

THE TOME OF ADVANCED SPECIALIST MAGES

BY MICHAEL K. EIDSON



A TROLLHALLA-FRIENDLY
SUPPLEMENT FOR 7.5



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AKA KHAYD'HAIK

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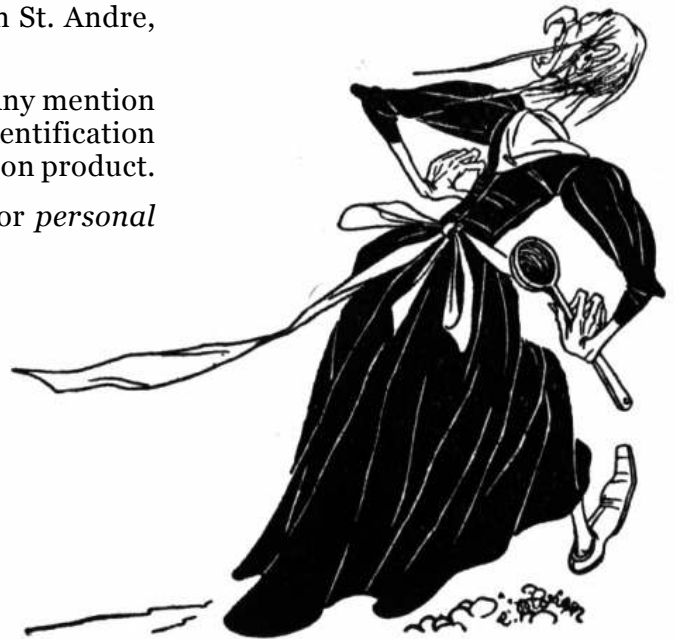
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Contents

Wizard Speech	6
Advanced Spell Casting Specialists	7
The Basics	7
Requirements	7
Benefits and Disadvantages	7
Spell Acquisition and Casting	7
Uninventive	8
Wizardly Traits	8
The Flex Mage	8
The Parasitic Mage	9
The Symbiotic Parasitic Mage	11
Themed Specialists Mages	11
Themes for Themed Specialists	12
The Dark Flames Mage	13
The Deceitful One	13
The Divining Eye	13
The Dominant Force	13
The Glittering Edge Mage	13
The Healing Hand	13
The Icy Waters Mage	13
The Mind Games Mage	14
The Necromancer	14
The Obstructionist	14
The Stone Gazer	14
The Summoner	14
The Traveler	14
The Trollgod's Chosen	14
The Warlock	15
Notes on Themed PCs	15

The Combat Psychic 16

The Basics	16
Requirements	16
Psychic Roguery	16
Psychic Actions	16
Psychic Tweaks	17
The Rules of Psychic Abilities	17
Sensing	17
Psychic Attacks	17
Combat Dice and Adds	17
Psychic Attack by Touch	18
Psychic Attack from a Distance	18
Psychic Defenses	19
Psychic Tweaks	19
Combat Psychic Example	19

The Kremm Warrior Specialist 22

The Basics	22
Requirements	23
Physically Disadvantaged	23
Limited Use of Standard Magic	23
Level Benefits	23
No <i>Kremm</i> Battery or Focus Usage	24
Kremm Items	24
Creating <i>Kremm</i> Items	24
<i>Kremm</i> Item Duration	25
Caching <i>Kremm</i> Items	26
<i>Kremm</i> Item Usage	27
Mental Weight (mw)	27
Combat Effectiveness	28
Multiple <i>Kremm</i> Items	28
<i>Kremm</i> Melee Combat Adds	29
<i>Kremm</i> Missile Combat Adds	29
<i>Kremm</i> Missile Weapons	29
Miscellaneous <i>Kremm</i> Items	30
Summary	30

Bibliography 31

Wizard Speech

I've been a fan of fantasy fiction for over four decades now, and of Tunnels and Trolls for nearly as long. The most interesting part of fantasy to me is the magic and those who work it. Yes, the heroes might be brawny barbarians who fight against the evil sorcerers, but without those evil sorcerers to throw all manner of wondrous and awe inspiring obstacles in the hero's way, the hero's story is not nearly as interesting. I also enjoy the tales with a magic wielder on the good side, even as the main character, especially when the magic is used according to rules that don't make the magic wielder all powerful. Anyone who is all powerful leaves no room for drama, and both fiction and role playing thrive on drama and suspense.

Then again, pitting the hero against overwhelming odds can be quite fun. Occasionally the GM might like to have some specialist types that are a bit tougher than your standard types, to keep the players guessing what they're up against.

So here I have brought together some rules for specialist *kremm*-bending characters for use with the 7.5 edition of Tunnels and Trolls. I prefer using the rules for Tunnels and Trolls over those of other role playing games for two reasons. First, Tunnels and Trolls was my introduction to role playing. Second, there are quite a few solo adventures for Tunnels and Trolls, and at this point in my life, I don't



participate in any campaign play. So you will find in this booklet certain character types that are designed specifically with solo play in mind. All of these rules should be okay to use in a campaign setting, although Game Masters (GMs) might want to restrict some of the specialist types listed herein to NPCs, or place additional constraints on PCs of these types. As always, the GM must modify the rules as appropriate for the GM's campaign style.

Herein you will find rules for three types and over a dozen subtypes of spell casting mages. I've also added two other specialist types that do not use the spells listed in the Tunnels and Trolls rules, but manipulate the *kremm* in other ways to power their special abilities.

Enter now the world of the magical.

Michael K. Eidson
aka Khayd'haik
April 15, 2012

Advanced Spell Casting Specialists

The specialist mage types introduced here are more powerful in many respects than the specialist mage types in the 7.x Tunnels and Trolls rules. They have some balancing features, but the advantages for some types may outweigh the disadvantages. So if you're a player in a GM-moderated campaign, make sure your GM approves before you try to generate a character of one of these types. But even if the GM doesn't allow you to play these specialist types, don't be surprised if some of them pop up as NPCs, especially as evil NPCs! Anything is fair game to throw at the PCs!! Mwa ha ha, as they say.

On the other hand, if you're playing a solo that allows wizards, by all means give any of these specialist mage types a try. If any rule presented here is difficult to play in a given situation during solo play, you'll just have to make up a house rule and proceed. No problem.

The new specialist types described in this section are referred to as *advanced spell casting specialists* to distinguish them from the specialist mage types listed in the 7.x edition rules and the other specialist types described in later sections of this booklet. Throughout this section I'll often simply refer to these types as *advanced specialists*. To the same end, I'll sometimes refer to the specialist types listed in the 7.x edition rules as *standard specialist mages*. I'll use the term *wizard* to refer to the regular T&T wizard character type.

The Basics

Certain rules apply to all advanced spell casting specialist characters.

Requirements

To become an advanced spell casting specialist, a character must, after kindred multipliers are applied, have minimum scores of 10 in both INT and DEX. Moreover, triples must have been rolled for at least one level attribute (CON, INT, WIZ, or CHR), and the resulting attribute must be 15 or higher before applying any kindred multipliers. If WIZ is used to meet the 15-or-higher requirement, then the character may specialize in a particular school of magic, except as stated otherwise for a particular type. An advanced specialist who specializes in a particular school of magic is referred to as a *focal* specialist.

Benefits and Disadvantages

Spell Acquisition and Casting

A focal specialist receives the same benefits and disadvantages as standard specialist mages specializing in the same school of magic. That is, focal specialists casts their spells at half cost, they know all spells of their school as soon as they have the ability to cast them, and they can not learn spells outside of that school.

If an advanced specialist mage other than a focal specialist is allowed to learn additional spells, he must acquire those additional spells in the same fashion as a rogue, because the Wizards Guild will not teach him spells. He didn't go through their approved course of training.

Other than focal specialists, a PC advanced spell casting specialist mage begins play with one first level spell, same as a rogue, unless stated otherwise.

Uninventive

Advanced specialist mage types may never learn to invent spells.

Wizardly Traits

These specialists may not use weapons having more than 2 combat dice. The advanced specialist mage may use a focusing device to reduce spell costs, she may cast a spell at a level higher than its base level if she has the requisites for casting at a higher level (provided the spell allows Power Ups), and she may reduce (in the same fashion as a wizard) the costs of spells cast at a level lower than her character level.

For the sake of clarity, calculate the final spell cost for these advanced specialist mages in this manner: First determine the spell cost without consideration for any reductions for level, focusing devices, or being a focal specialist. Then apply the following reductions if applicable, in order.

1) *Standard reductions first*: If the spell is cast at a level lower than the character's level, reduce the cost by the difference between the character's level and the spell level, to a minimum cost of one. If the character is using a focusing device such as a magic staff, reduce the cost of the spell by the character's level, to a minimum cost of one.

2) *School divisions last*: If the character is a focal specialist and the cost after the above reductions is greater than one, divide the cost by two, rounding up.

The result is the final WIZ cost of the spell to the character. This cost may be paid by the character's WIZ, other *kremm* stores available to the character, or a combination of both.

The Flex Mage

The *flex mage* is an advanced spell casting specialist type that may convert any attribute into a *kremm* source for casting spells. The *kremm* expended by the character for any given spell must come from a single attribute, but this attribute need not be WIZ—it may be any attribute large enough to cover the WIZ cost of the spell.

All determinations of *kremm* resistance concerning this character type still depend strictly on the WIZ scores of caster and target, regardless of whether the flex mage is the caster or the target.

If a flex mage gets a Bad Feeling and casts anyway, the target of the flex mage will lose WIZ equal to the amount of *kremm* the flex mage used to cast the failed spell. This is regardless of what attribute the flex mage used in the spell attempt.

If a flex mage is targeted by a spell and causes the caster to get a Bad Feeling, and if the caster casts the spell anyway, the flex mage must lose points from WIZ equal to the amount of *kremm* expended by the caster. The flex mage may not choose to lose points from another attribute for this purpose.