

TOMBS AND TERRORS

OLD SCHOOL FANTASY ROLE PLAYING



CORE RULEBOOK



BY SIMON WASHBOURNE

TOMBS AND TERRORS

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ILLUSTRATIONS

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CHAPTER: 1

WHAT IS ROLE PLAYING?

A roleplaying game (RPG) is, at its heart, a game of make-believe. The players all work to create a story by talking to one another, usually when describing the actions of their character and listening to each other, usually when the result of those actions is being described.

The players create the characters in the game. These characters undertake adventures, just the same as characters in a novel or a movie. Only rather than the scenes and dialogue being predetermined, the players get to speak for their characters and decide what their characters will do and don't need to write it down – it all happens, develops and grows as the game is played.

The situations that the characters become involved in are usually set up by one of the other players who takes the role of the Tomb Master (TM). The TM designs the adventures, details the towns and areas where the adventures take place and populates it by creating and speaking the parts of the people that the characters meet during the course of their adventures.



You can play RPGs freeform, that is to say without rules or with very few rules and without dice or any other method of randomly determining the results of actions that characters might take. This makes the game closer to impromptu theatre or storytelling. However, most RPGs have rules for character creation and for determining the course of actions through the use of dice. The Tombs & Terrors RPG uses this latter method.

Thus, a RPG is a game in which the players assume the roles of characters that have all sorts of adventures, the outcomes of which are subject to a degree of chance. In these games there is no winner like there is in a board game. The only aim of the game is to create your

TOMBS & TERRORS

own epic story of wonder and excitement and to have fun doing so. There isn't even necessarily an ending to the game because even as you complete an adventure, another one might arise in which the same cast of characters can feature. In this way, characters can grow with their experiences and develop in skill and depth.



THE CORE MECHANIC

Whenever you attempt an action that has some chance of failure, you roll a twenty-sided die (D20). To determine if your character succeeds at a task you do this:

- Roll a D20
- Add any relevant modifiers
- Compare the result to a target number

If the result equals or exceeds the target number, your character suc-

ceeds. If the result is lower than the target number, you fail.

- A natural 20 on the die is always a success. Sometimes this can also be a special success, called a critical success
- A natural 1 on the die is always a failure. Sometimes this can be a particularly bad failure, called a fumble in combat

DICE

Several different types of dice are needed to play the Tombs & Terrors RPG. Dice with 4, 6, 8, 10, 12 and 20 sides are used. There are various notations in the rules telling what type and how many dice should be rolled during play. These notations may appear cryptic to first-time role players, but they are easily learned.

Usually the type of dice is designated with a 'D' followed by a number, so D4 represents a 4-sided die and D10 represents the 10-sided die and so on. It is also possible to generate random scores for which no die exists. The most common are D2 and D3 respectively, both of which can be made by rolling a D6 and dividing by 2 or 3 and dropping the fraction. To roll a D2 using a 6-sided die, the results 1-3 would be a score of 1 and the results 4-6 would equal 2.

When the rules require it, rolls of more than one die will be expressed by a number in front of the 'd', representing the number of dice to be rolled. For example in character creation you need to roll three six-sided dice, which would be shown as 3D6.

WHAT IS ROLE PLAYING?

A notation after the type of dice would represent either an addition to, or a subtraction from, the number generated by the dice. So, 2D6-2 would mean you roll two six-sided dice and take 2 from the result. 1D4+1 would mean that you roll a four-sided dice and add 1 to the result.

WHAT IS TOMBS AND TERRORS?

Tombs & Terrors is a fantasy role-playing game set in a wondrous world of imagination and adventure. If you've ever read the books of J.R.R Tolkien, Michael Moorcock, Robert E Howard, Fritz Leiber, Raymond Feist, Terry Brooks, Terry Goodkind, Tad Williams, David Eddings or any one of the dozens of fantasy authors out there, you already have an inkling of the kind of adventure to expect from this game. If you've played another fantasy role-playing game, you know exactly what to expect. The rules might be a little different to what you are used to, that's all.

In Tombs & Terrors, you are an adventurer seeking his or her fame and fortune. You brave great perils and face many dangers; wandering across the lands on quests, breaking into

ancient crypts for their hidden treasures, stalking through old ruins that might hold caches of gold and silver or following dusty old treasure maps to long-lost islands across the ocean in search of hidden pirate hoards.

Your character could be a fighter, armed with a sword and spear ready to do combat with whatever beasts are guarding the treasure vaults. Or your character could be a magic user, with his book of spells and his esoteric knowledge, ready to utter the words that will unleash a mighty fireball or turn your opponent into a toad. You might prefer to play a nimble thief, sneaking up on a guard to relieve him of the keys to the dungeon or stab him between the shoulder blades. Alternatively, you might favour playing the party's cleric, with his healing and protective spells and ability to combat the undead creatures that infest every olden vault and musty tomb.



Whatever you decide, the ordinary life of farming, trading or labour is not for you; you are destined for glory and fortune and failing this, an early grave. At least this is just a game and if your character does meet his end before his time at least you can create another one and get straight back into the game of Tombs & Terrors!

CHAPTER: 2 CREATING A CHARACTER

Each player in Tombs & Terrors needs to create a character to use during the game. The TM doesn't need just one, he needs several or more, but we'll come on to that later in these rules. To start with, you need to think about the type of character you want to play. You may want to base your character on a favourite character from a movie, TV series or book; you may already have a picture in your head of the type of person you want to play, or you may simply like the look of one of the classes from the character classes section.

Once you have your idea, you need to roll dice to generate your six attributes. These attributes are important in defining your character, his strengths, weaknesses and outlook. Once you have generated scores, you assign the numbers to the attributes. Naturally, it makes sense to place the scores in a manner that reflects your character concept and character class.

ATTRIBUTES

Attributes represent a character's physical and mental traits. All characters in Tombs & Terrors have six attributes: Strength (Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis) and Charisma (Cha). Each attribute has a numeric score ranging from 3 to 18. Each attribute also has a corresponding modifier, which is a bonus or penalty added to or subtracted from certain die rolls during the game. The times these details are used are set out throughout the rules.

There are three types of attributes: *Primary*, *secondary* and *tertiary*. Of the six attributes, the first primary attribute is determined by the player's choice of race; the second by his choice of character class. The player can then choose two as secondary and two as tertiary. The distinction is important when determining the outcome of many actions in the Tombs & Terrors RPG.

When a character uses a class ability or a chosen skill, such as a thief stalking silently along a dusty corridor or a troubadour performing before a crowd for a few coins, an attribute check is rolled to determine if the action is successful. Many class abilities have an attribute check associated with it. If the class ability or skill's associated attribute is one of the character's

CREATING A CHARACTER

primary attributes, the character has a greater chance of successfully completing the task.

The same principle holds true for attribute checks and are explained in greater detail later. For now, just remember that the selection of primary, secondary and tertiary attributes significantly affects the possibility of success for many actions in the game. Those attribute checks associated with a primary attribute are more likely to succeed than those actions performed with a secondary attribute and even more so than those performed with a tertiary attribute.

THE SIX ATTRIBUTES

Each ability partially describes your character and affects some of his or her actions.

Strength (Str)

Strength measures your character's muscle and physical power. Strength also limits the amount of equipment your character can carry, your character's ability to make powerful attacks or lift and move heavy objects. The modifier affects melee combat and damage and all checks for which strength is the primary influence. Characters can military press 10x their strength and dead lift 15x their strength.

You apply your character's strength modifier to:

- Melee attack rolls
- Damage rolls when using a melee weapon or a thrown weapon. (Exceptions: Off-hand attacks receive only

one-half the character's strength bonus, while two-handed attacks receive one and a half times the strength bonus

- Strength checks (for breaking down doors and the like)

Dexterity (Dex)

Dexterity measures hand-eye coordination, agility, reflexes and balance. It is useful for getting out of the way of attacks, for hitting things with bow fire and for many other abilities where speed and nimbleness are most important.

You apply your character's dexterity modifier to:

- Ranged attack rolls, including those for attacks made with bows, crossbows, throwing axes, and other ranged weapons
- Armour Class (AC) provided that the character can react to the attack
- Saving throws, for avoiding rock falls, traps, and other attacks that you can escape by moving quickly

Constitution (Con)

Constitution represents your character's health and stamina, the character's ability to withstand pain, suffer physical damage, avoid fatigue and fight off sickness or poison.

You apply your character's constitution modifier to:

- Each roll of a Hit Die (though a penalty can never drop a result below 1 - that is, a character always gains

at least 1 hit point each time he or she advances in level)

- Saving throws, for resisting poison and similar threats

If a character's constitution score changes enough to alter his or her constitution modifier, the character's hit points also increase or decrease accordingly.

Intelligence (Int)

Intelligence determines how well your character learns and reasons. It represents mental aptitude, the character's ability to learn quickly, apply that learning effectively and the capacity of a character for deductive reasoning.

You apply your character's Intelligence modifier to:

- The number of languages your character knows at the start of the game
- Intelligence determines whether a character has extra skills beyond those normally available for his or her class at the start of the game

An animal has an Intelligence score of 1 or 2. A creature of humanlike intelligence has a score of at least 3.

Wisdom (Wis)

Wisdom describes a character's willpower, common sense, perception, and intuition. While Intelligence represents one's ability to analyse information,



wisdom represents being in tune with and aware of one's surroundings.

You apply your character's wisdom modifier to:

- Saving throws where willpower is important
- Checks made to spot hidden or distant things
- Checks made to hear distant or slight sounds

Charisma (Cha)

Charisma measures a character's force of personality, persuasiveness, personal magnetism, ability to lead, and physical attractiveness. This ability represents actual strength of personality, presence or spirit, not merely how one is perceived by others in a social setting.

You apply your character's charisma modifier to:

- Checks that represent attempts to influence others
- Saving throws against fear or morale effects

GENERATING ATTRIBUTE SCORES

Attribute scores are generated by rolling 3D6. The player adds the totals on all three dice together to create a total score of between 3 and 18. The process is repeated six

times. Once the six scores are generated, you assign one score to each attribute. The scores may be assigned in any order or to whichever attribute you like until all six attributes have a score.

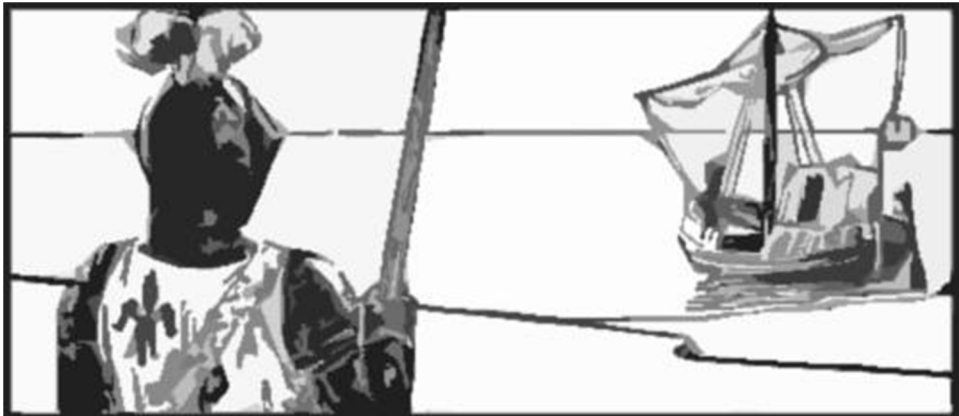
A second option for Tombs & Terrors character creation is to distribute a set of scores between the attributes. This way, every player starts with the same set of scores. The recommended set of scores for this method of character creation is 15, 14, 13, 12, 10 and 8.

In Tombs & Terrors, attribute scores don't change very often. At 4th level and every four levels thereafter, one of the character's attribute scores increases by 1. The player chooses which attribute goes up. Sometimes an attribute might fall, as a result of disease or injury. If an attribute changes to a point where the modifier also changes, the modifier changes straight away. Attributes in Tombs & Terrors sometimes exceed 18, especially amongst high level characters. Many monsters start with much higher attributes than the player characters.

PRIMARY, SECONDARY AND TERTIARY ATTRIBUTES

There are three types of attributes in Tombs & Terrors: Primary, secondary and tertiary. Primary attributes are those physical or mental abilities a character is particularly well trained, disciplined or experienced in using. Secondary attributes are those where the character is less experienced or disciplined and tertiary ones are those that a character is only average at using. After generating attribute scores, you need to decide which of your attributes will be primary, which will be secondary and which are tertiary.

Characters have two attributes of each type; primary secondary and tertiary. Each class provides one of your characters primary attributes. Each race provides the other. Humans get to choose the other. These cannot be changed, so a cleric player character always has wisdom as one of his primes, for example. Then the player chooses two attributes to be secondary and the



remaining two are his tertiary attributes by default.

ATTRIBUTE CHECKS

The distinction between attributes is important. Almost all non-combat related actions in Tombs & Terrors that have a chance of failure and for which the TM deems a roll is necessary to resolve, require an attribute check to determine the outcome.

Every check has an associated attribute. Whenever one of these checks is made, the player rolls a D20. The attribute (and level) modifier is added to the result. If the final result is equal to or greater than a number generated by the TM, called the challenge class, then the attribute check is successful. The challenge class is determined by two factors. The first is the challenge base. This depends on whether the attribute being checked is primary, secondary or tertiary.

- **If the attribute is primary, the challenge base is 12**
- **If the attribute is secondary, the challenge base is 15**
- **If the attribute is tertiary, the challenge base is 18**

Modifiers

The TM then adds any modifiers to the challenge base that are appropriate. These modifiers usually range between 0 and 10, but can go higher. The sum total is the challenge class and the player needs to roll higher than that to succeed his action.

For example, a thief is following a merchant through the marketplace, using his notice skill. The player rolls a D20 (getting 15), adds the thief's level (2) and the attribute modifier (1) for a total of 18. The challenge base is 15 as wisdom is the thief's secondary attribute (in this example) and there are no other modifiers, in this instance, so the thief is keeping well on the merchant's tail.

Attribute modifier table:

<i>Attribute</i>	<i>Modifier</i>
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
22-23	+6
24-25	+7
26-27	+8
28-29	+9
30-31	+10
Etc.	Etc.



CHAPTER: 3 CHARACTER RACES

Having generated your attributes, you need to decide what race you want your character to be. There are five player character races in *Tombs & Terrors* and these are: Dwarf, Elf, Giant-kin, Half-elf and Human.

Some races have higher or lower attributes, depending on the physical makeup of the race. When you select your race, you immediately apply the modifier as set out in the racial description.

HOW TO READ THE RACE DESCRIPTIONS

Prime attribute

Each character race has one primary attribute that is most closely associated with that race. This is the primary attribute. It cannot be changed. If a player chooses a class which has the same prime as his racial prime, he can choose his second prime. Humans don't have a racial prime attribute so they have the advantage of choosing one.

Attribute modifiers

Some races have higher or lower attributes, depending on the physi-

cal makeup of the race. When you select your race, you immediately apply the modifier(s) as set out in the racial description. Humans don't get any attribute modifiers.

Favoured class

Dwarves are a martial race and elves are inherently magical. All races are therefore noted for a particular class, which the race is best suited to or best noted for. A character that starts out in his favoured class receives an immediate bonus of 200 experience points, counting as prior experience. Humans don't have a favoured class.

Restricted class

Giant-kin are not very stealthy and dwarves do not make good spellcasters. A restricted class means characters of that race may choose the class but the maximum level that characters of that race can achieve in that class is 8th level. Humans have no such restrictions on class.

Racial abilities

These are the special abilities that are natural for members of that race.

DWARF

Dwarves are on average a good deal shorter than either men or elves averaging around 4'6" to 5' tall. They have ruddy complexions and usually have dark hair, although red hair is not uncommon. Their

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clothing style tends to be practical and colours range from browns, through grey and black.

They are ideally suited to the tunnels in which they live and work. Their bodies seem purpose built for manual labour; solidly muscled, broad shouldered and large thick fingered hands that belie considerable manual dexterity. They are excellent miners and delvers, with a great understanding of mountains and tunnels, rock and metal. Dwarves make excellent stonemasons, blacksmiths and armourers.

Dwarves are a very long lived race with life-spans that can run into centuries. They are heavily bearded; it is a sign of a dwarf's status and handsomeness to have the thickest and bushiest beard possible. Since dwarves have a deep inbuilt respect for age it would be unthinkable for a dwarf to cut off or even trim his beard.

Female dwarves are very rarely seen outside the dwarf realm, which has led many people to believe that dwarf women also have beards. This is not the case.

Dwarves are a martial race hardened by thousands of years of constantly defending their holds from would be invaders both above and below the ground. They will fight with a mixture of axes and hammers, often being passed down through a family line for generations, and gird themselves in heavy armour, often with a large shield.

Dwarves hate goblins, hobgoblins and orcs with an intensity born of

thousands of years of conflict with these other underground races. Dwarves have a natural distrust of elves but appreciate the strength of Giant-kin and generally get on with men.



Dwarf traits

Prime attribute: Constitution

Attribute modifiers: Con +2, Str +2, Cha -2

Languages: Dwarvish & Common

Favoured class: Fighter

Restricted class: Mage

Racial abilities: Darkvision (see in the dark) 60', Stonecunning (+2 on search checks to notice unusual stonework, secret doors, stonework traps, unstable passages, etc.), +4 saves vs. poisons, alcohol and paralysis, +2 to saves vs. spells, +2 to any check to appraise, knowledge, craft or profession involving stone, metal or gems. They are automatically proficient with warhammers, hand-axes and battle-axes irrespective of character class. Dwarves receive a +1 bonus to hit against goblins, hobgoblins and bugbears.

CHARACTER RACES

ELF

Slightly shorter than the average human, elves are also noticeably more slender and graceful. Generally fair of face, dark of hair (which they often wear long) and angular featured, with narrow noses, almond eyes and pointed ears. Elves average between 4'6" to 5'6". There is little difference in height between the sexes, and neither sex grows facial, or body hair. Sometimes it is hard for other races to tell the sexes apart.

Elves are a magical race. They do not sleep as most other creatures do, instead falling into a four-hour restful trance. Consequently, elves are unaffected by sleep-inducing spells and effects, and are able to remain active far longer than other races.

Elves also do not age as other creatures; their race is to all intents immortal and their physical appearances remain unchanged once they hit maturity.

Elves build their cities in woodlands and deep forests and tend to live harmoniously with the natural life around them, using magics to enhance their surroundings. Their forestry skills are notable and their bowmanship legendary. Like dwarves, elves detest orcs and goblins. They distrust Giant-kin and dwarves but get on fairly well with humans.



Elf traits

Prime attribute: Wisdom

Attribute mods: Wis +2, Dex +2, Con -2

Languages: Elvish and Common.

Favoured class: Mage

Restricted class: Cleric, barbarian

Racial abilities: Nightvision (they can see twice as far as a human in poor light), immune to sleep spells, aging effects and spells of enchantment. Woodlore (+4 to stealth checks whilst in woodland and +2 to track, notice or listen whilst in woodland). Elves are proficient with longbow and shortbow irrespective of character class and receive +1 to hit with these weapons.

GIANT~KIN



At an average of 7' to 8' tall and over 400lbs, giant-kin are the biggest of the player character races. As the name suggests, they are of the giant family. Unlike normal giants, giant-kin aren't necessarily ugly or brutish. They are somewhat slow of thought and this leads to the belief that they are a simple race but that isn't necessarily so.

Giant-kin are a fervently religious race and therefore clerics feature highly in their society. Not necessarily warlike, Giant-kin are nevertheless very strong and this alone makes them tough opponents in combat.

Giant-kin live in old cities that were built by an earlier giantish race thousands of years ago, although

many have taken to wandering; they love sailing and sea travel. Giant-kin enjoy a good story and will rarely turn down the opportunity to tell a tale of their own.

Giant-kin traits

Prime attribute: Strength

Attribute mods: Str +4, Con +2, Dex -2, Int -2

Languages: Giantish and common

Favoured class: Cleric

Restricted class: Thief

Racial abilities: Giant-kin receive +4 to perform checks where they are simply reciting a tale or poem, +2 to sense motive checks when being lied to. Giant-kin are resilient to fire and receive +2 to saves against normal or magical fire. They receive a +2 bonus on any skill relating to building or piloting ships and boats. Giant-kin can use 2-handed weapons one-handed (and can therefore use a shield at the same time).

HALF~ELF

Half-elves are the offspring of men and elves and as such share some of the features of each race. Half-elves look like elves to humans and like humans to elves (hence their elven description as "half-human").

Their skin tends to be paler than human skin and they are taller and bigger than elves. Half-elves have long ears like elves. They live about 180 years.



HUMAN

Humans are the most widespread race and rather more prolific than any of the other player character races. They have the widest variety of body shapes and sizes and the greatest range of skin and hair colouring. Many have a dash of non-human blood and may demonstrate hints of elf, orc or other lineages.

Humans are the youngest race and have the shortest lifespan at about 70 years. They are the most adaptable, flexible, numerous and ambitious of the races.

Half-elves tend to have care-free natures and curiosity and ambitions like humans; but they have sense for magic and love for nature like their elven parents. Because they are accepted almost universally and have the greatest wanderlust of all the races, half-elves tend to make excellent negotiators; so you find many half-elves who are merchants, minstrels, mercenaries, sailors and drifters.

Half-elf traits

Prime attribute: Charisma

Attribute mods: +2 Cha

Favoured class: Thief (and troubadour)

Languages: Elvish and Common

Restricted class: None

Racial abilities: Nightvision (as elves), +2 to diplomacy, gossip and sense motive checks, +2 to saves vs. sleep spells, aging effects and spells of enchantment.



Human traits

Prime attribute: None (choose one)

Attribute mods: +2 to any attribute

Favoured class: None

Restricted class: None

Racial abilities: +1 extra skill of choice as a class ability at 1st level

CHAPTER: 4 CHARACTER CLASSES

Once you have selected a race for your character, you need to determine which class he belongs to. There are four traditional classes to choose from: Cleric, Fighter, Mage and Thief. If your TM allows them, there are another two more exotic classes to choose from: Barbarian and Troubadour. If there is enough demand, there will be future source-books with additional classes available to players of Tombs & Terrors.

Each of the character classes represents a broad archetype of adventurers found in fantasy fiction. Whilst each class is bound by certain limitations and abilities, the classes should not be viewed as restrictive. Every thief isn't necessarily going to be an uneducated peasant. Some will be con men, wandering peddlers, gamblers, muggers and even down on their luck gentry, turned to criminal activities to earn their crust. Some clerics will be more of the physician

and less a warrior, scholars or even nobles. Your choice of character helps get an immediate handle on the characters abilities, but it is up to you as a player to breathe some life and personality into the numbers and statistics.

All of the players should consult with each other and with the TM throughout character generation, to ensure you have a good mix of character classes for delving into dank places or whatever else the TM has lined up for you.



A group of characters in this roleplaying game needs to be constructed quite carefully, with regard to the other characters in the group, so that everyone knows what their role is in the group and why they all work together. For example, it is

probably best to have at least one character of each class for most standard types of campaign.

Another campaign possibility would be to have characters all of the same class, like all clerics, for example. Perhaps they are charged by the Abbot of their church to recover relics from the ruined cities of the ancients; or maybe their task is to go to battle against demonic hordes that are moving in from some hell gate hidden in an ancient vault that

CHARACTER CLASSES

has recently been opened up. They could have slightly different positions within the clergy, so each cleric character can be constructed slightly differently, by different skill selections. For example one could be a monk apothecary, another could be a scholar with a good array of knowledges, there could be a friar with some slightly dubious skills and one could be the team's strong-arm with intimidation and battle tactics, for when things start to go wrong.

HOW TO READ THE CLASS DESCRIPTIONS

Prime attribute

Each character class has one primary attribute that is most closely associated with that class. This is the primary attribute. It cannot be changed.

Hit Die (HD)

This is the type of die rolled to determine the characters hit points. To the number generated by the die, you add a modifier based on the character's constitution. You stop rolling for extra hit points after level 10 and simply add the number to your character's constitution modifier for each additional level. Your character always receives a minimum of 1 hit point per level, whatever his or her constitution modifier.

Weapons

These are the weapons that can be used without penalty by characters of that class. If a character uses a

weapon that is not on the list, he uses it with a -4 penalty to all attack rolls to hit.

Abilities

This is a list of abilities possessed by members of the character class. Some abilities are not gained until a certain level is achieved, some are automatic and some require an attribute check. The description in the text tells you all about this.

Skills

Besides class abilities, each character class has a choice of skills. Once chosen, the skills become 'class abilities' and all attribute checks are made as appropriate for a class ability. Each character also gains an additional skill at levels 3, 6, 9 and 12.

Level

Characters advance in levels as they complete their adventures and gain experience. As they gain levels, their chance to hit, hit points and defence bonus improve. They may also gain new abilities or extra uses of an ability they already have. The experience required by each class to gain levels differs.

Bonus to Hit (BtH)

This is the modifier that is added to a 'hit roll' when making a melee, ranged or firearm attack.

Experience point table (EPP)

This is the number of experience points that members of that class use to determine how many experience points (XP) they need to go up to the next level.

CLERIC

In Tombs & Terrors, clerics are warrior-priests, making them versatile figures, both capable in combat and skilled in the use of divine magic. Clerics are powerful healers due to the large number of healing and curative magics available to them. With divinely-granted abilities over life or death, they are also able to repel or control undead creatures.



Clerics use a variety of weapons; however, the selection is limited to non-edged weapons as clerics are not allowed to draw blood due to their religious beliefs. They can wear any armour and use shields. Whilst capable in combat, they are not as skilled as fighters.

Skills

Clerics can choose 3 (+Int mod) skills from the following list as class abilities; Diplomacy, gossip, heal, intimidate, interrogate, knowledge (any), language (any), notice, ride, sense motive.

Abilities

Spell Casting

Clerics cast divine spells from a specific list of largely protective and curative spells. Each day, a cleric prays for a certain set of spells, choosing any spells from the standard list. The experience table shows how many spells they may receive and cast each day, depending on the cleric's level. Clerics don't need to select their 0-level spells daily. They can cast spells from the list up to their maximum per day (3 at 1st level).

Spell bonus for high wisdom:

With a wisdom bonus of +1, a cleric can receive an additional spell of 1st level, with a wisdom bonus of +2 he gets an additional 2nd level spell, with +3 bonus he gets an additional 3rd level spell and so on. He can only cast these bonus spells if he is of sufficient level to receive spells of that level in the first place.

Undead Turning

Clerics can use their faith to cause undead to flee. See “turning undead on page 45).

Establish Temple

At 10th level, a cleric can choose to build a church and will attract a loyal body of 2D4 (2-8) acolytes (1st level clerics) and another 5D6 (5-30) loyal 0-level followers.

Cleric stats:

Prime attribute: Wisdom

Hit Die: D8

Starting money: 3D6x10gp

Armour: Any

Weapons: Club, mace, flail, quarterstaff, warhammer, sling

Abilities: Spell Casting, Undead Turning, Establish Temple.

Cleric spell & level table:

Lvl	HD	BtH	EPP	Spells/day					
				0	1	2	3	4	5
1	D8	+0	0	3	1				
2	D8	+1	1500	4	2				
3	D8	+2	3000	4	2	1			
4	D8	+3	6000	5	3	2			
5	D8	+3	12000	5	3	2	1		
6	D8	+4	24000	5	3	3	2		
7	D8	+5	48000	6	4	3	2	1	
8	D8	+6	96000	6	4	4	3	2	
9	D8	+6	192000	6	4	4	3	2	1
10	D8	+7	385000	6	4	4	3	3	2
11	+2	+8	600000	6	5	4	4	3	2
12	+2	+9	900000	6	5	4	4	3	3

FIGHTER



Fighter is a generic and broad class; individual fighters have diverse backgrounds and different styles. Bodyguards, knights, mercenaries, mariners, adventurers, former soldiers, invading bandit kings, or master swordsmen are all fighters,

yet they come from all walks of life and backgrounds.

In a group of adventurers, the fighters should take the attack to the enemy – they have the best selection of weapons and armour and can generally withstand more punishment than any other class.

Skills

Fighters can choose 2 (+Int mod) skills from the following list as class abilities; climb, craft (choose any one), gossip, heal, intimidate, jump, language (choose any), notice, ride.

Abilities

Weapon Specialization

At 1st level, a fighter can choose one weapon in which to specialise. Any weapon can be selected, including ranged weapons. The weapon selected is often endemic to the fighter's culture or society, though needn't be. The TM and player should consult to see which weapons are available for specialization, bearing in mind culture, social status, location and availability. Fighters can choose only one weapon in which to specialize. Once chosen, the weapon cannot be changed. For fighters between 1st and 6th level, this gives a +1 bonus to hit and to the damage caused, when attacking with that weapon. At 7th to 12th level, the bonus is +2 to hit and to damage.

Combat Machine

At 4th level, the fighter gains an extra attack with any weapon when fighting opponents of 1st level (1HD) or lower. The fighter must direct all his attacks in a combat round toward opponents that meet these

criteria. The fighter can split available attacks among opponents as desired. This ability improves as the fighter gains levels. The fighter gains an additional attack for every four levels gained after 4th level. So an 8th level fighter is allowed a total of three attacks against such opponents. In addition the fighter can use combat dominance against opponents of higher level as he gains levels. At every four levels, the minimum level of opponent goes up a level, so at 8th level, he can use multiple attacks on 2nd level opponents and at 12th level he can use it against 3rd level opponents. This ability cannot be combined with extra attack.

Extra Attack

At 10th level, the fighter gains one additional attack each combat round with any weapon.

Establish Stronghold

At 10th level, a fighter who chooses to build a castle is considered to have the title "Baron" bestowed upon him by the local ruler. He can attract a body of 5D4 (5-20) loyal men-at-arms of 1st level to his holding. For every 5 fighters, there will be one of 2nd level.

Fighter stats:

Prime attribute: Strength

Hit Die: D10

Starting money: 3D8x10gp

Armour: Any

Weapons: Any

Abilities: Weapon Specialization, Combat Machine, Extra Attack, Establish Stronghold

CHARACTER CLASSES

Fighter level table:

Level	HD	BtH	EPP
1	D10	+1	0
2	D10	+2	2000
3	D10	+3	4000
4	D10	+4	8000
5	D10	+5	16000
6	D10	+6	30000
7	D10	+7	50000
8	D10	+8	90000
9	D10	+9	180000
10	D10	+10	360000
11	+3	+11	550000
12	+3	+12	800000



MAGE



Mages are wizards, witches, sorcerers, mystics, necromancers and illusionists. They are weak in physical combat but their spellcasting abilities more than make up for this, especially as they advance in level.

Mages do not wear armour as it hampers their spell casting, which requires unhindered arm movement. They are not trained with weapons, because their spell casting needs hours of dedication, so they can't afford to spend their time in other pursuits.

Skills

Mages can choose 3 (+ Int mod) skills from the following list as class abilities; Forgery, gossip, diplomacy, intimidate, knowledge (any), languages (any), listen, notice, sense motive.

Abilities

Spell Casting

The mage has all the spells he knows written down in his spellbook. At 1st level, he knows all the 0-level spells and doesn't need to memorize them or read them from his spellbook in order to be able to cast them. He also knows a number of 1st level spells equal to his intelligence modifier. At each new level, the mage can add 2 new spells of any level that he knows.

He needs his spellbook in order to be able to cast his spells. However, rather than carry his spellbook around with him, he can memorize some of his spells; he can cast his memorized spells without referring to his book. The number of spells he can memorize each day is set out on the mage level table. Once a spell has been cast, it is lost from memory and has to be re-memorized from his spellbook.

Spell bonus for high intelligence:

With an intelligence bonus of +1, a mage can memorize an additional spell of 1st level; with an intelligence bonus of +2 he gets an additional 2nd level spell, with +3 bonus he gets an additional 3rd level spell and so on. He can only cast these bonus spells if he is of

sufficient level to receive spells of that level in the first place.

Wizard's Tower

At 10th level (or any level thereafter), mages can construct a tower where they can study their esoteric grimoires and conduct their magical experiments. They can attract a group of 2D6 (2-12) 1st level apprentices (for every 4 students, there will be one of 2nd level) looking to learn mystical secrets from the mage.

Mage stats:

Prime attribute: Intelligence

Hit Die: D4

Starting money: 2D4x10gp

Armour: None

Weapons: Dagger, dart, quarter-staff, sling, crossbow

Abilities: Spell Casting, Wizards Tower

Mage spell & level table:

Lvl	HD	BtH	EPP	0	1	2	3	4	5	6
1	D4	+0	0	3	1					
2	D4	+1	2500	4	2					
3	D4	+1	5000	4	2	1				
4	D4	+2	10000	4	3	2				
5	D4	+2	20000	4	3	2	1			
6	D4	+3	40000	4	3	3	2			
7	D4	+3	80000	4	4	3	2	1		
8	D4	+4	150000	4	4	3	3	2		
9	D4	+4	275000	4	4	4	3	2	1	
10	D4	+5	525000	4	4	4	3	3	2	
11	+1	+5	750000	4	4	4	4	3	2	1
12	+1	+6	1000000	4	4	4	4	3	3	2

THIEF



The thief of Tombs & Terrors is mainly a tomb robber; skilled in breaking into ancient vaults and removing the contents. As such, thieves are able to perform various skills useful to this task – picking locks, disarming traps, climbing and sneaking in particular. They are also capable of sneaky combat and nimble tricks, being stealthy

and dextrous. The thief also has the ability to "backstab" enemies who are caught off-guard or taken by surprise, inflicting extra damage.

Skills

Thieves can choose 5 (+ Int mod) skills from the following list as class abilities; Appraise, climb, disguise, forgery, gossip, intimidate, interrogate, jump, knowledge (choose from ancient artefacts, local area, underworld, tombs & crypts, or wounds & corpses), languages, listen, notice, perform, pick lock, pick pocket, search, sense motive, stealth, track.

Abilities

Back Attack

A thief can use stealth to sneak up on someone and catch him or her unaware. If a thief is able to attack an unaware opponent from the rear, he gains a bonus to hit and damage with small melee weapons, such as knives, clubs and saps. He must make a successful move silently check to sneak up, or otherwise be successfully concealed behind his foe. He then gets a +4 bonus to hit. A successful hit means he causes double damage. At 5th level damage is trebled from a back attack and at 10th level the damage is quadrupled.

Traps (Int)

A thief may use this ability to find, disable or set traps. Each use requires a separate check and each check may be made only once in a given circumstance. To find a trap, the thief must spend time searching

an area to deduce possible trap locations. It takes a round to find a trap in a specific area, such as on a lock or door handle. To disable a trap, the thief must first have found the trap. A successful check means that he has disabled it. Failure means that he set it off and could suffer the effects. To set a trap he or she needs to make a successful check. If the check fails, the trap will not trigger at the intended moment. Resetting a previously disabled trap gives the thief a +5 to his or her check.

Sneak Attack

At 4th level, a thief has learned to adapt back attack skills to more general situations. When an opponent or victim is aware of the thief, but unsuspecting of attack, a thief can use the sneak attack ability. For example a thief could be having a conversation with a victim while hiding a dagger up his sleeve, intending to knife him at some point. Or he could be waiting in a tree with a loaded crossbow, waiting for the perfect opportunity to fire. A thief making a sneak attack gains a +2 bonus to hit and a +4 bonus to damage. Ranged weapons can be used as long as the target is within 30'. A thief cannot shoot with deadly accuracy beyond that range.

Establish Thieves' Guild

At 10th level (or at any level thereafter) the thief may establish a Thieves' guild in a city or town. It will attract 5D4 (5-20) apprentice thieves of 1st level (for every 6 such thieves, there will be one of 2nd level).

Thief stats:

Prime attribute: Dexterity

Hit Die: D6

Starting money: 2D6x10gp

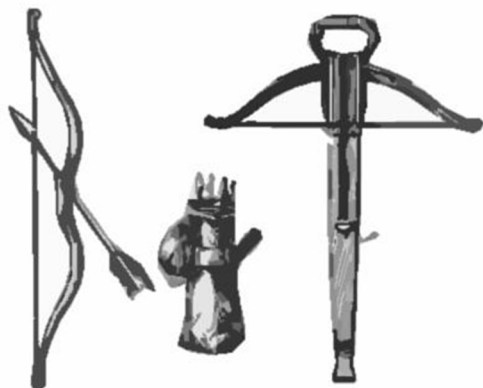
Armour: Leather, padded, studded, buckler.

Weapons: Dagger, dart, club, shortsword, sling, shortbow, crossbow

Abilities: Back Attack, Traps, Sneak Attack, Establish Thieves' Guild

Thief level table:

Level	HD	BtH	EPP
1	D6	+0	0
2	D6	+1	1500
3	D6	+2	3000
4	D6	+3	5500
5	D6	+3	11000
6	D6	+4	22000
7	D6	+5	44000
8	D6	+6	88000
9	D6	+6	160000
10	D6	+7	300000
11	+1	+8	500000
12	+1	+9	700000



BARBARIAN



Barbarians are wild, rugged warriors from the wildernesses of the land – the frozen wastes or the wilds forests are all potential homes to these berserk wildmen.

Skills

Barbarians can choose 4 (+ Int mod) skills from the following list as class abilities; Climb, handle animal, intimidate, jump, knowledge (local area or nature), languages, listen, literacy, notice, ride, stealth, swim, track.

Abilities

6th Sense

The barbarian is good at avoiding the worst trails or avoiding mountain passes that spell danger. He even tends to move at the right moment, just when the snake is about to strike or the arrow about to hit. Once per day per 3 levels, the barbarian can rely on his 6th sense to get a feel for an action he is about to perform. If he succeeds, the TM can give a general hint as to whether it will be good or bad for him to take that action. In addition, the TM can roll whenever there is danger ahead that the player or character wouldn't otherwise be aware of and with a successful roll the TM can tell the player that "something up ahead doesn't feel right" or some other vague hint that there is danger nearby.

Damage Reduction

At 4th level, a barbarian gains Damage Reduction. Subtract 1 from the damage the barbarian takes each time he is dealt damage from a weapon or a natural attack. At 8th level this damage reduction rises by 1 point and at 12th level by another point.

Fast Movement

A barbarian's land speed is faster than the norm for his race by +10 feet.

Rage

A barbarian can fly into a rage a certain number of times per day. In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves (increasing to +6, +6 and +4

TOMBS & TERRORS

respectively at 9th level) . The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter (unless he is a 6th level barbarian, at which point this limitation no longer applies). A barbarian can fly into a rage only once per encounter. At 1st level he can use his rage ability once per day. At 4th level and every four levels thereafter, he can use it one additional time per day.

Survival

In the wilderness, barbarians can provide food, water and shelter for themselves and other people travelling with them. They can find enough food for 2-8 people for 1-2 days in 5-8 hours or so by a bit of foraging, trapping and hunting. For more people he must spend an additional 5-8 hours foraging. At the end of this time, the barbarian must make an attribute check to continue to find and supply food and water for others. The barbarian can only gather food for a maximum of 12 hours in a day. In addition, a barbarian can automatically determine where true north lies in relation to himself. Barbarians can also fashion makeshift weapons (spears, shortbows & arrows, flint

knives, clubs and axes) from the natural materials around them. They are not "crafted", but they are suitable for a few days of temporary use.

Establish Tribe

At 10th level (or at any level thereafter) the barbarian may establish a tribe in a wilderness area, of which he is the chieftain. It will attract 4D4 (4-16) barbarians of 1st level (for every 5 such barbarians, there will be one of 2nd level).

Barbarian stats:

Prime attribute: Constitution

Hit Die: D12

Starting money: 1D8x10gp

Armour: Leather, padded, studded, ringmail, mail shirt, all shields.

Weapons: Any

Abilities: 6th Sense, Damage Reduction, Fast Movement, Rage, Survival, Establish Tribe.

Barbarian level table:

Level	HD	BtH	EPP
1	D12	+1	0
2	D12	+2	1750
3	D12	+3	3500
4	D12	+4	7000
5	D12	+5	14000
6	D12	+6	28000
7	D12	+7	50000
8	D12	+8	100000
9	D12	+9	175000
10	D12	+10	325000
11	+3	+11	575000
12	+3	+12	750000

TROUBADOUR



Troubadours are players, poets and entertainers, who wander the land telling stories, spreading news and performing for their audiences. They are also users of magic – their specialties are spells of illusion and enchantment.

Skills

Troubadours can choose 4 (+ Int mod) skills from the following list as class abilities; Appraise, climb, disguise, forgery, gossip, interrogate, jump, knowledge (choose any), languages (any), listen, notice, perform, pick lock, pick pocket, ride, search, sense motive, stealth.

Abilities

Countersong (Cha)

A troubadour can use his music or poetics to counter magical effects that depend on sound. Each round of the countersong, he makes a Per-

form check. Any creature within 30 feet of the troubadour (including the character himself) that is affected by a sonic or language-dependent magical attack may use the troubadour's perform check result in place of its saving throw if, after the saving throw is rolled, the perform check result proves to be higher. The bard may keep up the countersong for 10 rounds.

Fascinate (Cha)

A troubadour can use his music or poetics to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the troubadour, and able to pay attention to him. The troubadour must also be able to see the creature. The distraction of nearby combat or other dangers prevent the ability from working. For every three levels a troubadour attains beyond 1st, he can target one additional creature with a single use of this ability. To use the ability, a troubadour makes a perform check. If a creature's saving throw succeeds, the troubadour cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and listens to the song, taking no other actions, for as long as the troubadour continues to play and concentrate (up to a maximum of 1 round per bard level). Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically breaks the effect.

Inspire Courage (Cha)

A troubadour can use song or poetics to inspire courage in his allies

(including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the troubadour. The effect lasts for as long as the ally hears him sing and for 5 rounds thereafter. An affected ally receives a +1 on saving throws against charm and fear effects and a +1 bonus on attack and weapon damage rolls. At 8th level, this bonus increases to +2 and at 12th to +3.

Inspire Greatness (Cha)

A troubadour of 9th level or higher can use music or poetics to inspire greatness in himself or a single willing ally within 30 feet, granting him or her extra fighting capability. At 12th level, the troubadour can target one additional ally with a single use of this ability. To inspire greatness, a bard must sing and an ally must hear him sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 on attack rolls, and a +1 bonus on constitution saves.

Spell Casting (Cha)

Troubadours are masters of misdirection, illusion and enchantment. They cast their spells from a specific list. Each day, a troubadour prepares his spells from the standard list. The experience table shows how many spells they may receive and cast each day, depending on the troubadour's level.

Spell bonus for high charisma:

With a charisma bonus of +1, a troubadour can receive an additional spell of 1st level, with a charisma bonus of +2 he gets an additional 2nd level spell, with +3 bonus he gets an additional 3rd level spell and so on. He can only cast these bonus spells if he is of sufficient level to receive spells of that level in the first place.

Establish Troupe

At 10th level (or at any level thereafter) the troubadour may establish a troupe of travelling entertainers. It will attract 4D6 (4-24) troubadours of 1st level (for every 6 such troubadours, there will be one of 2nd level).

Troubadour stats:

Prime attribute: Charisma

Hit Die: D6

Starting money: 4D4x10gp

Armour: Leather, padded, studded leather, ringmail. No shields.

Weapons: Club, dagger, dart, quarterstaff, shortsword, rapier, sling, shortbow, crossbow

Abilities: Countersong, Fascinate, Establish Troupe, Inspire Courage, Inspire Greatness, Spell Casting

Troubadour spell & level table:

Lvl	HD	BtH	EPP	0	1	2	3	4
1	D6	+0	0	2				
2	D6	+1	1750	3	0			
3	D6	+2	3500	3	1			
4	D6	+3	7000	3	2	0		
5	D6	+3	14000	3	3	1		
6	D6	+4	28000	3	3	2		
7	D6	+5	55000	3	3	2	0	
8	D6	+6	110000	3	3	3	1	
9	D6	+6	200000	3	3	3	2	
10	D6	+7	350000	3	3	3	2	0
11	+1	+8	575000	3	3	3	3	1
12	+1	+9	800000	3	3	3	3	2

COMPLETING YOUR CHARACTER

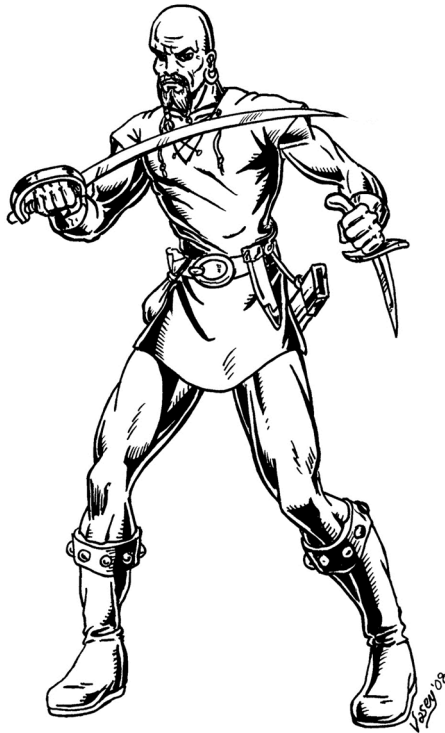
Persona

The appearance and demeanour of your character is entirely up to you and how you picture him or her. Describing your character as simply a fighter, doesn't really paint a picture of him. Say-Saying that he is a tall, rangy, bald-headed fellow with a mean look in his eyes and quick to draw his blades paints a better picture. Adding to this description his usual style of clothing embellishes the picture further. "He wears a long threadbare tunic that's seen better days, scuffed leather boots covered in dirt and dust and a couple of blades hang from his belt". Now you can almost see him walking into town after a few days out on the trail.

The look of the character creates the initial impression. However, that isn't all there is to completing the picture. You need to think about what he is actually like – is he as mean and tough as he looks?

Does he have any strange habits or foibles? Does he like to drink, or is he a devout churchgoer? Is he interested in money, fame or something else entirely? Once you start to add a few of these details, then you begin to get a feel for whom he and what he is about. Don't bust a gut over it though. You don't need pages and pages of background details, just one or two

things that help to give the TM and other players an idea of what your character is like. Once you start playing, you can add further details actually in character and during the game itself.



Often it is worth developing one thing that your character wants to do, especially if you talk this through with the other players (or the TM, if it is supposed to be a secret). This could be something as simple as a character

wants to get even with someone who has wronged him in the past, or it could be that someone for some reason is hunting him? It might be that the character is aiming to carve out a reputation for himself, seeking wealth or power by lawful or unlawful means or any one of a number of other goals. These aims will give your TM some

ideas for scenarios and adventures in which you have a vested interest and will therefore make the game even more exciting.

Name

A character's name is a highly evocative way to help conjure up the right image of your character. Obviously, you need to choose a name that suits the fantasy world that your TM has created and that is suitable for the style of game that you are playing. If you are playing a light-hearted game, or playing in a 'Hollywood' not-quite historical style, then you can probably get away with taking a few more liberties. If in doubt, ask the other players or the TM. Stealing names from fantasy novels is fine - especially if you change a few of the letters around so that they are not quite as obvious. 'Elric' could become 'Elrin', for example.

Equipping your character

Once you have finished all of the details of your character, it is time to equip him or her. Some choices of weapon are largely dictated by the character class that you have chosen. However, your choices need to reflect the character. You might think that a specific weapon does more damage than another one, therefore it is better and therefore you want it. However, sometimes just deciding that, for whatever reason, your character prefers one type over another adds to the character and is a character-driven decision, rather than one dictated by what is best in the rules. He might, perhaps be biased towards one type of sword, because that is the one he

was given by his father before he died or he might prefer it just because he read somewhere that it is the fanciest or best made or for some other reason. Think about some of the reasons that you buy one make of car over another, even if one costs more or is faster or has better mileage and so on. These are all decisions that your character would make when buying his own gear.

Chapter 6: Equipment shows how much money your character starts out with and, more importantly, some of the stuff he can spend it on.



CHAPTER: 5

SKILLS

Every character class gets an initial choice of between 2 and 5 skills from a class list, at 1st level. The skills selected are then considered class abilities and when used, the character's level is added to the D20 roll to determine success. Each character also gains an additional skill at levels 3, 6, 9 and 12. These can come from their class skills or, if they are receiving training or tuition, can be from the main skill list. The player needs to state that he is receiving training in the new skill when he reaches the level prior to the level that he can receive the extra skill. So, upon attaining 2nd level, a fighter character might want to take training in literacy. He is assumed to be practising and learning (from an NPC scholar or cleric or other player character) for the whole of the time it takes to get the 3rd level.

When your character uses a skill, you make an attribute check to see how well he or she does. The higher the result of the attribute check, the better. Based on the circumstances, your result must match or beat a particular number (a challenge rating or the result of an opposed attribute check) for the check to be successful. The harder the task, the higher the number you need to roll.

Skill list

Appraise (Int)
Climb (Str or Dex)
Craft (Int) (Armourer, blacksmith, bowyer, carpenter, goldsmith, leatherworker, potter, tailor)
Diplomacy (Cha)
Disguise (Cha)
Forgery (Int)
Gossip (Cha)
Handle Animal (Cha)
Heal (Wis)
Intimidate (Cha or Str)
Interrogate (Cha)
Jump (Str or Dex)
Knowledge (Int) (Battle tactics, religion, local area, law, nature, nobility & royalty, trade & traders, the underworld, ancient artefacts, tombs & crypts, wounds & corpses etc.)
Languages (Int) (Common, Dwarvish, Elvish, Giantish, Goblin, Orcish, Ancient, Draconic, Centaurish, Demonic etc.)
Listen (Wis)
Literacy (Int)
Notice (Wis)
Perform (Cha)
Pick Lock (Dex)
Pick Pocket (Dex)
Ride (Dex)
Search (Wis)
Sense Motive (Wis)
Stealth (Dex)
Swim (Str)
Track (Wis)

Circumstances can affect your check; a character that is free to work without distractions can make a careful attempt and avoid simple mistakes. A character who has lots of time can try over and over again, thereby assuring the best outcome. If others help, the character may succeed where otherwise he or she would fail.

A skill check takes into account a character's training (level), natural

talent (ability modifier), and luck (the die roll). It may also take into account what armor he or she is wearing and any encumbrance. The chapter headed 'Game rules' explains how skills are used in greater detail.

SKILL DESCRIPTIONS

Appraise (Int)

This is the skill of determining the value and craftsmanship of common or well-known objects. Appraising a rare or exotic item requires a successful check with at least a -5 modifier. If the check is successful, you estimate the value correctly. You can even determine the maker, if local or well known, with a -10 penalty. You might also want to ascertain other details about an item, such as its age, materials used to make it and so on. All of these may involve a higher challenge rating at the TM's discretion. If you have a craft that is relevant to the item being assessed, you can add +2 to his attribute check. It normally takes at least a minute to appraise the approximate worth of an item and rather longer for other details.

Climb (Dex or Str)

Climbing requires either dexterity or strength (player's choice). It is the skill of getting up a wall, tree or steep slope/cliff face without falling. You can climb 10' per round with a successful check. A failed check means you either made no progress or slipped and fell at some point, possibly suffering some damage.



Craft (Int)

Craft is actually a number of separate skills. You could have several crafts each purchased as a separate skill. A craft skill is specifically focused on creating, making or repairing something. Having a craft usually denotes that the character is or has been a craftsman at some point in his or her life. You can practice your trade and make a decent living, earning about 4-24gp (4D6) per week of dedicated work, plus 1gp per level attained. You know how to use the tools of your trade, how to perform the craft's daily tasks, how to supervise untrained helpers, and how to handle common problems. (Untrained laborers and assistants earn about 1gp per day). The basic function of the Craft skill, however, is to allow you to make an item of the appro-

ropriate type. The CR depends on the complexity of the item to be created.

Diplomacy (Cha)

This skill covers the art of talking, persuasion, mediation, listening, reasoning, debate and even general etiquette. Make a check whenever you want to talk somebody out of or into an alternate course of action from one already proposed, persuade somebody to do (or not to do) something or to get across a point in a debate. It can be used to make an appeal in court, to swing the case in a different way. If backed up with a bit of hard cash, diplomacy can also be used to bribe someone, if they are of the type that would succumb to such tactics.

Disguise (Cha)

You are an expert at impersonating other individuals or characteristics of general types of people. This effort usually requires a few props, a little make-up and 1d3x10 minutes of preparation for a general impersonation, if the character is to pass inspection from reasonably close. From a distance, a character can simply alter his or her gait, general stance and pull up a hood to appear pretty much someone else, to all intents and purposes. Where specific individuals are being impersonated, at least 1 month's preparation time must occur to avoid being detected. A disguise can include an apparent change of height and weight of no more than one-tenth of the original build and size of the character. The following penalties are applied to a disguise check, where appropriate: sex difference -2, race difference (-2 to -10), age difference (per ten years)

-2. The TM makes the check secretly, so the character is uncertain of his or her success.

Forgery (Int)

This is the skill of the character to write (or copy) documents and manuscripts with the intention of passing them off as the real thing. The character may need to get hold of some old parchment to duplicate something that is old, or use methods of staining and so on, to 'age' the forgery. He may also need to get hold of coloured inks, for example, to duplicate illustrated manuscripts of the type that monks write. The skill also encompasses the ability to spot a forgery (using the notice skill, with a bonus of +2).

Gossip (Cha)

Just about everyone likes to gossip in the towns, villages and cities; it is one of the main ways of passing on



and receiving news and forms a major part of the evening's entertainment for most people. Gossip happens everywhere, in the tavern over a pint of ale, at the marketplace, at the banquet in a lord's manor, out in the fields and in the cloisters of the abbey. Sometimes the information turns out to be true and other times it is idle tittle-tattle. But gossip makes for a useful source of information about everything and everybody.

You can make a gossip check when you want to know something about a person, place or thing that is of the type that would be passed around in idle chatter. This represents information you just happen to 'know'. If you fail the check or the TM deems that your character wouldn't already know the information, you can go to a tavern or wherever the information might be found and see if you can find out, by gossiping. Sometimes this might require the expenditure of a few coins on ale in the alehouse, to loosen a few tongues.

A character can add a further +2 to the gossip check if the information is about something that might specifically pertain to his or her class. So, if the gossip were about a clergyman, then a cleric character would get a +2 bonus. If it were about something that occurred in the 'seedy' area of town, then a thief would gain a +2 to his check.

Handle Animal (Cha)

A character with this skill has an affinity for dealing with animals. He knows animals pretty well and can calm them if they are afraid or an-

gry, he can train certain animals to do a few simple things, and he knows how to look after them, feed them and give them the best care. If he also has the Heal skill, he also has a few veterinary skills. The character might simply be a farmer with skills of animal husbandry, or could have a job as an ostler, falconer, master of the hounds and so on.

A character may choose a type of animal in which to specialize (dogs, birds of prey, horses, cattle) and receives a bonus of +2 whenever dealing with that type of animal. Animal handling also allows the character to spot the good from the bad (receiving a +2 on notice checks when buying them). Characters with the handle animal skill can also gain +2 to their ride checks, which would make +4 if they also specialize with horses.

Heal (Wis)

This is the skill of providing immediate first aid to an injured person. By cleaning and bandaging a wound, with a successful check, an injured character will recover 1 hit point, will stabilize if below 0 hit points and the wound will not become infected, as long as the cleaning and dressing was applied within an hour of the character becoming injured. A character with the heal skill can add +2 to any knowledge (wounds & corpses) checks made to assess the injuries on a dead body.

Intimidate (Str or Cha)

By strength of personality or by sheer impressive size and physique (the player's choice which), a char-

acter with this skill can intimidate another. There are several uses of this skill. One might simply be to make another character back down, if for example he is getting aggressive. Another use might be to scare someone into giving information that other, more diplomatic methods have failed to acquire. Another might be to force somebody to do something that he or she wasn't intending to do. Depending on the circumstances, this ability could be used against more than one opponent, especially those of significantly lower level or 0-level folk.

Interrogate (Cha)

This is a way of questioning people for specific pieces of information. It differs from gossip, because gossip tends to be stuff that is quite well known and has been 'doing the rounds'. Interrogation tends to be a way of getting secrets from individuals who'd rather not share those secrets. Sometimes interrogation is subtle and the victim isn't aware that he is giving away the information and other times it is clear what is happening, but the victim is unable to stop himself.

Jump (Str or Dex)

A character with this skill is particularly adept at leaping over and across obstacles. The player can choose whether to use strength or dexterity as the base attribute for his or her jump checks.

Knowledge (Int)

Each time you choose a knowledge, you can choose another subject which you have studied, learned or just picked up and which you know quite a lot about. This is more in depth than the sort of stuff you might pick up when gossiping in the taverns.

Languages (Int)

Slightly different from the other skills in that you can choose it multiple times and each time adds another language to your repertoire. "Common" is known by most travelers; other languages would be racial tongues (Dwarvish, Elvish, Goblin, Orcish, Giantish, Draconic etc.), disused or "Ancient" tongue, secret languages (Thieves tongue) or the languages of individual nations.

Listen (Wis)

The character has an acute sense of hearing and may have even trained him or herself to specifically take notice of certain sounds and noises. For example, a musician can tell different notes and pitches. Its main use though is in detecting sounds



like the footfall of an intruder about to commit foul murder, or listening at a door to conversation between two people.

Literacy (Int)

Many people cannot read or write. For game purposes, all characters can read and write and therefore get literacy for free, except barbarians and giants. Anyone who is literate is assumed to be able to read and write all the languages that he knows.

Notice (Wis)

This is a general awareness of one's surroundings, things that appear odd or out of place and so on. It is a skill that you don't 'use' as such; it is constantly 'on'. Whenever there is a chance that you might have noticed something unusual, you can make a check to see whether you



notice it or not. If specifically looking for something, you would use search instead.

Perform (Cha)

This is the skill you need to entertain, whether that is by playing an instrument, singing, reciting poetry or even dancing. You choose what your style of performance is. Using the perform skill successfully might earn you food and lodging for a night, might earn a few coins in the marketplace or might even hold a crowd's attention as a distraction, if needed for some reason.

Pick Lock (Dex)

You can use this skill to open any sort of mechanical lock that would normally require a key to open. This ability usually requires a pin or some other narrow tool. Only one attempt is allowed – if the check fails, the lock has defeated the character.

Pick Pocket (Dex)

This is the skill needed to remove the contents of a pocket or a pouch (or the whole pouch, or take something from a person, like a ring) without being noticed. The level of the targeted victim affects the chance of success. The skill also allows you to perform deft 'sleight of hand' tricks, like hiding a coin, performing the pea under the beaker trick and so on.

Ride (Dex)

Just about anyone can stay on a horse, if it is just trotting along. However, this is the skill to ride a horse properly. It enables you to perform jumps, break-neck chases

SKILLS

and other skills on horseback. This skill is needed to be able to fight from horseback.

Search (Wis)

You can examine a specific area for clues, evidence or other things like catches on a hidden door or secret compartments in chests and drawers. This skill does not generally enable you to find complex traps unless you are a thief.

Sense Motive (Wis)

You can use this skill to tell when someone has an agenda they are hiding from you. It is a combination of their body language, mannerisms and speech patterns that provide tell-tale clues.

Stealth (Dex)

You use this skill to be quiet and unnoticed when you don't want to be seen or heard. It is the art of sneaking up on someone, of hiding in the shadows and of using available cover to go unseen. You receive positive modifiers in the darkness or when there are things to use as cover, but it is almost impossible on a clear day, in the open.

Swim (Str)

Using this skill, you are able to cross rivers, remain above water or

swim around under water as needed. In a strong current, there might be higher penalties, as there would be if you are carrying someone or something heavy.

Track (Wis)

You can follow the trails and tracks of people and animals across all sorts of terrain following the signs of their passage (not simply boot marks, but broken twigs, hairs caught on brambles and so on).



LANGUAGES

AND LITERACY

All characters are presumed to speak Common. A character with an intelligence bonus can also speak another language for every point of bonus, so with a +3 intelligence modifier he can speak an additional three languages. Others must be chosen as skills.

All characters are considered literate, except barbarians and Giantkin. If they want to read and write, they need to choose literacy as one of their class skills.

CHAPTER: 6 EQUIPMENT

First of all, you need to determine how much money the characters start with. In Tombs & Terrors, gold is the standard currency; called gold coins, gold pieces, gold bits or simply “gp”. Gold crowns (gc) are larger gold coins for big transactions. Silver pieces (sp) are used for smaller transactions.

10sp = 1gp
10gp = 1gc

An average labourer can expect to receive 2 gp a day for his hard work. Therefore, every character begins the game with a few gold pieces with which to buy some stuff that their character has at the start of the game. It is assumed that they begin with a set of clothing appropriate to their class.



Class starting money table:

Class	GP
Cleric	3D6x10
Fighter	3D8x10
Mage	2D4x10
Thief	2D6x10
Barbarian	1D8x10
Troubadour	4D4x10

THE EQUIPMENT TABLES

It's not possible to list everything you could need in a game, so the price lists are simply to give some examples, so that you can work out prices yourself of other items and services you might want to include in your games of Tombs & Terrors. All prices mentioned are changeable; anyone with skill in Diplomacy can haggle the prices down. In different locations or at different times of the year prices may vary. Local conditions may lead to prices for some things to increase but for other products to be cheaper.

Fancier versions of the same items will cost a lot more. Of the weapons, swords in particular can be a lot more expensive in much better quality versions - up to five times the price. Clothing can be up to three or four times as much as listed; for higher quality garments. Where there is no weight for an item, it simply means the weight is negligible. Part plate & full plate is available but generally only in large cities.

EQUIPMENT

Weapons; Melee

<i>Weapon</i>	<i>Cost (gp)</i>	<i>Damage</i>	<i>Range*</i>	<i>Weight (lbs)</i>	<i>Enc</i>
Axe, battle	10	1D8	-	7	3
Axe, hand	6	1D6	10'	3	2
Axe, great	20	1D12	-	12	4
Club	2(sp)	1D6	10'	3	2
Dagger	2	1D4	10'	1	1
Fist	-	1D2	-	-	-
Flail, light	8	1D8+1	-	6	3
Flail, heavy	15	1D10+1	-	10	4
Halberd	10	1D10	-	15	5
Hammer, Light	4	D4+1	20'	2	2
Hammer, War	12	1D8	-	8	4
Mace, Light	10	1D6	-	6	3
Mace, Heavy	24	1D8	-	10	4
Morningstar	16	2D4	-	8	3
Rapier	20	1D6	-	3	1
Sap	1	1D3	-	1	1
Spear	6	1D6	20'	4	3
Spear, long	10	1D8	-	9	4
Staff	1	1D6	-	4	4
Sword, bastard	50	1D10	-	10	4
Sword, broad	24	2D4	-	6	3
Sword, falchion	40	2D4	-	7	3
Sword, scimitar	30	1D8	-	4	3
Sword, short	20	1D6	-	3	2
Sword, long	30	1D8	-	4	3
Sword, Two handed	65	2D6	-	15	5

Weapons; Ranged

<i>Weapon</i>	<i>Cost (gp)</i>	<i>Damage</i>	<i>Range*</i>	<i>Weight (lbs)</i>	<i>Shots</i>	<i>Enc</i>
Arbalest	100	4D4	150'	12	1/3	5
Arrows (20)	4	as bow	as bow	3	-	4
Arrows (12)	3	as bow	as bow	2	-	3
Bolts (12)	2	as x-bow	as x-bow	1	-	2
Bow, Long	75	1D12	100'	3	1	4
Bow, Short	30	1D8	60'	2	1	3
Crossbow, Light	35	1D10	80'	6	1/2	3
Crossbow, Heavy	50	2D6	120'	9	1/3	4
Sling	1/2	1D6	50'	-	1	1

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Armour

<i>Armour type</i>	<i>Cost (gp)</i>	<i>Armour Class</i>	<i>Weight (lbs.)</i>	<i>Enc</i>
Padded gambeson	5	+1	10	2
Leather jerkin	8	+1	8	1
Leather coat	11	+2	15	2
Leather armour	15	+3	15	2
Studded leather	25	+3	20	2
Scale mail	50	+4	35	4
Mail byrnie (shirt)	100	+4	25	3
Mail hauberk (coat)	200	+5	40	4
Splint mail	350	+6	45	4
Part plate*	700	+7	50	4
Full plate*	1500	+8	60	4
Buckler	15	+1	5	1
Shield	10	+1	10	2
Large shield	20	+2	15	3

Clothes & accessories

<i>Item</i>	<i>Cost gp</i>	<i>Weight (lbs)</i>	<i>Enc</i>
Backpack	5(sp)	2	1
Bedroll	1(sp)	5	2
Boots	2	4	-
Cleric's vestments	10	8	2
Cloak	1	3	1
Cold weather outfit	8	7	2
Courtesan's dress	15	5	1
Courtier's outfit	30	6	1
Mage's robe	10	7	2
Monk's habit	5(sp)	3	1
Noble's outfit	75	10	2
Peasant's garb	2(sp)	2	1
Professional's outfit	4	4	1
Royal outfit	200	15	3
Skirt	3(sp)	2	-
Surcoat, knights	10	2	-
Traveller's garb	1	5	1
Troubadour's outfit	3	4	1
Tunic	4(sp)	2	-

EQUIPMENT

Horses, tack & livestock

<i>Item</i>	<i>Cost (gp)</i>	<i>Item</i>	<i>Cost (gp)</i>
Bit/bridle	2	Mule	10
Cow	10	Ox	12
Cart, farmers	25	Pig	10
Donkey	8	Pony	30
Feed/day	2(sp)	Saddle	15
Harness	3	Saddle blanket	2(sp)
Horse, Destrier	400	Saddle bags	4
Horse, Nag	20	Sled	10
Horse, Riding	150	Hand Cart	15
Horse, Palfrey	75	Wagon	35

Goods & services

<i>Item</i>	<i>Cost (gp)</i>	<i>Weight (lbs)</i>	<i>Enc</i>
Candles (8)	1	1	1
Chain, 10'	2	4	2
Chest, with lock	10	25	4
Flask	2(sp)	1	1
Flint & steel	1	-	-
Holy symbol, wood	1	1	1
Holy symbol, silver	25	2	1
Musical instrument	5	3	2
Pole, 10'	2(sp)	8	3
Pot, iron for cooking	6(sp)	4	2
Parchment, per sheet	2(sp)	-	-
Rent, small room in city	10/month	-	-
Rent, shop in the city	30/month	-	-
Rope, 50'	1	10	4
Tavern, tankard of ale	1(sp)	1	1
Tavern, food & bed	1	-	-
Tavern, good food & good room	4	-	-
Thieves' Tools	25	1	1
Water or wine skin	4(sp)	4	2
Whetstone	1(sp)	1	1

ENCUMBRANCE

There are several ways to deal with what a character can carry before he or she is weighed down with too much stuff. One is to ignore set rules altogether and just leave the players and TM between them to use judgement and common sense to determine when a character is getting ridiculously overloaded.

Most players are reasonable and if their character has a sword, bow, dagger, mail hauberk and clothing, then they are quite happy. Anything else they can put in their horse's saddlebags. Other players may need the TM to intervene from time to time, if using this approach.

The other method is to use the weights and encumbrance values in the equipment listings. This is how you do it.

Determining Encumbrance

Each character has an encumbrance rating (ER) of 10 + the character's strength modifier, if any. All items and equipment have an encumbrance rating (enc.). For many items, this rating is in the equipment lists. Simply add up the enc. value of all items carried by the character. This is the character's encumbrance rating. Don't count clothes (hat, shirt, boots etc.) that the character is wearing, but if he is 'wearing' a sword, that is counted.

There are five categories of encumbrance; none, light, moderate, heavy and overburdened. The following table indicates the amount that can be carried and in which

category that level of encumbrance falls.

<i>Encumbrance category</i>	<i>Enc</i>
None	0 to 1xER
Light	1xER to 2xER
Moderate	2xER to 3xER
Heavy	3xER to 4xER
Overburdened	4xER to 5xER
Maximum	5xER

The enc. value of items is a rough measure of the size, weight and how cumbersome the object is. If you need to determine the rough enc. of other items, you can simply look at the equipment lists for a similar object and work it out from there. The TM, as always, has the final word.

Effects of Encumbrance

There are penalties to lugging too much stuff around and this comes in the form of slower movement rates and a reduced armour class.

The penalties are set out below:

<i>Encumbrance category</i>	<i>Penalties</i>
None	No effect
Light	Reduce move by 1/4 and -1 to armour class
Moderate	Reduce move by 1/2 and -2 to armour class
Heavy	Reduce move by 3/4 and -4 to armour class
Overburdened	Move reduced to 1 foot and -8 to armour class

CHAPTER: 7 PLAYING THE GAME

There are many situations during the course of a game of Tombs & Terrors where the characters will want to do things and there is a chance that they will fail. The type of thing that we are talking about here are things like leafing through a set of old parchments to find some inconsistencies in the writing, a break-neck horse-chase down a country lane, listening in on a conversation on the other side of a closed door, leaping across a wide chasm, sneaking up behind an enemy to clobber him on the back of his head, trying extract some information from a taciturn mercenary and so on.

THE SYSTEM

In these situations, an attribute check is used to see whether the action succeeds or fails. The attribute check is made by the player rolling a D20 and adding the attribute modifier of one of the character's six attributes. The attribute used is the one most appropriate to the action that is being attempted. Sometimes the character's level is added to the die roll too. If the total score exceeds the target number, the character succeeds.

Only those actions that have a significant chance of failure need to be resolved in this way. There are plenty of things that characters should do automatically, without needing to resort to an attribute check. Stopping to look up a rule or modifier and rolling dice can disrupt the narrative flow of the game and is really to be avoided wherever practical or possible. But sometimes, the dramatic tension can be heightened by judicious use of the attribute check and a dice roll is ideal in these situations.

The base target number

When it is clear that an attribute check is needed, the TM must identify the attribute to be checked. Sometimes the player might disagree and, if they can put a reasonable argument for why a different attribute should be checked, this is perfectly acceptable. In the case of class abilities and skills, the attribute is listed in the class description or in the skill list. In the case of saving throws, these are usually self-evident and are set out in more detail later.

The target number is determined first of all by finding the base number. The base is always one of 12, 15 or 18. The actual number depends on whether the attribute being checked is the character's primary, secondary or tertiary attribute.

The challenge level

The next step is to determine the

challenge level. If the action is being taken against an opponent, then the challenge level is simply the level of the opponent or the Hit Dice of a monster. So if a character is sneaking up on somebody, the challenge level would be the level of the person being snuck up on. In other situations where there is no opponent, the TM has to use a bit of judgment as to the relative difficulty of the task and apply his own challenge level. As a rule of thumb, challenge levels of 0 to 5 is suitable for easy tasks, 6 to 10 for moderate tasks, and very difficult tasks are rated 11 to 15. Truly awesome tasks bring about a challenge rating of over 15 but this should really be reserved for only very spectacular efforts. If in doubt, it is better to set the challenge level lower rather than higher as it is better for the game to have player characters succeed rather than fail.

Saving throws

Saving throws are similar to attribute checks, only they occur as a result not of actions taken by the character but as a result of actions against the character or something acting against the character, often passively. So a saving throw is an attribute check for the character to avoid damage or some other harmful effect, caused by specific situations or effects.

A player making a saving throw for his character rolls a D20 and adds the appropriate attribute modifier, in the usual way. The TM selects the appropriate attribute using common sense. For example, to avoid a rock-fall, you need to have sharp reflexes and so dexterity

would be used. To resist the worst effects of alcohol or poison, constitution should be checked. If the attribute being checked is a primary attribute the challenge base is 12. It is 15 and 18 for secondary and tertiary attributes respectively. To this challenge base the TM adds modifiers based on the situation, the level of the NPC causing the saving throw, the level of the trap or the strength level of the poison.

When a saving throw is failed, the character suffers some or all of the effects. Some effects are described in these rules, for example damage taken from a fire is halved when the saving throw succeeds. The TM could say the same thing with a rock-fall, after first determining the level of the rock-fall in numbers of D6 or d10, for example.

COMBAT OVERVIEW

Much of the excitement in playing Tombs & Terrors occurs when some form of combat takes place. Whether this is a tavern brawl amongst a bunch of mercenaries just come into the town, a jousting tournament between the local lord and a foreign knight or a wagon train of peddlers and merchants protecting themselves against a violent tribe of goblins and hobgoblins, combat is often the climax of very many role-playing sessions. Managing combat is often a challenging affair as the TM must not only know the rules but must also know how to apply the rules fluidly to maintain a sense of excitement through description and action.

The combat rules in Tombs & Terrors have been kept deliberately simple. Much room for interpretation has been left to the TM, as there cannot be rules for absolutely everything that might happen in a fight. The rules have been designed to organize the action of the combat to a certain degree but to allow the narrative flow of the combat from both players and TM to have an important role.

Basic outline of combat rounds

Combat is broken down into segments called combat rounds. Each combatant normally gets to act once per round. Each participant acts during a round in order established by the roll of a D20 (plus or minus modifiers). This is called initiative. The character with the highest initiative acts first, and then each character in turn performs an action until the last character has acted. Once all participants have acted, the round is over and a new round begins, with the character that had the highest initiative from the last round.

COMBAT ROUND

One combat round is 10 seconds long. During this round, all the characters and non-player characters should get a chance to do something. Generally only one action is allowed, such as firing a bow, punching someone or mounting a horse. The types of actions are discussed ahead.

It is important to remember that each round is an abstract measurement. The actions and activities that occur in a round are not meant to take place during specific segments of time, with the rest of that time the character doing nothing at all. The action is all happening together, with characters moving, talking, yelling, reaching for their weapons, jumping, cursing, dodging, stumbling, getting distracted, looking out for friends, listening, and so on. All this happens in a round, in a fluid burst of activity and should be narrated as such.

Surprise

Before combat begins, the TM determines if one or the other party is surprised. Surprise is a situation in which the characters happen upon their enemies and neither is aware or expects the other. Surprise may also occur where one party is deliberately trying to surprise the others – like in an ambush, for example.

Before any surprise roll is made, The TM determines if surprise is possible. A group that is aware of another's presence cannot be surprised. If a party can be surprised, a wisdom attribute check is made by the individual in the group with the best chance of succeeding at it, or by each member of the group individually. If the check is successful, that party or individual is not surprised. Failure indicates surprise.

When a party or individual is surprised, their opponents automatically gain the initiative for the first round of combat. Once every member of the party that gains

the surprise has had a chance to act, initiative is determined for the second and subsequent rounds.

Initiative

An initiative roll determines the order of action in a combat round. Every combatant participating in the fight rolls a D20 to determine their initiative at the start of the combat. Once this is determined, the order stays that way throughout the fight. Those with the highest initiative get to do what they want to do first and then the next highest and so on. To the D20 roll, characters add their dexterity modifier and their level (or HD). This is because faster characters act more speedily and more experienced characters are able to weigh up a situation quicker and act more decisively. Sometimes the TM may want to make a group initiative roll for non-player characters, especially where there are a lot of them, maybe only making a separate one for the leader or an important NPC.

COMBAT ACTIONS

In a combat round, characters could carry out a wide variety of actions. Every possible thing they could do can be categorized in one of six types of action that may be performed in combat that have a chance of failure. The six possible actions are attack, opportunity attack, move, use an ability, re-focus or a non-combat action.

Attack

A character is allowed one attack each round unless they possess a

special ability allowing them to exceed the limitation, such as the extra attack of the fighter character class when they reach 10th level. Attacks include melee attacks; either armed or unarmed and ranged attacks with throwing weapons or already loaded crossbows.

Opportunity action

A character with a high initiative can withhold his action to see what happens around him before taking his action at a later point in the combat round. On his initiative, he simply states that he is awaiting his opportunity and does nothing else. At any point from then until the end of the round he can take his action whenever he likes or whenever an opportunity presents itself. He cannot alter this at the end of the round to re-focus instead. Once he has declared he is awaiting an opportunity, he is preparing himself to react and if an opportunity doesn't arise to do anything, then he loses his action for that round.

Move

If no other action is taken, a character can move a distance equal to their full movement rate. Full movement also includes jogging (twice normal move rate) and running (quadruple normal move rate).

Use an ability or skill

A character may perform a class ability each round. Some abilities take more than a round to complete. An ability may involve movement but in most cases movement will not exceed the normal rate. Abilities are described

more fully in the character class section.

Re-focus

As long as the character does nothing at all during the round, he may re-roll his initiative at the beginning of the next round and act according to the new initiative roll if it is higher than the original, otherwise reverting to the original.

Cast a spell

A spellcaster can cast a spell during combat. The casting starts at the beginning of the combat round, with the spellcaster readying the spell. On the caster's initiative he lets the spell go. If concentration is broken before the spell is loosed (by suffering damage, for example), the spell is lost.

Turning Undead

Clerics can turn the undead causing them to back off, flee or become destroyed. The cleric holds his religious symbol before him and commands the undead to return to the grave. He gets +1 to his turning attempt for a silver symbol.

Clerics can attempt turnings once per day at 1st level, plus their wisdom modifier. At 5th and 10th level clerics gain one more turning attempt per day. The undead to be turned must be within 60' of the cleric.

Make a charisma check as usual (roll D20 and add the cleric's level and charisma modifier). The CR is modified by the HD of the undead to be turned. Exceeding the CR can

have improved results as set out in the table:

Turning results table:

<i>Result</i>	<i>Effect</i>
Below CR	No effect on undead
0 to +6	Undead held back 60' as long as cleric holds forth his symbol
+7 to +12	Undead flee for 2D6 rounds
+13 or more	Undead are destroyed

For example, there are 4 skeletons (1HD) and a ghoul (2HD) attacking the group. On his initiative, the cleric's player rolls 13, adds +1 for 1st level and +1 for charisma and +1 for a silver symbol, making 16 in all. The CR for the skeletons is 16 (15 for his charisma being a secondary attribute + 1HD for the skeletons). He can hold them back 60'. The ghoul is CR 17 so that is not affected by the cleric's faith.

Non-combat action

These are things that a character might do that could have a bearing on the combat but are otherwise not really combat orientated nor do they involve the use of an ability. The action could be as simple as reloading a crossbow, standing still, talking, picking something up, watching and waiting or opening a door. Such actions typically have no chance of failure, but they do take time. No matter the type of action attempted, it is up to the TM to decide how long any action takes and whether it can be completed in a single round.

Movement in the combat round

Once initiative or surprise is determined, each combatant is allowed an action. One of the allowed actions is movement. Most characters and other people have a standard move rate of 30 feet. Some classes can move further than this at higher levels with their class abilities. Movement, like the combat round is an abstraction. It is a matter of establishing the distance that can be moved in a given period of time. Movement can be in a straight line, a curve, around a corner or twists and turns. Movement can be increased by dashing (double the movement rate), or running (quadruple the movement rate).

An attacker can move up to half their movement rate and attack. No attack is allowed if a character exceeds half his or her movement rate. The exception is when a charge is attempted. Charging allows for an attack at the end of the full move, but there are special rules for charging too. The TM can decide to reduce movement rates due to terrain, obstacles, injuries or other circumstances. Generally, movement rates should not be reduced by more than three quarters. The TM should always allow at least a 5-foot movement in a combat round, unless the character is restrained or otherwise unable to move.

Charging

Charging is a way of trying to improve the effect of any melee or unarmed attack on the target. A successful charge attack inflicts a

+2 bonus to the damage inflicted on a successful attack. However, it opens the character up to being hit easier and therefore it also causes a -2 penalty on his defence bonus for all attacks in the round. The charge must be announced prior to the character moving.

When charging, the character is considered to be dashing or running. The character must minimally move the full distance of their movement rate (normally 30 feet) and the charge must be in a straight line to the target.

Melee combat

Melee occurs when two or more people engage in hand-to-hand combat and are wielding weapons of some kind. The attacker rolls a D20 and adds his basic to hit bonus (from his class and level) plus any strength modifier. If the total is greater than or equal to the defender's armour class, the attacker has hit the defender and inflicts damage as determined by the type of weapon being used. Unarmed combat is considered melee combat too, but is detailed below.

A melee attack, just like all movement and other stuff that goes on in a combat round is an abstraction. Though the character usually only makes one melee attack in a round, it should not be considered only one swing or stab of his weapon. A melee attack consists of a series of thrusts, parries, attempted attacks, feints, backing off, advances and so on, that sometimes results in damage to the defender. The damage from the blow could actually be

seen as a series of nicks and cuts, bruising or even fatigue.

Ranged combat

When your character fires a bow, sling or crossbow (or throws an axe or some other weapon) at another, the ranged combat rules apply. Dexterity is the attribute that modifies a ranged attack to hit roll. If the total of the D20 roll plus the character's basic to hit bonus and dexterity modifier is greater than or equal to the defender's armour class, the attacker has successfully hit the defender and inflicts damage as determined by the bow or other weapon used.

Thrown weapons

Thrown weapons include knives, hand axes, light hammers and spears. The strength bonus to damage is included on all successful hits with thrown weapons, but not with firearms.

Range increments

Ranged weapons have range increments and they have a maximum effective distance equal to three times the listed range increment, as set out in the equipment (weapons) table. The listed range increment is considered to be close range. Weapons fired or thrown at up to this range are used without a range penalty to the "to hit" attack roll. At beyond close range and up to twice that range, is considered medium range and beyond that and up to three times the close range is counted as long range. Medium range attracts a -2 penalty on to hit attack rolls and long range attracts a -6 penalty.

Unarmed combat

Brawling is melee combat where no weapons are being used, i.e. unarmed combat. In most cases, the success of these attacks is determined as normal with a D20 roll and by adding the characters to hit bonus and strength modifiers. If the total is equal to or higher than the defender's armour class, the attacker has successfully hit the defender and inflicts damage as determined by the class ability.

There are also special unarmed attacks of an entirely different nature and effect, such as grappling, pummelling, and overbearing. Each type follows the same basic principle but with different modifications to the "to hit" roll and to the damage inflicted. For example, characters that wish to punch or kick and are not trained are in effect attempting a pummelling attack.

Grappling

This type of attack involves grabbing and holding a defender, like wrestling or in a 'bear-hug'. Grappling is directed at holding an opponent and subduing them. The attacker rolls a D20 as normal, and adds strength and basic to hit bonus modifiers. The opponent's armour class is increased (or reduced) for grappling attacks by his strength modifier (if he has one). If the resulting armour class of the opponent is equalled or beaten by the total roll plus modifiers of the attacker, then he has successfully grappled his opponent. The defender is held and cannot act except to attempt to break free. The defender

can break free by making his own grappling attack.

Pummelling

This involves the use of fists, feet, knees and elbows to inflict damage on an opponent, with the intention of knocking them out or otherwise incapacitating them. As usual the attacker rolls D20 to hit adding strength and to hit modifiers. If the total exceeds the defender's armour class, the pummelling inflicts d2 hit points of subdual damage. Damage is modified by strength.

Overbearing

This type of attack is used to knock an opponent down. This tactic is used in wrestling and other types of hand-to-hand combat as well as when an animal charges into somebody. As usual, the attacker rolls D20 and adds appropriate modifiers. If a hit is successful, the defender gets to make a strength saving throw to remain on his feet. If not successful, he is knocked prone for the remainder of the round. In addition, the defender takes D2 points of subdual damage. An attacker making an overbearing attack is at -2 to his armour class for the combat round as he is more exposed than usual.

SITUATIONAL MODIFIERS

Situational modifiers are nebulous and, for the most part, those that the TM deems appropriate. There are often situations that crop up where it is impossible to set a rule or the rules would be unwieldy. In these circumstances, the TM must

use reason, common sense or narrative development to determine what modifier should be applied the "to hit" roll. It is even possible to ask the players what modifier they think might be appropriate in the circumstances and to explain their reasoning for it. It depends on your group though, how often you use this approach.

In general, combat to hit modifiers can be broken down into three categories: easy, difficult and heroic. For tasks that are easy, up to a +/- 5 modifier could be applied. Difficult tasks would range from +/-6 to 10 and heroic would range from +/- 11 and higher.

Some situational modifiers can be applied with regularity as they can occur quite frequently. These are listed below and can be used as a guide to help in making decisions about other unusual situations. Concealment includes those circumstances where nothing physically blocks the attack but there is something that interferes with the attacker's view and/or accuracy. The modifiers are cumulative. In all instances, the attacker must know of the defender's presence, even if the exact location is not known. The TM should add to the list as new situations crop up, to maintain consistency in the game.

Situational modifier table

<i>Situation</i>	<i>Modifier</i>
Defender prone or blind	+5
Defender prone & defenceless	+10
Defender at lower elevation	+1
Defender stunned or cowering	+2
Defender invisible or attacker blinded	-10
Melee attack from mount or unstable platform	-2
Ranged attack from mount or unstable platform	-4
Defender 1/4 concealed* (light fog or smoke)	-2
Defender 1/2 concealed* (dense fog or smoke)	-4
Defender 3/4 concealed* (near darkness)	-6
Defender completely concealed (total darkness)	-10

ARMOUR CLASS

Armour class is representative of the type of armour the defender is wearing as well as his ability to avoid being hit in combat. It results from a combination of agile avoidance of incoming attacks or even an ability to absorb the shock of a damaging blow, or to 'roll with it'. Armour class begins at 10 for all characters. A person with an average dexterity and wearing no armour is automatically armour class 10. Armour class can increase through a high dexterity and through buying better armour. Armour class modifiers are detailed below.

Shields

Each type of shield adds +1 or +2 to armour class whilst being used. The shield size determines how many opponents the +1 modifier applies against. Bucklers are useful only against one opponent. Small shields against two and large shields are useful against up to three opponents. Shields are no use against attacks from behind.

Dexterity

Dexterity modifies a character's armour class if that character can physically react to the attack. Characters lose their dexterity modifier when they are surprised, unaware of an attacker or when they are restrained or otherwise rendered immobile. Dexterity does not apply when attacked from the rear, unless the character knows the attacker is there and about to attack him.

Armour

Metal armour provides better protection than lighter armour, such as leather or padded cloth. The better the armour protection, the higher the armour class modifier. Plate armour provides the best protection, but this isn't generally available to characters until they have been adventuring for a while as it is very costly.

Cover

Cover confers an armour class bonus as follows:

Type of cover	Armour class bonus
1/4 cover	+2
1/2 cover	+4
3/4 cover	+6
full cover	+10

Although cover is used primarily against ranged weapons and thrown spears, knives and so on, it can occasionally be used in melee combat. In some cases, the TM may rule that the character seeking cover may not attack.

Situation and circumstance: There may be occasions when the TM feels that an armour class adjustment is appropriate. When applying additional modifiers, common sense and fairness must be exercised. If in doubt, err in favour of the player characters.

COMBAT MANOEUVRES

Characters can attempt all sorts of additional actions in combat other than just shooting their missile weapons or attacking and so on. There cannot be rules for everything that a character will do, but a TM can make judgements based on some of the manoeuvres set out below and what seems reasonable in the circumstances.

Dodge

The character sacrifices his normal action to use his best means to dodge up to three attacks in that combat round. It can be used against only those attackers that the character is facing and aware of. The character gains +2 to his

armour class while dodging. A dodge can be declared at any time in the combat round as long as the character hasn't taken any other action.

Disengage

Disengaging is an attempt to get out of a hand-to-hand combat situation. This is dangerous as it exposes the character to attacks. If disengaging a character can take no other action. He may move as far as possible away from his enemy, but suffers a -2 to his armour class and the opponent gets a free attack as the character tries to get away. The armour class adjustment applies to all attempts against the character in the round, ranged or melee.

Disarm

A fighter, cleric, barbarian or thief can attempt to disarm an opponent in melee combat. The attacker must successfully hit an armour class of 18 plus the level of the defender to successfully disarm them. For example, a fighter would need to hit an armour class equivalent of 23 to disarm a 5th level character. The defender can add his dexterity bonus (if any) to his effective armour class.

Evade

This is a desperate attempt to get out of the way of an attack. This allows a one-off defence bonus against one opponent of +4.

Flank attack

This is a side attack that is not directly behind the defender. This confers a bonus of +1 to hit, as it is harder to defend against.

Rear attack

Attacking from behind give the attacker a +2 bonus to hit; either with melee weapons or with bows.

Two-Weapon fighting

Characters can attempt to fight with two weapons, such as a sword in one hand and a dagger in another. This is not a common fighting style at this time, but it is an option. This is very difficult. When using two weapons, the character must state which is his primary hand, meaning that the other is referred to as his 'off-hand'.

The character is able to use both weapons in a round, but the attack with the primary hand is at -3 to hit and the attack with the off-hand is at -6 to hit. The character's dexterity modifier affects these attacks, but strength will only be used to determine damage (for melee attacks). This can be used with the fighter's combat dominance and extra attacks.

HIT POINTS AND WOUNDS

Hit points represent the amount of damage, physical and mental, that a character or non-player character can take before passing out or dying. A character's hit points are a mere abstraction. It is generally a representation of the overall health of the individual. The higher the hit



points, the healthier the character is.

Hit points are determined by the character's hit die and level. The character class tells you the type of die to use to determine how many hit points a character has. At each level, the hit die type is rolled and added to the previous total. The constitution modifier is added to or subtracted from the die roll. At 1st level, characters automatically begin with the maximum hit points for their class. At 11th level, all classes simply acquire hit points at a specified rate without a die roll. Constitution modifiers are applied to this. In all cases, characters gain at least 1 hit point at each level.

Hit points can be reduced by weapons, exhaustion, poisons, fire and other things. These are covered in greater detail in the following section. Once damage has been taken, healing is needed for hit points to be restored. Hit points can never exceed the level they were at before taking the damage.

Healing

In general, hit points heal at a rate of one point per day as long as the character is resting, well fed, kept warm and comfortable and the wounds have been cleaned and tended to. After seven days, the rate of healing speeds up to include the character's constitution bonus, if any (but not penalty). After 14 days the rate of healing doubles and after thirty days, it triples. Rates of healing can be improved by medicines, diet, and level of care or other factors that the TM deems applicable.

Falling to 0 hit points

In general, when 0 hit points is reached, the character passes out. The character is not dead, but incapable of acting due to blood loss and damage. The character will recover consciousness after 1D6 hours after which, they can move at half their normal move rate but cannot participate in combat or take any other strenuous action.

Falling below 0 hit points

When a character falls below 0 hit points, the character is severely wounded and loses 1 hit point per combat round from blood loss after the round in which he or she was damaged. The character requires immediate medical attention and provided aid is administered before the damage reaches -10, the character is stabilized. Once stabilized, the character stops losing hit points but then requires 24 hours of bed rest and the attention of a doctor before the actual healing process can begin. With appropriate rest and medical attention, the character will recover back to 0 hit points

after 24 hours. Then he begins to recover in accordance with the rules for falling to 0 hit points, above.

Dying

A character that reaches -10 hit points is dead through trauma and blood loss. The character is then buried at the local graveyard, at his family crypt or in a burial pit. It is then time for the player to create another character. Hopefully this won't happen too often.

Damage

When characters successfully hit their opponents they cause them damage, which comes directly from the foes hit points. When characters are themselves struck in combat, the damage caused to them comes of their own hit points. The damage caused depends upon the type of weapon used and this is detailed in the equipment section of these rules. The damage is applied immediately. For some characters, the damage from a weapon will be enough to kill straight away but for others the same amount of damage might leave them with plenty of hit points remaining, especially where one character is of a higher level than another.

Weapon damage

The amount of damage inflicted is determined by the weapon being used and can be seen of the equipment (weapons) table. Damage from melee weapons is adjusted by the strength modifier of the character using the weapon. Some animals use their claws, hooves, horns and teeth to cause damage. The amount

of damage is listed in the Monsters & Treasure chapter.

Subdual damage

Subdual damage is not usually fatal. It represents the bludgeoning damage that a person might receive when struck in a fistfight or a brawl, rather than the type of damage knives, swords and arrows might cause. It probably hurts and may knock a person out but only sometimes draws blood and usually heals quite quickly.

Fists, feet and some of the improvised weapons cause subdual damage.

An attacker can use weapons (apart from bows and crossbows) to deliver subdual damage rather than regular damage. This would be where the blunt end of the spear, a club or



a quarterstaff is being used. In this case, the damage is rolled for normally but applied as subdual damage rather than normal damage. For every 5 points of subdual damage caused though, 1 point is always regular damage.

Subdual damage heals faster than normal damage, as it is not normally fatal. It heals at a rate of 1 hit point per 10 minutes. At a TM's discretion, a character who takes enough subdual damage to reach -10 hit points has taken so much punishment to cause damage to their internal organs, resulting in death. If not, they still require 24 hours of bed rest and do not begin healing until they regain consciousness.

Falling damage

When a character falls from a height of 5 feet or more, he suffers falling damage (or more specifically hitting the ground hard damage). Falling from heights can be particularly deadly.

If a character falls from a height of 6 to 10 feet, he needs to make a dexterity check. If the check is successful, the character lands safely. If the check fails, the character suffers 1D6 points of damage. From heights of greater than 10 feet, damage is 1D6 extra per 10 feet fallen. The damage for each 10 feet fallen is cumulative. For example, if a character falls 18 feet, he takes 1D6 for the first 10 feet and 2D6 for the second 10 feet, for a total damage of 3D6. If a character falls from a height of 45 feet, he takes 1D6 for the first 10 feet, 2D6 for the next, 3D6 for the next and 4D6 for the

last 10 feet, for a total damage of 10D6.

Drowning damage

When a character is in water and fails a swim check, he can hold his breath for a number of rounds equal to his constitution. After that time, if he fails another swim check to get his head above water, he starts to drown. Damage is 1D6 hit points per round under the water and is considered subdual damage. If the character reaches -10 then he has drowned.

Infection

Every wound a character receives that is the maximum for that type of weapon, (e.g. a natural 4 received from a dagger) has a chance of infection. Make a constitution saving roll, with a challenge rating based on the amount of damage received less 6. So, with the dagger, the modifier will be -4 (assuming no damage bonus from a high strength) +6, = +2.

If infection sets in, the day following receiving the wound, the character immediately gets a fever and loses 3 from all attributes. He needs warmth, bed rest, plenty of liquids, clean bandages and constant attention. Without these things he or she is likely to die. At the end of each



day, make a further constitution saving throw (based on the reduced score). For each one of the above requirements he or she is receiving, he gets a positive modifier to the check. So, for example if he is being well cared for with every possible convenience, he gets +5 to his roll. The presence of a cleric or healer, especially one of high level, will add to his or her chances of surviving the infection.

For a success, he has thrown off the fever. Improve all attributes by 1.

Thereafter, his attributes will increase by 1 each day until the fever is gone. Then the wound will begin to heal, in accordance with the healing rules.

For a failure, attributes fall by 1 and the fever is worsening. The next day, he can get another attribute check and so on. If a physical attribute (strength, constitution, dexterity) falls to 0, the character will die. If a mental attribute falls to 0, (Intelligence, Wisdom or Charisma) the character will go mad.

Stunning

A character will suffer a potential stun if a hit exceeds his constitution attribute. First of all, make a constitution saving throw (add level) to avoid being stunned. Failure

means the character is knocked over and stunned for D6 rounds.

Fumbles

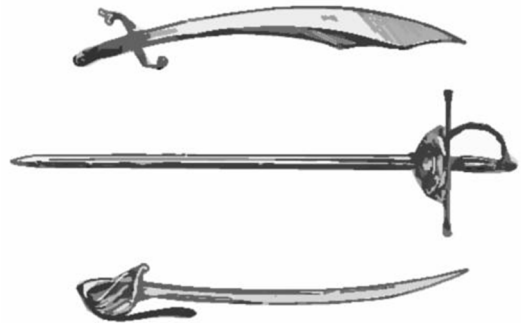
These occur in combat when a natural 1 is rolled on the D20. If this happens, you automatically miss the target and need to roll the dice again. To avoid a mishap, you need to roll an 8 or higher. Add your dexterity modifier and level to the roll. Another 1 is always a fumble. If the result is a fumble, consult the table below:

Fumble results table:

<i>D20 Roll</i>	<i>Effect of fumble</i>
1-4	You drop your weapon. It is near enough to retrieve.
5-7	Your weapon breaks. It is no longer useable.
8-12	You stumble and are at -1 to your armour class until your next initiative round.
13-14	You slide and are at -2 to your armour class until your next initiative round.
15-16	You slip and fall over.
17-18	Your weapon flies out of your hand, landing 20' away.
19	If you are within 5' of a colleague, you knock into him or her, putting them off their next attack. If not, you stumble. Refer to the result for 8-12 above.
20	If you are within 5' of a colleague, you could actually hit him or her. Roll to hit and damage as normal. Otherwise drop weapon as in 1-4 above.

Critical hits

A critical hit is a hit that strikes a vital area of the target's body. This results in additional damage over and above that of the normal dice roll made for damage. Critical hits potentially occur on a natural roll of 20. That is to say, when rolling to hit, the die itself comes up with a 20 on its face. If this happens the player rolls the die again. If the result of the second roll is a hit, then a critical hit results. If the second die roll results in a miss, then damage is simply the maximum for the weapon.



Critical hits result in the damage caused being the maximum for the weapon and the critical hit will also cause an extra effect, which is determined from a further D20 roll on the Critical Hit table, below. Note that because damage from critical hits is automatically the maximum for the weapon, the wound is also potentially infected too.

Critical hit table

<i>D20 Roll</i>	<i>Effect of critical hit</i>
1	Hand hit, finger broken. Drop anything in hand. Cannot use for 2 weeks.
2	Hand hit. D4 fingers sliced off. Dexterity reduced by 1 per finger lost.
3	Arm hit, and broken. Drop anything in that hand. Cannot use for 4 weeks.
4	Arm hit, artery severed. Drop anything in that hand. Lose 1 hit point per round until staunched, with a heal check.
5	Leg hit and broken. Drop to the ground and can't for 4 weeks. Reduce move rate by 5' permanently.
6	Leg hit and artery severed. Drop to floor and unable to move until staunched with a heal check.
7	Body hit, ribs broken and knocked out. - 4 attack penalty, reducing to -3 the next week and so on until recovered. Any armour worn is damaged and needs repairing at 25% of the full cost of the armour.
8	Body hit, bleeding internally, -1 hit point per round until tended to, with a heal check. Any armour is damaged and will cost 25% of the full cost of the armour to repair.
9	Body hit, serious internal injuries. -2 hit points per round until staunched with a heal check at -2. Constitution reduced by 1 permanently. Any armour worn is destroyed.
10	Spine damaged, knocked to the ground. Cannot walk until healed (4 weeks). - 1 strength, permanently. Armour is damaged costing 25% of full cost to repair.
11	Groin hit. The pain is such that you can do nothing for an hour. You won't be having (more) children.
12	Internal organs ruptured and blood pouring out of stomach wound. Knocked to ground and cannot do anything. Suffer 3 points of damage per round until attended to. Armour suffers severe damage and is beyond repair.
13	Head hit. Will result in a nasty scar. -1 charisma, permanently.
14	Head hit. Addled your brain a bit. -1 intelligence, permanently.
15	Head hit. Lose sight in one eye. -2 on any future notice or search checks.
16	Head hit. Lose hearing in one ear. -2 on any future listen checks.
17	Head hit. Knocked completely senseless. It will take a full day to come around. -1 intelligence permanently and suffer forgetfulness. -1 wisdom, permanently.
18	Head hit. Skull cracked and knocked to the ground. Bleeding badly. Lose 1 hit point per round until attended to.
19	Head hit. Loosens quite a few teeth. -1 to any persuasion related checks, permanently.
20	Killed outright in a completely nasty way -heart pierced, neck severed, guts sliced open, brain bashed in, etc.

NARRATIVE OF COMBAT

It helps greatly if all of the players know how combat works, but it is not strictly necessary for them to. The TM does need to have a clear understanding of the rules though and a good judgement for those occasions (and there will be lots of them) where the rules don't cover a specific point.

Combat is something that occurs in Tombs & Terrors quite frequently. You would feel short-changed if you watched a western movie and there wasn't a single gunfight or saloon brawl in it, or a space opera movie without a spaceship battle. You might have several game sessions where combat doesn't occur and that can be fun, but most of the time you want to have a good old scrap that could result in injury or possibly death.

Whilst it is incumbent upon the TM to set things up so that the players can have fun, the players themselves should also share in this responsibility. The rules are not there to get in the way of a good story and so the TM must engage the players and the players (through their characters) should



likewise maintain a sense of drama and try not to get too bogged down in the nitty-gritty.

There are several ways to engage the players and keep up the sense of drama and excitement. You can use ideas gleaned from movies, fiction and even historical records to give the combat a sense of danger and action. You can even allow the players to take over some of the description of what happens, if this

doesn't overstep the success or otherwise of their die rolls. If the players start describing things, then it means they are involved in what is going on. If the players are describing parts of the action that relate to their own characters, that means less work for the TM and more time to consider what happens next as a result. If a player describes his intended action with a sense of style,

drama and within the tone of the game you are playing, the TM could even consider giving a bonus to the dice roll for whatever action the character is attempting.

Running a combat in a narrative fashion can be tricky at times but it is fun. Engaging the players and keeping their attention is one of the most rewarding experiences a TM can have.

CHAPTER: 8

MAGIC

This chapter is all about magic in the world of Tombs & Terrors. To start there are spell lists for each magic-using class (Clerics, Mages and Troubadours), followed by descriptions of those spells. Then there are details of various magic items that characters can find in hidden caches or that powerful mages can create for themselves.

SPELL LISTS

Cleric spell list

Level 0

1. Cure Minor Wounds
2. Detect Magic
3. Detect Poison
4. Light
5. Read Magic
6. Purify Food & Drink

Level 1

1. Bless Water
2. Command
3. Cure Light Wounds
4. Detect Evil
5. Hide from Undead
6. Sanctuary

Level 2

1. Bless
2. Cure Moderate Wounds

3. Delay Poison
4. Hold Person
5. Silence
6. Speak with Dead

Level 3

1. Continual Light
2. Cure Disease
3. Cure Serious Wounds
4. Dispel Magic
5. Locate Object
6. Remove Curse

Level 4

1. Blessed weapon
2. Circle of Protection
3. Cure Critical Wounds
4. Divine Power
5. Neutralize Poison
6. Sticks to Snakes

Level 5

1. Commune
2. Dispel Evil
3. Flame Strike
4. Greater Command
5. Insect Plague
6. Raise Dead

Mage spell list

Level 0

1. Dancing Lights
2. Detect Magic
3. Disrupt Undead
4. Light
5. Mage Hand
6. Mending
7. Read Languages
8. Read Magic

MAGIC

Level 1

1. Alarm
2. Charm Person
3. Hold Portal
4. Identify
5. Magic Missile
6. Protection from Magic
7. Sleep
8. Summon Demon I

Level 2

1. Continual Light
2. Detect Invisibility
3. Invisibility
4. Knock
5. Levitate
6. Locate Object
7. Web
8. Wizard Lock

Level 3

1. Dispel Magic
2. Fireball
3. Fly
4. Hold Person
5. Invisibility, 10' radius
6. Lightning Bolt
7. Protection from Missiles
8. Water Breathing
9. Summon Demon II

Level 4

1. Charm monster
2. Confusion
3. Dimension Door
4. Globe of Invulnerability
5. Massmorph
6. Polymorph
7. Summon Demon III
8. Wall of Fire or Ice
9. Wizard Eye

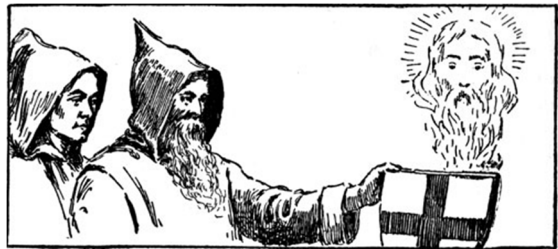
Level 5

1. Animate Dead
2. Cloudkill
3. Conjure Elemental
4. Hold Monster

5. Passwall
6. Telekinesis
7. Teleport
8. Transform Rock to Mud
9. Wall of Stone or Iron
10. Summon Demon IV

Level 6

1. Anti-Magic Shell
2. Create Undead
3. Control Weather
4. Death Spell
5. Disintegrate
6. Invisible Stalker
7. Move Earth
8. Move Water
9. Project Image
10. Transform Stone to Flesh



Troubadour spell list

Level 0

1. Dancing Lights
2. Detect Magic
3. Ghost Sound
4. Lullaby
5. Read Languages
6. Read Magic

Level 1

1. Charm Person
2. Disguise Self
3. Hypnotism
4. Silent Image
5. Sleep
6. Ventriloquism

Level 2

1. Enthrall
2. Heroism
3. Hold Person
4. Locate Object
5. Minor Image
6. Mirror Image

Level 3

1. Charm Monster
2. Confusion
3. Crushing Despair
4. Deep Slumber
5. Dispel Magic
6. Major Image

Level 4

1. Break Enchantment
2. Dimension Door
3. Dominate Person
4. Hallucinatory Terrain
5. Hold Monster
6. Shout

SPELL DESCRIPTIONS

Here are all the spells of clerics, mages and troubadours set out in alphabetical order. Descriptions include the spell level and spellcaster class, the range and duration. Other information, such as damage or numbers affected is set out in the description.

Alarm

Spell level: M1

Range: 20' radius

Duration: 2 hours/level

Alarm sounds a mental or audible alarm each time a creature enters the warded area. A password can be set so that friends entering do not trigger the alarm.

Animate Dead

Spell level: M5

Range: TM's discretion

Duration: Permanent

This spell animates dead bodies into skeletons & zombies. 3D6 (3-18) undead are thus created, +1D6 per level of caster over 9th level.

Anti-Magic Shell

Spell level: M6

Range: Caster

Duration: 2 hours

The mage creates an invisible bubble of force around him that is impenetrable to magic. Spells or other magic effects cannot pass into or out of the shell.

Bless

Spell level: C2

Range: All within 20' of caster

Duration: 1 hour

The recipients gain +1 to hit, to armour class and to all saves for the duration.

Bless Water

Spell level: C1

Range: Touch, 1 flask

Duration: 1 day

A flask of ordinary water is blessed so that it will cause harm to undead and demonic creatures. Damage from the water is 1D8 + the cleric's level if it hits the target.

Blessed Weapon

Spell level: C4

Range: Touch, 1 weapon

Duration: 1 hour

Any ordinary weapon can be given a blessing, conferring a +1 bonus to hit and damage. Against undead creatures and demons, it will cause an additional 2D6 damage if it hits.

MAGIC

Break Enchantment

Spell level: T4

Range: 30'

Duration: Instant

The spell frees the victim from enchantments, transformations and curses.

Charm Monster

Spell level: M4, T3

Range: 60'

Duration: Until dispelled

The spell operates like Charm Person, only it can work on any non-humanoid.

Charm Person

Spell level: M1, T1

Range: 120'

Duration: Until dispelled

The spell affects humans, goblins, orcs and similar human-like creatures. If the spell succeeds (a save is allowed), the creature or person is bespelled and carries out the caster's instructions.



Circle of Protection

Spell level:

Range: 20' radius around caster

Duration: 1 hour

This spell creates a warded area that prevents undead and demons from crossing.

Cloudkill

Spell level: M5

Range: 20'+

Duration: 1 Hour

The caster creates a 15' radius cloud of poisonous vapours from thin air, 20' away from himself. The cloud moves away from the caster slowly (10' per minute) killing anything of 5HD or less caught up in it and causing other creatures to make their poison save or die.

Command

Spell level: C1

Range: 30'

Duration: 1 round

You give the target a single (one word) command and it has to obey it to the best of its ability, if it fails to save.

Commune

Spell level: C5

Range: Caster

Duration: 3 questions

The caster seeks and receives the answers from his deity (the TM) to up to three questions.

Confusion

Spell level: M4

Range: 120'

Duration: 2 hours

This spell affects 2D6 creatures, plus 1 for every caster level above 7th. Creatures of 3HD or fewer are automatically affected by the spell. Creatures of 4HD or more must

TOMBS & TERRORS

make a save or become confused for the duration of the spell. Roll 1D20: 1-2 = they attack the caster and his allies, 3-8 = they stand baffled and inactive, 9-14 = they mill around bumping into things generally moving away, 15-20 = they attack each other.

Conjure Elemental

Spell level: M5

Range: 240'

Duration: Until dispelled

The caster summons a 16HD elemental (any kind) and binds it to his control. The caster must concentrate to ensure the elemental continues to obey his will.

Continual Light

Spell level: C3, M2

Range: Touch

Duration: Permanent

The caster touches an object which emits light equivalent to a torch.

Control Weather

Spell level: M6

Range: TM's discretion

Duration: TM's discretion

The caster can summon up winds, rain, hail, snow, sunshine, breeze, hot, cold, tornadoes and thunder.

Create Undead

Spell level: M6

Range: 120'

Duration: Instant

This spell allows the caster to bring forth and command more powerful undead than *animate dead*. Ghouls (D6), wights (D3), wraiths (D2) or liches (1) can be summoned up. This spell can only be cast at night.

Crushing Despair

Spell level: T3

Range: 30'

Duration: 1 min/level

An invisible cone of despair causes great sadness in the subjects. Each affected creature suffers a -2 penalty on all checks and weapon damage rolls.

Cure Critical Wounds

Spell level: C4

Range: Touch

Duration: Instant

The spell cures 4D8 of damage, +1 point per level of caster.

Cure Disease

Spell level: C3

Range: Touch

Duration: Instant

The spell cures all diseases afflicting the subject.

Cure Light Wounds

Spell level: C1

Range: Touch

Duration: Instant

The spell cures 1D8 of damage, +1 point per level of caster.

Cure Minor Wounds

Spell level: C0

Range: Touch

Duration: Instant

The spell cures 1 point of damage.

Cure Moderate Wounds

Spell level: C2

Range: Touch

Duration: Instant

The spell cures 2D8 points of damage, +1 point per level of caster.

Cure Serious Wounds

Spell level: C3

Range: Touch

Duration: Instant

The spell cures 3D8 points of dam-

MAGIC

age, +1 point per level of caster.

Dancing Lights

Spell level: M0, T0

Range: 120'

Duration: 1 min

The spell creates light effects, either like some lanterns or torches or glowing spheres of light, like will-o'-the-wisps or a faintly glowing humanoid shape.

Death Spell

Spell level: M6

Range: 240'

Duration: Permanent

The spell kills all creatures of up to 7HD, within a 60' radius

Deep Slumber

Spell level: T3

Range: 120'

Duration: TM's discretion

This spell works like *Sleep*, only it affects up to 10HD of creatures

Delay Poison

Spell level: C2

Range: Touch

Duration: 1hour/level

The subject becomes temporarily immune to poison and the effects of poisoning already in the subjects system.

Detect Evil

Spell level: C1

Range: 60'

Duration: 10 min/level

The caster can detect the presence of evil creatures, such as demons or undead and roughly what the nature of the evil is.

Detect Invisibility

Spell level: M2

Range: 10'/caster level

Duration: 1 hour

The caster can perceive invisible creatures or objects.

Detect Magic

Spell level: C0, M0, T0

Range: 60'

Duration: 20min

The caster can perceive the location, direction and relative power of magic within the range of the spell.

Detect Poison

Spell level: C0

Range: 30'

Duration: Instant

The caster can tell whether an object, creature, person or area has been poisoned or is poisonous.

Dimension Door

Spell level: M4, T4

Range: 10' casting, 360' teleport

Duration: Instant

The caster can teleport himself, an object or another willing person with perfect accuracy to the stated location, as long as it is within the spell's range.

Disguise Self

Spell level: T1

Range: Self

Duration: 10 min/level

The caster makes him and his clothing and whatever he is carrying look different (but still essentially humanoid).

Disintegrate

Spell level: M6

Range: 60'

Duration: Permanent

The caster specifies a target which disintegrates to dust. Magical materials are not affected and living things are permitted a save. The

spell cannot be dispelled.

Dispel Evil

Spell level: C5

Range: 30'

Duration: Instant

The caster can point at a demon or undead being. It receives a save. If it fails, it is returned to the pit or the grave where it came from.

Dispel Magic

Spell level: C3, M3, T3

Range: 120'

Duration: Instant

The caster can dispel most spells and enchantments. A successful check vs. the power of the spell (caster's level) is needed.

Disrupt Undead

Spell level: M0

Range: 60'

Duration: Instant

The spell causes 1D6 damage to undead from a ray of energy. It requires a successful ranged "to hit" check.

Divine Power

Spell level: C4

Range: Self

Duration: 1 round/level

This spell draws upon the caster's faith and imbues him with strength in combat. The caster's base to hit becomes his caster level and he gains +6 to his strength and +1 temporary hit point per level.

Dominate Person

Spell level: T4

Range: 60'

Duration: One day per level

The caster can control the actions of any humanoid creature by a telepathic link, if it fails its save. The

caster can force the subject to do anything as long as they share a common language; otherwise only simple commands can be given. By concentrating fully, the caster can perceive everything the subject perceives. When not concentrating fully the subject will go through its normal daily routines until the caster gives further instructions (which may entitle the subject to a save at the TMs discretion).

Enthrall

Spell level: T2

Range: 120'

Duration: 1 hour

If the caster has the attention of a group of creatures, he can use the spell to hold them spellbound. The caster must perform for a full round after which those affected give him their undivided attention. The effects last for an hour or until the caster stops performing.

Fireball

Spell level: M3

Range: 120'

Duration: Instant

A fiery ball shots from the caster's hands to explode at the target location in an explosion of fire. It has a burst radius of 20' and damage is caused to any creature within at 1D6 per level of caster. A successful save reduces damage by half.

Flame Strike

Spell level: C5

Range: 120'

Duration: Instant

The caster causes a vertical column of divine fire to come roaring down onto its target. The column has a 10' radius and all within suffer 1D6 damage per level of caster. Undead

MAGIC

and demons get no save. Other targets can save for half damage.

Fly

Spell level: M3

Range: Touch

Duration: 2 turns per level

The spell grants the power of flight at 120' per round.

Ghost Sound

Spell level: T0

Range: 60'

Duration: 1 round per level

This spell allows the caster to create a volume of sound of whatever noise the caster desires, up to about that produced by 4 humans (per caster level).

Globe of Invulnerability

Spell level: M4

Range: 10'

Duration: 1 round per level

A shimmering globe surrounds the area. No spells of 3rd level or lower can pass through.

Greater Command

Spell level: C5

Range: 60'

Duration: 1 round per level

The spell functions like a *command* but up to one creature per level may be affected and the activities con-

tinue beyond a round. Each creature receives the same command.

Hallucinatory Terrain

Spell level: M4, T4

Range: 240'

Duration: Until touched or dispelled

The caster can change the terrain to appear to be anything he desires – a hill can disappear or a forest could appear on a grassy plain.

Heroism

Spell level: T2

Range: Touch

Duration: 10min/level

This spell gives the target great bravery in battle; they receive a +2 bonus to all checks to hit, to save and ability/skill checks.

Hide from Undead

Spell level: C1

Range: Touch

Duration: 10 min per level

The subject cannot be perceived by the undead.

Hold Monster

Spell level: M5, T4

Range: 120'

Duration: 1 hour +10 mins per level

The caster can target either 1D4 creatures or a single creature who get a -2 to its save.

Hold Person

Spell level: C2, M3, T2

Range: 120'

Duration: 1 hour + 10 mins per level

The caster can target either 1D4 persons (saving throw applies) or a single creature who get a -2 to its save.



Hold Portal

Spell level: M1
Range: TM's discretion
Duration: 1 hour
The spell magically holds a door or gate in place.

Hypnotism

Spell level: T1
Range: 30'
Duration: 2D4 rounds
The caster fascinates nearby creatures with his singing or gestures causing them to stare blankly. The caster can then make his suggestions seem plausible and can affect 2D4 HD worth of creatures.

Identify

Spell level: M1
Range: Touch
Duration: Instant
The caster can discern the properties of a magic item.

Insect Plague

Spell level: C5
Range: 400'
Duration: 1 min per level
The caster summons a number of locust swarms equal to one swarm per three caster levels.

Invisibility

Spell level: M2
Range: 60'
Duration: Until dispelled or attack is made
The object of this spell (person, creature or thing) becomes invisible to both normal vision and darkvision. An invisible creature cannot be attacked or targeted unless its approximate location is known and even then it would be -4 to hit.

Invisibility, 10' radius

Spell level: M3
Range: 60'
Duration: Makes every specified target within a 10' radius invisible in the same way as the *invisibility* spell.

Invisible Stalker

Spell level: M6
Range: Near Caster
Duration: See below
The spell summons an invisible stalker with 8HD. It will carry out a task commanded by the caster regardless of how long it takes to do it and how far it has to go. It cannot be dispelled; it must be killed to prevent it carrying out its mission.

Knock

Spell level: M2
Range: 60'
Duration: Instant
The spell unlocks all doors, gates and portals within its range including those held or locked by most magic.

Levitate

Spell level: M2
Range: Self
Duration: 10min/level
The spell allows the mage to levitate himself vertically up and down. It doesn't allow lateral movement.

Light

Spell level: C0, M0
Range: 60'
Duration: 2 hours
The caster targets a person or object which then glows with light the equivalent of a torch.

Lightning Bolt

Spell level: M3

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Range: 120'

Duration: Instant

A streak of lightning extends 120' from the fingertips of the caster. Anyone in its path suffers 1D6 points of damage per level of the caster, though a save reduces this by half. The bolt always extends the full 120' – so reflects back if it strikes something blocking its path within this range.

Locate Object

Spell level: C3, M2

Range: 90' ©, 60' +10'/level (M)

Duration: 1 min/level

The spell gives the caster the direction towards an object the caster specifies. The object must be something the caster has seen.

Lullaby

Spell level: T0

Range: 120'

Duration: 6 rounds

Any creature within a 10' radius of the target area that fails its save becomes drowsy and inattentive. It makes all notice, search and listen checks at a -5 penalty for the duration.

Mage Hand

Spell level: M0

Range: 60'

Duration:

The caster points at an object of up to 5lbs weight and moves it in any direction, up to the range of the spell, at 15' per round.

Magic Missile

Spell level: M1

Range: 120'

Duration: Instant

The caster creates a bolt of magical energy that causes 1D4+1 damage

to the target. It hits automatically. At 3rd level, the spell creates 2 such bolts, with an extra bolt for each 2 levels of caster.

Major Image

Spell level: T3

Range: 400'

Duration: Concentration +3 rounds

The spell functions like a silent image only it includes sound, smell and the illusion of warmth or cool if needed.

Massmorph

Spell level: M4

Range: 240'

Duration: Until dispelled

Up to 100 human or human-sized creatures are made to appear to be trees. The illusion is so perfect that even those moving through them will not have any suspicions. Elves or dryads would get a save.

Mending

Spell level: M0

Range: 10'

Duration: Instant

The caster can repair one object that was broken.

Minor Image

Spell level: T2

Range: 400'

Duration: Concentration + 2 rounds

As silent image, but this spell includes sounds.

Mirror Image

Spell level: T2

Range: Self

Duration: 1 min per level

The caster can create 1D4 duplicates of himself, plus one per 3 caster levels. These figures remain within 5 feet of the caster or each

other, and they mimic the casters actions. A successful attack against an image destroys it.

Move Earth

Spell level: M6

Range: 240'

Duration: Permanent

This spell allows the caster to move hills and other raised land features or stone at a rate of 6' per minute for up to an hour. It can only be used above ground.

Move Water

Spell level: M6

Range: 240'

Duration: 10 turns

This spell lowers the depth of masses of water to half of their normal levels. Alternatively, the spell will create gaps in the water to a depth of 10'.

Neutralize Poison

Spell level: C4

Range: Touch

Duration: 10 min

This spell counteracts poison but does not bring the dead back to life.

Passwall

Spell level: M5

Range: 30'

Duration: 30 min

The spell creates a hole through solid rock, brick or stone. The hole can be up to 10' deep and is large enough that a man can walk through it.

Polymorph

Spell level: M4

Range: Self or 60'

Duration: 1 hour per level or until dispelled

The caster can assume the form of

any object or creature, gaining the new forms attributes (the use of wings, for example) but not its hit points or combat abilities (although if the creature is heavily armoured, the caster might benefit from its armour class). This form lasts an hour. Alternatively, the caster can turn another being into a different type of creature (a frog, for example). The creature gains all of the abilities of the new form but retains its own mind and hit points. It has a range of 60'

Project Image

Spell level: M6

Range: 240'

Duration: 1 hour

The caster projects an image of his person to a maximum range of 240'. The image mimics the caster's sounds and gestures and any spells he casts will appear to come from the image.

Protection from Magic

Spell level: M1

Range: Touch

Duration: 1 min per level

Grants the subject a +2 bonus to saving throws against magic.

Protection from Missiles

Spell level: M3

Range: 30'

Duration: 2 hours

The recipient becomes invulnerable to small, non-magical missiles, such as bows, slings, spears and so forth.

Purify Food & Drink

Spell level: C1

Range: Touch

Duration: Instant

The spell removes spoilage and poi-

MAGIC

son from enough contaminated food to feed up to a dozen people.

Raise Dead

Spell level: C5

Range: Touch

Duration: See below

The spell allows the caster to bring the dead back to life, provided it has not been dead too long. The normal limit is 4 days but for each caster level above 8th the time limit extends another 2 days. Characters with low constitution might not survive the ordeal (con check needed) and even then, 2 weeks recovery is needed.

Read Languages

Spell level: M0, T0

Range: Self

Duration: 1 or 2 readings

The spell allows the caster to read directions, instructions and similar notations that are written in an unfamiliar or unknown language.

Read Magic

Spell level: M0, T0

Range: Self

Duration: 1 or 2 readings

This spell allows the caster to read magical writings on items or scrolls. Magical writing cannot be read without this spell.

Remove Curse

Spell level: C3

Range: Touch

Duration: Instant

This spell removes one curse from a person or object.

Sanctuary

Spell level: C1

Range: Self

Duration: 1 min per level

The cleric is safe from attack whilst the spell lasts and provided he doesn't attack or threaten anyone (physically or via spells).

Shout

Spell level: T4

Range: 30'

Duration: Instant

The caster emits an ear-splitting yell that deafens and damages. Creatures in a 30' cone are deafened for 2D6 rounds and take 5D6 sonic damage. A save reduces both by half.

Silence

Spell level: T2

Range: 400'

Duration: 1min per level

The spell creates a 20' radius area of complete silence. Conversation is not possible and spells cannot be cast in the area. It can be cast on a living thing and then the area of silence moves as it moves.

Silent Image

Spell level: T1

Range: 400'

Duration: whilst concentrating

The spell creates the visual image of a creature, object or a force. It does not create sound or texture. The image can move around within the spell range.

Sleep

Spell level: M1, T1

Range: 120'

Duration: TM's discretion

The spell puts to sleep up to 4HD of creatures, with no save.

Speak with Dead

Spell level: C3

Range: 10'

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Duration: 1 min per level
The caster can question a corpse and it will answer up to 2 questions per caster level as truthfully as it is able. It will only understand a language it spoke in life.

Sticks to Snakes

Spell level: C4
Range: 120'
Duration: 1 hour
The caster may turn as many as 2D8 normal sticks into 1HD snakes, each one having a 50% chance of being venomous. The snakes follow his commands but turn back into sticks at the end of the spell or if killed.

Summon Demon I

Spell level: M1
Range: 30'
Duration: 1 min per level
The spell summons a single Imp to do the caster's bidding.

Summon Demon II

Spell level: M3
Range: 30'
Duration: 1 min per level
The spell summons a single 3HD Minor Demon or 1D3+1 Imps.

Summon Demon III

Spell level: M4
Range: 30'
Duration: 1 min per level
The spell summons one 5HD Minor Demon, 1D3 3 HD Minor Demons or 1D6+1 Imps.

Summon Demon IV

Spell level: M5
Range: 30'
Duration: 1 min per level
The spell summons one Major Demon, 1D3 5HD Minor Demon, 1D6

3 HD Minor Demons or 3D4 Imps.

Telekinesis

Spell level: M5
Range: 120'
Duration: 1 hour
The caster can lift and move objects of up to 20lbs per caster level, just by concentrating.

Teleport

Spell level: M5
Range: Touch
Duration: Instant
This spell transports the caster or someone he touches to a destination that the caster knows.

Transform Rock to Mud

Spell level: M5
Range: 120'
Duration: 3D6 days
The spell transforms rock (and other forms of earth) to mud or mud into rock. An area of roughly 300' x 300' becomes a deep mire (or solid stone), reducing movement to 10% of normal.

Transform Stone to Flesh

Spell level: M6
Range: 120'
Duration: Permanent
This spell turns flesh into stone or stone into flesh. A saving throw is needed to avoid being turned to stone.

Ventriloquism

Spell level: T1
Range: 60'
Duration: 1 min per level
The caster can make his voice seem to issue from someplace else.

Wall of Fire or Ice

Spell level: M4

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Range: 60'

Duration: 2 hours

The caster must announce which wall he is conjuring. Wall of fire conjures a wall that flares into being and burns for 1D6+caster level damage on anyone passing through. Undead creatures or cold-based creatures suffer twice this damage. The caster may create a straight wall 60' long and 20' high or a circular wall with a 15' radius. A wall of ice creates a 6' thick ice wall 60' long and 20' high. Creatures with 3HD or fewer cannot affect the wall but creatures of 4HD or more can attempt to break through.

Wall of Stone or Iron

Spell level: M5

Range: 60'

Duration: 2 hours

The caster decides which option to cast. A wall of stone creates a wall 2 feet thick with a surface area of 1,000 square feet. A wall of iron creates an iron wall 3 feet thick with a surface area of 500 square feet. Either wall is impenetrable by normal means.

Water Breathing

Spell level: M3

Range: 30'

Duration: 2 hours

This spell grants the subject the ability to breathe underwater.

Web

Spell level: M2

Range: 30'

Duration: 8 hours

Sticky spider-like webs cover an area up to 10'x10'x20'. It is extremely difficult to get through the mass of strands – it takes a turn if a torch or other flame is used. Humans and similar sized creatures are trapped for a period up to the TMs discretion.



Wizard Eye

Spell level: M4

Range: 240'

Duration: 1 hour

The caster conjures an invisible magical “eye” that can move a maximum of 240' from its creator. It floats along as directed at a rate of 120' per turn and he can view anything he would be able to see if he was there.

Wizard Lock

Spell level: M2

Range: TM's discretion

Duration: Permanent

As with *Hold Portal* but this is permanent. A mage three levels higher than the caster can open the portal and a *knock* spell will also work. Strong beings can just batter down the door.

CHAPTER: ? MONSTERS AND TREASURES

The world of Tombs & Terrors is one full of danger. There are things that lurk in the crypts and vaults; placed there long ago by powerful magics or that moved into them as a secure home and have since grown and festered in the darkness. Above ground there are strange beasts that prowl the hills and forests far away from the towns and cities, although from time to time they venture nearer to terrorize the local populace.

Commoners

Commoners are generally the ordinary NPCs that characters might meet along the way. They are not intended to be tough opposition – in a movie they would be the extras that are either on screen only very briefly or are killed early on, before the characters get to the end of their adventure. Commoners are classed as 0-level. Sometimes, commoners take on greater importance in the game than the TM originally envisaged. In this case, they might be elevated to NPC status.

NPCs

NPCs are special TM characters.

These characters must be worked out as if they are player characters. They have a character class and may be of a level that is even higher than that of the player characters. They will probably have some major importance in the game and are likely to re-appear many times throughout a campaign. They should never turn out to be more important than the characters in terms of the overall story though – the characters are the focus of the game not the NPCs.

EXPERIENCE POINTS FOR DEFEATING FOES

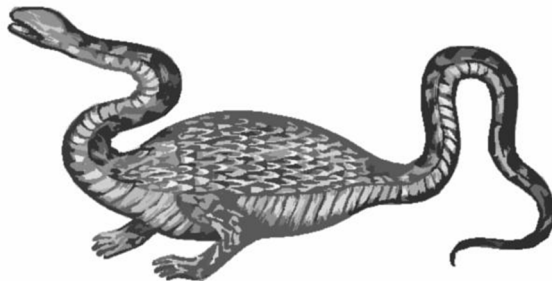
When foes are defeated, outwitted or killed, characters gain experience points (XP). The number of points gained depends on how tough the foe is to kill or defeat. For every hit die the foe has, there is a base XP award, set out in the table below. For every hit point the foe has, extra XP are awarded. Work this out by multiplying the hit die of the foe by the number of hit points. So a gnoll with 12 hit points would work out as 2 (hit die) x 12 = 24 points added to its base of 80. For every special ability the foe has, add the number in the special ability column. Special abilities would be any class abilities of NPCs, or any animal abilities, like having more than one attack in a round. If the TM feels the special ability is particularly dangerous or not at all dangerous or useful, add or subtract another

50% for that ability. Ordinary commoners count as 1HD. Certain creatures really do not provide experience, and so will not have any points listed. XP is split between the characters who participated.

XP Table

<i>HD</i>	<i>Base</i>	<i>Special</i>
1	40	20
2	80	40
3	160	80
4	240	120
5	360	180
6	540	270
7	800	400
8	1200	600
9	1500	750
10	1900	850
11	2400	1200
12	3000	1500
13	3700	1850
14	4500	2250
15	5400	2700
16	6400	3200
17	7500	3750
18	8700	4350
19	10000	5000
20	11400	5700

Here is just a selection of the monsters that infest the fantasy world of Tombs & Terrors. More creatures will be included in supplemental books, if there is sufficient demand.



HOW TO READ THE MONSTER DESCRIPTIONS

Armour class

If the creature wears armour, this represents the type of armour that monster commonly wears. Otherwise the armour class represents the natural hide of the monster or its natural agility or speed at avoiding attacks.

Attacks

This is the number and type of attack, whether with natural claws and fangs or if using weapons (which would be detailed in the creature description) and the damage caused.

Hit Dice

The number and type of dice used to generate the monster's hit points. The average hit points are included in brackets. The number of HD is also used as the "to hit" modifier for monsters.

Move

The creature's movement is noted here.

Saves

All monster saves are at a base of 18. The number of HD they have is a bonus to the save check.

Special

If the creature has any special abilities, like poison fangs or level drain, it is noted here.

Experience points

The experience points for an average specimen are noted here. Increase the experience if you add a special ability or the creature has more hit points.

BASILISKS

Armour class: 15
 Attacks: Bite (2D6)
 Hit Dice: 6D8 (27hp)
 Move: 20'
 Special: Petrification
 XP: 972

Basilisks are great lizards whose gaze turns to stone anyone who meets its gaze.

BUGBEARS

Armour class: 14
 Attacks: Weapon (1D8)
 Hit Dice: 3D8+1 (14hp)
 Move: 30'
 Special: Stealth
 XP: 202

Bugbears are large hairy members of the goblin/hobgoblin family. They are actually very stealthy, usually able to surprise even the most alert of opponents. They normally use longswords in combat.

CENTAURS

Armour class: 15 (or 16)
 Attacks: Weapon (D6)
 Kick (D10)
 Hit Dice: 4D8 (18hp)
 Move: 50'
 Special: None
 XP: 312

Half man, half horse; centaurs are aggressive warriors that roam the plains. They normally fight with spear and shield or a shortbow. Some centaurs have a class and spellcasters are not unknown.

GIANT CENTIPEDES

Armour class: 10
 Attacks: Bite
 Hit Dice: 1D2 (1hp)
 Move: 15'
 Special: Poison
 XP: 31

Huge centipedes with a lethal poison bite; it causes no damage itself, but if the victim fails to save (with +4 to the save) the poison will kill.

CHIMERAS

Armour class: 15
 Attacks: Fire Breath (3D8)
 Bite (1D10)
 Butt (2D4)
 Hit Dice: 9D8 (40hp)
 Move: 40'/80' flying
 Special: Fiery breath
 Flight
 XP: 3360

A chimera is a winged beast with the body and head of a lion and two other heads; one of a goat and one of a dragon. The dragon breath has a range of 50'. The lion's head has a nasty bite and the goat head has a dangerous butt.

COCKATRICES

Armour class: 13
 Attacks: Bite (1D10)

Hit Dice: 5D8 (22hp)
 Move: 20'/80' flying
 Special: Petrification,
 flight
 XP: 830

A cockatrice resembles a dragon-winged rooster with a long, snake-like tail. Its bite causes nasty damage and can turn its victim to stone, unless a save is made.

DEMONS, IMP

Armour class: 12
 Attacks: Bite (1D4)
 Hit Dice: 1D8 (4hp)
 Move: 20'/60'
 Special: Flight, Spells
 XP: 104

Imps are nasty little blood-red, bat-winged creatures from the pits. They have wicked sharp teeth and can cast magic missile, sleep and invisibility spells once per day.

DEMONS, MINOR

Armour class: 12
 Attacks: 2xClaws (1D6)
 Hit Dice: 3-5D8 (13-22hp)
 Move: 30'
 Special: Damage immunity, spells
 XP: 374, 560, 830

Minor demons come in all shapes and sizes but many are vaguely human-shaped, with vile flashy bodies, red eyes and nasty looking claws. They cannot be harmed by normal weapons, requiring silvered or magic weapons to harm them. Many minor demons have up to four spells from the mage 1st level list that they can cast once per day.

DEMONS, MAJOR

Armour class: 13
 Attacks: Weapon (1D8+3)
 or 2xclaws (1D6)
 Hit Dice: 7D8 (31hp)
 Move: 40'
 Special: Damage immunity, spells
 XP: 2217

Major demons are able to assume human form and will often use magic swords in this form. Out of human form, they can look like almost anything – half-beast, horned red-bodied humanoids, snake-like entities, unimaginable blobs of flesh and so on. They usually have a selection of mage spells up to 3rd level. They are unaffected by normal weapons, requiring silvered or magical weapons to harm them. They have a +4 save against magic, even magic that normally doesn't allow a save. Major demons can summon 1D6 Imps or 1D2 3HD minor demons once per day to do their bidding.



DEMONS, BALROG

Armour class: 17
 Attacks: 2xWeapons (2D6)
 Hit Dice: 9D8 (40hp)
 Move: 20'/50'
 Special: Damage immunity, flight, spell immunity, flames
 XP: 4860

These vast demons resemble Minotaurs with great bat-like wings; they burn with hellfire and are wreathed in flame. The spells of casters below 6th level have no effect on them and against even other spells they receive +6 to their saves (saving against spells that ordinarily do not offer a save). Ordinary or even silvered weapons cause them no damage at all, requiring magical weapons to hit them. The Balrog attacks with both a whip and a sword. If the whip hits, the Balrog drags its victim into his flaming body, where he suffers 3D6 fire damage.

DRAGONS, BLACK

Armour class: 18
 Attacks: 1xBite (2D10)
 Hit Dice: 6-8D8 (31hp)
 Move: 30'/80' flying
 Special: Flight, breath
 XP: 1242, 1817, 2688
 Black dragons spit deadly acid in a line 5' wide and 60' long for 30, 35 or 40 points of damage (depending on the dragon's hit dice). They can do this up to three times a day. A successful save reduces the damage by half.

DRAGONS, GREEN

Armour class: 18
 Attacks: 1xBite (2D8)
 Hit Dice: 7-9D8 (36hp)
 Move: 30'/80' flying
 Special: Flight, breath
 XP: 1817, 2688, 3360
 Green dragons breathe a cloud of poisonous gas 50' in diameter. The gas will kill in 3 rounds if the save is not made. Damage is 20, 25 or 30 points if the save is made. They can do this three times a day.

DRAGONS, RED

Armour class: 18
 Attacks: 1xBite (2D12)
 Hit Dice: 9-11D8 (45hp)
 Move: 30'/80' flying
 Special: Flight, breath
 XP: 3360, 4200, 5295
 Red dragons breathe a cone of fire 90' long, 30' wide at the end of the cone. Damage is 45, 50 or 55 points (depending on the dragon's hit dice). Damage is halved with a successful save. They can do this three times per day.

DRYADS

Armour class: 14
 Attacks: Weapon (1D4)
 Hit Dice: 2D8 (9hp)
 Move: 40'
 Special: Charm
 XP: 98
 Dryads are beautiful tree-spirits who do not venture far from their home tree. They can cast a strong charm that acts as a charm person

with -2 to the saving throw. Those who are charmed seldom return, or are kept in the Dryad's tree for a year and a day. Dryad's use a wooden dagger or a tiny bow in combat, but prefer not to have to fight.

DWARVES

Armour class: 16
 Attacks: Weapon (1D8)
 Hit Dice: 1D8+1 (5hp)
 Move: 20'
 Special: Darkvision,
 Stonecunning
 XP: 65

Statistics above are for the "common" dwarf, with no particular unusual characteristics. A dwarf guard might have a full 9hp or even class levels.

ELEMENTALS, AIR

Armour class: 17
 Attacks: 1xStrike (2-4D6)
 Hit Dice: 8D6, 12D6, 16D6
 (28, 42 & 56hp)
 Move: 360' flying
 Special: Flight, Whirlwind,
 missile immunity
 XP: 3024, 6504, 12800

Air elementals are unintelligent forces of nature, normally conjured up by powerful mages. They can turn into powerful whirlwinds with a diameter of 30' and a height of over 100', hurling any creature of 1HD or less (2HD or 3HD for larger elementals) great distances (probably killing them). Missile weapons are ineffective against air elementals as they just blow them away.

ELEMENTALS, EARTH

Armour class: 17
 Attacks: 2xFists (2-4D6)
 Hit Dice: 8D10, 12D10,
 16D10 (44, 66 &
 88hp)
 Move: 20'
 Special: Destroy stone
 XP: 3024, 6504, 12800

Earth elementals are unintelligent forces of nature, normally conjured up by powerful mages. They are hulking humanoid shapes of rock and earth. They batter opponents with their great fists and they can tear down rock and stone structures, able to rip apart a solid castle wall in 1D4+4 minutes.

ELEMENTALS, FIRE

Armour class: 17
 Attacks: 1xStrike (2-4D6)
 Hit Dice: 8D8, 12D8 &
 16D8 (36, 54 &
 72hp)
 Move: 40'
 Special: Fire immunity,
 ignite
 XP: 3024, 6504, 12800

Fire elementals are unintelligent forces of nature, normally conjured up by powerful mages. They are formless masses of flame; their attacks cause flammable material to ignite, as determined by the TM. Fire elementals are immune to fire-based attacks, even magical ones; in fact they are restored ("healed") by fire, at the same rate as the damage normally caused by the fire.

ELEMENTALS, WATER

Armour class: 17
 Attacks: 1xStrike (2-4D6)
 Hit Dice: 16D8 (36, 54 & 72hp)
 Move: 20'/80' swimming
 Special: Sink ships
 XP: 3024, 6504, 12800

Water elementals are unintelligent forces of nature, normally conjured up by powerful mages. Water elementals cannot move more than 120' from a large body of water. They can easily overturn small boats and, with 1D4+4 minutes, big ships too. On water, they can batter ships to pieces within an hour.

ELVES

Armour class: 14
 Attacks: Weapon (D8)
 Hit Dice: 1D6+1 (4hp)
 Move: 30'
 Special: +1 to hit with bows, Woodcraft
 XP: 64

Statistics above are for the "common" elf. An elf guard might have a full 7hp or even class levels.

GARGOYLES

Armour class: 15
 Attacks: Claws x2 (1D6)
 Hit Dice: 4D8 (18hp)
 Move: 15'/60'
 Special: Flight
 XP: 432

Gargoyles are evil, winged, demon-like beasts that resemble the carved monsters that adorn churches and

cathedrals. They are vicious flesh-eaters.

GELATINOUS CUBES

Armour class: 11
 Attacks: Special
 Hit Dice: 4D10 (22hp)
 Move: 15'
 Special: Paralysis
 Spell immunity
 XP: 568

Gelatinous cubes are semi-transparent cubes that slosh through underground passages, engulfing debris and carrion to digest. Their entire substance is acidic: If the cube hits successfully (or if someone blunders into one) the victim must save or become paralyzed for 6 turns, during which time the cube will attempt to devour its victim. Most gelatinous cubes contain various metallic treasures or gems that they haven't yet digested. Gelatinous cubes are immune to lightning and cold.

GIANTS, FROST

Armour class: 15
 Attacks: Weapon (2D6)
 Hit Dice: 10D8+1 (46hp)
 Move: 40'
 Special: Cold immunity
 XP: 2360

Frost giants dwell in cold regions where they build castles in remote places. They throw boulders or chunks of ice for 4D6 damage. Their two-handed swords, they use in one hand.

GIANTS, MILL

Armour class: 15
 Attacks: Weapon (2D6)
 Hit Dice: 8D8 (36hp)
 Move: 40'
 Special: Throw rocks
 XP: 1488

These appear to be larger versions of ogres. They throw rocks for 2D8 of damage.

GIANTS, STONE

Armour class: 15
 Attacks: Weapon (2D6)
 Hit Dice: 9D8 (40)
 Move: 40'
 Special: Throw rocks
 XP: 1860

Stone giants live in mountainous areas. They throw boulders for 3D6 damage.

GNOLLS

Armour class: 14
 Attacks: 1 (1D8)
 Hit Dice: 2D8 (9hp)
 Move: 30'
 Special: None
 XP: 98

Gnolls are tall humanoids with large hyena-like heads. They live both above ground and underground in large natural caverns. They use longsword, scimitars and crossbows in battle.

GOBLINS

Armour class: 13
 Attacks: 1 (1D6)
 Hit Dice: 1D6 (3hp)
 Move: 20'
 Special: Darkvision
 XP: 43

Goblins are small, green-grey, tribal, humanoid monsters. The tribes vary in size from gangs of 4-9 to tribes of up to 400. Goblins vary in height from about 3 to 3 ½ feet and weigh 40 to 45 pounds. They are sneaky, devious and nasty. They like to live in underground areas and fight at -1 in bright sunlight. They use shortswords, javelins and shortbows.

HARPIES

Armour class: 12
 Attacks: 2xClaws (1D4)
 Hit Dice: 4D8 (18hp)
 Move: 20'/80'
 Special: Charm
 XP: 432

Harpies have the upper body of a human female (some look more like dwarves) and the lower body and wings of a vulture. Their song is a charm spell that draws the victim towards the harpy and their talons, if they hit, also cause the equivalent of a charm person. A save is needed to avoid the charm.

MELL MOUNDS

Armour class: 13
 Attacks: Bite (1D10)
 Hit Dice: 4-7D8 (18-31hp)

Move: 40'
 Special: Breathe fire
 XP: 432, 650, 972,
 1417

Hell-hounds are great dogs with fiery breath that lurk in the underworld. Their breath causes 2hp damage per hit die, at up to 10' range. Save for half damage.

HOBGOBLINS

Armour class: 14
 Attacks: 1 (1D8)
 Hit Dice: 1D8+1 (5hp)
 Move: 30'
 Special: Darkvision
 XP: 45

Hobgoblins are large goblins. In mixed groups, hobgoblin officers often lead units of goblins, whom they bully and make to feel inferior. Hobgoblins exist in perpetual war against all other races. They particularly hate elves and will attack them first, if faced with a choice. Hobgoblins tend to use longswords, broadswords, morningstars, crossbows and spears in combat. Hobgoblins fight at -1 to hit in bright sunlight.

MORSES, RIDING

Armour class: 13
 Attacks: 2Hooves (1D4+1)
 Hit Dice: 2D8+4 (13hp)
 Move: 60'
 Special: -
 XP: N/A

This is a good, high spirited riding horse, bred for speed and distance. Used for hunting or travel.

MORSES, DESTRIER

Armour class: 14
 Attacks: 2Hooves (1D3+3)
 Hit Dice: 4D10+12 (34hp)
 Move: 50'
 Special: -
 XP: N/A

These are large, solid horses. This is the archetypical knight's warhorse. They can also bite for 1D4+2 damage. They are often armoured when the rider is going into battle.

MORSES, NAG

Armour class: 11
 Attacks: -
 Hit Dice: 1D8+3 (7hp)
 Move: 30'
 Special: -
 XP: N/A

This is a very poor horse, pressed into service either to pull carts or wagons or perhaps for an extremely poor squire, as a stop-gap until he can afford something better

HUMANS, BANDIT

Armour class: 13
 Attacks: Weapon (1D6)
 Hit Dice: 1D6 (3hp)
 Move: 30'
 Special: None
 XP: 43

Bandits are likely to be found in wilderness areas ready to rob anyone travelling the highways of the land.

MUMANS, BERSERKER

Armour class: 11
 Attacks: Weapon (1D8)
 Hit Dice: 1D10 (5hp)
 Move: 40'
 Special: Berserk
 XP: 65

Wild barbarians, they often forego armour using just a shield. When they go berserk, they add +1 to their attacks and damage.

MUMANS, SERGEANT

Armour class: 15
 Attacks: Weapon (1D10)
 Hit Dice: 2D8 (9hp)
 Move: 30'
 Special: None
 XP: 98

In charge of up to 20 men-at-arms, the sergeant is better armoured than his subordinates.

MUMANS, COMMONER

Armour class: 10
 Attacks: Weapon (1D4)
 Hit Dice: 1D6 (3hp)
 Move: 30'
 Special: None
 XP: 43

Ordinary people, craftsmen, merchants, farmers and so on. Usually non-combatants, they might be armed with a dagger for self-defence.

MUMANS, MAN-AT-ARMS

Armour class: 13
 Attacks: Weapon (1D10)
 Hit Dice: 1D8 (4hp)
 Move: 30'
 Special: None
 XP: 44

A soldier at the local lord's castle or a gate guard in the city, the man-at-arms is often armoured in studded leather and may have a sword, spear or a halberd.



HYDRAS

Armour class: 14
 Attacks: Bitex5-12 (1D10)
 Hit Dice: 5-12D8 (22-53hp)
 Move: 30'
 Special: No. of attacks
 XP: 650 - 5136

Hydras are great lizard-like creatures with between 5 and 12 heads. Each head has a hit dice of its own and when the head is killed, that

head dies (reducing the number of attacks the creature can make). Some hydras can breathe fire or regenerate their heads.

INVISIBLE STALKER

Armour class: 17
 Attacks: Bite (2D8)
 Hit Dice: 8D10 (44hp)
 Move: 120'
 Special: Flight, Invisible
 XP: 2752

These summoned beings are only found as a result of the mage spell. They are invisible flying things that carry out a specified task. They cannot be charmed, slept or dispelled.

KOBOLDS

Armour class: 12
 Attacks: Weapon (1D4)
 Hit Dice: 1D4 (2hp)
 Move: 20'
 Special: None
 XP: 22

Kobolds are wicked little goblin-like, subterranean creatures that use small clubs, swords, slings or short bows in combat. They fight at -1 to hit in broad sunlight.

LIZARDMEN

Armour class: 14
 Attacks: Weapon (1D8)
 Hit Dice: 2D8+1 (10hp)
 Move: 20'/40' swimming
 Special: None
 XP: 100

Lizardmen are reptilian humanoids,

normally living in tribal villages in marshes and wetland areas. Some lizardmen use bone spears or swords. Others use their claws (1D4 each attack). Lizardmen can swim and stay underwater for long periods (up to an hour).

MANTICORES

Armour class: 15
 Attacks: 6xSpikes (1D6)
 Hit Dice: 6D8+4 (31hp)
 Move: 20'/80' flying
 Special: Flight, spikes
 XP: 1266

Manticores are nasty creatures with bat-like wings, human-like faces and lion bodies. They have tails tipped with 24 iron spikes, which the creature can hurl off at 6 per round at up to 120'. In some manticores, these spikes contain a paralysis poison.

MEDUSAS

Armour class: 11
 Attacks: Bite (1D6)
 Hit Dice: 6D8 (27hp)
 Move: 20'
 Special: Petrification, poison bite
 XP: 1242

Medusas are horrid creatures with a female face and hair of writhing snakes and the body of a serpent. The gaze of a medusa turns those who view it to stone. Medusas sometimes use a sword for 1D8 damage. Otherwise they bite, but if they do their snakes also bite for no damage, but inject poison.

MINOTAURS

Armour class: 13
 Attacks: Weapon (1D12)
 Hit Dice: 5D10 (27hp)
 Move: 40'
 Special: Butt (3D6)
 XP: 495

Minotaurs are man-eating predators, with the head of a bull and the body of a massive, shaggy-haired man. They wield large axes or halberds, but will usually go for a charging head-butt in the first round of combat.

OGRES

Armour class: 14
 Attacks: 1 (1D10)
 Hit Dice: 4D8+1 (19hp)
 Move: 40'
 Special: None
 XP: 316

Ogres are big, dumb humanoids of up to 10' in height. Sometimes they are used by more intelligent creatures as bodyguards or shock-troops but trying to give them orders is sometimes a danger in itself. They generally wear smelly animal skins and use big clubs or thrown boulders to fight with.

ORCS

Armour class: 13
 Attacks: 1 (1D8)
 Hit Dice: 1D8 (4hp)
 Move: 30'
 Special: Darkvision
 XP: 44

Orcs are stupid, brutish humanoids

that live in tribes of several hundred. Most are underground dwellers and fight at -1 in full sunlight. Orc leaders are big brutes with 2HD and magic-using shamans can be found in larger tribes. Orcs speak Orcish, a language derived from older human and Elvish languages. Orcs like to use long-swords, battle axes, morningstars, longbows and crossbows.

PEGASUS

Armour class: 13
 Attacks: Hooves (1D6)
 Hit Dice: 2D8+2 (11hp)
 Move: 50'/120' flying
 Special: Flight
 XP: N/A

Pegasus are fantastical flying horses.

RATS, GIANT

Armour class: 12
 Attacks: Bite (1D3)
 Hit Dice: 1D6 (3hp)
 Move: 40"
 Special: Disease
 XP: 43

Giant rats are larger versions of normal rats and are found in cellars, dungeons, crypts and sewers. The bite causes disease; a save is required to avoid the effects, which are up to the TM.

TROLLS

Armour class: 15
 Attacks: 2xClaws (1D10)
 Hit Dice: 6D8+3 (30hp)

TOMBS & TERRORS

Move: 40'
Special: Regeneration
XP:

Trolls are as tall as ogres and just as strong. They attack with their claws and, if wounded they regenerate at 3hp per round. The only way to utterly kill a troll is to submerge it in acid or burn it. Some trolls are turned to stone in sunlight (but revert to their normal form when the sun goes back in).

UNICORNS

Armour class: 17
Attacks: Horn (1D10)
Hit Dice: 4D10 (22hp)
Move: 80'
Special: Teleport
XP: N/A

Unicorns are shy and benevolent creatures that allow only a chaste maiden to approach them. They can teleport once per day up to 360' (with a rider). When they charge, they can cause double damage with their horn. The horn also has healing properties (up to TM how this works). Unicorns save vs. magic with a +6 bonus.

UNDEAD, GHOULS

Armour class: 13
Attacks: Claws x2 (1D4)
Hit Dice: 2D8 (9hp)
Move: 30'
Special: Paralysis
Spell immunity
XP: 178

Ghouls are evil, pack-hunting undead corpse-eaters. They are immune to sleep and charm spells.

Their touch paralyzes their victim (constitution save, or paralyzed for 3D6 turns), before they devour it with their wicked ripping fangs.

UNDEAD, LICHES

Armour class: 19
Attacks: Touch (special)
Hit Dice: 9-12D8 (32-54hp)
Move: 20'
Special: Mage spells, spell immunity, damage immunity, paralysis
XP: 4035-8148

Liches are the long-dead remains of mighty mages, either made undead by their deliberate acts or as a result of other magical forces. A lich has the same spells as a mage of the same level (HD). A liche's touch causes paralysis (no save) and the very sight causes paralysis by fear in any creature of 4HD or below. Liches are malign and intelligent; unaffected by normal weapons and charm and sleep spells.

UNDEAD, MUMMIES

Armour class: 16
Attacks: 2xtouch (special)
Hit Dice: 5D10+1 (28hp)
Move: 20'
Special: Disease (curse), spell immunity, damage immunity
XP: 1040

Mummies cannot be hit by normal weapons and silvered ones cause only 1 point of damage per hit. Even magical weapons only inflict half damage. They are undead and not affected by sleep or charm spells.

Their touch causes a rotting disease (which is actually a curse) that causes wounds to heal at 1/10th of normal rate. A cure disease will improve healing to one half normal. It can lifted by a remove curse spell.

UNDEAD, SKELETONS

Armour class: 11 (or 12)
 Attacks: Weapon (D6)
 Hit Dice: 1D6 (3hp)
 Move: 30'
 Special: Half damage*
 Spell immunity

XP: 63
 Skeletons are animated bones of the dead, usually armed with the weapons they died with (usually spear and shield) and under the control of some evil master. They take half damage from edged weapons and only suffer 1 point of damage from arrows and slingstones.

UNDEAD, WIGHTS

Armour class: 14
 Attacks: 2xClaws (1D6)
 Hit Dice: 3D8 (13hp)
 Move: 30'
 Special: Level drain, spell immunity, damage immunity

XP: 454
 Wights exist in tombs, graveyards and barrows. They are undead and not affected by sleep or charm. They cannot be harmed by normal weapons and require silver or magic to harm them. If both claws hit, the subject needs to save, or be drained of an experience level.

UNDEAD, WRAITHS

Armour class: 16
 Attacks: 2xClaws (1D6)
 Hit Dice: 4D8 (18hp)
 Move: 40'/60' on steed
 Special: Level drain, spell immunity, damage immunity

XP: 672
 Wraiths are powerful wights, immune to non-magical weapons, except silver (which inflict only half damage). Wraiths drain 1 level if they hit with their claws and the victim fails to save. They can often be found riding well-trained battle steeds.

UNDEAD, ZOMBIES

Armour class: 10
 Attacks: 1xStrike (1D6)
 Hit Dice: 1D8 (4hp)
 Move: 20'
 Special: Spell immunity

XP: 64
 Zombies are walking dead; mindless creatures under the control of some evil master.

UNDEAD, BARGHEST

Armour class: 18
 Attacks: 1xBite (2D6)
 Hit Dice: 6D8 (27hp)
 Move: 50'
 Special: Spell immunity, fear, level drain, damage immunity

XP: 1512
 Barghests are ghostly, undead hounds. Their howl causes fear.

WANDERING MONSTERS

A tradition of fantasy role playing games is that as the characters travel around the wilderness or within subterranean tunnels they will happen upon monsters that are also out and about doing whatever it is they do.

Following on this theme, here are some simple tables for TMs to roll on when characters are traveling in dangerous areas.

When do I roll?

In the wilderness, roll once during the day and once at night. In dungeons, roll every hour. Roll a D6 – if a 6 comes up, an encounter has happened.

How do I use the tables?

Simply roll on the table appropriate to the level of the PCs.

1. Levels 1-2

<i>D20 Roll</i>	<i>Monsters</i>
1-2	3-12 (3D4) Giant centipedes
3-4	3-12 (3D4) Giant rats
5-7	3-9 (2D4+1) Kobolds
8-10	3-9 (2D4+1) Goblins*
11-12	3-8 (1D6+2) Orcs
13-14	3-6 (1D4+2) Bandits
15	2-3 (1D2+1) Gnolls
16	1-4 (1D4) Dwarves
17	1-4 (1D4) Elves
18	2-8 (2D4) Skeletons
19	2-5 (1D4+1) Zombies
20	1 Dryad

*Roll D6. If 6 rolled, add a Hobgoblin leader. Roll D6 again. If a 6 rolled, add a Bugbear.

2. Levels 3-5

<i>D20 Roll</i>	<i>Monsters</i>
1-4	5-25 (4D6+1) Orcs
5-8	3-13 (2D6+1) Gnolls
9-12	3-13 (2D6+1) Lizardmen
13-14	2-5 (1D4+2) Harpies
15-16	1-3 (1D3) Ogres
17-18	3-6 (1D4+2) Ghouls
19	1-2 (1D2) Minor Demons
20	1 Black Dragon

3. Levels 6-8

<i>D20 Roll</i>	<i>Monsters</i>
1-4	20-50 (1D4+1x10) Orcs
5-8	3-13 Centaurs
9-12	1-3 (1D3) Hill giants
13-14	1-2 (1D2) Cockatrice
15-16	1-3 (1D3) Trolls
17-18	3-6 (1D4+2) Wights
19	1-2 (1D2) Barghests
20	1 Green Dragon

4. Levels 9-10

<i>D20 Roll</i>	<i>Monsters</i>
1-4	30-80 (1D6+2x10) Orcs
5-8	2-5 (1D4+1) Trolls
9-12	1-3 (1D3) Stone giants
13-14	1 Frost giant
15-16	1-3 (1D3) Manticores
17-18	2-5 (1D4+1) Wraiths
19	1-2 (1D2) Major demons
20	1 Red Dragon

5. Levels 11-12

<i>D20 Roll</i>	<i>Monsters</i>
1-4	50-140 (1D10+4x10) Orcs
5-8	1-2 (1D2) Chimera
9-12	1-3 (1D3) Stone Giants
13-14	1-2 (1D2) Frost giants
15-16	2-4 (1D3+1) Basilisks
17-18	1 Red Dragon
19	1 Balrog
20	1 Lich

TREASURE

The characters probably aren't adventuring just to kill monsters – they are adventuring to find the treasure hoards of the kings of old, ancient caches of gold and silver, mystical relics of long-dead priests and the legendary artefacts of olden heroes. It's appropriate that these treasures are not just lying around in the open to be found by any passing commoner; they are in far-away locations, hidden and guarded by traps and monsters.

The amount of treasure a monster owns or guards is usually related to how tough the monster is. That's not necessarily realistic, but keep in mind that treasure is one of the ways the game reflects what a character has done; it can be used in awarding experience points. Too many large treasures and the characters will become powerful without actually having done very much. Too many monsters with small treasures and the characters won't gain levels to reflect their achievements.

For 'placed' monsters, that is monsters you have put in your adventures to be encountered by the PCs, you should also determine the treasure they have or they are guarding. Try to scale the treasure to its guardian – don't have the characters kill a few orcs and then find a +5 magic sword; or have to kill a Balrog to discover that it was guarding a pouch of 50sp. (In the latter case, you could do this as long as you have the real treasure hidden in a secret chamber).

Placing treasure can be quite tricky to get right but at least you have control over what items the characters have access to rather than relying on random tables and end up with the PCs going around loaded up with magic items due to a few lucky rolls.

When placing items, consider what is the most powerful item you want them to have and place that at the end of the adventure guarded by your nastiest monster. For 1st level characters, the item might be a magic sword +1, for example. Once you've done that, don't place anything else more powerful anywhere. Scatter a few minor items, like potions and scrolls around so that the PCs can share some magic around but wait until they've got the sword, before putting something else someplace for the PCs to find.

Also, think about the PCs themselves. What classes are they? Make sure there is something for everyone. There's little worse than one PC getting everything because he's the only one who can use it and the others going without.

Remember, just about everyone can use some sort of weapon and with a lot of monsters being immune to all but magic weapons, it's handy to place a few different +1 weapons in places they can be found.

There are a few magic items discussed later but for those that need more, you can easily borrow items from other OGL products, like the excellent *Swords & Wizardry*.

TOMBS & TERRORS

Wandering monster treasure table:

<i>Table</i>	<i>D20</i>	<i>Coins</i>	<i>D20</i>	<i>Goods</i>	<i>D20</i>	<i>Items</i>
1	1-3	None	1-18	None	1-17	None
	4-6	1D6 × 10 sp	19	1 gem	18-19	1 mundane
	7-10	1D6 × 10 gp	20	1 art	20	1 minor
	11-19	2D8 × 10 gp				
	20	2D4 × 10 gc				
2	1-3	None	1-16	None	1-10	None
	4-5	1D6 × 100 sp	17-19	1D3 gems	11-17	1 mundane
	6-9	3D4 × 10 gp	20	1D3 art	18-20	1 minor
	10-19	4D10 × 10 gp				
	20	4D6 × 10 gc				
3	1-2	None	1-14	None	1-9	None
	3-4	1D4 × 1,000 sp	15-19	1D3 gems	10-16	1D3 mundane
	5-8	3D10 × 10 gp	20	1d3 art	17-20	1 minor
	9-19	1D6 × 100 gp				
	20	1D4 × 100 gc				
4	1-2	None	1-13	None	1-8	None
	3-4	2D6 × 1,000 sp	14-19	1D4 gems	10-15	1D4 mundane
	5-7	1D6 × 100 gp	20	1D3 art	16-20	1 minor
	8-18	4D10 × 100 gp				
	19-20	2D6 × 100 gc				
5	1-2	None	1-12	None	1-7	None
	3-4	1D4 × 10,000 sp	13-18	1D4 gems	9-14	1D4 mundane
	5-7	3D10 × 100 gp	19-20	1D4 art	15-20	1D3 minor
	8-18	1D6 × 1000 gp				
	19-20	1D4 × 1000 gc				

Using the treasure tables

Simply select the rows for the wandering monster table and roll a D20 3 times, once for coins, once for goods and once for items. Coins are easy – simply roll the number of dice indicated and multiply by the number indicated to get the number of coins in the monster’s cache. Goods, you need to determine on the gems or art table. Items, you need to determine on the mundane or minor magic items tables.

With gems and art, try to be creative – describe the item as a superbly blue sapphire or a golden crown studded with rubies. For art, there are statuettes, paintings, sculptures, fantastic carvings, tapestries and rugs.

Gem table

<i>D20 Roll</i>	<i>Gem/jewellery value</i>
1-5	D6 gp
6-9	D6 x 10gp
10-12	D6 x 100gp
13-15	D6 x 250gp
16-17	D6 x 500gp
18-19	D6 x 1,000gp
20	10,000gp

Art table

<i>D20 Roll</i>	<i>Art value</i>
1-5	2D4 gp
6-9	2D4 x 10gp
10-12	2D4 x 100gp
13-15	2D4 x 250gp
16-17	2D4 x 500gp
18-19	2D4 x 1,000gp
20	1D4 x 5,000gp

MONSTERS & TREASURE

Mundane items table

<i>D20 Roll</i>	<i>Item type</i>
1-5	Random selection of goods from equipment lists
6-8	1D6 melee weapons
9-11	1D6 ranged weapons
12-14	1D3 shields
15-16	1D3 suits of leather
17-18	1D3 chain shirts
19	1 suit of half plate
20	1 suit of full plate

Minor magic items table

<i>D20 Roll</i>	<i>Item type</i>
1-5	Potion
6-8	Scroll
9-10	Ring
11	Cloak
12-14	Weapon
15-17	Shield
18-20	Armour

Potion table

<i>D6 Roll</i>	<i>Potion type</i>
1	Poison
2	Flying
3	Healing
4	Polymorph
5	Invisibility
6	Shrinking

Scroll table

<i>D6 Roll</i>	<i>Scroll type</i>
1	Cursed
2	3 Cleric spells*
3	3 Mage spells*
4	3 Troubadour spells*
5	Protection, Demons
6	Protection, Undead

*Of one level higher than the highest level spell that the PCs can cast themselves. Choose 3 spells from appropriate list.

Ring table

<i>D6 Roll</i>	<i>Ring type</i>
1	Cursed
2	Regeneration
3	Spell Storing
4	Protection +1 AC/saves
5	Protection +2 AC/saves
6	Protection +3 AC/saves

Cloak table

<i>D6 Roll</i>	<i>Cloak type</i>
1	Strangulation
2	Elven
3	Invisibility
4-5	Protection +1 AC
6	Protection +2 AC

Weapon table

<i>D6 Roll</i>	<i>Weapon type</i>
1	Cursed -1
2-3	Magic +1 to hit/dam
4	Magic +2 to hit/dam
5	Magic +3 to hit/dam
6	Bane*

*Choose a monster. The weapon scores double damage against monsters of that type.

Shield table

<i>D6 Roll</i>	<i>Shield type</i>
1	Cursed -1 AC
2-3	Magic +1 AC
4	Magic +2 AC
5	Magic +3 AC
6	Protection vs. fire +4*

*Roll again for shield AC bonus

Armour table

<i>D6 Roll</i>	<i>Armour type</i>
1	Cursed -1
2-3	Magic +1 AC
4	Magic +2 AC
5	Magic +3 AC
6	Lighter ½ weight & enc*

*Roll again for armour bonus

CHAPTER: 10 RUNNING ADVENTURES

The TM has a bit of a job on his hands. He must prepare the game session so that the characters have plenty to do. The traditional way to begin is “You all meet in a tavern...” which is sometimes fun but pales after the 100th time. Instead, he might decide to start with a simple caravan guarding job for a merchant in a small town or village. Or, he could put all of the characters together in a prison, where the first goal is to escape and find their gear. This could be a way of bringing the characters together and giving them a common goal. One of the better options is to tell

the players that their characters already know one another and then leave it up to them to explain how so.

PLANNING ADVENTURES

Some TM's like to wing their adventures completely and others like to have everything planned out in the finest detail. In *Tombs & Terrors*, it is probably best to do some pre-planning. You might want to draw out a crypt for the characters to explore; you'll also need to add traps (if appropriate) and populate it with monsters so that there are plenty of things for the characters to defeat before they reach their goal. You'll need to leave yourself some room for manoeuvre, because inevitably the players will follow a different course than the one you've meticulously prepared. They may even jump to some conclusions that you



hadn't thought about, but that you prefer to the one you have written. The difficulty is always how much to pre-prepare and how much to fill in the gaps as you go. This partly depends on how comfortable or experienced you are as a TM, how well you know your players and what you would expect them to do in a situation, and how familiar you are with the game world. If the game worlds is one of your own invention, then this should be straightforward, but if you are using one of the many commercial settings out there, this could be a little more difficult. It may take a few gaming sessions before you find your own level. If there is sufficient interest, *Tombs & Terrors* will have its own setting sourcebook for your adventures.

WHAT IS THE ADVENTURE?

In *Tombs & Terrors*, most adventures will revolve around breaking into old tombs and subterranean vaults to find long-lost treasures. Many of these dark places are guarded by traps and evil monsters; placed there by wizards and priests long ago to guard the dusty passages and burial chambers. Those that aren't guarded were looted long ago.

One of the problems for adventurers is finding out where these treasure hoards are and this can be an adventure in itself. Perhaps there are rumours of the long-lost burial mound of a king, hidden deep within a dark forest several day's ride out of town. Maybe a wandering peddler has a treasure map that he's willing to sell for the right price. There could be a tribe of gob-

lins that have unearthed an underground temple whilst digging more chambers to expand their subterranean realm.

Although most adventures are about venturing into dark dungeons and defeating monsters, sometimes you might want to change the format a little.

You could have a secret cult of demon worshippers meeting beneath the city in their hidden temple. They might be planning to summon something big and nasty so that they can subjugate the citizens and take over the rule. The characters could stumble upon this plot and maybe join it or seek to stop it.

NON-PLAYER CHARACTERS

Non-player characters (NPCs) are a highly important feature of *Tombs & Terrors*. These are the characters that the players can interact with during the course of their adventures. Some will go on to become firm friends and may even occasionally help the characters out in some tricky situations. Others will drift in and out of game sessions and some may appear only once, perhaps because something bad happens, like they get killed.

Most often though, NPCs are the character's enemies. They are dangerous and often of a higher level than the player characters. Sometimes they will have followers of their own (generated as commoners). A fighter could be a mercenary

officer with a sergeant and a few spearmen and archers, an outlaw could be a thief with a gang of bandits, a merchant could be a weapons trader with a couple of 'heavies' or swordsmen for protection.

The TM should try to give his NPCs as much attention as the players give to their own characters. NPCs shouldn't be pushovers either. If you've gone to the trouble of creating them, you don't want them killed the minute they meet the player characters! It is much better for them to get away and become a thorn in the side of the characters – someone who the characters can begin to hate or at least respect.

These NPCs can also go up in level too. If one has been around as long as the characters and they have gone up levels, it is likely that their enemies will have had adventures of their own in the meantime. The characters could even hear about the NPCs exploits during their adventures, even if they don't meet up in that particular session. It all helps to create a believable and evolving, rather than static environment and gives the illusion that the world exists beyond the character's escapades. There are some sample NPCs that the TM can use directly or as inspiration for ones of his or her own creation later in this chapter.

REWARDS

As characters complete their quests, win their battles, bring treasures out of the vaults, outwit their opponents, bring their infor-

mation to their patrons, survive their adventures, defeat their enemies and garner the spoils of war, they gain experience. They end the adventures stronger, wiser and more capable. To reflect this, the TM awards experience points to the players on an individual basis or as a group.

Experience points

After characters defeat the bad (or good) guys, collect gold and do other adventurous things they earn experience points (XP). The TM can award these points as he sees fit, but the following suggestions are recommended:

Foes

The TM adds the value of all foes overcome during the adventure. The points for monsters and NPCs are set out in the appropriate description in the Monsters & Treasure chapter.

Money

Although not all TMs will award experience for making money some will. This is especially important to characters for whom earning loot is particularly important – troubadours could get experience whenever they perform to a large or important audience, thieves get experience for loot made from robberies and mercenaries from looting and so on. The amount of the award is up to the TM and will depend on how much money he has available to his characters, but it should be something like an experience point per gold piece.

Story

The TM should assign an experience point value to each adventure and award that total to each character who completed the adventure.

Role-playing

The TM can also award specific experience point bonuses to characters for good role-playing, in a specific situation or over the course of the adventure. 50 to 500 points is a good base, depending on the character's current level.

GAINING LEVELS

Characters can gain a level if they earn enough experience points. This equates to becoming better and more experienced at the character's career. With new levels, the character gains more abilities and a greater chance of success at those he already has. Hit points increase as does the bonus to hit.

To gain a level, the character must accumulate enough experience points to meet the number of points required for the next level. The experience table used is set out in the character class descriptions. A character starts off at 1st level with 0 experience points. To reach second level he needs to amass between 1500 and 2500 depending on his class. This may take one adventure or may take several, depending on the length of the adventure, the overall goals and how well the characters do. The TM should ensure that enough experience is available for characters to advance in levels after one to three

adventures, certainly at lower levels, just to give the players a feeling that their characters are advancing and becoming a little more reputable.

Once a character has the required number of experience points, he immediately gains his new level and with it increased hit points (by rolling the appropriate die and adding constitution modifiers), and any increase to BtH. He also gains any new abilities or skills. At every four levels, he can also choose an attribute to increase by one point.

AN ALTERNATIVE SYSTEM

As usual Tombs & Terrors is a game about choices and what works for the players. Some players can't stand keeping track of their experience points and find it a chore that detracts from their enjoyment of the game. If this is the case, or simply if the TM prefers to do things this way, the TM can simply award a new level gain whenever he feels it would be appropriate for the characters to advance. This can be based on a set number of adventures, say after every three completed adventures or, it can be based on something less defined. The TM might want to throw some higher-level opponents at the characters or might have a storyline that needs the characters to advance at a certain rate so that they can continue to be effective. This is a much more story-based system than the mechanical system presented above and will suit some groups more than it suits others.

ADVENTURE: THE MAGE'S MANSE

TM's overview

This is a traditional style adventure. The PCs meet up in an inn where they hear about the old wizard's house up in the wooded hills to the north of the city. They learn some rumours about the place, some of which are true and some are false. They then have to fight their way through the goblin infested forests that surround the building. Once there they have to explore the buildings behind the gated walls, to discover the hidden underground vaults containing the treasures of a presumed dead wizard.

The Dragon's Nest Inn

The PCs are all in the inn, having arrived here following rumours and stories of adventure and treasure to be found in the nearby Whispering Woods. Here is the opportunity for them to introduce themselves to one another; also to ask around in the tavern (making Gossip checks as appropriate) to collect any rumours or other information about the Manse and the woods surrounding it.

The landlord of the tavern is Henrick Brewer. His wife Reema cooks the food and their daughter Mila is the serving maid. They are all 0-level commoners (see p.81). Their son Aldrick helps out behind the bar and is the bouncer. He is a man-at-arms (p.81) and uses a cudgel although he also has a sword.

There are about two dozen other customers (commoners) eating and drinking in the inn. Just buying drinks for some of them will be sufficient to get them talking about anything and everything.

Also in the inn is one traveler, who is sat on his own. This is Drago, a 3rd level thief. He is working with the goblins, feeding them information, which they then deliver to the orcs at the Manse.

Drago

Armour class: 14
 Attacks: 1xSword (1D6+1)
 Hit Dice: 3D6 (12hp)
 Move: 30'
 Special: Back attack, traps, stealth, gossip, notice, pick pockets, disguise
 XP: 436

Drago has a sword and dagger and wears studded leather. His Primes are Dex and Str and are both 13 (all other attributes are 10). He has a pouch of 18gp and 16sp. However in his room at the inn is a box containing 100gp (his payment for information given to the orcs).

Successful gossip checks will reveal the following:

Gossip (Challenge base +0) Roll D6

1. The Mage hasn't been seen for about 2 years (True)
2. The Mage died (True)
3. There is a fortune in gold in the Manse (True)
4. The Manse is empty of threats, ripe for looting (False)
5. There are evil creatures in the woods (True)

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6. There is a slightly overgrown trail leading to the Manse (True)

Gossip (Challenge base +2)

Roll D6

1. Orcs moved into the Manse about 6 months ago and are planning to launch an attack on the village (True)
2. There is an undercroft (cellars) at the manse, where the Mage's treasures are hidden (True)
3. A man was seen by Mila talking to something at the edge of the woods that looked like a goblin (True)
4. Drago has only been in the village for about 6 months (True)
5. Drago is gathering adventurers to loot the Manse (False)
6. Drago has been pestering Mila (True)

Gossip (Challenge base +5)

Roll D6

1. The Mage (Aggyx) is still at the manse and although dead he will come back stronger than before (True)
2. Somebody in the village is in league with the evil creatures in

the woods (True)

3. The Manse was built on a circle of stones of evil power (True).
4. Aldrick is planning to kill Drago for pestering his sister (True)
5. Drago has been asking lots of questions: He says to prepare for his raid on the Manse (The first part is true)
6. There is a Troll in the woods (False, unless met as a wandering monster)

The Whispering Woods

There is a trail, of sorts, leading through the woods. The woods are thick, gloomy and creepy. Venturing off the trail will incur a wandering monster check every 2 hours. Sticking to the trail will mean a wandering monster check only twice daily. If there are wandering monsters, they will be D6+2 goblins on 1-3 on a D6, otherwise roll on the wandering monster table (p.86) as normal.

The trail leads through the woods to the Mage's Manse. It is a two day hike. In the afternoon of the first



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day, the characters will be ambushed by goblins. There are 2 goblins for each PC in the party. When the party is spotted, one goblin will run to the Manse to inform the orcs, while the rest of the goblins will try to stop them or hold them off.

Besides any wandering monsters, that is the only encounter until the characters reach the Manse itself.

The Manse

The manse is surrounded by an 8' high foot thick wall. The main gates are 8' wide and made of thick oak. Interior walls are lower (6') and thinner (6"). Interior gates are about 6' wide.

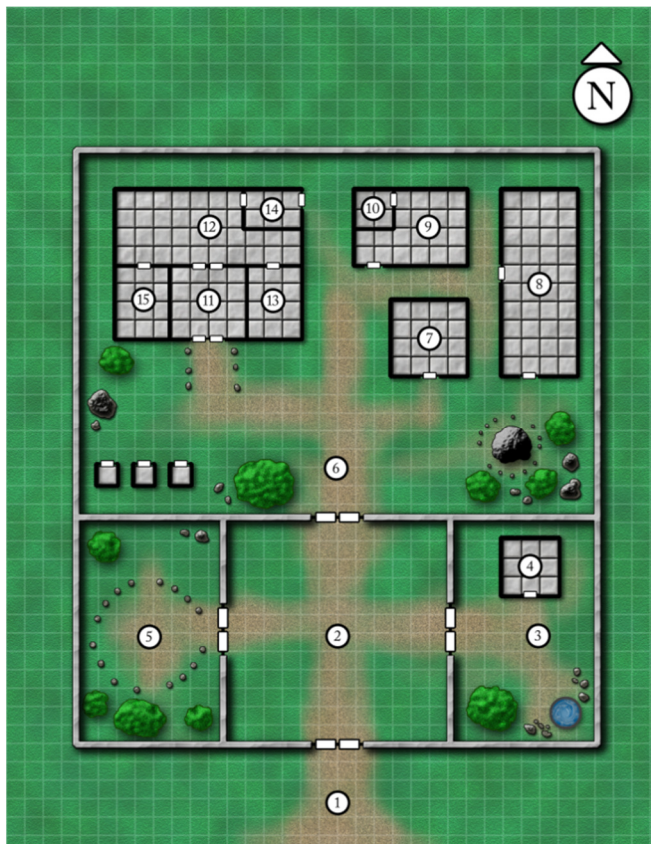
Key

1 square = 5'

- 1) Guarding the outer gate are 3 average orcs (see p.83).
- 2) This inner compound will have 1D4+1 average orcs in it on a roll of 1-2 on a D6. The north and east gates are unlocked but the west gate is locked and *wizard locked* (p.71)
- 3) A small garden area, now a bit overgrown with weeds. There is an ornamental pond in the s-e corner and a summer house in the north. The pond has 6 fish in it (AC 14, 1hp each, razor-sharp teeth, that will bite for 1 point of damage). At the bottom of the 4' deep pond are 36gp)

4) The summer house has been used as the quarters of the outer-gate guards (see 1 above). There are four beds in here, and one has a sleeping orc in it. Hidden under and in the beds are a total of 12gp and 34sp.

5) There is a circle of stones in this walled area that exude a feeling of evil. They are each about 2' in diameter and about 3' high, with magical symbols inscribed onto them. It is here that the Mage summoned the demon that granted him life eternal, in exchange for his soul. The stones explain the technique of summoning a demon. A mage without the *Summon Demon I* spell can learn it (and cast it) here. A mage that al-



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- ready knows *Summon Demon I* can learn *Summon Demon II*. Although he can't normally cast it until he reaches the appropriate level, whilst he is here, he can actually cast the spell. Unfortunately, the demon summoned will immediately break free and attack the caster.
- 6) The main part of the Manse. There are likely to be 6 average orcs patrolling the grounds here. All of the buildings are built of stone and just one storey high. The three small buildings in the s-w corner are kennels – there are just dog bones lying in them now.
 - 7) This room has sufficient beds for 20 orcs. There is a table and chairs in the centre of the room. The room has 1D6+4 orcs in it at any one time (most of whom will be sleeping during the day).
 - 8) This is a massive orc barracks. There is room for 50 orcs in here, although these orcs haven't arrived at the Manse yet.
 - 9) These were servant's quarters. Now the place is given over to an armoury. There are orc spears, swords, axes, bows, arrows and crossbows all around the room.
 - 10) The orc quartermaster's room. He is bigger than the others (2HD, otherwise use normal orc stats).
 - 11) The entrance hall to the main house is always guarded by 2 orcs.
 - 12) A great dining room, still used as such by the orcs. There is a 1 in 6 chance of the orc cook being in here.
 - 13) This was the library. The shelves have been removed (used for firewood) and the books are piled up in the corners gathering dust. This room is now being used by the orc chief Gruffmog. There is a small chest under his bed, which is locked. The key is under Gruffmog's pillow. In the chest is 127gp, 283sp.
- Gruffmog**
- | | |
|---------------|--------------------------|
| Armour class: | 15 |
| Attacks: | 1xMorningstar
(1D8+1) |
| Hit Dice: | 3D8 (19hp) |
| Move: | 30' |
| Special: | |
| XP: | 179 |
- 14) This room is the kitchen. If the orc cook wasn't in the dining room, he will be in here. He is a 2HD orc, with a nasty meat cleaver (1D4+2 dam)
 - 15) The Mage's old chamber. It is disused and locked (the orcs are scared of it). All of a wizard's mundane paraphernalia are around the room, on shelves, in bottles, in boxes, scrolls, books, mortar & pestles, star charts etc. An imp (p.75) guards the room. There is a trapdoor under a rug in the centre of the room. The trapdoor is bolted (from the inside) so it'll take some work to break open. It is also *wizard locked*. It leads

down some steps to the undercroft.

The Undercroft

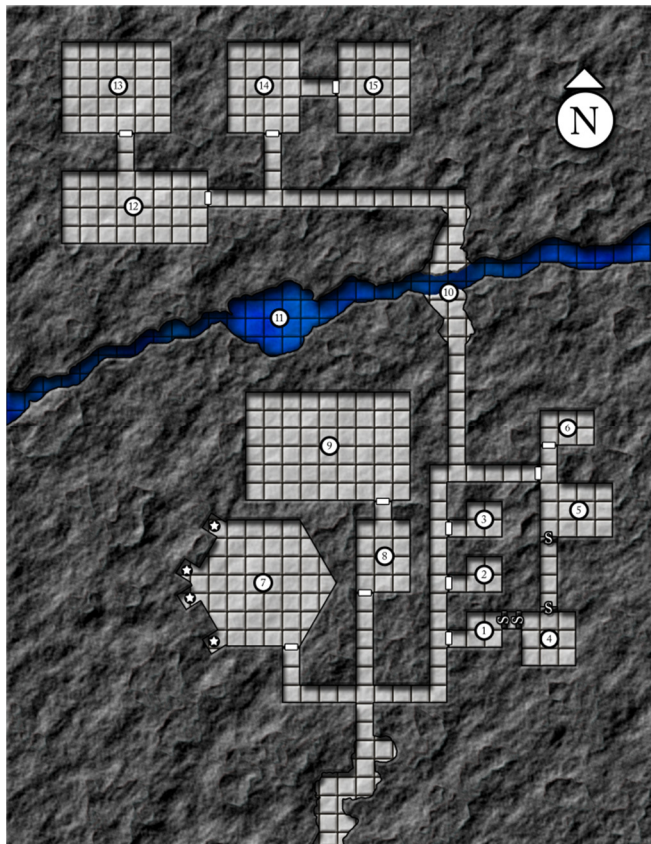
The steps lead northwards, whilst going down about 30' underground. They come out into the passage on the south edge of the map below.

Key

1 square = 5'

- 1) *The door into the room is locked.* There is a minor demon (3HD - p. 75) set to guard this otherwise empty room. There is a secret door in the east wall.
- 2) This was to be used for storage and there are shelves around the walls. The room is otherwise empty.

- 3) As 2) above.
- 4) This is where the Mage has stored his magical treasures. The room looks pretty much like his room above ground (p.97), except it looks far more sumptuous. There are shelves around the walls full of books (lots of subjects, lots of different languages, some very old - if read fully, a book will give a +1 to the appropriate knowledge). One book is the Mage's spell book, but it is hidden inside one of the mundane books (a treatise on the potter's art). There is a large locked chest in the room (the key is with Aggyx). The chest contains 3 robes. One robe is magical and gives +1 protection to the wearer. The other two are quite fancy and are worth 30gp each. There is also a ring of spell storing (it enables a Mage to place up to three of his known spells into it), 2 potions of healing, a potion of invisibility and a dagger +1.



5) *The door into the room is locked.* There are 12 skeletons in this room, set specifically to guard the way in to the secret chamber to the south.

6) There are 2 ghouls (p.84) in this otherwise empty room.

7) This is a large storage cellar. There are lots of mundane items in here and much of the foodstuffs have rotted or been nibbled at by rats. However, there are 2 cases of wine that would

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fetch 100gp each and there are also 2 paintings that would be worth 250gp each to a collector. In the 4 alcoves to the east are 4 statues. In actual fact, they are gargoyles (p.78 - although these are smaller than normal (2HD) and their claws cause 1D4 damage each) that will attack anyone trying to take the paintings.

- 8) This room is empty.
- 9) There are hundreds of bones and full skeletons lying on the floor in this room. Aggyx was intending to animate them into undead skeletons to serve him when he comes back to unlife as a lich.
- 10) The river at this point is fast-flowing, about 8' deep and 10' wide. Any disturbance in the water is likely (roll 1-2 on a D6) to bring the water serpent to investigate (see 11)
- 11) The lair of a water serpent. Beneath the water (which is about 20' in here) is a small cave where there is a skeleton, wearing a *Helm of Water Breathing* (it didn't help him!).

Water serpent

Armour class: 16
Attacks: 1xbite (2D4+1)
Hit Dice: 5D8 (27hp)
Move: 30'
Special: None
XP: 387

- 12) *The door to this room is locked.* At the central point, stretched across the room is an invisible thread. Tripping it will release a poison gas

from holes in the ceiling, at the same time shutting the south door, if it is open.

- 13) This is where Aggyx is entombed. He has an ornate stone casket placed in the room, which has hangings on the walls, rugs on the floor and unlit braziers in the corners. Aggyx made a pact with a demon who agreed to help transform him into a lich, so he could "live" forever and wield great power. Most stages have now been completed - Aggyx must simply lie here undisturbed for 6 years, after which he will be transformed. Meanwhile, his spirit, in the form of a wraith, guards his body (p.85).
- 14) There are 12 skeleton guardians (p.85) in this chamber, which is otherwise empty.
- 15) There is a pentagram inscribed on the floor to this room. There are candle stands at the five points of the star and braziers with a mixture of essences in them. A chest in the corner contains a fancy mage robe (worth about 75gp), a *Mage's Staff* (+1 to hit and damage, stores up to 5 spells of up to 2nd level (it contains 2 Magic Missiles, Knock, Summon Demon I and Continual Light) a pouch of 20gp and 50sp and a potion of healing). This is where Aggyx intends to do some summoning when he returns to unlife).

TOMBS AND TERRORS

CHARACTER SHEET

PLAYER NAME _____
 CHARACTER NAME _____
 Class _____
 Level _____ Gender _____
 Age _____ Height _____ Weight _____
 Features _____

CHARACTER SKETCH/NOTES

[ATTRIBUTE CHECK = D20 + ATTRIBUTE MOD + LEVEL]

ATTRIBUTES		SAVING THROWS		
P/S/T		MOD	TN	
[]	STR	_____	_____	_____
[]	INT	_____	_____	_____
[]	WIS	_____	_____	_____
[]	DEX	_____	_____	_____
[]	CON	_____	_____	_____
[]	CHA	_____	_____	_____

DEFENCE CLASS

HIT POINTS

HIT DIE TYPE

MONEY

SP
 GP
 GC

EXPERIENCE

CLASS ABILITIES & SKILLS

EQUIPMENT

ENC _____ PENALTY _____ MOVE _____

WEAPON

BONUS TO HIT

DAMAGE

SPECIAL

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