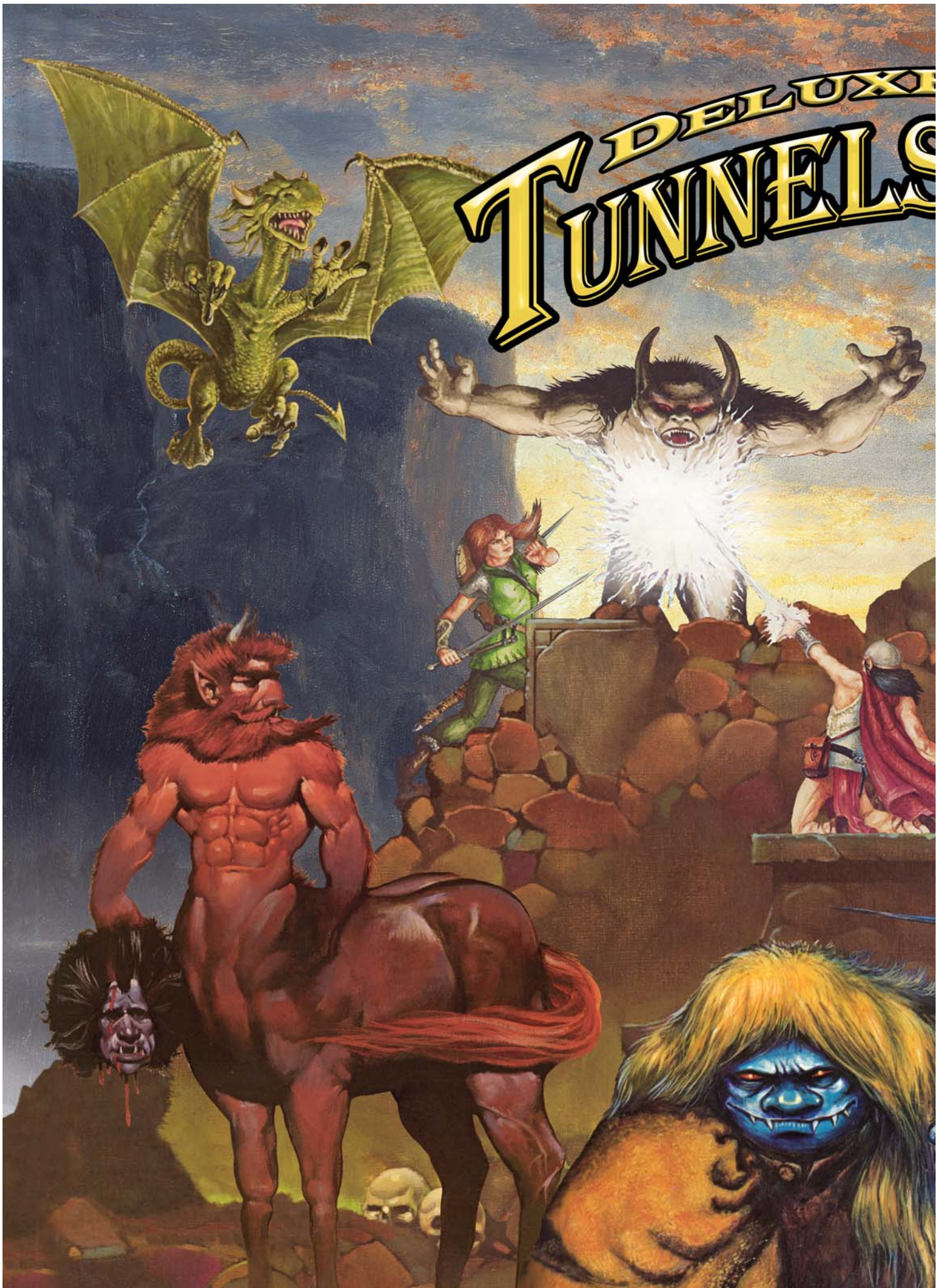
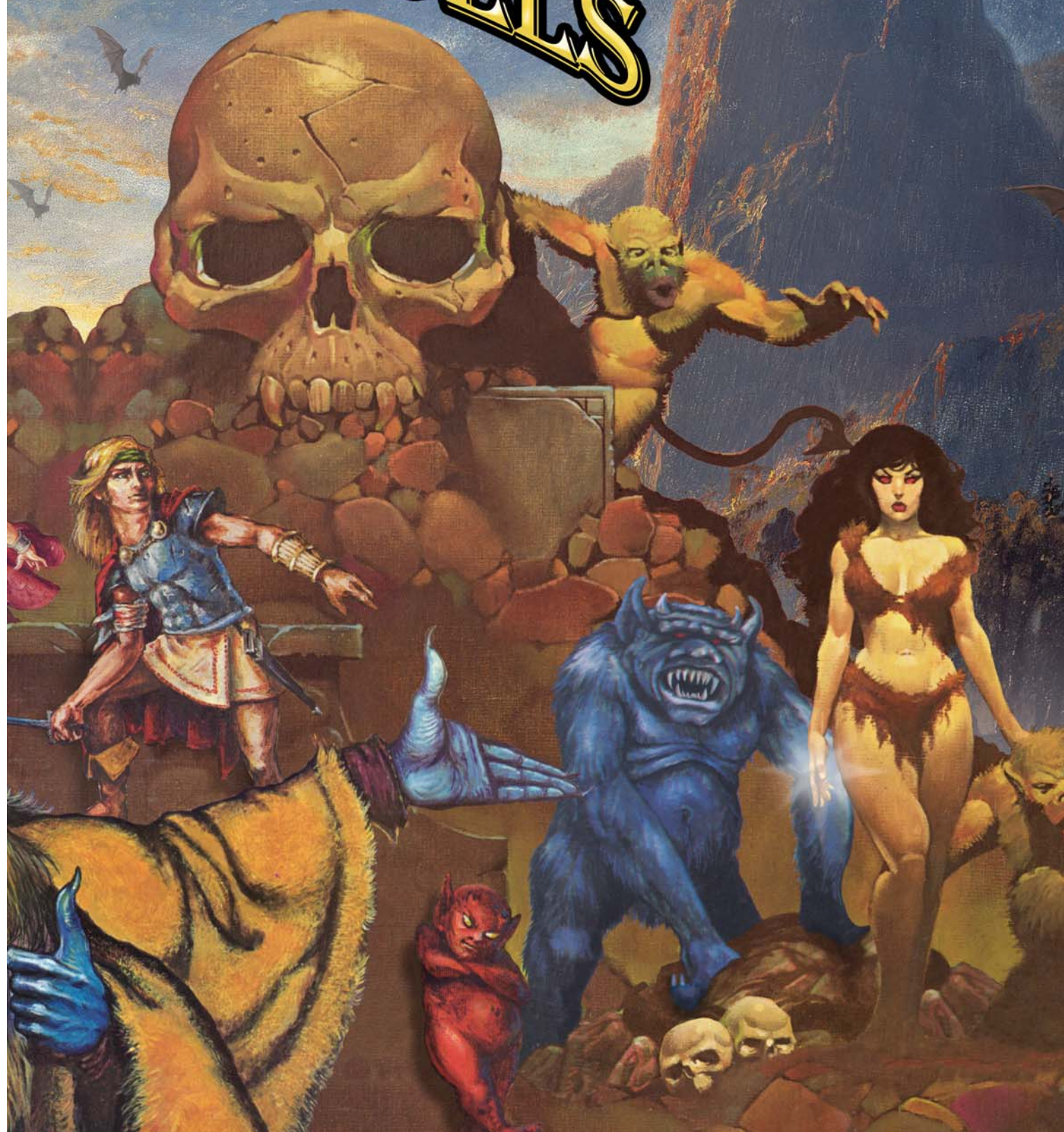


DELUXE TUNNELS



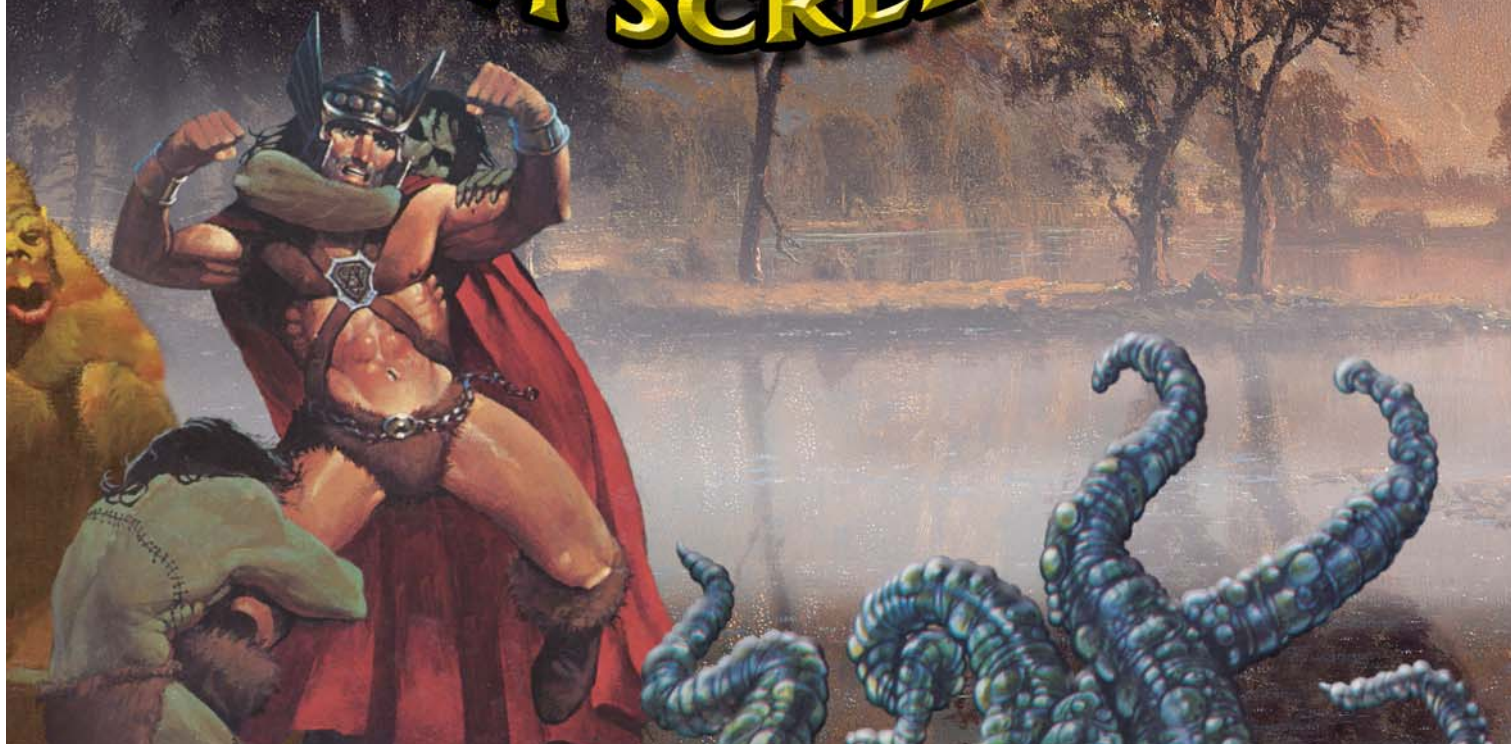
S & TROLLS



DELUXE TUNNELS & TROLLS



GM SCREEN



CHARACTERS & PLAY

CHARACTER TYPES

WARRIOR - trained fighter, can't cast spells.
WIZARD - trained spellcaster, limited fighting ability.
ROGUE - untrained spellcaster, moderate fighting ability.
SPECIALIST - mutant, special ability related to attribute.
PARAGON - trained fighter and spellcaster. TARO stat req.
CITIZEN - ordinary person, no limitations or special abilities.

IMPROVING TALENTS

(rules pg 206)			
Expertise	Saving Roll Bonus	Minimum Attribute Required	Purchase Cost in Adventure Points (AP)
Novice/Basic	+3	10	300
Apprentice	+5	17	600
Journeyman	+7	24	900
Master	+9	31	1200

CHARACTER KINDRED MODIFIERS

The Peters-McAllister Chart For Creating Man-like Characters shows how to modify attributes for some of the humanoid kindred. Trollworld has many others. (rules pgs 183-184)

KINDRED	STR	CON	DEX	LK	IQ	WIZ	CHR	Hght.	Wght.
Human:	1	1	1	1	1	1	1	1	1
Dwarf: Midgard	2	2	1	.75	1	1	1	.67	2
Dwarf: Gristlegrim	2	2	1	1	1	1	.75	.67	.80
Elf:	1	.67	1.33	1	1.5	1.5	1.5	1.10	1
Fairy:	.25	.25	1.75	1.5	1	2	1.5	.10	.01
Leprechaun:	.33	.67	1.5	1.5	1.25	1.5	1	.33	.10
Hobb:	.5	2	1.5	1.5	1	1	1	.50	.75
Centaur:	3	3	1	1	1	.50	2	1.50	8



Nyaah!
Ya missed all
my Vital Spots!

SAVING ROLLS

Use 2d6 for all saving rolls. Doubles add and roll over. Repeat as long as doubles are rolled.

Level	Formula (See pg 11 for explanation)
1	20 - current LK value (or other attribute)
2	25 - current LK value
3	30 - current LK value
4	35 - current LK value
5	40 - current LK value
6	45 - current LK value (+5 for every addl. level)

MAGIC IQ & DEX REQUIREMENTS

Spell Level	IQ Req.	DEX Req.
1	10	10
2	12	12
3	14	14
4	16	16
5	18	18
6	20	20
7	22	22
8	25	24
9	28	26
10	31	28
11	34	30
12	37	32
13	40	34
14	44	36
15	48	38
16	52	40
17	56	42
18	60	44

MISSILE WEAPONS Level of saving roll required

Target Size (see pg 77)	Point blank (0-5 yd)	Near, easy (6-50 yd)	Far, challenging (51-100yd)	Extreme, difficult (161-150yd)	Phenomenal (150 yd+)
IMMENSE (over 15 ft) dragon, barn	0	0	1	2	3
HUGE (10 - 15 ft) giant, ogre	0	1	2	3	4
LARGE (c. 5 - 10 ft) troll, human	1	2	3	4	6
MEDIUM (c.2 - 5 ft) wolf, hobb	2	4	6	8	12
SMALL (c. 8" - 2 ft) rabbit, rat	3	5	9	14	22
TINY (under 8") fairy, coin	4	8	15	25	45

For the latest news and dT&T info go to: www.deluxetunnelsandtrolls.com www.FlyingBuffalo.com www.trollhalla.com

EQUIPMENT & WEAPONS

GENERAL SUPPLIES

ITEMS (more pgs 57-60)	WEIGHT (w.u.)	COST in GP (Unless otherwise noted)
Backpack (Like a school backpack)	20	1g 5sp
Backpack, deluxe (frame, side pouches, sturdy built)	30	13
Belt pouch	5	2
Matches (50, of dwarven make)	2	5
Flint and steel	2	4 sp
Tinder box	4	5
Candles, wax (10, ea. lasts 5 turns)	1	3
Torch (ea. lasts 10 turns)	2	1 sp
Lantern, brass (10oz oil / 50 turns)	20	15
Lamp oil (50 oz in flask)	15	10
Rope, hemp (1/2" thick)	5 per foot	4 sp/foot
Rope, silk (1/4" thick)	3 per foot	1 gp/foot
Heavy twine (30')	1	1
Iron spike or piton (10')	25	3
Piton hammer	25	15
Sack, small (pillowcase-sized)	3	5 sp
Chalk (10 pieces, 5 colors)	2	2 sp
Mirror (small, metal)	3	2g 5 sp
Water or wine skin (holds 36 oz)	2 (40 filled)	6 sp
1 day's basic trail food pack	15	2
Magic staff ordinaire	30	100
Deluxe magic staff	30	5000
Basic delver's package Backpack, day's food, water skin, 5 matches, 5 torches, 30' heavy twine, 2 pc of chalk)	130	5

SPECIALTY WARES

Chest, large w/lock (wood and iron, ~banker box)	250	43
Box, small w/lock (wood and iron, ~tissue box size)	80	6
Book (bound, 50 blank sheets)	10	2
Pen, steel nibbed	1	5
Pen, quill	1	1 sp
Ink (2 oz stoppered bottle)	3	1
Parchment (10 sheets)	2	3
Riding Horse	N/A	900

BASIC WEAPONS

*Weapon requires 2 hands. 2nd number is STR or DEX needed for throwing.

WEAPONS (rules pgs 32-42)	Dice + Adds	STR Req	DEX Req	Cost	Weight	Range
Broadsword	5d6	16	18	70	120	NA
*Great sword	7d6	25	21	90	140	NA
Short sword	3d6	8	7	50	35	NA
Falchion	5d6	16	16	77	125	NA
Scimitar	4d6	12	12	66	73	NA
Rapier	4d6	23	12	60	70	NA
Throwing axe	5d6	13	9/15	73	80	12 yds
*Double-bladed axe	7d6	23	10	133	180	NA
Standard Mace	5d6	14	8	70	100	NA
Heavy Warhammer	6d6	18	10	100	140	NA
*Quarterstaff	4d6	12	10	50	90	NA
*Trident	4d6	12/14	8/12	50	100	20 yds
*Light spear	3d6	7	10/12	15	35	15 yds
Sax (dagger)	2d6 + 4	7	8/30	35	25	10 yds
Haladie (dbl dagger)	2d6	6	12	25	15	NA
Dirk (dagger)	2d6	1	1/12	10	10	10 yds
*Med Crossbow	4d6	15/30	10	160	180	70 yds
*Heavy bow	5d6	15	15	80	50	75 yds
*Light bow	3d6	9	15	40	30	50 yds

BASIC ARMOR

ARMOR ITEMS (rules pgs 43-48)	Hits taken	STR needed	DEX minus	Cost	Wght
Complete plate (whole body, helm, gauntlets)	16	10	-3	500	600
Complete mail (whole body, helm, gauntlets)	12	11	-3	330	620
Complete leather (whole body, helm, gauntlets)	7	7	-1	180	230
Complete lamellar (whole body, helm, gauntlets)	9	9	-2	300	380
Complete quilted (whole body, helm, gauntlets)	4	6	0	100	50
Breastplate (front/back)	4	2	0	70	90
Arm bracers (pair)	1 per arm	1	0	75	95
Gauntlets (pair)	1 per hand	2	-1	30	15
Full helmet (open face)	2	3	0	16	45
Steel cap	1	1	0	5	15
Target shield (w/spike)	4	10	-5	75	350
Buckler (small arm shield)	3	3	-3	15	75

Players cannot add parts to a complete suit to give it more hits.

GM screen includes art by: Liz Danforth, James Talbot, Stephen Peregrine, John Barnes, Jennell Jaquays, Steve Crompton & Albert Bierstadt.

MONSTERS & TREASURE

WANDERING MONSTER CHARTS

The numbers listed are the Monster Rating of the given creature. You are encouraged to expand lists if you use wandering monsters regularly. (rules pg 220)

Monsters in a Dungeon or Ruins

Die Roll	Type of Monster	MR (trivial)	MR (serious)	MR (deadly)	Number Appearing
2	Cave Bear	32	62	132	1-2
3	Harpy	10	20	40	1-12
4	Flesh troll	50	130	200	1-2
5	Uruk	32	68	100	1-7
6	Gremlin	20	32	58	1-20
7	Goblin	24	45	58	1-20
8	Giant spider	16	32	64	1-10
9	Rats	8	16	32	1-15
10	Ogre	30	50	75	1-6
11	Rock demon	25	45	65	1-3
12	Minotaur	60	110	150	1

Monsters in a Wilderness Encounter

Die Roll	Type of Monster	MR (trivial)	MR (serious)	MR (deadly)	Number Appearing
2	Grizzly Bear	40	75	150	1-2
3	Centaur	29	49	106	1-8
4	Lion	66	132	198	1-4
5	Dire Wolves	22	58	95	1-15
6	Gremlin	20	42	68	1-20
7	Goblin	24	45	58	1-20
8	Giant spider	16	32	64	1-10
9	Stone troll	65	235	400	1
10	Ogre	35	55	80	1-6
11	Flame demon	45	135	235	1
12	Dragon	98	185	400	1

Monsters in an Urban Setting

Die Roll	Type of Monster	MR (trivial)	MR (serious)	MR (deadly)	Number Appearing
2	Werebear	25	50	120	1-3
3	Ratling	14	32	55	1-10
4	Hobgoblin	26	48	63	1-4
5	Uruk	32	68	100	1-4
6	Gremlin	20	42	68	1-20
7	Goblin	24	45	58	1-20
8	Giant spider	16	32	64	1-10
9	Rats	8	16	32	1-15
10	Gargoyle	80	160	240	1-10
11	Vampire	30	60	120	1-3
12	Human scum	15	30	50	1-20

Monster Rating Number of Dice

1 - 9	1
10 - 19	2
20 - 29	3
30 - 39	4
40 - 49 etc.	5 etc.

RANDOM TREASURE GENERATOR

Step One: *What you find* (rules pg 219)

ROLL TWO DICE.

2 = one or more gems, or possibly a jeweled item

3-11 = coins

12 = coins + one or more gems

Step Two: *If you find coins*

ROLL ONE DIE TO DETERMINE TYPE OF COINS.

1 = coppers, **2-4** = silvers, **5-6** = gold pieces

Next roll three dice. Multiply the result by 10. This is the total number of coins. If you are creating a richer treasure (in a higher-level adventure), you might multiply it by a greater number.

Step Three: *If you find gems*

Roll one die to determine the number of gems. Then roll one die again to determine what size the gem or gems may be.

1 = **Small**: 5× base value.

2 = **Average**: 10× base value.

3 = **Large**: 20× base value.

4 = **Larger**: 50× base value.

5 = **Huge**: 100× base value.

6 = **Jeweled item**: (see separate list)

TYPE OF GEMS

First Die	2nd Die	Gem Name	Base Value
1	1,2	Quartz	1
1	3,4	Obsidian	2
1	5,6	Topaz	3
2	1,2	Garnet	4
2	3,4	Turquoise	5
2	5,6	Jade	6
3	1,2	Ivory	7
3	3,4	Carnelian	8
3	5,6	Opal	9
4	1,2	Fire-opal	10
4	3,4	Aquamarine	11
4	5,6	Amethyst	12
5	1,2	Tiger-eye	13
5	3,4	Pearl	14
5	5,6	Ruby	15
6	1,2	Sapphire	16
6	3,4	Diamond	17
6	5,6	Emerald	18