

A Traveler's Tale



Ken St. Andre



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A Traveler's Tale

or

The Mad Dwarf



by Ken St. Andre

with illustrations by David Ullery

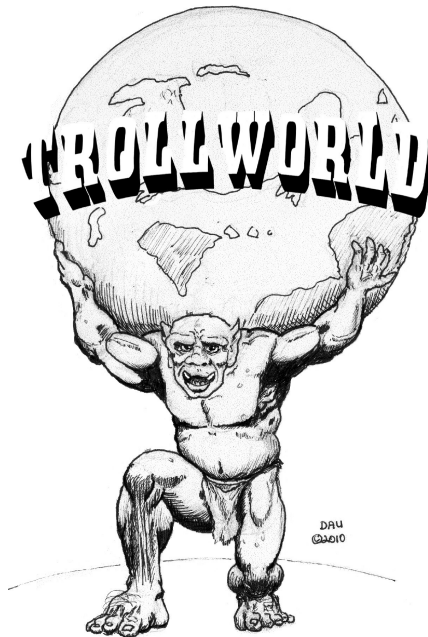
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Introduction to the Introduction

I created the Mad Dwarf adventure for White Dwarf Magazine in 1982. I wanted to do a Dwarf adventure for a Dwarf magazine. I didn't get much feedback on the solo, and the editors didn't ask me for anything else, so that proved to be a dead end.

Still, I thought it was a good adventure then, and I think so now. This version of it has been brought up to date to be played with the Tunnels and Trolls 7.5 rules--the changes are minimal, but there are some. The biggest change is that I've changed the title to **A Traveler's Tale**. Calling it **The Mad Dwarf** gives too much away

--**Ken St. Andre, Feb. 10, 2011**

Introduction

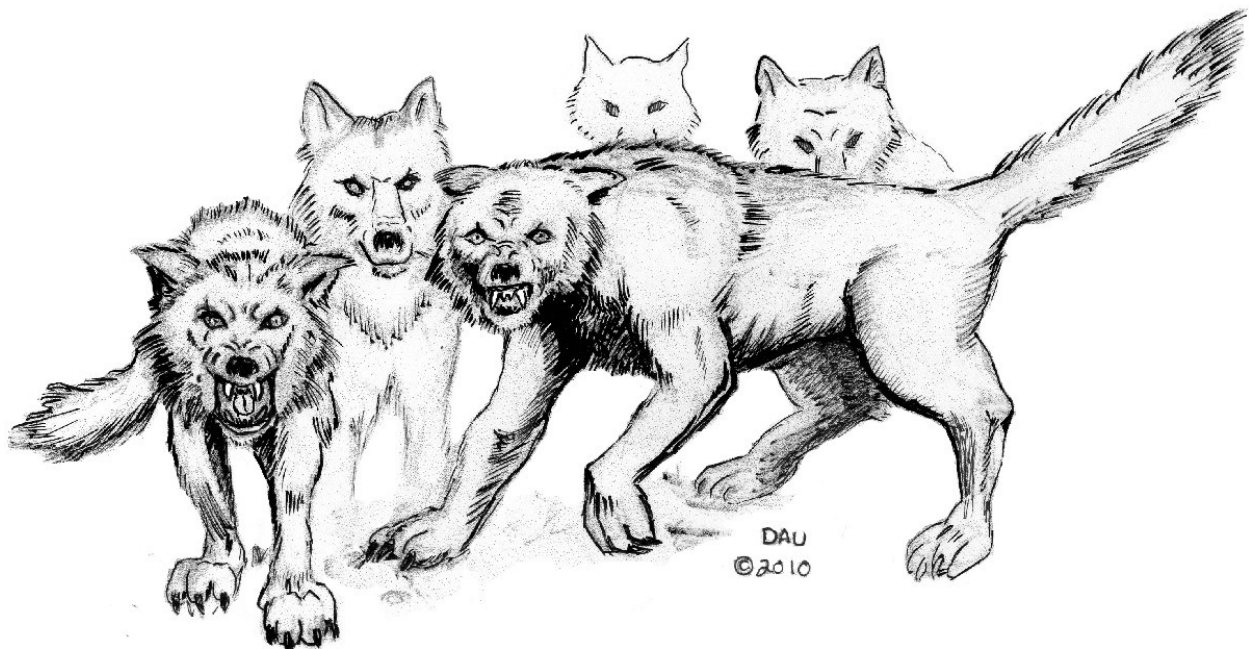
This is an adventure for a first to third level character with less than 100 combat adds, intended for use with **Tunnels and Trolls 7.5**. Only humans, elves, dwarves, and hobbs are allowable kindred types. You are warned not to bring magical

weapons, armor, or other artifacts with you if they do anything but enhance attributes. You may use wizards and rogues, but will gain no advantage from doing so in this adventure. You will need pencil, paper, dice, and perhaps the T & T rules. Each time you make a decision, you will be told which paragraph number to read next (example: if you cut the rope, go to <13>. This means find the section numbered <13> and read it next. Read only the sections indicated; otherwise, you will spoil the enjoyment of the scenario. When you are ready to play, go to paragraph <1>.



<1> The howling of the dire wolves is getting louder as the beasts get bolder and closer. Monstrous gray shapes flit through the hard-falling snow at the edge

of your vision. Soon they will attack. Your feet are numb from plodding through the drifts and your hands are so cold that you can't feel the fingers. The treasure in your backpack is a cold and heavy lump dragging you down to doom. Suddenly a building looms up out of the storm. It is low and strangely built, but soot-colored smoke rising from the chimney shows there is a fire inside. If you wish to approach it and possibly enter, go to **<4>**. If you wish to ignore it and continue your journey, go to **<18>**.



<2> The mad dwarf staggers through the curtain and you soon hear him pounding on a gong. As the brazen echoes die away you hear a new sound, high



dwarvish voices singing ‘La la la’ and the tinkling of bells. Through the curtain come three female dwarves wearing nothing but some filmy veils, a few strategically placed golden bells, and broad, gap-toothed smiles. There’s a blond and two gray-heads. Only one of them has a beard. In the next hour you are treated to a display of erotic dwarven dancing such as few have ever known. These little cuties will haunt your dreams for many a year to come. After a while of this, you slip into a trance and don’t really

notice when they vanish. Your host gets up and grabs you by the shoulder. 'Time for bed, my friend,' he laughs. Seeing the dancing girls is worth 300 a.p. Now the dwarf drags you toward the curtain. As you walk you begin to come back to your senses. Go to **<46>**.

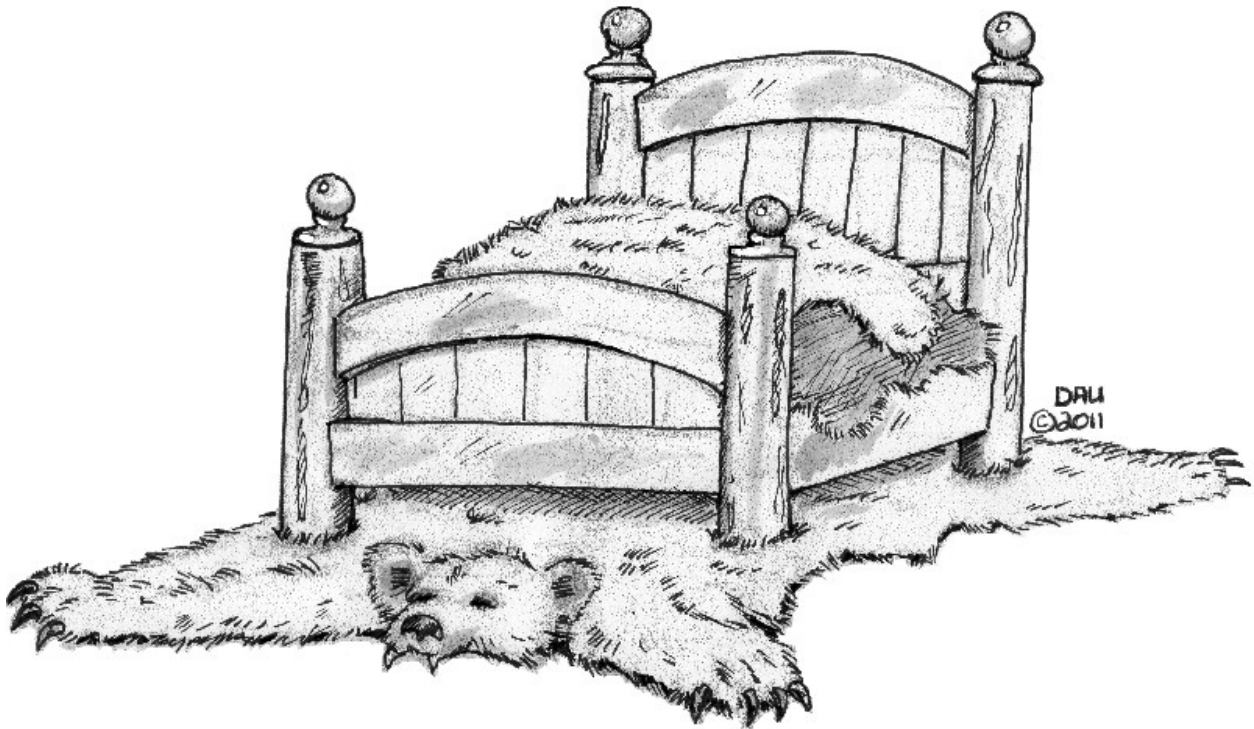
<3> In the morning the dwarf comes and finds you still alive, but in no condition to fight. He's amazed and impressed. He offers you a choice of evils. You can have a quick death, or he can have you healed and made into a dwarf. If you choose death, it's *The End*--go to **<9>** for the final instructions. If you choose dwarf-dom, he and his three concubines take you down through the trapdoor, through many miles of tunnels, and finally give you into the keeping of a great dwarven wizard, telling him of your valiant refusal to die. The wizard puts you to sleep and works great spells over you. When you awaken, you feel much better. Double your original STR and CON ratings. Reduce your height and CHR by half. The wizard and the innkeeper confiscate the 2000 gold pieces worth of treasure that you were carrying as payment for their services, but ultimately they release you back into the upper world in a place

where you can do them no harm – the market inside the city of Khazan. They gave you Dwarven armor to replace anything you had before and a great-axe worth $5D6 + 3$ in combat. They also left you with 100 gold pieces to start your new life as a Dwarf. Take 1000 a.p. and do what you like. *The End.* Go to **<9>** for the final instructions.



<4> As you approach the door you see that this place is an inn. A dilapidated wooden sign with the paint mostly gone is flapping in the wind. It shows a dwarf with an axe in hand and his tongue sticking out. If you have the ability to detect magic, go to **<20>**. Decide whether you wish to enter this place, or take your chances with the wolves. If you knock on the door, go to **<14>**. If you bypass it, go to **<18>**.

<5> An argument ensues as you try to talk him down from the outrageous price of 10 gold pieces. Make your L1SR on CHR (20 – CHR), unless you are an elf, in which case try for a L3SR on CHR (30 – CHR). If you make the roll, you talk him into giving you food and drink included in the 10 gold pieces. If you miss the saving roll you find yourself paying 20 gold pieces for the evening's hospitality. At any rate, you pay him. Go to **<8>**.



<6> You lay aside your weapons and armor and flop down on the bed. IF you are less than 4 feet tall, immediately go to **<39>**. Otherwise, when you let your legs dangle over the foot of the bed, you get a

horrible surprise. A razor-sharp guillotine blade shoots up out of the footboard and goes through your legs like a knife through soft cheese, inflicting 30 hits worth of damage immediately. If you still live make a L1SR on what's left of your CON to see if you were able to apply tourniquets before bleeding to death. (20 – CON). If you make the saving roll, go to <3>; if you miss it, it is *The End*. Go to <9> for the final instructions.

<7> You quickly skin the carcasses and cut out their hearts to eat on the trail. The pelts keep you warm, and the wolf hearts give you strength. A few days later you stagger out of the mountains alive and intact. This adventure is worth 500 a.p. to you, and you have 2000 gold pieces worth of treasure in your pack. Go to <9>.

<8> He takes the money. 'Sit down, stranger. Do you want some stew? How about some booze? Tell me about yourself. What have you got in that backpack? Been dungeon delving, eh?' On and on he chatters in a voice like gravel scraping on glass. If you order some stew go to <22>. If you just want some booze go to <24>. If you refuse them both and

ask to see your room, go to <46>. If you just want to stand in front of the fire and get warm, go to <40>.

<9> Greetings! This is the exit paragraph. I trust you enjoyed the hospitality of the *Mad Dwarf Inn*. You may not play this adventure again while using a character that has already tried it, but please feel free to try again with another character. Considering that you probably thrashed the place, you can understand why. If this is the second or third time you are reading this paragraph, please make your decisions randomly on future forays.



<10> It doesn't matter what spells you threw. Make your L3SR on LK (30 – LK). If you make the roll, you succeeded in defeating or driving the wolves away. If you missed the roll, they killed you. If you have beaten the wolves, you must still walk out of these frozen mountains. Try to make a L10SR on CON (65 – CON). If you made it, you were so tough that you walked to safety. You have 2000 gold pieces worth of treasure in the pack on your back and get 500 a.p. for the adventure. If you missed the saving roll, you died of exposure and were eaten by wild beasts. *The End*. Go to **<9>**.

<11> He snatched up an axe that was leaning against a wall. The weapon is worth $4D6 + 4$, making a total of $4D6 + 34$ adds for the dwarf. You also manage to get your best weapon out. Do regular *T&T* combat until one of you is dead. If you kill him, go to **<34>**. If he kills you, it is *The End*. Go to **<9>** for the final instructions.

<12> You have a couple of drinks, and easily go to sleep. Make a L1SR on LK (20 – LK). If you miss the roll, go to **<32>**. If you made it you wake up safely in the morning. The storm is over and you can continue on your way. A few days later you are safely back in Khazan. The adventure is worth 200 a.p., and you have 2000 gold pieces worth of treasure in your pack. Go to **<9>**.



<13> Roll 2 dice (doubles add and roll over) and add it to your DEX. Do the same for the dwarf who has a DEX of 17. The high total wins the game. You may quit at any time, but you can't play more than 3 games. If the dwarf loses, he will pay you with ill grace from a secret cabinet in the bar. When the games are over, he tells you it's time for bed and leads you out of the common room. Go to **<46>**.



<14> The front door of the inn is barely five feet in height, and is built of very heavy oak. It now slams open and before you stands a gnarled figure of a dwarf. His face is mostly hidden by a mass of curly gray beard. One beady red eye peers out of a jungle of dirty gray hair tumbling down from his pointed head over his sloping brows – the other is covered by a jewel-encrusted eye patch. His arms hang nearly to the floor and bulge with muscles, and there seems to be some sort of hump between his shoulders. "Come in or hit the road!" he bellows in the Common Tongue. "It's cold out here, and I think I hear

wolves." If you enter, go to **<47>**; if you hit the road, go to **<18>**, and if you decide to attack him spontaneously go to **<26>**.



<15> Nothing happens. The dwarf doesn't come back. After a while you have to make a decision. If you decide to cautiously search the inn, go to **<30>**. If you decide to stay where you are and try to get some sleep by the fire, go to **<12>**. If you decide to flee back into the storm, go to **<18>**.

<16> The dwarf leads you out of the Common Room and down a hallway. At the end of it, he lifts a torch out of a torch holder and a small secret door swings open. 'It's in there!' he snarls. The doorway is barely 3 feet by 2 feet – a tight fit even for your host. If you wish to enter first, go to **<44>**; if you tell him to go in and bring the treasure back out, go to **<25>**.

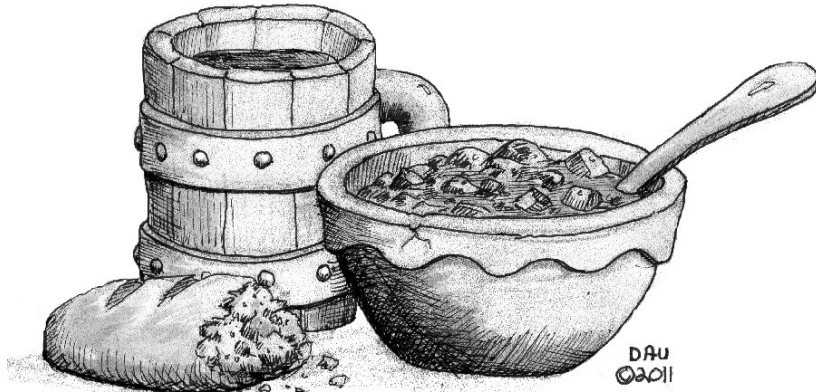
<17> Each dwarf female gets $2D6 + 20$ in combat. They have CONs of 18 each. If you kill all three of them, you will get 100 a.p. Exploring below the trapdoor you find the harem. There are no more dwarves. You find assorted jewels and other treasure worth 3000 gold pieces. In the morning you collect all your loot and continue your journey. In a few days you reach Khazan. The adventure has been worth 1000 a.p., and you have 5000 gold pieces worth of treasure. Go to **<9>**.



<18> The tavern is quickly hidden from sight by the increased fury of the storm. As you stagger on down the mountain you lose track of time. Consciousness fades into a stupor of taking one step and then the next. Eventually you stagger and fall. At that moment the wolves attack. There are 2 – 7 of them (1D6 + 1). Each dire wolf has a monster rating of 80 (9D6 + 40 adds). They attack one at a time, but if you slay one, the next is on you without even a single combat turn of rest. Do regular *T&T* combat to the death, but subtract 5 points from your combat total each combat round for the effects of frostbite and exhaustion. Remember to count spite damage for both sides. If you would normally use magic instead of weapons, write down the first three spells you intend to throw and go to **<10>**. If you kill all the wolves, go to **<36>**; if they kill you think about how warm and safe you could have been inside that inn you passed. *The End*. Go to **<9>** for the final instructions.

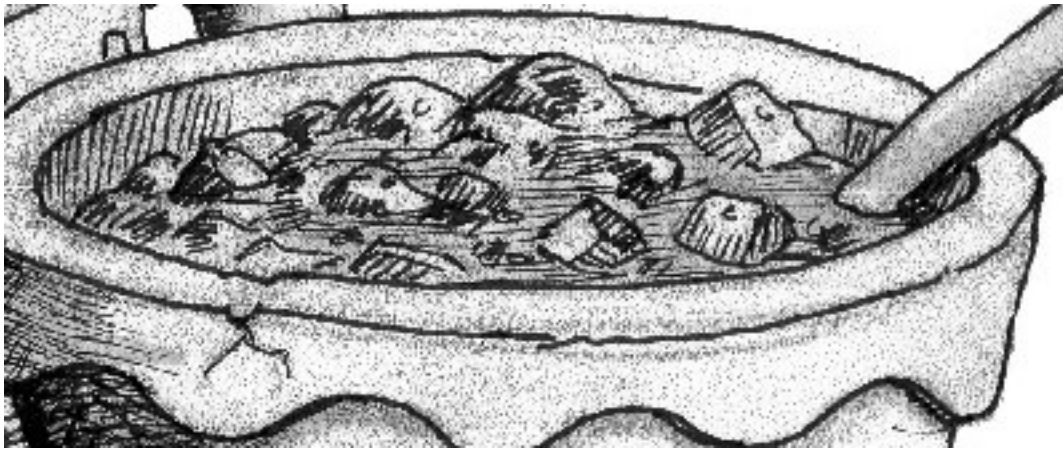
<19> The stew tastes awful. Make your L2SR on CON (25 – CON). If you miss it, you will become rather sick and lose 3 STR and 3 CON points for the

rest of the adventure. If you make the saving roll, the muck is actually good for you. Add 1 STR and 1 CON point to your attributes permanently. Go back to **<30>** and make another choice.



<20> Your psychic senses note something strange about this building – it seems to be in the centre of a magical dead area – a place where no magic will function. *Note:* This means any magical weapons, artifacts, or armor that you have on your body will serve only as ordinary items of that type. Any spells you may attempt to cast in this area will have no effect. Attributes that are enhanced because you are wearing some magical item will revert to their original (lower) value. Attributes that have been permanently raised to a higher value by magic in the past will not be affected, however. Go back to **<4>** and keep reading.

<21> He jumps clear and runs through a curtained doorway. You look around, noting that you are in a large Common Room with a low table, a roaring fire with a black iron cauldron in it, a bar well stocked with potables, and an obscene painting of some naked elf maidens on a wall. If you wish to follow him through the doorway go to <29>. If you run back out into the storm go to <18>. If you just wait to see what happens next go to <15>.



<22> The stew is black and lumpy and has a foul smell. Nevertheless, you gag some down. It tastes a lot like anthracite. Make a L2SR on CON (25 - CON). If you miss the saving roll you become sick and lose 3 CON and 3 STR points for the duration of this adventure. If you make the saving roll, the stuff is actually nourishing you. Add 1 STR and 1 CON point to your attributes permanently. Your host brings over a small cask of ale and two pewter mugs and slaps them down on the table. 'Hey, you wanna get

drunk?’ he asks. If you want to get drunk with him, go to **<31>**; if you just want to go to bed now go to **<46>**.

<23> Beating them all together is worth 300 a.p. With all the time you need, you give the tavern another thorough search and find 3500 gold pieces worth of easily portable treasure. When you’re done, you put the place to the torch. A few days later you reach Khazan. Take 1500 a.p. for the episode, and you have 5500 gold pieces worth of treasure. Go to **<9>**.



<24> He brings you the booze of your choice and charges another 5 gold pieces. It is the real rotgut stuff, but after a couple of mugs full, it begins to

taste better. The dwarf has been sopping it up like a sponge, too. Now he focuses his one good eye squarely on your bellybutton (unless you're also a dwarf in which case he locks eyes with you), and asks if you want to play darts, see the dancing girls, or go to bed. If you want to play darts, go to **<41>**; if you want to see the dancing girls go to **<2>**; if you want to go to bed, go to **<46>**.

<25> The dwarf crawls inside. Suddenly the trapdoor closes behind him, cutting you off from him. A few seconds later you hear his hollow laughter booming through the wall. You search all around, but nothing you can do will open the trapdoor again. In disgust you go back to the common room. Much to your amazement, the mad dwarf is waiting for you there. And is he mad! There's an axe in his hand and murder in his eye. Go to **<11>** to fight to the finish.

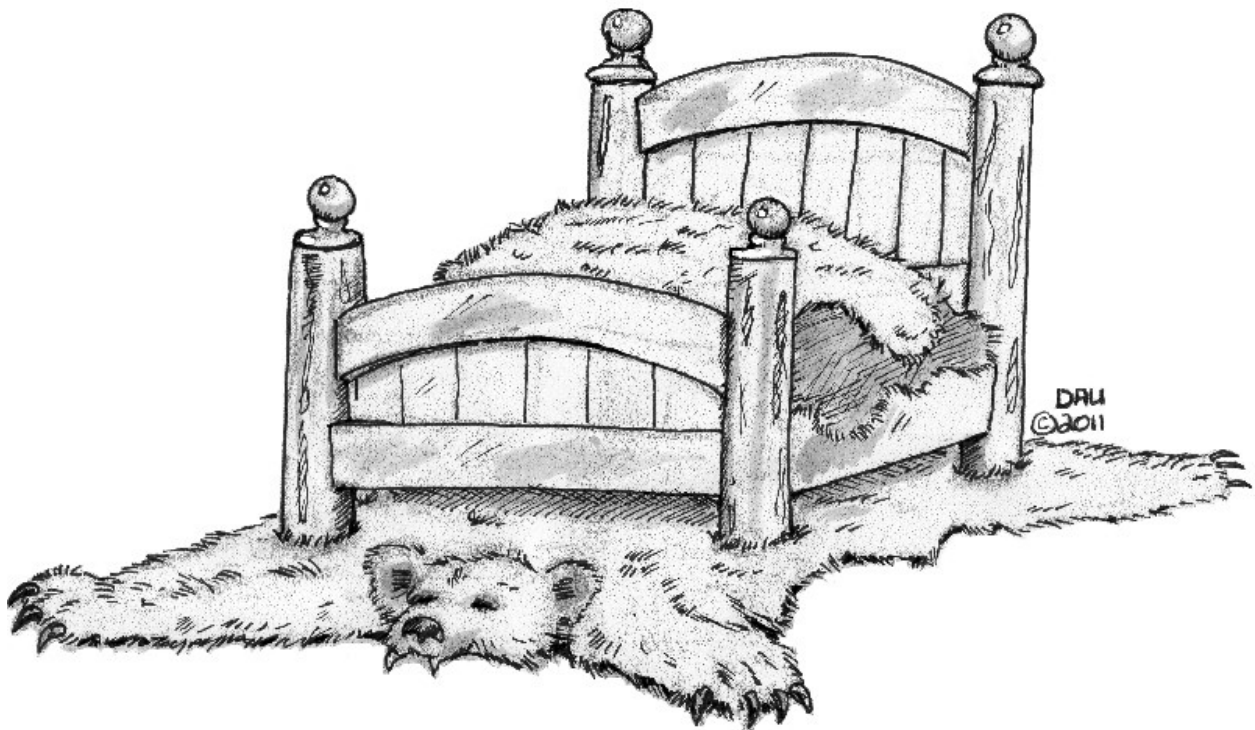
<26> Your attack is so sudden that neither you nor the dwarf have time to draw a weapon. Do regular *T&T* combat. You get 1 die plus your combat adds; he gets 1 die + 30 combat adds. The dwarf has a CON of 36. If you kill him in one combat turn, go to

<34>; if he kills you it is *The End*--go to <9> for final instructions. If you wound him but don't kill him, go to <38>; if he wounds you go to <21>; if you are both unhurt, you will be able to draw weapons for the second combat round. Take your best weapon – the dwarf will grab up an old wood-axe worth $4D6 + 4$. Now it is a fight to the death. Remember to count spite damage no matter who wins the combat rounds. If you kill him, go to <34>; if he kills you, it's *The End*. Go to <9> for the final instructions.

<27> When you enter the common room in the morning you find your host waiting with an axe in hand and 3 even smaller dwarves in chain mail wielding large knives. 'Gimme the treasure in your pack,' he snarls, 'and I'll let ya live. Now!' If you throw him the treasure, go to <42>; if you draw your weapon and attack, go to <37>.



<28> You have enough presence of mind to examine the bed closely before getting into it. When you study the footboard you find there is a razor sharp blade hidden inside it. Anyone who draped their legs over the edge would suffer a sudden amputation. The room is a trap. If this makes you mad enough to go out and attack your host, you will find him back in the Common Room. He's not happy to see you coming. Go to **<11>**. If you decide to just sleep on the floor, you can do so. In the morning you grab your things and prepare to leave. Go to **<27>**.



<29> As you go through the door you take a tremendous blow. The dwarf has stopped on the other side, snatched up an axe, and chopped at you as you came through the curtain. Roll 4 dice and add 34 for the number of hits that you took. Armor will help protect you here if you are wearing any. If that kills you that's *The End*--go to **<9>** for the final instructions. If you can still fight, you reel back into the Common Room and the mad dwarf follows you swinging his axe viciously. Go to **<11>** and fight the indicated combat to the death.

<30> You find the stew in the pot. If you wish to eat some, go to **<19>**. You find the booze behind the bar. If you wish to drink some of it, go to **<43>**. You find a little room with a bed in it. The bed is only 4 feet long, but is obviously massively built. If you wish to collapse on it and go to sleep, go to **<45>**. You find a kitchen with all sorts of provisions and cutlery. There is nothing interesting there. You also find a gong near a trapdoor at the end of a short hall. If you decide to ring it, go to **<33>**. If you wish to ignore all these options and go back to the Common Room to sleep before the fire, go to **<12>**.

<31> Before long you are both feeling no pain singing old dwarven drinking songs, and pounding boisterously on the table. He leers at you and says, "Hic, I gotta surprise for ya. I got dancing girls in this place. Let me go call 'em." He staggers to his feet and out of the room. Go to **<2>**.

<32> During the night someone came and stole your backpack. When you wake up in the morning you can't find it anywhere. Also your weapons and the weapons that were strewn around the inn here and there are gone. Although you search, you are unable to locate anyone or anything worth finding. Finally you leave. In the snow outside you find the dead dwarf and take his jeweled eye-patch. It will have 2D6 worth of small gems on it. Roll them up on the random treasure generator jewels table at the end of this adventure. A few days later you reach Khazan safely. Take 300 a.p. for the whole outing. Go to **<9>**.

<33> BONGG!!! As the echoes of the gong die away, the trapdoor pops open and out hop 3 dwarven

maidens clad only in filmy veils and gap-toothed smiles. There are two gray-heads and a blond, and only the blond has a beard. Seeing you with a weapon in your hand they lose their silly grins and turn into shrieking furies. They attack you with tooth and nails, literally. If you wish to fight them, go to **<17>**; if you don't kill women, they will drive you out of the inn and back into the storm – go to **<18>**.



<34> The dwarf is dead. A quick search of his body finds nothing of value. If you wish to search the inn, go to **<30>**. If you decide to sleep by the fire without doing any searching, go to **<12>**. You get 50 a.p. for killing him.

<35> The painting is clearly an insult to all elves. If it makes you mad enough to attack this crazy dwarf, go to **<26>**. If you can overlook this racial slur, return to **<47>** and keep reading.

<36> You get 80 a.p. for each wolf you slew. Make your L2SR on INT (25 – INT). If you make the roll, go to **<7>**. If you missed the roll you will keep staggering on your way. Try to make a L10SR on CON (65 – CON). If you make the roll, you were so tough that you walked to safety. You have 2000 gold pieces worth of treasure in the pack on your back and get 500 a.p. for the adventure – go to **<9>**. If you missed the saving roll, you died of exposure and were eaten by wild beasts. *The End*. Go to **<9>** for the final instructions.

<37> You are fighting 4 opponents to the death. The dwarf gets 4D6 + 34 adds. They will not give up unless you kill them all. (Incidentally, they have 30 points worth of armor protection.) If you find yourself losing, you can buy your life by throwing

down your treasure and running for your life. They will stop to pick it up and you can get away. If you do that, go to **<42>**. If you fight and beat them all, go to **<23>**.



<38> He begs for mercy, saying that if you'll spare him he'll give you some gold and free hospitality in

his inn. If you take him up on the offer, go to **<16>**; if you keep trying to kill him go to **<11>**.

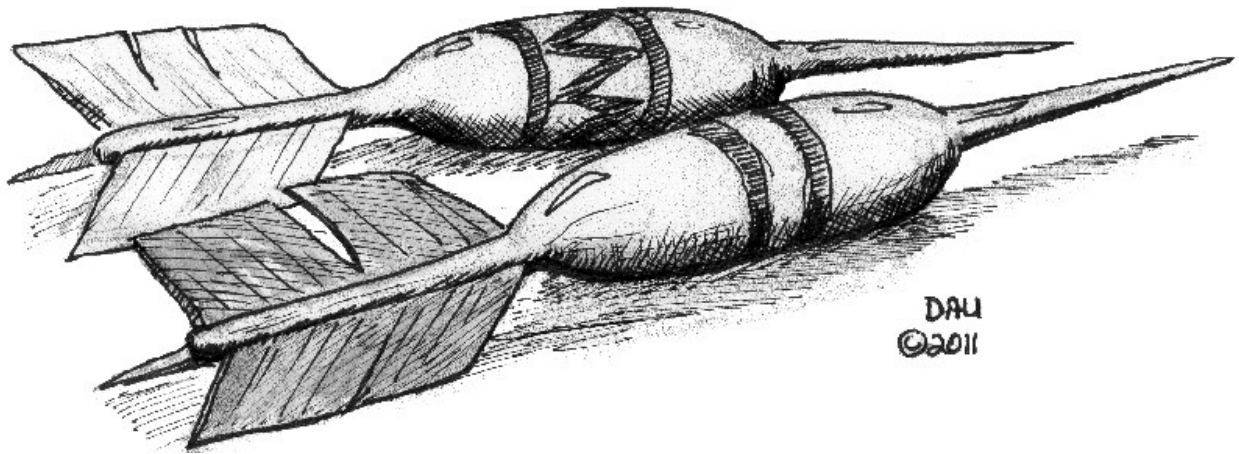
<39> You get a good night's rest, never noticing anything wrong, and after a hearty breakfast you settle your bill and leave. A few days later you reach Khazan safely. There are 200 gold pieces worth of treasure in your backpack, and you get 200 a.p. for your experience. Go to **<9>**.



<40> Soon you are nice and warm and beginning to feel drowsy. Your host has been helping himself to his own liquor and getting mellowed by the moment. Now he invites you to have some drinks with him. If you decide to drink with him, go to **<24>**. If you'd rather just go to bed, go to **<46>**.

<41> He hands you 3 darts, keeping 3 for himself, and points to the painting on the wall. 'We throw from here,' he explains. 'Any hit on the body is worth 10 points, a face counts for 20, a buttock for 30, and

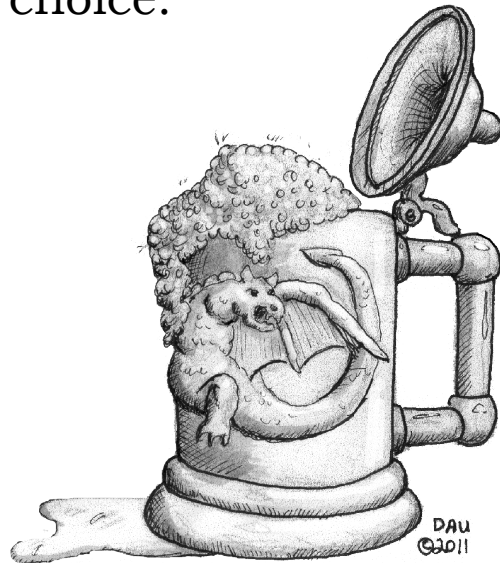
a breast for 50. Everything else is a miss. High total wins. Usually stakes are 100 gold pieces per game. Do ya still wanna play?’ If you’re still game for this debauched game, go to <13>; if you’d rather see the dancing girls, you can say so and go to <2>. If you’d rather just go to bed, tell him, and go to <46>.



<42> He takes your treasure and lets you walk past him to the exit. Disheartened, you trudge out into the snow and continue your journey. A few days later you reach Khazan, but as you draw near you are snatched by slavers as an Arena slave. Go to paragraph <4> in *Arena of Khazan* and continue your adventures there. (If you don’t have *Arena of Khazan*, then you will be rescued in a few days by

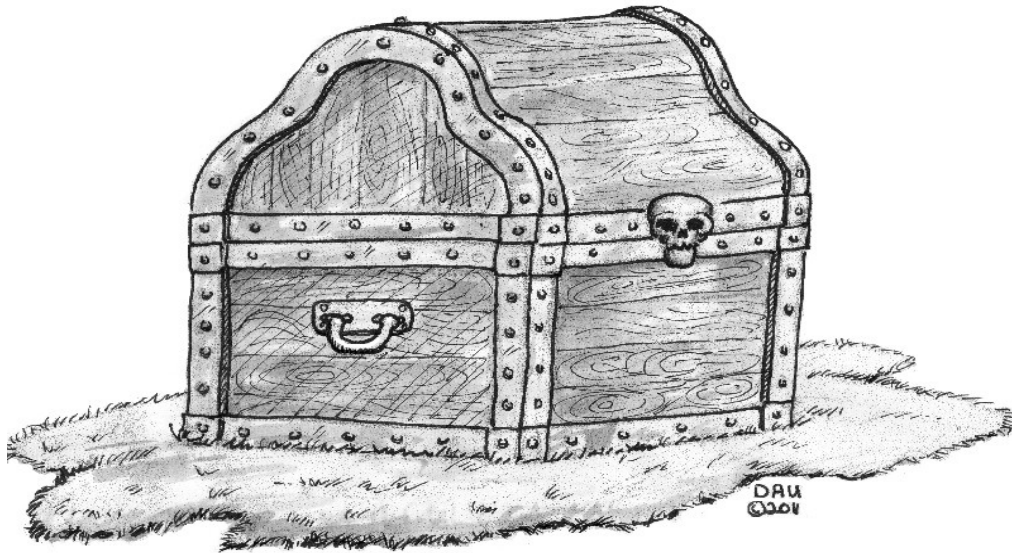
an adventurer, but you won't have anything left. You can always go home and resupply before your next adventure. Take 100 a.p. and exit from this adventure. *The End.*) Go to <9> for the final instructions.

<43> The booze is none too good. You drink just enough to quench your thirst. Go back to <30> and make another choice.



<44> Before entering the secret door, you turn suddenly and stun the dwarf with the side of your weapon. You may kill him if you wish. Then you force your way through the small portal. Inside you find a small room with a treasure chest in it. The treasure chest is too heavy to move – it must be full of massy gold. If you wish to try and open the chest,

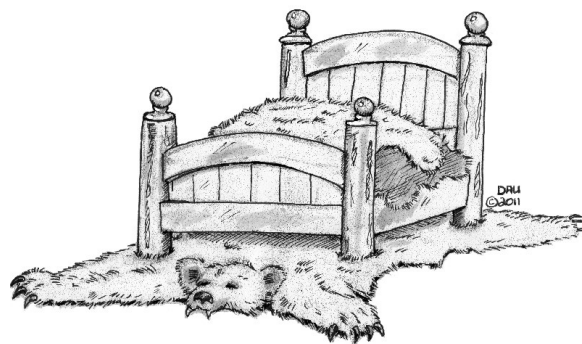
go to **<48>**. If you ignore the chest and keep searching, go to **<49>**.



<45> Make your L3SR on LK (30 – LK). If you make it, you fall on the bed in such a way that no part of you hangs over the foot of the bed; go to **<39>**, but you need not pay anything in the morning. If you miss the saving roll, go to **<6>**.

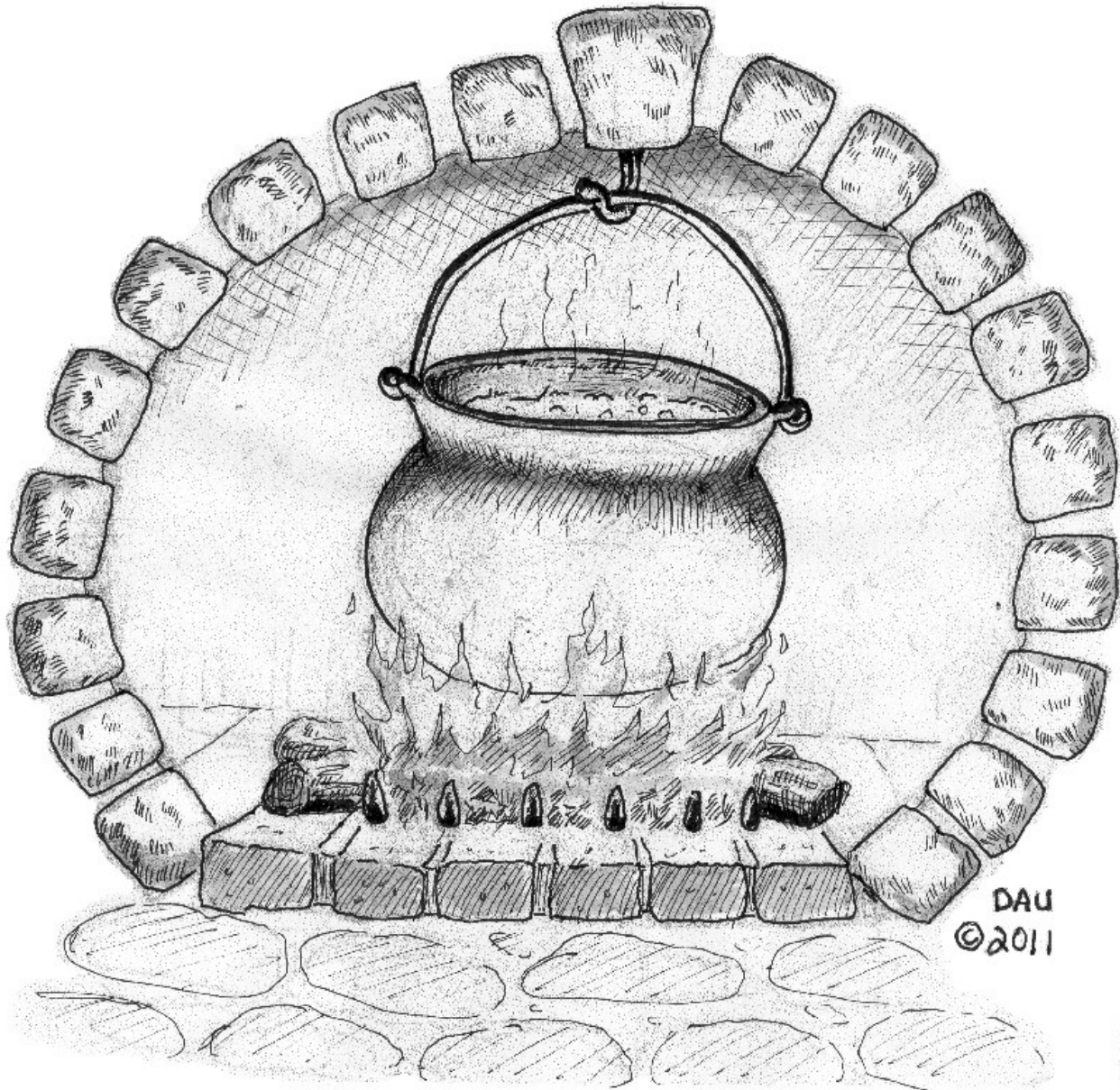
<46> He leads you through a curtained doorway, down a short hall, and into a cramped little room mostly filled with a massive bronze bed. "See ya in the mornin', crowbait," he growls and stomps out,

slamming the door behind him. You look around by the light of the one candle he left you. The room is warm enough, although the bed almost fills it. A bearskin covers most of the floor, and there is a small table with a basin and a pitcher of water near the bed. The bed is only four feet long, but is massively built, and a great pile of furs lie atop it. If you are more than 4 feet tall, try now to make your L3SR on INT (30 – INT). If you make the saving roll go to **<28>**; if you miss it go to **<6>**. If you are less than 4 feet tall go to **<39>**.



<47> The room is surprisingly large and cheerful though the ceiling is no more than six feet above the floor. Against one wall is a short bar with several bottles, flasks, decanters, alembics, vials, and barrels stacked around it on the floor and on shelves. Over the bar is a crudely painted representation of some naked but well-endowed elf maidens dancing in the moonlight of a forest glade. There are several short darts sticking in the

painting. If your character is an elf, go to <35>. In one corner is a huge fireplace with a roaring fire on it. A huge old black iron kettle is hanging amidst the



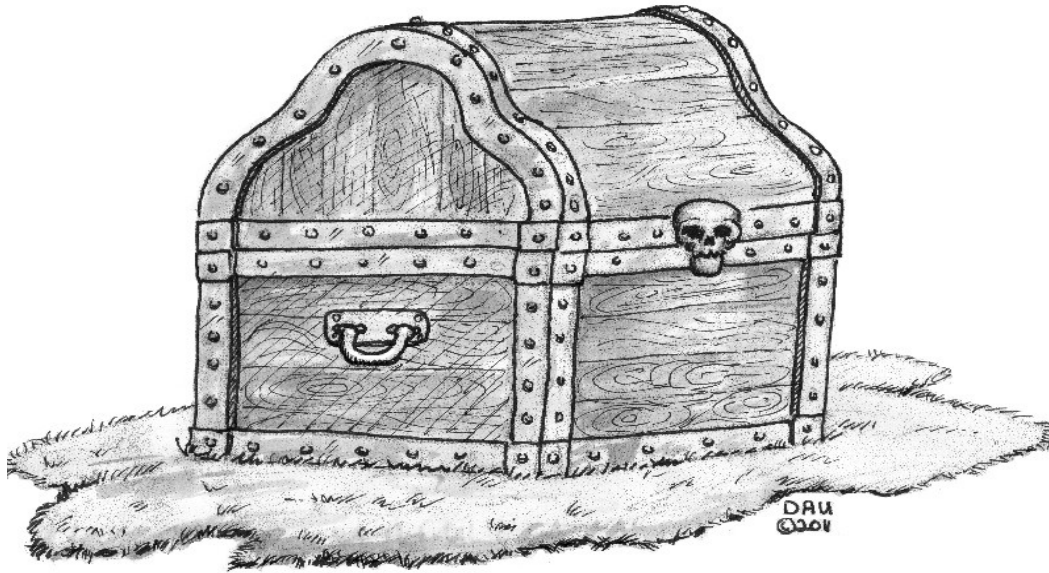
flames, and an indescribable odor is emanating from it. If your character is a dwarf, the scent is pleasant; if not, you may find it fairly repulsive. There is a rough-hewn table in the centre of the

room with some low benches beside it. The whole thing is not more than two feet off the ground, obviously the perfect height for your host, but somewhat clumsy if you are larger than 4 feet tall. 'The price is 10 gold pieces for the night, and the meal and drinks cost extra,' blurts the dwarf. 'Payable in advance!' He extends a misshapen paw. If you pay him, go to **<8>**; if you want to haggle, go to **<5>**.

<48> Cautiously you release the latch and lift the lid with the edge of your weapon. You took every possible precaution, but you are still hit in the face with a blast of poison gas. There is no saving roll for this. It kills you. Only the dwarf knows the antidote and has already taken it. If it's any consolation, the chest really was full of gold, with some fragments of mithril. *The End*. Go to **<9>** for the final instructions.

<49> This is a nice little treasure room. You find some loot just lying around on the floor. Turn to the Random Treasure Generator at the end of this adventure, and make three rolls upon it. When you are finished, you leave the treasure room and return

to the inn. You seem to have the place to yourself. You also found a wineskin full of strong dwarven ale, and you take that along with you. Go to <12>.



RANDOM TREASURE GENERATOR

When told to roll on the Random Treasure Generator, start by rolling 2D6 on Treasure Table 1. That will tell you what you found. It will also tell you to roll again on another table. Make the extra rolls and put it all together to discover what treasure you found. When you have finished gathering treasure, return to the paragraph that sent you here and make another choice or follow the instructions there.

Treasure Table #1

(Roll 2 D6)

- 2 Jeweled Item (Roll once on Jewel Table, and once on Item Table)
- 3 Gold Inlaid Item (Roll once on Item Table)
- 4 Silver inlaid Item (Roll once on Item Table)
- 5 Gold Pieces (For number roll once on Loot Table #2)

6 Copper Pieces (For number roll once on Loot Table #2)

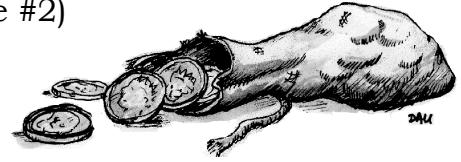
7 Silver Pieces (For number roll once on Loot Table #2)

8 Copper Pieces (For number roll once on Loot Table #2)

9 Gold Pieces (For number roll once on Loot Table #2)

10 Ornate Silver Item (Roll once on Item Table)

11 Ornate Gold Item (Roll once on Item Table)



12 Small Item carved from a Gem Stone (This item is a Mahnah battery with a partial charge left in it. Roll 3D6 for how many Mahnah points remain. Its full charge would be 20.) (Roll once on the Item Table, and once on the Gem Table)

Loot Table #2

(Roll 2 D6)

2 3 D6 x 10

3 9 D6

4 7 D6

5 5 D6

6 3 D6

7 1 D6

8 2 D6

9 4 D6

10 6 D6

11 8 D6

12 1 D6 x 10

Item Table #3 (Unless otherwise indicated weight of an item is 10)

(Roll 2 D6)

(Silver Items have a value of 2 D6 x 10 Gold Pieces)

(Gold Items have a value of 4 D6 x 10 Gold Pieces)

(Jeweled or Carved Gem Items have values determined from their respective Tables.)

2 Medallion (What it depicts is determined from Statue Table)

3 Dagger (The blade is normal--the pommel is inlaid or encrusted with the precious metals, Gems or Jewels, over all weight is 35)

4 Inlaid Box

5 Belt Buckle

6 Finger Ring

7 Ear Ring

8 Necklace

9 Bracelet

10 Goblet

11 Sword (As with the Dagger above pommel is the location of the loot value, over all weight is 120)

12 Statuette (To determine what it is a statue of see Statue Table)

Statue Table 4 (The weight of any of the statues is 10)

(Roll 2 D6)

2 Ancient Crafts God (Magical--Adds +1 to any given Skill)

3 Eagle

4 Cat

5 Frog

- 6 Human Female (Fertility Goddess)
- 7 Human Male (Possibly Ancient Hero)
- 8 Human Female (Ornamental)
- 9 Fish
- 10 Dog
- 11 Exotic Animal (Roll 1 D6, 1=Elephant, 2=Horse, 3=Lizard, 4=Owl, 5=Unicorn, 6=Ibex (Magical--when carried adds +1 to STR, SPD, LK, INT, WIZ, DEX respectively)
- 12 Ancient Ildefined Tentacular Deity (Magical--Adds +2 to any Attribute of your choice)

Gem Table 5

(Roll 3 D6)

- 3 Green Jade (7 D6 x10 + 7D6 Gold Pieces (G.P.) Value)
- 4 Amber (7D6 x10 + 5D6 G.P. Value)
- 5 Lapis Lazuli (7D6 x10 + 3D6 G.P. Value)
- 6 Tourmaline (7D6 x10 + 1D6 G.P. Value)
- 7 Serpentine (6D6 x10 + 8D6 G.P. Value)
- 8 Adventurine (6D6 x10 + 6D6 G.P. Value)
- 9 Hematite (6D6 x10 + 4D6 G.P. Value)
- 10 Agate (6D6 x10 + 2D6 G.P. Value)
- 11 Onyx (6D6 x10 + 1D6 G.P. Value)
- 12 Malachite (6D6 x10 + 3D6 G.P. Value)
- 13 Moon Stone (6D6 x10 + 5D6 G.P. Value)
- 14 Tigers Eye (6D6 x10 + 7D6 G.P. Value)
- 15 Turquoise (6D6 x10 + 9D6 G.P. Value)

- 16 Periodot (7D6 x10 + 2D6 G.P. Value)
- 17 Coral (7D6 x10 + 4D6 G.P. Value)
- 18 Pink Jade (7D6 x10 + 6D6 G.P. Value)

Jewel Table 6

(Roll 2 D6)

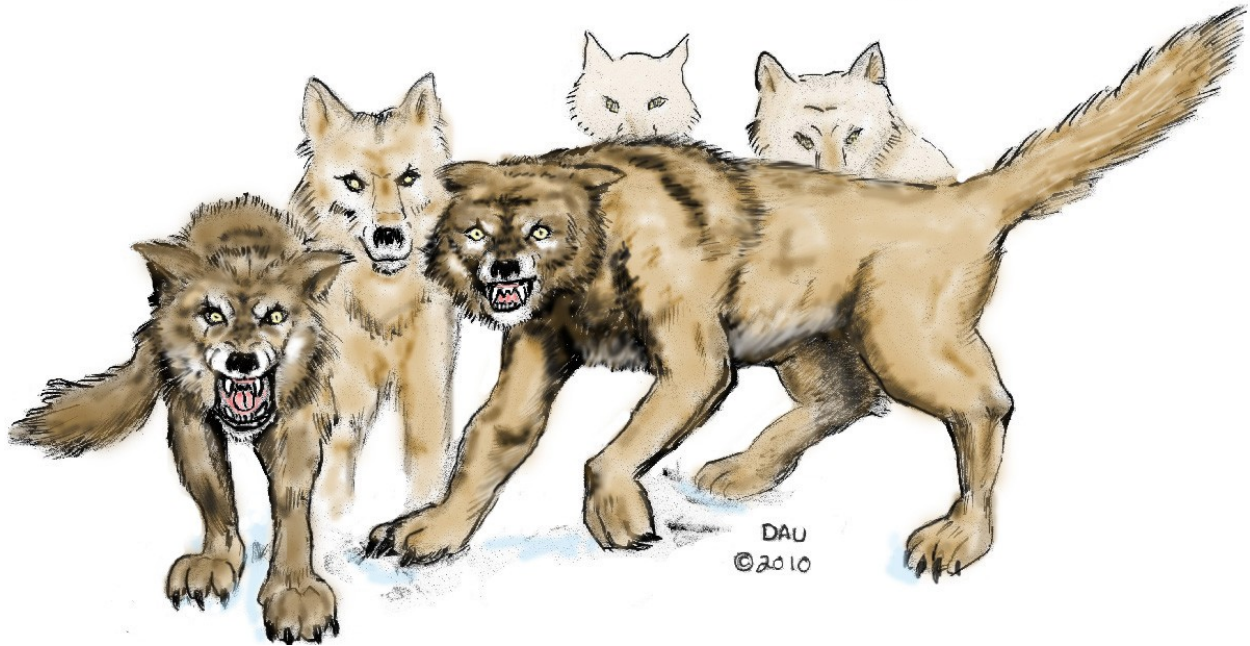
(These Jewels are presumed to be cut and set in the appropriate Item)

- 2 Emerald/Ruby (Roll 1D6, 1- 3 Emerald, 4 - 6 Ruby) (G.P. Value 1D6 x 100)
- 3 Opal (Roll 1D6, 1-5 regular, 6 Fire Opal) (G.P. Value 9D6 x 10)
- 4 Beryl (G. P. Value 7D6 x10 +8D6)
- 5 Travertine (G.P. Value 6D6 x 10 + 5D6)
- 6 Amethyst (G.P. Value 5D6 + 5D6)
- 7 Quartz (Roll 1D6, 1-5 White, 6 Rose) (G.P. Value, White 4D6 x 10, Rose 4D6 x 10 + 5 D6)
- 8 Garnet (G.P. Value 5D6 x 10)
- 9 Aquamarine (G.P. Value 6D6 x 10)
- 10 Pearl (8D6 x 10)
- 11 Diamond (1D6 x 100)
- 12 Sapphire (Roll 1D6, 1 - 3 regular, 4 or 5 Star Sapphire, 6 Black Star Sapphire) (G.P. Value 2D6 x 100, for Black Star Sapphire 3D6 x 100)

End



**Dwarves also appear in the mini-solo adventure
Deep Delving by Ken St. Andre, available from
DrivethruRPG.com and from Ken at
Trollhalla.com.**



This is an adventure for a first to third level character with less than 100 combat adds, intended for use with **Tunnels and Trolls 7.5**. Only humans, elves, dwarves, and hobbs are allowable kindred types.

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