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Dedication

This special enhanced version of the 7th edition of Tunnels and Trolls is dedicated to the reader and the gamer who uses the book—namely, you. It is consecrated to the loyal legions of players who have kept Tunnels and Trolls alive since 1975.

I would like to offer my special thanks to those most loyal of minions, the members of Trollhalla. Friends, you have done more to keep T & T alive than you know, and your many efforts are greatly appreciated.

Some of the people who made Tunnels and Trolls what it is today, and who have been associated with it right from the beginning deserve extra special mention. There would be no T & T without the efforts of Rick Loomis, Bear Peters, Liz Danforth, Michael A. Stackpole, Stephen S. Crompton, Mark Anthony, Steve McAllister, Greg Brown, Rob Carver, and Daniel Carver.

Special thanks are added to this dedication for the efforts of Jason Kerspton and his staff at Fiery Dragon Productions, without whom the 7th and 7.5th edition would not have happened. There is also a tip of the hat and a deep bow to James L. Shipman and his minions at Outlaw Press whose publishing activities have greatly magnified the current revival of the game.

Lastly, I am a forgetful old troll, and there have been many others who have contributed art, time, devotion, ideas, adventures, and moral support over the last three decades, and who are not being mentioned here. Know that I treasured your friendship and support more than I can ever say.

I invite all readers to join the elite by visiting Trollhalla on the internet at

www.trollhalla.com. You can join the greatest group of T & T gamers in the world, but you have to want to.

—Ken St. Andre, July 2008.

Troll Talk

Three years ago Fiery Dragon astonished the world by bringing out a special 30th anniversary edition of Tunnels and Trolls. They had their modest and innovative plans for a new edition of T & T, and this allowed me to put together my own revision of the old T & T rules. I used the opportunity to update and change the game considerably. Changes included a new attribute (Wizardry) to be used in doing magic, a new skill system using character Talents instead of exhaustive lists of every ability in the world, new character classes including the Specialist and the Citizen, a new way of looking at character levels as dependent upon attributes rather than arbitrary numbers of experience points, and several other minor tweaks of the old rules.

Three years have passed. Thanks to that tin box edition that Fiery Dragon [FDP] released in 2005, Tunnels and Trolls is flourishing as much or more than it ever has in the past. When FDP

told me that they were planning a reprint in a slightly different and expanded format, I said, “there are just a few little changes that I’d like to make in those rules,” and once again, I had the opportunity to do so. They even suggested some of the changes/fixes that would improve the game—take a look at the new random treasure generator. (That’s the kind of publisher that every game designer and writer loves to work with.) So, this is edition 7.5, instead of 7th edition 2nd printing.

There aren’t really enough changes to turn it into an 8th edition, but there are things in it that make it different from the 7th edition. You’ll have to read carefully to find those changes, but I think you’ll find the game is even faster to play and more enjoyable now than it was in the old mystical 7th. I only wish we could have kept it in a tin box—but with all the extra goodies that come with this edition, that box would have looked more like a steamer trunk—and that just wouldn’t work in the game stores. Heh, it’s a pity.

Everything I said in Troll Talk way back in 1979 still remains true. The game owes a great creative debt to many other people—not the least of whom are Dave Arnesson and the late E. Gary Gygax. Rick Loomis and all the people I mentioned in the dedica-

tion really helped shape this game and keep it alive. The players who have remembered it fondly and used it to teach whole new generations of gamers about role-playing are the finest—in my not so humble opinion—role-playing gamers in the world—individualists in a world of mass-marketed conformity.

If you only remember one thing about Tunnels and Trolls, remember the line from *Pirates of the Caribbean*—they aren't rules, more like guidelines really. You don't have to abide by everything I've written in these rules. Do what works for you and your gamers. If you haven't messed with the printed rules and made at least a couple of changes, you aren't really playing Tunnels and Trolls.

Happy hunting and deep delving to you all! May the monsters be monstrous and the magic truly amazing!

—Ken St. Andre, July 2008.

In The Beginning

It is important to explain the basic concept of the game as briefly as possible. Here it is.

In an alternate world where fantasy is alive and magic works, there exist numerous enchanted tunnel complexes (call them dungeons if you wish) that are liberally loaded with many types of treasure, and abundantly guarded by every imaginable form of monster, magic, and trap. Brave men and women of many different kindred (humans, elves, dwarves, hobbs, leprechauns, and many others) arm themselves and venture within the tunnels at risk of body and soul to seek treasure and experience. Those who survive and return from such expeditions increase in power and wealth to great heights of glory over a long period of time. Every time your character returns from a tunnel alive (or any kind of adventure—you need not be underground), you may consider yourself a winner. The higher the character level and the more wealth your character

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

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

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

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

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

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

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

Draw your own maps if you must, or feel free to ask the GM to draw you a rough map of the immediate environment.

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

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

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

Are you up to it?



Creating Characters

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

There is a general form to character creation which, once mastered, will enable you to create dozens of tunnel-traveling characters very quickly. You will need at least three ordinary six-sided dice, a pen or pencil, and some paper to write on. (3 X 5 cards work quite well for this.) You can find a glued pad of character sheets that came with these rules, or, if you've used them all and have no computer access, you can just use a sheet of paper and make something that looks like this: