
Contents:

0.0	Introduction
1.0	Archetypes
2.0	Nine Cool Combat Tricks
3.0	Hero Points
4.0	Priestly Magic, page
5.0	New Magic Items, page
6.0	Talents and Disadvantages
7.0	Bestiary
8.0	The Iron Tower
9.0	Map of the Iron Tower

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The Troll's Companion

Introduction

Welcome to the Troll's Companion, a sourcebook written entirely for the modern-day Tunnels & Trolls gamer. T&T has been around for 33 years now, and has produced 7 editions (counting the unauthorized 6th edition, of which this work could be considered a part.) Fans of the system like me understand why this is so: T&T is fast, simple, and very flexible. It's an awesome game system!

Right now there are two main editions of T&T floating around: the 7th edition (published by Fiery Dragon in print and PDF format) and the 5.5 edition from Flying Buffalo. Both of them are essentially the definitive co-editions of T&T to most gamers today. Both introduce skills (finally!) as well as provide some updated and interesting rules for expanding upon the core game system.

This companion is written to work well with whatever edition of T&T you prefer. The main purpose of this book as I see it is to get all of my little rules and variants out for T&T and under one cover, where anyone who enjoys the game can browse and sample to taste. Within the Troll's Companion I am offering up hundreds of magic items, monsters, class options, combat options and new spells. Nothing in here rewrites or changes the core rules in any way; it's all supplemental information, stuff you can tack on, plug in, and have fun with. Want some variant class ideas? Add a few archetypes. Need some quick magic items? Pick a chart and roll or choose. Want some combat maneuvers to spice things up? Pick your favorite and go for it. Need some new spells or monsters, or the old brain need a kick-start for inspiration? You'll find it all right here.

In writing the Troll's Companion, I am taking advantage of all rules in the core T&T system, so you'll want to have a copy of the 5.5 or 7th edition to take full advantage of everything in here. If something in this book doesn't quite jive with your own house rules, then you should definitely change it to suit to taste. T&T is all about getting the experience you want out of the rules, and everything here is designed for sole purposes of inspiration and ease of play.

Back in the 1980s I wrote a sourcebook called *Keepers of Lingusia*, which was my home campaign setting. The book served to provide some data on the campaign world, as well as lots of house rules for T&T that I used at the time. Nothing in here directly stems from that book, but the spirit of KOL is alive in the Troll's Companion. For those interested in the world of Lingusia, I have long since made my Lingusia campaign a free event on my web page at <http://www.angelfire.com/rpg2/ancientworlds>.

Okay, read on, enjoy, and most importantly: start playing Tunnels & Trolls! The game thrives on your enjoyment.

--Tori Bergquist
July, 2008

1.0: Archetypes for Tunnels & Trolls

Within T&T there's plenty of room for variation. Although the core classes are all anyone would need for good old dungeon delving, the idea behind these archetypes is to expand on the type of roles the core classes represent, to open the floor up to all kinds of weird and interesting character concepts. If you want to add some extra panache to your campaign, the following variants will give you some interesting possibilities. If you use them in 7th edition, you can use them as-is, or make them specialists.

Each of these variants offers a couple of special abilities that the archetype grants free at first level, and some abilities which may add to or replace existing class abilities. The idea of the archetype is to provide a lens through which to view your character in a different light, making him just a little bit more special, weird, or bad-ass, depending upon what you're going for. Try them out; they'll probably work especially well in a game with lots of role playing opportunities.

The archetypes can work well as specialists if you so desire, but it is just as easy to allow certain specialist classes the apply archetypes, as well (such as elementalists and necromancers to specialist wizards, priest and shamans to healers, or the woodsman or sword saint to rangers). Some suggestions are given below. In general, a specialist has one key, notable trait that makes them distinct, and they require a attribute of exceptional value to gain entry to the specialist class. Archetypes don't normally require this, but you could turn them in to specialist classes if you so desired by making such a requirement.

The archetypes do not define abilities as skills or talents. If you are using the 5.5 skill rules or the 7th edition talent rules, you might want to pick some complimentary traits to make your archetypal abilities even better, but for all other purposes the archetypes place no special demands on what types of talents or skills you can choose.

When looking at the archetypes, consider carefully whether or not you really want to adopt some of the archetypes. A character who is a straight class without an archetype is still the most versatile guy on the block; sure, he doesn't have a special maneuver or ability that an archetype grants, but he's still got his core class traits fully intact, and doesn't have a mess of disadvantages to worry about, either. Therefore, for the all-around multi-purpose dungeon delver, I still recommend the core classes as-is. But if you don't mind dealing with some strange requirements, specialized abilities, and potentially disastrous disadvantages, then by all means, snag an archetype!

1.1 The Archetypes:

Each archetype follows the following format: name, followed by a description and some examples. Then the following data points:

Classes Permitted: some archetypes work for more than one class. If so, the details of how it varies from one class to the next are described in the text. Worth noting is that no archetype will grant a core ability from one class to another. So, a warrior can never gain spell casting from an archetype, a rogue can never gain an armor bonus, wizards never gain any of that fighting stuff, and warrior-wizards, as usual, are special.

Alternate Titles: A list of suggested alternate titles for the archetype that can also be used.

New Abilities: these are abilities that supplement, add to, or replace core class traits. These also include variations or modifiers to existing class traits. Note that if a class does not specifically exclude or modify an existing class trait, then it is assumed you have full access to the class abilities.

Disadvantages: these are problems that the archetype comes with, to provide flavor and possibly offset some of the cool new abilities each grants. Ah, who am I kidding; these are for the GM to torture you with.

1.12 List of Archetypes by Class Availability:

Warrior: Barbarian, Black Knight, Fighting Monk, Gladiator, Knight, Musketeer, Woodsman, Sword Saint

Rogue: Assassin, Beast Master, Mesmerist, Musketeer, Woodsman, Scholar, Skald, Thief