learning magic, they are inept at using weapons. Only small weapons like daggers, and appropriate weapons like quarterstaves may be used by wizards. Wizards do get combat adds, the same as any other character type, and may wear what armour they choose although they get only the armour's listed value in protection. If IQ is greater than either ST or LK,

the character could make a good wizard. Don't forget a wizard must have an IQ of 10 or more, and a DEX of 8 or more to begin with.

There are two other character types: rogues and wizard warriors (they can be found in the full Tunnels & Trolls Rule Book).

PROVISIONS AND EQUIPMENT

You have determined virtually everything about your character. Now it is time to buy the provisions and equipment he will need on his or her adventures.

Characters probably have a few possessions before that first big adventure, but nothing really suitable for a serious adventurer. A character scrapes up all the money possible and starts from scratch. To determine the number of gold coins your character starts out with, roll 3 dice and multiply the result by 10 (you will get between 30 and 180 gold pieces, abbreviated g.p.). Some things in the equipment lists you will not be able to purchase immediately, but after even one adventure, the character may be able to purchase more and better equipment with the rewards of success.

The basic unit of exchange is the gold piece, a simple gold coin. Prices are all listed in gold pieces. There are also silver and copper coins. One gold piece = 10 silver pieces (s.p.) = 100 copper pieces (c.p.). Every coin, regardless of value, weighs 1 weight unit. This makes the basic unit of weight also equal to a gold piece. Most jewels weigh no more than 1 g.p. (and most less), although large objects like jade statues have no standard weight.

WEAPONS	Dice +Adds	ST req	DEX req	Cost	Wgt	Range
*Great Sword	6 + 0	21	18	120	170	
Broadsword	3 + 4	15	10	70	120	
Short Sword	3 + 0	7	3	35	30	
Falchion	4 + 4	12	13	75	110	
Scimitar	4 + 0	10	11	60	100	
*Doublebitted Axe						
	6 + 3	21	10	140	220	
*Heavy Mace	5 + 2	17	3	120	200	
Bludgeon	3 + 0	5	2	15	50	
*Quarterstaff	2 + 0	2	8	10	50	
Trident	4 + 3	10	10	60	75	10 yds
Common Spear	3 + 1	8	8	22	50	40 yds.
Sax (dagger)	2 + 5	7	10	30	25	
Dirk	2 + 1	1	4	18	16	
to throw			10			10 yds
*Crossbow	5 + 0	15	10	250	180	100
*Medium Longbow						
	4 + 3	15	15	100	60	140
*Very light bow	2 + 0	9	15	50	30	60
Sheaf of 24 arrows					40	10

Curare (poison):

3 applications 100 1

Curare doubles effectiveness of any edged weapon before combat adds computed. One application lasts 3 combat rounds only.

All weapons have ST and DEX requirements. A character must meet these required minimums to use the weapon. The "Weight" of a weapon is given in weight units – remember Weight Carried. Keep track of the weight of purchases and the weight of any money the character carries.

The column of "Dice + Adds" shows the weapons' combat effectiveness. The greater the numbers in these cat-

egories, the more deadly the weapon is. Specifics are discussed under "Conducting Combat". Wizards may not use weapons with more than 2 dice (but any number of adds) in the Dice + Adds column.

The column labelled "Range" states the maximum range for the weapon in missile combat. If there is no listing, the weapon may not be used as a missile. Further discussion of missile combat follows.

An asterisk (*) indicates a weapon that requires two hands for proper use. You can't use a second weapon or shield unless you have more than two hands. Two weapons without asterisks may be used simultaneously IF the user has the ST and DEX requirements for BOTH weapons (e.g. to fight with a dirk in each hand requires a minimum ST of 2 and a DEX of 8).

GENERAL SUPPLIES

	Cost	Weight
Warm dry clothing and pack	5	10
Provisions for 1 day (food, drink, "matches")	10	20
Ordinary torch (lasts 10 turns)	1 s.p.	10
Hemp rope	1 s.p./ft.	5/ft.
Calf-high boots	10	40
Ordinary magic staff (may double as quarterstaff. If so, weight is 50.)	100	30

ARMOR

Armor lasts as long as it is being worn unless something is specifically stated to destroy it. Armor and shields can take "hits" (damage in combat) every time they are hit, protecting the wearer. The total "ST needed" of a character's armour and shield must never exceed their personal ST. i.e. a person wearing mail (ST needed 12) and carrying a target shield (ST needed 5) requires a minimum ST of 17. However the "ST needed" of the character's weapon is not added to this total; for example, in the case above the character would be able to carry any weapon to a maximum "ST needed" of 17 in addition to his armour and shield. Note that one cannot add to the "complete" suits of armour – the arming doublet and steel cap are for those who cannot afford complete armour.

The "hits taken" are the number of hits subtracted from the enemy's combat roll for wizards or rogues. Fighters get to take double that many hits on their armor.

Hits taken	ST needed	Cost	Weight
Complete mail (complete body, helm, gauntlets)	11 12	300	1200
Complete leather (complete body, helm, gauntlets)	6 2	50	200
Arming doublet	3 1	40	75
Steel cap	1 1	10	25
Target shield	4 5	35	300

COMBAT

You know you'll probably get into a fight when adventuring. But how good a fighter are you? The attributes listed above tell you. The ones important in fighting are ST, LK, and DEX (strength, luck and dexterity). If you are better than average in any of those attributes, you're a

better fighter – you hit harder, control your weapon better, or are just more apt to get a lucky shot. Since “average” is between 9 and 12, for each point above 12 in your ST, LK or DEX, you get 1 point added to your “Personal Adds”.

If any of those attributes is below 9, you must subtract 1 point from your personal adds for each point any one of the three attributes is less than 9.

Every weapon gets a certain number of dice to represent the amount of damage it can do. That plus your personal adds reflects how well you fight.

When you get into combat, decide what weapon you'll use. In the adventure itself, your options may be dictated by circumstances found there – follow those instructions. If you have your own weapons available, you can use them. The shortsword gets 3 dice, and the dagger gets 2 dice plus 5 extra “adds”. You can use both at once if you wish. (If you have sufficient strength and dexterity!)

When you enter combat, start by rolling the dice for your weapon (3 dice for the sword, 2 for the dagger). Add the pips showing (let's say you get 18 for them both together). Add the weapon's extra adds, if any (the dagger gets 5, the sword, 0). Add all that to your personal adds. (If you have 33 personal adds, your total would be 56.) That result is your hit point total, and it represents your part in a single round of fighting.

Your opponents will fight back, of course. Some fight the way you do, with weapons and adds. When you have to fight such an opponent in a solo adventure, you will be told the weapon(s) being used, the CON and personal adds of your foes, and if they are wearing any armour. With a GM adventure, the GM (gamemaster) will roll the dice for the opponent, and tell you the final total.

However, most monsters have a Monster Rating (MR). This number reflects how well the monster fights. When you're told a monster's MR, check this chart to see how many dice it gets:

Monster Rating Number of Dice

1-9	1
10-19	2
20-29	3
30-39	4
etc.	etc.

An easy way to find out how many dice a monster gets is to divide the Monster Rating by 10 (discarding any remainder), and add 1.

Monsters also get “adds” like your personal adds: that number is one-half its Monster Rating, rounded up. When a monster fights, you roll the number of dice indicated on the chart. Add up the spots showing, then add the monster's adds. The result is the monster's hit point total. If you foe fights the way you do, roll dice for his weapon and add the weapon and personal adds noted to get your enemy's hit point total.

After you get your hit point total, and your foe's hit point total, compare the two numbers. The side that had the higher number hurt the side that had the lower number. The difference between the two numbers indicates how badly the loser was hurt.

You may have to fight several opponents at once. If so, add together all the monsters' hit point totals before comparing the grand total with your hit point total.

Follow this chart to conduct simple combat:

- # Pick your weapon(s).
- # Roll the dice indicated, adding the pips:

Pg 4

Add weapon adds, if any:

Add your personal adds:

This is your hit point total: _____

Does your foe have a Monster Rating or weapons?

Roll the dice for its MR or weapon, and total:

Add foe's weapon, if any:

Add half its current MR or its personal adds:

This is the monster's hit point total: _____

Subtract the smaller hit point total from the larger hit point total. The result is the possible damage.

If you had the larger number, then:

- * Subtract the value of any armour worn by your foe(s).

- * Subtract the damage from your foe's MR or CON.

- * If the result is 0 or below, the monster is dead.

- * If not, use the result as the new MR or CON and continue fighting.

If the monster had the larger number, then:

- * Subtract points from the damage for your armor, if you're wearing any (it protects you every turn as long as you wear it).

- * Subtract any remaining damage from your CON number. That's an actual wound; you're bleeding.

- * If your CON drops to 0 or below, you're dead. Sorry!

- * If you aren't dead, fight again or run away!

If you face armoured opponents (and you might), you will be told how many points their armour is worth, and whether they are warriors. If they are warriors, you have to double the listed protection value, according to what's written in the game text.

SAVING ROLLS

When the text of the game instructs you to “make a saving roll”, you use 2 dice to check your abilities against the hand of fate. The text will tell you on what attribute to make the roll and at what level to make the roll. Once you know the level of the saving roll to be made, follow the chart below:

The number you need to reach is 20 (for level 1), 25 (level 2), 30 (level 3), 35 (level 4), 40 (level 5) and so on. If the level number is not stated, it should be the same level as your character. If the attribute is not stated, then you are making a Luck (LK) saving roll.

Roll two dice and add the numbers. If you roll doubles, add that number and roll again until you don't roll doubles. If you number you rolled is less than 5, you missed. (Remember if you roll double ones or double twos you get to roll again.) If you rolled 5 or more, add the number to the attribute. (If you are making a LUCK saving roll and your LUCK is 15, then you get to add 15 to your dice roll.)

If the grand total is equal to or more than the number you were looking for, you made your saving roll. Sometimes it matters by how much you made it or missed it. You also get Adventure Points for the number you rolled (see “experience”). Note that it is always theoretically possible to make any saving roll if you roll enough “doubles”.

The text (or gamemaster) will tell you what to do if you make or miss a particular saving roll, but generally it's a lot better to make it than to miss!

MISSILE WEAPONS AND COMBAT

When a foe is big and nasty it is often best to try to kill it at a distance. Missile weapons, when they hit the target, can be devastating because the damage done is intercepted by armour alone, the target's Hit Point Total is not subtracted from the damage you have done. An arrow

a day will keep the monsters away.

Hitting the target is the trick. The archer must make a DEX saving roll, with the chart below providing the "To hit" number. Pick the closest target size, cross reference with range and let fly!

Target Size	Pointblank 0-5 yrds	Near 6-50	Far 51-100	Extreme 101+yds
Dragon	20	25	30	35
Troll/man	25	35	45	55
Hobbit/child	30	45	60	75
Rabbit/rat	35	55	75	95
Coin	40	65	90	115

There is one more thing that needs to be adjusted when using missile weapons. A character gets to add his DEX personal adds in again. This reflects how important DEX is in missile combat. If your character has 2 adds from his DEX, for the purpose of missile combat he has 4 adds. If he has -2 adds he will, unfortunately, have -4 for missile combat.

The last detail is this. Just as the target gets no combat roll against your arrow, if you don't kill the target, and it is close enough to attack you in the round you shot it, you will not get a combat roll. So soften them up with arrows at long range, then fight hard with a sword or spear if they get close.

MAGIC AND SPELL CASTING

Wizardly characters use magic in combat and in more ordinary situations. In this game, magic is envisioned as a psi-based conjuration or creation powered by the magician's inner strength. A magician's Strength is depleted when he or she casts magic. This cost is listed following the spell name in The Spell Book in parentheses.

Wizards may reduce the cost of spell casting by using a magic staff or by gaining experience. A magic staff reduces the cost of casting spell by the same number as the level of the magic-user. Thus, a first Level wizard using a staff may cast any first level spell for one less ST point than that listed.

As a wizard survives his adventures, he or she becomes more experienced and goes up in levels. However, the magician will still wish to use lower level spells. Because of his greater experience, a higher level mage casts a lower level spell for 1 ST point less for each level that spell is below the caster's level. (A third level magic-user subtracts 2 from the cost of a first level spell.)

These reductions can be combined. A third level magic-user with a magic staff subtracts three points, and the magician's own proficiency (being higher level than the spell being cast) subtracts two.

No reduction permits any spell to be cast for less than 1 point. All spells cost a minimum of 1 ST point to cast - there must be something to get the spell started. (The spell Detect Magic is an exception which only requires that the wizard concentrate on detection.)

Strength expended in spell casting is not lost forever. The magic-user replenishes lost Strength at the rate of 1 ST point per full turn (about 10 minutes). In the solitaires, magicians regain ST at 1 point per numbered paragraph unless instructed otherwise.

Magic-users can cast only one spell per combat round, and may not fight with weapons during that same round. If a wizard is in close combat and chooses to cast a spell such as a Vorpall Blade, he will have to take the full

brunt of his opponent's Hit Point Total because, while casting magic, the mage will have generated no Hit Point Total of his own. Combat spells such as Take That, You Fiend and Blasting Power do create a Hit Point Total. Other spells, such as Oh-Go-Away, divert the foe so no comparison Hit Point Totals is needed (if the spell is successful). A careful reading of the spell available should clarify your options.

All wizards start with all the Level 1 spells. A mage may only buy more from the Wizards Guild, and only after attaining the appropriate level himself.

THE SPELL BOOK

LEVEL 1:

Requires minimum IQ 10, DEX 8. All beginning wizards know all these spells.

- Detect Magic (0) Detects good and bad magic.
- Lock Tight (1) Locks any door for 3 turns.
- Knock Knock (2) Unlocks locked doors.
- Will-o-the-wisp (1) Lights up finger or staff in lieu of a torch. About 1 candlepower. Lasts 1 turn.
- Oh There It Is (4) Usually detects concealed or invisible things or doors by surrounding them with a purple glow that slowly fades.
- Take That, You Fiend (6) Uses IQ as weapon, inflicting hits equal to caster's IQ. Must be directed at an individual foe. No effect on inanimate objects.
- Vorpall Blade (5) Doubles die roll for sword or dagger for one subsequent combat round.
- Oh-Go-Away (5) Combines total of caster's IQ, LK and CHR to drive away foes with a lower Monster Rating or equivalent attribute total. If spell fails, monster chases magic-user to the exclusion of his or her comrades.

LEVEL 2:

Requires minimum IQ 12, DEX 9. Each spell costs 500 g.p. (payable to the Wizards' Guild).

- Omnipotent Eye (5) Provides more information about nature and/or level of magic on persons/objects.
- Hidey Hole (10) Makes user and his companions invisible for 3 turns. (Note: some solos treat this as a Level 1 spell.)
- Cateyes (6) Allows one to see in the dark for 3 turns.
- Glue-You (8) Impedes movement/travel of victim by ½ for 1 turn. In combat this means you get 2 combat rounds to opponent's one.
- Little Feets (8) Rapid travel; doubles speed for 1 turn. In combat you get 2 rounds to opponent's 1.
- Mirage (8) Projects visual, non-auditory image as hallucination. Destroyed by physical contact.
- Poor Baby (2 ST/1 CON) Magical healing of wounds or injuries. Cannot raise CON above original level.
- Whammy (10) Triples die roll for any weapon for 1 subsequent combat round.
- Magic Fangs (1/combat round) Changes belt or staff into small poisonous serpent with MR not greater than caster's CHR. Cannot "communicate" with mage but will obey commands. Lasts as long as mage puts ST into it at time of creation. Does not work on twigs or torches.

LEVEL 3:

Requires minimum IQ 14, DEX 10. Cost 1000 g.p. each.

- Curses Foiled (?) Removes evil spells and curses of lower orders.
- Slush Yuck (15) Converts rock to mud/quicksand for 2 turns, up to 1000 cubic feet. Caster may dictate dimen-

sions as desired, but shape must be a regular geometric solid.

Rock-a-Bye (11) Puts monsters/foes to sleep for 1-6 turns (roll 1 die to determine) if caster's ST, IQ, and CHR total exceed MR (or foe's ST, IQ and CHR total if rated).

Dis-Spell (11) Negates magic of same or lower orders.

Blasting Power (8) Throws bolt/fountain of fire at foes. This blast gets same number of dice as user's level number, plus caster's combat adds.

Freeze Pleeze (8) Throws sheet of ice at foes. Blast gets same number of dice as user's level number, plus caster's combat adds.

Fly Me (?) Allows user to fly (running speed) 1 turn.

Healing Feeling (14) Cures any kind of disease.

LEVEL 4:

Requires minimum IQ 16, DEX 11. Cost 1500 g.p. each.

Too-Bad Toxin (?) Cures the effect of any poison and nullifies further effects. Does not heal the wound from weapon/fang that delivered the poison.

Wink-wing (14) Allows one to transport oneself (only) up to 50' in direction of choice without crossing intervening space.

Smog (11) Projects cloud of poison gas at foes. If foes breathe, they lose half power or more.

Dum-Dum (8) Reduces foe's IQ to 3 or, if spell fails for any reason, reduces caster's IQ to 3.

Double-double (18) Doubles one Prime Attribute for up to 5 turns. When spell wears off, attribute is halved for same number of turns.

Protective Pentagon (12) Raises a protective barrier 3' in diameter for 2 turns. No weapons or spells penetrate (in or out).

Upsidaisy (9) Permits caster to levitate and move objects or beings up to caster's own weight for 1 full turn.

There are other spells available to the wizards of the world, but those listed above will allow you to work through the solo adventures the best. For other spells and more detailed descriptions of the spells above, check the Tunnels & Trolls Rule Book.

TIME

Regular turns in Tunnels & Trolls, non-combat paragraphs in the solo adventures, are 10 minutes in length. Combat rounds are 2 minutes in length. Wizards recover one Strength point per 10 minutes, and may cast one spell per Combat Round. It is easy for a wizard to tire himself out very quickly. Warriors may attack once, either hand to hand or with missile weapons, per combat round. Damage to a character's CON is recovered at one point per day unless magic is used to speed the healing process.

EXPERIENCE

Tunnels & Trolls allows characters to grow and pass from one adventure to another. To do that characters earn experience points, also known as adventure points. Adventure points are earned for the following:

COMBAT: points equal to the MR or totalled IQ, CON and DEX of the vanquished foe.

SAVING ROLLS: points equal to the dice roll times the level of the roll. (A 2nd level roll where the dice yielded a total of 14 would give the character 28 a.p.'s).

CASTING MAGIC: points equal to the actual strength used

in spell casting.

GM AWARDS: Successfully completing a mission or achieving a similar feat will be worth points and the GM (Game Master) will state what the award is. The minimum a.p.'s for any adventure in the solos will be 100 a.p.'s unless otherwise stated in the solo.

All characters start at 1st level and, as they collect a.p.'s, progress up in levels. Below are the totals of a.p.'s needed to reach the first 5 levels: (Points needed to reach these levels are cumulative.)

2	1,000
3	3,000
4	7,000
5	15,000

Once a character has garnered enough points to pass up to a new level he can modify one of his "prime attributes". Below are the options he may use to modify his attributes.

A. Add the new level number to either ST or CON, or ½ of level number to both.

B. Add ½ the number to IQ or DEX or CHR (exclusive, not inclusive).

C. Add 2× the number to Luck.

All fractions round down.

By upping the attributes, through encounters in the solo adventures and level raises, your character will have a whole host of spells and weapons made available to him. Money will allow him to buy armour or those weapons and spells, making him better able to face the trials and tribulations of the solo adventures.

A Short Table to Randomly Generate Treasure

(abridged from the T & T Rule Book)

When you are told to roll on the jewel generation table, start by rolling 1 die to find out how big it is:

1 or 2: small (5× base value; 1 weight unit)

3 or 4: average (10× base value; 2 weight units)

5 or 6: large (20× base value; 4 weight units)

To find out what kind of gem it is, roll 2 dice:

2:	Emerald (base value 18 gold pieces)
3:	Sapphire (base value 16 gold pieces)
4:	Pearl (base value 14 gold pieces)
5:	Topaz (base value 5 gold pieces)
6:	Aquamarine (base value 11 gold pieces)
7:	Amethyst (base value 6 gold pieces)
8:	Opal (base value 8 gold pieces)
9:	Garnet (base value 4 gold pieces)
10:	Jade (base value 12 gold pieces)
11:	Ruby (base value 15 gold pieces)
12:	Diamond (base value 17 gold pieces)

Multiply the gem's base value by its size multiplier to get the jewel's value, the number of gold pieces it is worth.

The rules above are condensed from the Tunnels & Trolls Rule Book. The Rule Book itself contains more weapons, spells, character types, character races and other details that will enhance your play.

GOBLIN LAKE

Text Copyright © 1979 Ken St. Andre

Art Copyright © 1979 Liz Danforth

The adventure of Goblin Lake is a solitaire adventure written by Ken St Andre, and illustrated by Liz Danforth. It was first published in 1979 and has been out of print for many years. We have republished it here to give you a taste of what T&T can be.

INTRODUCTION

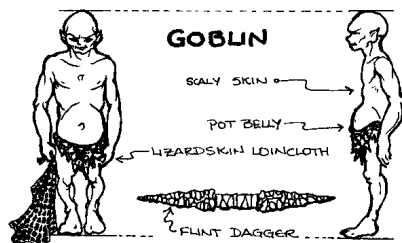
Your character for this adventure will be a goblin who has been wandering the world in search of his kin. I don't want to say too much more - you must create a character and start to play.

(Note: if you have already played this adventure as a Goblin, you do not have to be a Goblin the second time through. A Hobbit or a Dwarf, or even a small man, could enter through this little cave. For such a character, roll it up in the standard manner and go to 2E, but ignore the stuff about your sense of smell.)

You are a GOBLIN. (Try to pick a suitable name.) You have pointy ears, pointy teeth, and a rough scaly green skin. Your body is hairless and smaller than a man's, with arms and legs that are slightly too long, a sunken chest, and a hard little pot belly.

You will need to know your attributes. For Strength, roll 3 dice and multiply the total by 3/4. You may round up. For Intelligence, roll 4 dice, but only count the total of the 3 highest. For Luck, roll 4 dice and count all 4. For Constitution, roll 3 dice and multiply the total by 3/4. For Dexterity, roll 3 dice and multiply the total by 3/2. For Charisma, roll 2 dice only. Do not bother to roll for gold - you don't have any. You are superbly attired (for a Goblin) in a rough lizard-skin loincloth, and you have an unusual flint dagger worth 2 dice in combat. You also carry a ragged net suitable for trapping small frogs and minnows.

After your character is created (you can make it a magic-user, though warrior is preferred), go to 2E.



1A You tell Blimpo, your second-in-command, that he's the new king if you don't come up. You know that there is a monster in the lake, but you take your dagger that glows in the dark, and you're willing to take your chances. Go to 7G.

1B Your wounds were too severe. You passed out while swimming, and drowned. Go to 12E.

1C The voice means nothing to you. If you wish to stop and try speaking in your own language, go to 9A. If you just keep walking, go to 4F. If you decide to turn back and not antagonize the Goblins, go to 5D. If you would like to run forward and dive into the lake, go to 9G. If you have

the ability and wish to make a light, go to 4C.

1D Snorkin begs for mercy, offers you the mastery and his treasure if you will only let him live. If you accept his surrender, go to 12C. If you prefer to keep fighting, go to 7B.

1E You paddle across the lake and come to a stone landing. There are no weeds here, but in the far wall is a heavy iron door. It is locked shut from the other side. If you know a Knock-Knock spell and wish to open the door, go to 6G. If you can't get it open, you turn and discover that something is towing the raft away from shore at a good speed. You didn't need it anyway. Go to 11F.

1F You swim out a few strokes, but the Goblins turn and attack you in the water. They are armed with daggers and get 1 die + 3 adds each - there are 5 of them. You may only use your natural weapons or a dagger if you have one. Fight 1 combat round. If you are wounded, go to 4A. If you are slain, go to 12E. If you best them, go to 4G.

1G During one of the irregular attacks on Goblin Lake, your luck ran out and you were killed. It was truly an insignificant death. Go to 12E.

1H You move out with a smooth breaststroke. The lapping of the waves and squeaking of Goblin voices covers the sound that you make. Ahead of you, you can dimly make out a raft with 3 goblins on it. You decide to dive beneath them. If you wish to come up beneath them and dump them into the lake, go to 10B. If you decide to swim past them, go to 10G.

2A More and more tentacles wrap around you. The water grows black with ink that the monster has released. If you have already been killed, go to 12E. If you still live despite the hits taken on the first combat turn, you will go berserk and continue fighting berserkly turn after turn until either you die from hits taken, or 5 combat turns go by and you have drowned, or you manage to inflict some hits and break free. Remember, the giant octopus gets 8 dice and 50 adds to start with (it has a monster rating of 100, but only 8 tentacles. If the M.R. decreases because you inflict hits, it will release you.) If you break free, go to 10E. If it kills you, go to 12E.

2B You decide to get while the getting is good. A couple of arrows whistle by, but none hit, and in seconds you are out of Goblin Country and heading back for 5D.

2C You are at the bottom of the garbage pit. It is slimy and foul down here and there are a lot of bones, some of fish, frogs, turtles, and some that seem to be of men. As you muck about, you find a small pouch of gems on one skeleton. They are small diamonds, and would be worth 2000 gold pieces in the outside world. You may keep them or leave them as you please, but in the end you will have to try to climb out of this pit. To do so, you must make 3 first level saving rolls on Strength, then 3 first level saving rolls on Constitution, then 1 second level saving roll on Luck. If you miss a saving roll, you will fall back and must take whatever you missed by in hits. If you take enough hits to kill you, go to 12E. If you manage to climb out, then you will have a chance to escape. Go to 8C

and take the exit.

2D There's no point in attacking these silly little Goblins. Let them keep their old lake. Return to 5D.

2E For days, you have been searching through the forest where Goblin Lake is rumored to be. Now you think you have found it - the entrance to the underground domain is through a small cleft with a stream trickling out of the scrub-covered hillside. Your sense of smell is quite keen, and you detect other Goblins at a distance. So you crawl in. It's tight going at first, even for a little guy like yourself. Before long, the tunnel branches but you stick with the stream. It gets so dark that even you can't see anything, but then the darkness begins to weaken and a very dim light from the walls themselves enables you to make out your surroundings. Go to 6E.

2F As you grope over the bony hands of a skeleton, you feel a metallic ring. You slip it off the bone and onto your own finger. Immediately you feel tremendous. The ring is enchanted and doubles all of your attributes (but only while you wear it). You decide it's time to get some air. Go to 3F.



3A "Welcome to Fishsquish Lake," says one of the Goblins who is bigger and nastier looking than the others. He has three distinctive fangs. Two come up from the bottom of his mouth at the corners and a third comes down from the top lip to the middle of his receding chin. "I'm Snorkin, King of the Lake Goblins," he explains.

"We can always use a new recruit - you look like a stalwart fellow. Want to join my band? All the fish you can eat and a life of ease." If you accept his offer, go to 11E. If you decide to return to the rest of the dungeon, you take your leave and retrace your steps to 5D. If you decide to challenge him for the kingship, go to 8D.

3B You find a small ledge leading to a bunch of caves above the lake. It is too small for you. You can either go swimming or head back. If you wish to leave Goblin Lake, go to 5D. If you wish to go down to the caves, go to 6D. If you don't mind getting wet, go to 6A and start swimming.

3C The rope cuts easily. You have nothing to paddle the raft with but your hands. If you wish to continue across the lake go to 1E. If you wish to return the way you came, go to 8C.

3D You are in the Goblin King's cave. There is a large pile of fishbones and other garbage at the rear. If you wish to investigate it, go to 9D. If this trash doesn't intrigue you, you turn back to the raft, only to discover that it is rapidly moving away from you. If you want to dive in and swim after it, go to 11F. If you don't know what to do, go to 5B.

3E Give yourself the number you just rolled in experience points and go to 8C.

3F You reach the surface and take a breath of air. If you are a Goblin and wish to dive again, go to 5C. If you are a Goblin and wish to swim to shore, go to 11B. If you are not a Goblin, you start to swim for the other shore, hoping it is there. Go to 1H.

3G Give yourself 10 experience points for the prank you played. Go now to 10G, but ignore the line about forbearance and charity.

4A As your blood seeps into the water, you begin to suspect you're not going to win this fight. Suddenly, one of the Goblins is dragged below the surface by something from below, and you feel harsh, leathery skin grate against your leg. Your remaining foes drop their knives and swim as fast as they can off to the right. You decide that you'd better get to shore quickly, too, and start back the way you came. Go to 10C.

4B Make your third level saving roll on Luck (30 - Lk). If you make it, go to 2F. If you miss it, go to 6F.

4C By some means or another you have brightened up the dim surroundings. You realize immediately that this was not a good move as a number of small missiles home unerringly on your body. Roll 13 dice and take that number of hits. (Your armor, if you have any, will take half the total because of the nature of the missiles.) If that killed you, go to 12E. If you are still alive, you will have noticed that you are in a fairly big grotto which is mostly a small pond. There are 3 groups of Goblins visible; the nearest group is only 50 feet away, off to your right. If you wish to slip into the tunnel behind you and retreat, go to 2D. If you want to charge and attack the nearest bunch of Goblins, go to 12A.

4D There are two ways to get Snorkin's treasure away from him. Either defeat him in combat and become king, or swipe it when he isn't looking. If you wish to challenge him to a duel, go to 8D. If you want to try to swipe it, go to 5F.

4E You grow bored with flunkynood and all the fish you can eat. To liven things up, you can go diving for treasure (7G), challenge Snorkin for the kingship (8D), sneak away and leave the lake (go to 5D), or climb down into the garbage pit (6D). Pick one of these options.

4F You keep walking. Make your saving roll on Luck (20 - Lk), four times. If you make all four saving rolls, take the numbers you rolled as experience points and go to 11C. If you missed one or more saving rolls, go to 6B.

4G The Goblins have Constitutions of 8. For each one that you have killed, take 22 experience points. The survivors split and swim in different directions. As you are savoring your triumph there in the bloody water, a mighty tentacle wraps around your legs and drags you underwater. Go to 11F and start reading with the second sentence.

4H Battered unconscious, the breathing reflex takes over. Sorrowfully, we turn our eyes from your waterlogged little corpse. Go to 12E.

5A Snorkin gives you a chance to surrender. If you wish to give up, go to 9C. If you wish to fight on, go to 7B.

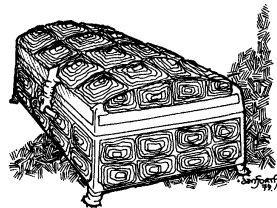
5B As you are trying to decide what to do, all the Goblins come up on rafts with bows and torches and besiege you. They are making a lot of noise and you have to duck out of sight to keep from being shot. You can either go back and look through the garbage (9D) or dive into the water and try to elude the Goblins (11F). Pick one.

5C There must be something worthwhile down there somewhere. Taking a deep breath, you head for the bottom and aim towards a skeleton at random. Go to 4B.

5D On your way out, you follow the stream that guided you in. Before long, you squeeze back out through the cleft and are in the outside world once more. Congratulations and good luck on your further adventures wherever you go. The End.

5E Give yourself 88 experience points for killing Snorkin. You are now king of the Fishsquish Goblins. One of your trusty followers leads you to Snorkin's cave in a stone wall above the side of the lake and indicates a pile of old fish bones in the rear. "Beneath that," he tells you, "is our treasure, which it is now your duty to guard." You go over to see what it is, and it proves to be one gold piece, 1/2 of a silver piece, 9 bent copper coins, a broken mirror, a small dagger that glows in the dark, and the last three issues of Goblin Gazette. You must make a decision. If you decide to run off with the treasure, go to 12B. If you decide to stay and rule your loyal subjects, go to 7E.

5F You pick a time when Snorkin is out fishing on the raft and sneak into his cave. Throwing aside the fishbones, you grab the turtleshell box and race out along the path for the shore. The treasure box is too large to hide about your person, so you will have to dash past the guard post at a run. Make your second level saving roll on Dexterity (25 - Dex). If you make it, go to 7F. If you miss it, go to 10D.



6A The water is colder than ever. You swim over to explore the far side of the lake that you have not yet seen. Suddenly a whirlpool forms around you. Helplessly caught, you spin madly and go under. A strong current sweeps you into a hole in the lake wall. Bang! Crash! You smash into the rocky walls as you are hurtled along. Make your second level saving roll on Constitution (25 - Con). If you make it, go to 9F. If you miss it, go to 4H.

6B For each time you missed your saving roll, throw 1 die and take that number of hits. You may count armor as protection once only. If these arrows killed you, go to 12E. If you are still alive, take twice the number of hits sustained as experience points. If you would now like to make a hasty retreat, go to 2B. If you want to attack somebody, you see a group of Goblins off to your right. Go to 12A. If you want to throw yourself into the lake, go to 9G.

6C You pull the raft along by the rope for a few min-

utes and come to a stone wall that is full of small holes - big enough for Goblins to live in. One of them is larger than the rest and within your reach. If you wish to enter that cave, go to 3D. If you don't want to enter, then you will decide that pulling the raft around with your fingers is too slow and that you can swim more easily. Go to 11F.

6D The first thing you find is a rather steep shaft going almost straight down into the rock. Handholds are cut into the sides of one wall. They are close together and shallow, suitable for use by Goblins. If you wish to climb down this shaft, go to 2C. If you'd prefer to keep on exploring, go to 3B.

6E As you walk down the corridor, the walls disappear and you come out into a rather large grotto. In the darkness you can hear the quiet lapping of water against stone and you can make out the dim form of reeds. Suddenly, a shrill voice squawks at you in the language of the Goblins. If you speak Goblin, to to 12D; if not, go to 1C.

6F Suddenly, a sense of doom fills your heart as a vast shadow detaches from the bottom and mighty tentacles reach out for you. One wraps around your legs. Go to 11F and start reading with the second sentence.

6G The door swings open and a hallway is before you. A hundred feet away you see a large stairway arching above a crystal clear pool. At the top of the stairs are two bronze doors beneath which you can see glints of daylight. You can walk out of the dungeon if you wish, or you can reenter Fishsquish Lake and continue your adventures. If you wish to exit, go to 11G. If you reenter the lake, go to 11F.

7A You have been teleported out of Fishsquish Lake to the home of Mogul the Gobbling Wizard. This wiz is a Goblin halfbreed, second cousin to old Snorkin. He lives in the city of Khosht and you have no trouble sneaking out of his house with your stolen treasure. Give yourself 500 experience points for escaping alive. The End.



7B Fight another combat round. Snorkin gets 2 dice + 15 adds, while you get 2 dice and whatever your adds are. If you are slain, go to 12E. If you killed Snorkin, go to 5E. If neither of you are slain, keep fighting here, combat turn after combat turn, until one of you dies.

7C You quickly discover that the raft is tied to something. If you wish to cut the rope, go to 3C. If you wish to draw yourself along it, go to 6C.

7D Your feet slipped out from under you. First you slide a ways, and then you find yourself falling. There is nothing but dark empty space around you, although now and then you carom off a rocky wall. On one of these ricochets, you bang your head and the stars come out. Finally, you hit bottom with a mighty crash. Roll 10 dice and take that many hits directly off Con. (Armor won't take any of them for you.) If that kills you, go to 12E. If you still live, go to 2C.

7E Being king of the Fishsquish Goblins proves to be rather dull. Once in awhile a delver or dungeon inhabitant tries to invade your territory. After six months, you decide to do something to break the boredom (you have earned 120 e.p. in this time). If you wish to dive for treasure on the bottom of the lake, go to 1A. If you wish to explore the pit, go to 6D. If you want to leave, go to 5D.

7F Give yourself 100 e.p. for the theft. You have slipped past the guard and are now back out in the tunnel that first led you in here. Go to 5D.

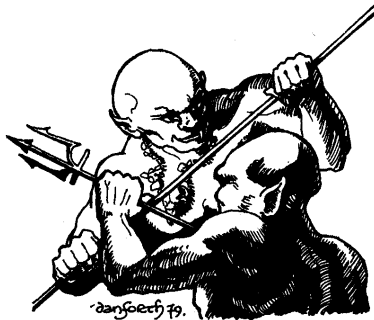
7G It is dark and cold, but you can dimly make out that something lies on the bottom. Swimming close, you find that it is bones and old rusty armor. You realize that there may be treasure down here, but that only great good luck would enable you to find it. If you wish to try a corpse at random while your air lasts, go to 4B. If you'd rather just swim back to the surface, go to 3F.

8A You explain that you are not a Goblin, but would like to wander around and explore the place. You hear a deeper voice snarl, "It's probably after my treasure." The original voice yells, "No non-goblins allowed! Go back, or we'll feed you to the fishes!" By this time, you've located the source of the challenge. It's coming from a group of water weeds about fifty feet off to your right. You can also make out four or five pairs of glowing little yellow eyes. If you decide to leave them alone, go back to 5D. If you have the ability and want to make a light, go to 4C. If you wish to charge and attack them, go to 12A.

8B Now begins a period of flunkynood. Roll one die for the number of months you remain with Snorkin's band. Multiply that number by 10 for the number of experience points you pick up for various defensive actions against delvers and other dungeon inhabitants - nothing major. Make a first level saving roll on Luck (20 - Lk). If you make it, go to 4E. If you miss it, go to 1G.

8C You are back on the marshy shore. If you wish to go exploring, you set out cautiously. Go to 6D. If you're ready to leave, go to 5D.

8D All the Goblins are very excited. Snorkin sneers confidently. As they lead you to the sacred dueling ground, which is beyond but near a shaft leading sharply down out of the grotto, they explain the rules. You are both to be armed with tridents (2 dice) and the winner shall be the new king - but the loser will be exiled. Fight the fight. Snorkin gets 2 dice + 15 adds for each combat turn. You get 2 dice + your adds, whatever they are. Stop at the end of the first combat round. If you have been slain, go to 12E. If you have killed Snorkin, who has a Constitution of 12, go to 5E. If you are wounded, but not slain, go to 5A. If Snorkin is wounded but not dead, go to 1D.



Pg 10

9A Obviously, they don't understand you and don't want to. Make your first level saving roll (20 - Luck) three times. If you make all three, take the numbers you rolled as experience points and go to 11C. If you missed one or more saving rolls, go to 6B.

9B "Eeeep! Urk! Gleep! Aargle!" Splash, splash, splash and splash! The Goblins ran away. You find their weapons, a bunch of puny little self-bows, but they didn't leave their arrows behind when they dove into the lake. If you wish to explore the land around the lakeshore, go to 6D. If you want to dive into the lake and swim after them, go to 1F.

9C Snorkin accepts your surrender. Take twice as many experience points as you took hits and leave. There is no place for you here. Go to 5D.

9D You find a turtleshell box. Inside it is the Goblin treasure: 1 gold coin, 1/2 of a silver coin, and 9 bent, tooth-marked copper coins. There is also a dagger (worth 1 die in combat), a broken mirror, and the last three issues of Goblin Gazette. As you look at this trash, you slip on a fishbone and fall against the back wall. To your amazement it rotates and you fall through it, dropping the treasure in Snorkin's cave. You fall a few feet and land on some kind of silver plate. There is a flash of light and a sharp pain. Go to 7A.

9E You have slain the devilfish, a practically impossible feat. Give yourself 1000 experience points and take a level bonus on the attribute of your choice as soon as you get out of the water. Tiredly, you pull yourself to shore. Go to 8C.

9F Holding your breath, you swim desperately with the current. Then . . . light! You are tossed upon a grassy bank near the bottom of a cliff face out in the forest. You have escaped from Goblin Lake. Take 100 experience points and go on your way to some new adventure. The End.

9G You leap forward, and hear a shrill cry of alarm. There is a hissing in the air that denotes arrows, but they're all behind you as you reach the shore and throw yourself into the water. It's icy cold, and faintly luminescent. There are some low weeds and rushes around the edge. If you wish to hide in the weeds and try to ambush a Goblin, go to 11A. If you wish to start swimming for the other shore, go to 1H. If you wish to dive deep and explore the bottom of the lake, go to 7G.

10A Snorkin decides that he can trust you enough to show you his treasure. He invites you into his warren and in the back, beneath a pile of old fish bones, in a turtleshell box, is the fabled hoard: 1 gold piece, 1/2 of a silver piece, 9 bent copper coins with toothmarks in them, a broken mirror, an enchanted dagger (worth 1 die) that glows in the dark when you say "Glitterglim", and the last three issues of Goblin Gazette. If you feel yourself fired by greed, go to 4D; otherwise, go to 8B.

10B Feeling like a malevolent hippopotamus, you come up under their raft. Shrill cries of terror and three splashes indicate that you have dumped them all into the suds with you. If you wish to ignore them now and keep swimming, go to 3G. If you want to climb on the raft and paddle it

away with your hands, go to 7C. If you wish to attack them in the water, go to 11D.

10C Make a first level saving roll on Constitution (20 - Con). If you make it, go to 3E. If you miss it, go to 1B.

10D A flying tackle from behind brings you down as you dash for the exit. It is Snorkin, and he's very mad. Several other goblins come up and pummel you unmercifully. Reduce your Constitution by half. They then take your semi-conscious form and throw it down the garbage pit. Go to 7D and skip the first two sentences.

10E In your desperate struggle you have broken free of the monster of Fishsquish Lake. If you did more the 100 hits worth of damage to it, go to 9E. If you didn't hurt it that badly, you decide that speed is the better part of valor and swim ashore quickly back where you came in. You decide that this is not a good place for a character like you to be. Go to 5D. Give yourself 50 experience points for surviving the fight.

10F You quickly explain that you, too, are a Goblin, _____ by name. The voice squeaks, "That's different. Come down to the lake, off to the right, and get acquainted." If you decide to do that, go to 3A, but if you decide not to bother, go to 5D.

10G You bypass them. Give yourself 5 experience points for forbearance and charity. In a few more minutes you can make out a shoreline sloping up before you. You climb out and explore it. There are no water weeds here, just a fairly large landing of solid stone. At the far end of the stone you locate a large iron door, but it seems to be locked shut from the other side. If your character knows a Knock-Knock spell, go to 6G. If not, you will have to go back across the pond. Go to 11F.

11A You are getting colder and colder. Small fish and crabs are nipping at your toes and no Goblins come. After awhile, you realize that they are waiting for you to make a move. If you would like to strike out and try to swim across the lake, go to 1H. If you want to dive down and explore the bottom of it, go to 7G. If you'd like to make a break for the door you came in by, go to 2B.

11B If you are now King of the Goblins, go to 7E. If you are just one of Snorkin's flunkies, return to 8B. If neither of those is true, you'd better get out of here. Go to 1H.

11C Arrows have swished by, narrowly missing you in the dark. You realize these little fellows mean business and you'd better do something quick. If you want to run away, you will be able to retrace your steps to 5D. If you'd like to dive quickly into the lake, go to 9G.

11D Each Goblin gets 1 die + 3 adds and there are three of them, armed with daggers. You may use only your natural weapons or a dagger. Fight 1 combat round. If you best them, go to 4G. If they beat you, go to 4A. If they kill you, go to 12E.

11E You are now a member of Snorkin's band. Judging from the general air of poverty and lack of clothing, it is a ragtime band. They lead you around the lake and show you a narrow path hewn on a cliff face that leads to a

maze of filthy warrens where they all hang out. After a few days, you begin to hear about Snorking's fabulous treasure. All the other Goblins are very proud of it. Go to 10A.

11F You slip into the water and are swimming back across when suddenly a mighty tentacle wraps around your legs and drags you under. You turn to see what has attacked you, but all you see is a vast shadowy bulk below you and more tentacles coming up. It is a giant devilfish and you're on the menu. Fight. You can only use your natural weapons or a dagger if you have one. It gets 8 dice and 50 adds. If you beat it on the first combat turn, go to 10E. If it beats you, go to 2A.

11G You have come out into the Dungeon of the Bear, run by Max the Magic Ogre. Max will appear in a puff of smoke and offer you a job as a dungeon monster with him, but you as a person will lose the character. Or, you can exit, which will allow you to keep the character and you can also give yourself 1000 experience points for getting out alive. If you want to be one of Max's monsters, send the character card to Jim "Bear" Peters, c/o Flying Buffalo. Thank you! Good-bye!

12A Make your second level saving roll on Luck (25 - Luck). If you make it, go to 9B. If you miss it, go to 7D.

12B A few days later, you have sent all your minions out fishing on the farthest parts of the lake. You pack up the Goblin hoard, leaving behind the three copies of Goblin Gazette, and sneak ashore. You tell your sentries that you just want to check something. If you wish to go back out the way you entered, go to 5D. If you want to climb down the unknown shaft, go to 6D. Give yourself 15 experience points for the successful theft.

12C Snorkin says he'll leave just as soon as he has shown you what the King's duties are. The minute you turn your back, he yells, "Get him, men!" and a wave of Goblins, at least eight of them, pour over you. You struggle, but it is in vain. They hold you down and take your weapons away from you. Then, they go over to a good sized hole in the ground (their garbage pit) and with a heave and a ho, they fling you down it. Go to 7D and start reading with the third sentence.

12D The voice said, "Halt! Who goes there? Only us Goblins are allowed at Fishsquish Lake." If you wish to turn back and retrace your steps, go to 5D. If you are a Goblin and would like to join your kindred, go to 10F. If you are not a Goblin but want to try talking to them, go to 8A. If you want to take them by surprise by running forward and diving into the lake, go to 9G. If you have the ability and want to make a light, go to 4C.

12E Hello. I thought I'd take this opportunity to speak to you personally. You are likely to read this paragraph a lot, as I believe in dangerous dungeons and that's going to kill a lot of characters. I want to ask you to help me in a little experiment. Please drop me a postcard telling me what kind of character you were playing, which paragraph killed it, the character name, and how you like this dungeon on the whole. Yes, I'm keeping statistics. I'll be hoping to hear from you. My address is:

Ken St. Andre
3421 E. Yale
Phoenix, AZ 86008

Introduction:

This is meant to be a very short adventure for players new to Tunnels and Trolls. It should be used with the edition 5.5 rules.

Setting up the adventure:

Any reasonable number of players can be accommodated, but for best results, there should be at least 4 player characters and no more than 12. One player per character is best for beginners, but if four or more players are not available, let each player run two characters.

First, roll up a new character for each player. This is a human-centered adventure, and basic human characters are best, but players may also create Elves, Dwarves, Uruks, or Skeletonmen. Any of these kindreds could work together on a riverboat adventure.

Tell the characters that they have wandered into the city of Khosht to seek their fortune, or get a job, or learn to be an adventurer. For one reason or another, they will all wind up taking a job as a poleman/guard on the Khoshti riverboat: The Drunken Dwarf. If they don't want a job on the Drunken Dwarf, they can wander off and play the character in somebody else's adventure. (Grin).

Setting up the Adventurer:

As new characters, the players should all have 3D6 X 10 gold pieces with which to buy equipment and weapons. The first part of the adventure will be to take all these new adventurers to the riverside market and let them buy some gear.

What can they buy? Anything they want, and anything they can afford! The T & T rulebook has tables of weapons and supplies along with typical prices. They will certainly want some kind of basic weaponry—they start only with a 2D6 eating dirk.

The market contains armorers, grocers, charm sellers, wizards, clothiers, thieves, fast-food sellers, guards, and citizens of all types. There will be no difficulty in finding someone to sell anything the players want to buy.

Players may wish to bargain with the merchants. If this happens, have the player make the highest level saving roll that he can on his INT. If he can't even make level one, then the merchant gets to double the price of the item. If he makes level one, but not level two, the price remains the same as that in the rulebook. If the player makes level 2 or better, then he completely outplayed the merchant, and may take as many gold pieces off the price as he made the saving roll by. If that takes the price to negative numbers, the merchant will give the player the item.

If players wish to equip themselves with material taken directly from the rulebook tables, allow them to do so and pay the rulebook prices. If they wish something not shown in the rules, then they must find a merchant and bargain for what they want.

Players may find an appropriate merchant by making either a Luck or Intelligence Saving Roll. (The player can choose his/her better attribute for this.) Make the highest level saving roll that one can and check below.

Saving roll check:

Couldn't even make L1SR—player finds a cheat. Whatever is bought will prove to be very shoddy indeed and break, wear out, poison the buyer, etc. at first opportunity.

L1SR—merchant has used goods. Sell for about half the rulebook price, but describe the material as rather worn or low quality. If it is a weapon, then during the first real fight, have the player make luck saving rolls to see if it breaks.

L2SR—merchant has good stuff. Charge rulebook prices (or wing it) and there will be no problems with merchandise later.

L3SR or higher—merchant has magical stuff. Charge extra, but offer a free enchantment of some kind. (For weapons offer +1 combat add for each 10 gold pieces extra spent on it.

Talk to each player. Give them all a chance to buy something special or unusual from the market. Give them all a chance to make a saving roll. Demonstrate how it works (roll 2D6, doubles add and roll over; multiply number rolled by level of saving roll for adventure points awarded.)

Don't take too much time on this. Don't let the players bog down. If this gets too slow, tell them the boat is about to leave and they have to go.

Set the scene:

The Khosht River isn't especially large or long as rivers go, but it does serve the western part of the Dragon continent as a dividing line between the deserts of the south and the forests of the midlands. Several medium-sized cities line its bank—all on the forested side, logically enough. The cities of Khosht and Knor lie about 100 miles apart with Khosht further upstream. Most river traffic takes the form of keelboats and small barges and skiffs.

The open air market in Khosht is right down by the river docks. It is a blustery day, windy, cloudy, a few spatters of rain. Hundreds of merchants have set up shop in the market. But you're done with that now. Time to board your boat; The Drunken Dwarf and meet Captain Tarndag.

Captain Tarndag is your employer, a Dwarf of indeterminate age—certainly more than a century, probably less than three. His hair is black and bushy with beetling eyebrows. His beard is full and covers his chest down to his waist. He's four feet tall, four feet wide, and almost four feet thick, and gives the impression of a short square peg.

When the players first meet him, he wanders around with a heavy flagon of ale in one hand, and speaks in a slurred voice. He promises the players 10 gold pieces a day, and a chance for bonuses. Tarndag has armor and weapons, but they won't be seen when he meets the crew as it comes aboard.

The boat is a keelboat, some 60 feet long and about 10 feet wide in the beam. There is a long, low narrow cabin in the center of the boat, and the captain and the passengers have rooms inside it. There is a front hatch and a rear hatch, and a low cargo hold beneath the deck. There is a cleated walkway on each side of the boat running from prow to stern, and only a very small scupper marking the edge of the boat. It would be very easy to fall or dive off the edge. The keelboat is propelled by the means of long poles which are used by the polesmen to push against the bottom of the river. The boatman plants the pole at an angle and then walks from the prow to the stern, thus pushing the boat forward. One man couldn't do it, but with 10 or more evenly divided on both sides of the boat, it can be pushed along, even against the current at a slow but steady rate. Much of the time, the boat will simply float downstream with the current. The boat is steered by a rudder, and an experienced boatman will always be stationed there.

Captain Tarndag has a regular crew of about 10 people, four dwarves, four humans, two uruk dogbrothers named Jaran and Taxx. He has a mate named Long Torrm who will be in charge of the player characters. The Captain tends to stay in his cabin unless he's needed on deck. The crew will be involved in the adventure later, but they don't need attributes or names—they are simply there to keep the players from being overwhelmed in the situations that will develop later.

By midmorning the Captain wants to get underway. This is a short two day trip down the river to the town of Knor. It should be easy—it's downriver all the way. But there have been reports of river pirates, and the captain wants a few extra guards, hence, the players have been hired as guards and polesmen.

The players all take their poles and positions along the side of the keelboat. They have to help push it away from the dock and out into the current. This will call for a L1SR on DEX. If any player misses the saving roll, have him fall into the river and take a point of CON damage. The regular crew will think this is extremely funny. Nobody can drown this close to the dock—they will all be rescued, and docked a gold piece for losing a valuable pole

The Passengers:

The Drunken Dwarf is taking four passengers down to Knor. They are:

1. **Karlya the Food Vendor** is a middle-aged human female who is relocating her fast food business to Knor. She has two barrels of supplies and hopes to get some of her material during the trip. She sells apples for a copper piece each, and a kind of fish taco for a silver piece. She is willing to cook other people's food for a small fee—say 5 coppers per meal. We don't need attribute numbers for Karlya. In case of fighting, she will hide in the passengers cabin. Her prices are low but fair, and she can't really take any less for her food without losing money.

2. **Maroo the Marvelous** (His own name for himself) is a level 1 human rogue. He makes his living as a vendor of lucky charms, some of which he will be happy to sell to the player characters. He will not fight, but will hide in the passenger cabin during any encounters. Maroo has 3 different types of charms for sale. Paper charms cost 1D6 silver pieces and he will write a character on a piece of paper that is meant to be kept in an amulet (which he will be happy to sell you for a gold piece). The charms are to make the bearer luckier, smarter, healthier, stronger, etc. He will also sell charms against drowning. The more the character pays, the more magic Maroo will put into the charm. He warns that paper charms only work once, and then they self destruct. When the paper falls apart or bursts into flame, you know the magic has worked. (In fact, the paper charms are a complete scam, but his best selling items. The paper has been doctored with a chemical that will cause it to spontaneously combust within a few hours of purchase.) Maroo's second line consists of small copper statuettes of the Luck gods. In fact, these are the crudest possible little statues of people you could ever wish to see. Like the paper, they can be enchanted to enhance any attribute, or do other vaguer things like protect against lightning, or turn away anger. Those who can sense magic will actually sense a faint magic on these charms—Maroo had them all enchanted to glow in the dark before he ever got on board, and the fact that they glow is his proof of how magical they are. Prices start at a gold piece and escalate to as much as Maroo can get anyone to pay him. Maroo has an Intelligence of 15, a Luck of 16, a Dexterity of 14, a Charisma of 12, a Strength of 10, a Constitution of 9, and a Speed of 13. Maroo's third line consists of enchanted coins. These are actual magical talismans which he had made for him by the Wizards Guild back in Khosht. These charms do various things—a popular one is the copper piece that glows bright red when the bearer is in danger. Another popular one is the weapon enchanter coin, and a small packet of glue for affixing it to any weapon. This coin technically makes the weapon into a magic weapon. The coin will glow faintly in the dark, and add 1d6 to the weapon's power. The game master can make up other magical coins based on what the players might be seeking. These coins start at 10 gold pieces and may cost more.

Players may bargain with Maroo. The bargaining takes the form of a contest, with both Maroo and the player making saving rolls on their Intelligence—each one level higher than the last. For example, Maroo has an Intelligence of 15. If Maroo makes his saving roll and the customer fails his, then the sale goes through for 10 gold plus whatever the margin of making the roll was for Maroo. (Example: L1SR on Intelligence. Maroo (the GM) rolls an 8 and makes it by 3. The player rolls a 5 and misses by 1. The customer happily pays Maroo 13 gold for the 10 gold piece item.) If Maroo misses the saving roll while the customer makes his, then the difference is subtracted from the price.

In addition to the charms he sells, Maroo also knows a couple of spells: Take That You Fiend, Knock Knock, and Lock Tight. He also has a cheap magic wand with the magic power of sparkling brightly when Maroo pretends to enchant things with it. It's excellent for fooling the unsophisticated customer.

The Game Master can play Maroo as a bit of a pest. He will always be asking the players if they'd like to buy a charm to improve their fishing, or remove the family curse, etc. Have fun with this!

3. **Halagalatindoofiel** is an Elf minstrel. Everyone calls her Hala. She is everything your mother warned you about in elves—beautiful,

sexy, amoral and tricky. She plays a 7-stringed balakandra (an elfin instrument akin to a banjo). Her singing is delightful. In the event of a fight, she too will hide in the passenger cabin.

Hala will entertain the crew with music as the boat glides downriver, and hope for tips. If any of the players pay any attention to her, she will try to wheedle some money out of them, promising anything to get them to give her their cash. Any player who dares to encounter her must make a L3SR on Charisma to keep his/her wits about him/her. Failing that, the player voluntarily gives Hala all his money and gets a few elfin kisses in return. Hala teases and teases, but never delivers anything but enchanting melody to her customers.

4. **Shuna the Healer.** This healer is an herbalist and is well-taught in the lore of poisons and potions. She sells general healing potions that will cure 1D6 + 1 points of CON damage for only 5 gold pieces each. (Effects are variable depending on the user's resistance to magic—at least that's what Shuna tells them.) Shuna is also an accomplished medic. She can set broken bones, stop bleeding, and cast the Poor Baby spell if she has to. Kindly and empathetic, Shuna is also old and ugly, so few will want to spend much time in her company. She is actually a wizard and has a STR rating of 24, although her INT is only 16.

(Note to the Game Master: The passengers stay out of the fighting and will survive as long as any of the players survive, and possibly longer. I suppose the passengers die if the boat sinks or is taken by foemen.)

The First River Encounter

Call for a volunteer player character (or two) to serve as forward lookouts on the boat. In midafternoon, have the character make a L1SR on Intelligence or Luck (whichever is better). If the saving roll is made, give the character this dialog:

“Up ahead! The river is alive!”

Long Torrm leaps to the front of the boat. He scans the river ahead. “We're in luck!” he yells. “The watersnakes are migrating!” He leaps to the cabin door and sticks his head inside, “Cap'n, on deck, it's watersnakes!”

“Woo hoo!” bellows Tarndag, storming on deck with a battleaxe in his stubby hand. “Watersnakes are goooooood eatin'! Mate, prepare poles for snake catchin'!”

“You new men, watch this,” orders Long Torrm. As the prow of the boat cuts into the huge mass (thousands and thousands of swimming watersnakes), he takes one of the push poles and slips it under the surface of the water almost horizontally. With a quick flip of his wrists, he jerks the pole out of the water and shoots eight watersnakes into the air. They fly up and land on the boat, where the regular crew men leap on them with clubs and daggers and quickly dispatch them.

“All passengers below decks!” bellows Captain Tarndag. The four passengers quickly get into their two small cabins.

“Who wants to try some snake catching?” asks Long Torrm. (Give all the players an opportunity to use the poles to flip snakes onto the boat. Each player needs a L1SR on DEX to flip snakes aboard successfully. Each flip sends 2D6 worth of snakes up onto the boat.)

Players who aren't flipping snakes aboard suddenly find mildly poisonous watersnakes raining down on their heads. Roll 1d6 for each player caught thus by surprise. Each watersnake has a monster rating of 6 (that is 1D6 + 3 in combat). Thus, anyone who isn't flipping snakes aboard finds themselves fighting them.

These beautiful green and orange-banded snakes are mildly venomous. If a player takes any damage while fighting them, that player will be poisoned. Go ahead and scare the players with the idea that they are poisoned, but the players will take no more than 3 hits of poison damage total. Shuna has an antidote for this poison that she will sell for 1 gold piece.

Players can flip snakes aboard for 3 turns. If this is done cleverly, the players will flip more snakes on board than they will be able to cope

with. Each turn add another 1D6 worth of snakes to how many each character must fight. Emphasize that the regular crew is also flipping snakes aboard, and fighting them.

By turn 4 players should realize they are in trouble and stop flipping snakes aboard, but by this time they are in the thickest part of the swarm. Snakes begin crawling aboard on their own. Now everyone is fighting desperately to slay serpents. Only follow the players attempts to slay them and stay alive. Each round add another 1D6 of snakes that our players must fight. After round 5 don't add any more.

For drama, have an unnamed crew member fall over the side into the swarm of snakes swimming by. His screams are hideous, but quickly cut off. Have another with four or five snakes biting him at the same time, and his skin blackening before the players' eyes.

Let there be a desperate battle. Remember that even if players go down, they are not actually dead until they reach -10 CON. Once a player goes down, the snakes will stop attacking him. They really just want to get back off the boat and into the river.

If it looks like the players are going to succumb to the snake infestation, have Captain Tarndag and his crew rescue them.

When the fight is over, give the players a chance to patch up their wounds. Let the healer come out and heal those who are most badly injured. Award bounties of one silver piece each per snake slain. Have Karlya cook up delicious snake suppers for everyone. Let Captain Tarndag say a few words for the two crewmen who were lost—something like “They knew the job was dangerous when they took it.”

The Second River Encounter:

The rest of the afternoon and early evening passes uneventfully. Choose two other players to keep watch that evening. The night gets dark. The boat drifts gently down the river in the center. Clouds cover the two moons, but torches are lit on deck to give the men a little light. Crew and players are sleeping on deck, or on the cabin top wherever they could find room to put down a blanket.

About midnight, have the watchmen make a L1SR on CON to see if they have fallen asleep when they should have been watching. If they are both asleep, that is bad. If either or both are still awake, have them make a L2SR on INT. They will see what looks like several logs drifting toward the Drunken Dwarf. No, those look more like canoes.

Having realized that canoes are rapidly approaching, they give the alarm.

(If both guardians had fallen asleep, then have Long Torrm checking on them. He will discover the approaching canoes in time to give the alarm. He'll also kick the sleepers rudely into wakefulness.)

It's the dreaded Captain Fyke and his scurvy river pirates. Several canoes will catch up to the keelboat and pirates will swarm aboard. Thanks to the alarm, all players & crew will wake up & fight for their lives.

The river pirates are as motley a lot of orcs, hobgoblins, and human scum as you'd ever want to see. Mostly they wear ragged cutoff pantaloons, and loin cloths, and mangy hides. They are armed with big knives and clubs along with a few fish spears. Only the captain is better dressed—he's an almost foppish man dressed in black and crimson coat and britches. His wide-brimmed hat sports a big black feather. His skin is sallow and yellowish. His eyes are large and bloodshot; his teeth big and yellow. He has long drooping black mustachios that dangle down past his shoulders, and his hair worn in a long twisted black braid that hangs down between his shoulders. He is armed with a good cutlass.

Each of the players will have to account for two pirates in order to do their share of the fighting.

In combat round one the players need only face a single foe. Their second foe will join the struggle on round two.

Although the different pirates would have slightly different attributes, they will all be around this average. The game master can use this as a typical river pirate for the fights. This will be a number of individual fights.

Average River Pirate

L1 Warrior

STR 14 CON 14 DEX 10 SPD 11
INT 8 LK 8 WIZ 10 CHR 5

Combat adds: 1.

Armor: None. Weapon: Sax 2D6 + 5 or Club 3D6.

Spells: None. Treasure (if slain) 1D6 silver pieces plus 2D6 copper pieces.

Captain Fyke is a bit more formidable.

Name: Captain Jangarr Fyke

L2 Rogue

STR 16 CON 18 DEX 15 SPD 13
INT 20 LK 22 CHR 17

Combat adds: 18.

Armor: None. Weapon: Cutlass (3D6 + 3) Sax (2D6 + 5)

Spells: Take That You Fiend, Poor Baby.

This night time battle should be fought as a series of individual encounters. If a player finishes both his foes, he may help another player who isn't doing so well.

Captain Tarndag will come on deck and face Captain Fyke. The players should be too busy with their own foes to do much about it. They get the impression of a dwarf in chain mail fighting a maniac in black and crimson. It is double-bladed dwarven battleaxe and spiked dwarven shield against cutlass and dagger. Time after time Tarndag's armor stops a blow that would have slain an unarmored fighter.

(The battle between the captains should reflect the battle between the players and their foes. If the players win, then Tarndag wins. If the players lose, then Fyke wins. For each player who dies in battle, Tarndag will lose 2 of his crewmen. If the players win their fights, then so will the crew, but they will still lose 1D6 crewmen. The passengers hide.)

If the pirates win the battle, the adventure is functionally over. If the riverboatmen win, then they can patch up their wounds and go on to Encounter Three.

The Third River Encounter

The battered riverboat floats down the Khosht River on the following morning. Everyone is resting from the fight of the night before when suddenly the boat comes to a violent halt. Have every player make a L2SR on STR. If they make it, the jolt does not knock them off their feet. If they miss the saving roll, they are knocked off their feet. If they fumble the saving roll (roll of 1, 2), then the get pitched into the river.

The boat has struck an underwater boom set up in the main channel by river trolls. This thickly twisted rope, set up between two underwater rocks, stops the boat cold and river trolls swarm aboard.

Again, this will be a battle of individuals. There are a lot of river trolls, one for each member of the players that still survives and enough left over to keep Captain Tarndag and his crew fighting for their lives.

The river trolls are somewhat crocodilian in appearance. They are about 8 feet tall, 5 feet wide, with scaly green skin. They have large froglike heads with great gaping mouths, each of which contains exactly 8 needle-like fangs. But they do not look much like frogs, really. They don't have long tongues. They do have large brainpans, and a kind of oily dark hair that runs down their back in a shaggy mat that is almost fur. They have long crocodilian tails that hang down behind them. Their hands and feet are equipped with large dull claws, the equivalent of iron knives. They roar and chatter among themselves as they attack, and although they have neither weapons nor tools, there is no doubt that the attack was planned and executed by intelligent beings.

Each river troll has a monster rating of 34 (4D6 + 17) in combat. Their goals are simple—swarm aboard, capture a victim, then dive overboard to feast at leisure. Players may help each other with the trolls, but each will have to face one alone in the first round at least. Player characters whose CON drops to zero will be subdued, and if not rescued on the very next combat turn, they will go overboard and meet a horrible fate.

For each player that goes down, two crewmen will go down. If all the players go down, then the boat will be taken with no survivors. If any

players survive, then Captain, Mate, and Passengers will all survive.

Fight this final battle. If any player survives, then the boat survives and reaches the town of Knor about an hour later. Pay off the players. They should get 10 gold pieces plus any loot they managed to obtain—a good trick since only the river pirates had any loot, and they didn't have much. Congratulate them on becoming adventurers.

The End

Notes to the G.M.:

Captain Tarndag and his first mate Long Torrm have been kept vague on purpose. These are experienced boatmen and fighters. You can use them to step in and rescue a player once or twice during the game. The presence of a healer among the passengers means no one has to remain wounded when a battle is over. It is possible that players will have wizards, or spellcasting rogues in their party. If they can do magic, let them.

Let the characters talk to each other, and to people on the boat. Long Torrm is your chief character to roleplay with your players, but you can also take on the roles of any of the passengers or crew. During the melees, mention how fiercely the Uruk dogbrothers fight, how they howl and caper over their defeated foes, and how they work together. Let your imagination roll with the river.

Remember to ask yourself what would reasonably happen next. If someone falls in the river, fish them back out. If someone acts courteously and gallantly toward the passengers, give them a small reward. If someone wants to be a stinker, administer a bit of poetic justice. Above all, look for elements of humor in the game, and see if you can make your players laugh from time to time.

—Ken St. Andre

