

BIG RED AND LITTLE RED

INTRODUCTION – GM INFORMATION

This cave adventure is designed for four (4) or more Level 3 or higher characters, although much higher characters might turn the adventure into a cake walk depending on the skill of your players and the level of the characters. If your players have not obtained third level I would advise you to give them the chance to become more experienced. If you decide to let them allow two rolls on the treasure charts on pages 70 - 75 of the core rules for T&T 7.5. The adventure begins in the city of Coral Harbor. The weapons needed are readily available for a price as explained the *Monsters and Magic Book*.

A Level 3 Wizard with the following spells would be helpful but not required.

Spell name	Level	WIZ Cost	Range	Duration	Description
Power Strike	1	5	Personal	1 combat turn	Makes Wizard's Staff a 4d6 weapon
Take that you Fiends (TTYFZ)	1	6	50'	Instantaneous	Uses INT as weapon
Arrow, Arrow, Straight, and True	2	7	Touch	Until missile is used	Cannot miss a target in range of weapon – 1 arrow per-spell
Double Trouble	2	8	Touch	1 combat turn	Doubles dice roll
Blast you All	3	12	50'	Instantaneous	3d6+missile adds
Curses Foiled	3	7	Touch	Instantaneous	Cancel curses of lower levels
Fire Ball	3	6	100'	Instantaneous	6d6 + missile adds to all in a 20' r of target
Freeze Ye All	3	14'	70'	Instantaneous	3d6 + missile adds
Splint and Knit	3	7	Touch	Instantaneous	Heals one broken bone

Every character should have a missile weapon, even the wizard (there is a 2 dice bow).

Characters should have the Marksmen Talent (as in City of Terrors – Archer's Guild – All level 1 and 2 to hit rolls cannot miss unless a roll of 3 which is an auto failure. 30' or less is a level 2 SR; 5' or less is a level 1 SR. Outside the ranges of the saving rolls become yards (30' becomes 30 yards) due to the increased height that allows for longer distances.

GM should play Copper Top, the old Dwarf.

You and your comrades are sitting at a table in the Rouge Unicorn Inn. Just three weeks ago you were flush with gold from your last adventure and now you have spent all but a pittance of what you had. You have come to the inn in hopes of finding a way to replenish your coin pouches and increase your reputation.

An average sized Dwarf in dwarven mail comes to your table. He sets his shield and axe on the floor as he sits down in an empty chair and places a large silver tankard glistening with rubies and gold filigree in the middle of your table.

“I am called Copper Top. (His head of curly red hair speaks volumes as to why.) Listen to my story and if you like it, you can fill my tankard with fine dwarven ale. Agreed?” he says.

He drains the contents of his tankard and then stares at each of you with shining black eyes. He speaks softly, glancing around the room nervously. “Deep within the Dwarf Mountains, north of The House of Gooderburn lies The Dwarf’s Bane Valley. A mile long valley that ends in a sheer marble cliff over three hundred feet high, the valley is only a quarter mile wide at the south entrance and widens to a half mile at the cliff. In the face of that cliff is a passage way, twenty feet wide and thirty feet high. Smooth polished stone forms the cliff. No hand holds; no cracks or holes to stick a toe exist. No approach from the top, Dwarves have tired, all have died. Hardy as they were they had not the strength of hand to climb down that far. Foul creatures came and now live in that valley and the Dwarves have never been able to

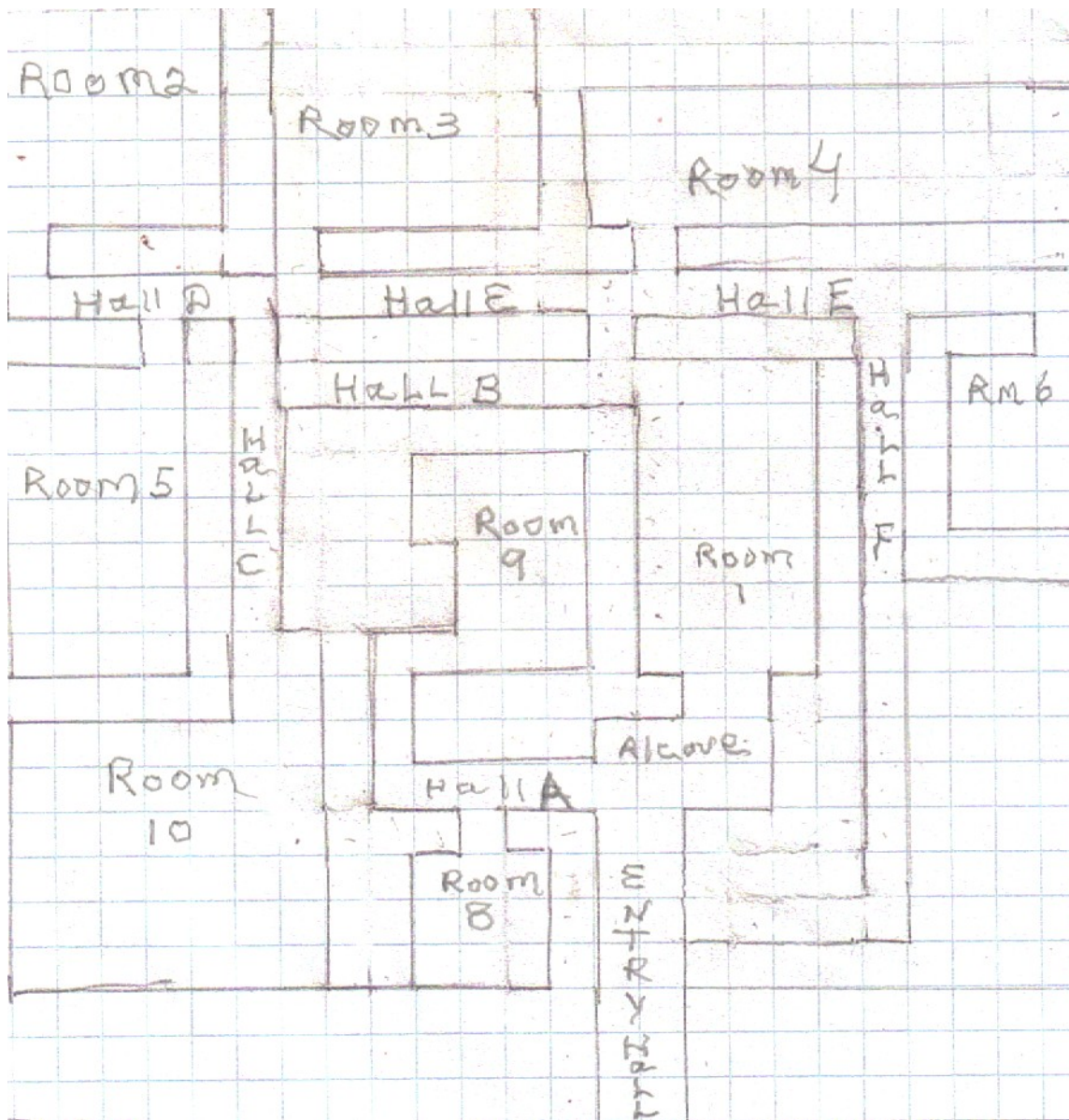
drive them out. Many holes, well hidden, they have to run to. But Dwarves keep the mouth of the valley shut. Above the tree line there are no paths that those on two legs can travel, only the goats of the mountains can climb those steep barren rocks. The last time Big Red and Little Red challenged the high wall, we barely had the strength of arms and number of dwarves necessary to drive them back to their dark home.

My ancestors carved into that cliff and built our Clan home there. In the lower levels is a mine where we obtained precious metals and bright gems. The wealth of my family grew as we mined and enlarged the upper level to house our growing clan. When my father was a young Dwarf disaster drove us from our home. Led by Big Red; came evil foul beasts. Many of my clan died that day, but my grandfather and his warriors fought the beasts and kept them at bay until the young dwarves could escape.

Many years have passed since then and now there is Little Red as well. Little Red likes to sleep in the sunshine, the heat of the sun helps her to grow. She also can watch for edible game to feed her never ending hunger. So that is what she does at the opening of the cave she calls home. She is not a sound sleeper. The slightest movement or sound awakens her. Then the chase begins, few if any escape becoming a snack for Little Red. Deep in the cavern Big Red rest on her bed of trollish gold – yes you heard me right, **TROLLISH GOLD. There is a huge mound of it, wealth**

uncounted by no one but her. Many have braved the entrance, none have ever returned. I want to show you something”

Copper Top rummages in his bag. He smiles and removes a dirty and stained roll of cloth from his bag. As he spreads it on the table, you see it is blood stained and the edges are burned. It was drawn by a steady hand.



Copper Top continues, “I found this amongst my Father’s treasured items. It is a floor plan for the surface level of the caverns. I took it without his blessing and I cannot return home until I have driven the foul creatures from the caverns and returned with great wealth to soften my Father’s heart and forgives me for my theft. It is not a task I can complete alone. I seek hardy adventurers, quick of mind, strong of arm, and sure shots with bow and arrow. I have been told by those who seem to know that ye be renown in this land for those very skills and are true and honest adventurers. Equal shares of all we can carry, that I promise to those who return alive, and half shares for the heirs of those who fall behind. I will cover all expenses for the adventure. I have healing skills, potions to assist me in keeping you from deaths dark halls. Such potions, though costly, I will freely share with all to ensure out joint success. Sharp is my axe and there is great strength in my arms. I will stand my ground and face anything that opposes us. Will you join with me and the others I have found willing to brave the dark and dangerous way? Answer not now. Sleep and if you decide before the rising of the sun to join me. I will meet you in front of this inn and we will take our leave of this city by way of the Dwarf Gate and follow the Dwarf Road. Do not be late, as we will wait for no one.”

The next day, before dawn you awake. Looking out the window you can see Copper Top pacing in front of the inn. You quickly gather your belongings, stuff them into your

backpack, don your armor and weapons and hurry down to the street to join the Dwarf.

“Good you are here, and there is the first light of dawn. None of the others have arrived. Follow me and do not slow me down. We have far to go and we cannot waste the daylight.”

Copper Top sets a pace that you can barely maintain. You do not stop at noon for a meal. After traveling all day just before nightfall you arrive at the edge of the mountains.

“We camp here tonight. Here are two slices of hard tack. This is your supper. You decide the watch rotation but do not include me. Wake me at need only – I need my sleep to follow the track to get us to the valley by nightfall three days from now. No fires, they would only attract beings that would want to rob us or eat us or both. There are Urooks in these mountains. We have traveled half the distance but only a quarter of the time. Hard climbing for the next three days is all you can expect. Good Night.”

Copper Top wakes you before dawn. He passes out cakes made by the Dwarves – dry, tasteless cakes and hard as a rock. You grab your belongings and hurry to catch up with the Dwarf. For the next three days you climb up and then down the steep passes through the mountains. Broken sleep at night. Then at the top of a pass you see the valley – Just as you were told. The high cliff at the end of the valley, the high vertical sides rising on both sides of the valley and

a high wall at the opening of the valley looks very forbidding. You see tall grass weaving its way through the valley and then you realize the grass grows along the banks of a meandering stream. And a short distance from the stream the grass is sparse and short. No place to hide from prying eyes. You notice Dwarves standing atop the high wall. Mounted on the north side of the wall are large crossbows about twenty feet apart.

In a whisper, Copper Top says, “Hurry, we must be down before dark. Do not worry about the guards. They watch the valley. There is a small door at the west end of the wall. I have a key. We can get through the wall. Not far from the wall is where the stream goes back under the mountains. There is a cave there where we will sleep tonight. Hurry, we must be in the cave before dark.”

The path down from the high pass is well traveled, but very steep. In some places you lean against the face of the mountain as you move along narrow ledges, in others holes have been carved into the rock face and you free climb down to the next ledge. An hour before the sun sets behind the western wall you reach the bottom. You sit on the ground to rest.

In a whisper Copper Top says, “Get up, we are late and we have a way to go yet. If we do not hurry, it will be dark before we arrive. Move, move quickly, if you want to see the dawn.” His voice conveys an urgency that is beyond what you have become used to. You follow the Dwarf to the wall.

He removes a key from his belt pouch and with an ominous click the door opens. You hurry through and the Dwarf locks the door from the other side. The Dwarf leads you to the edge of the stream where it flows under the mountain. You have to take your pack off to get through the narrow opening between the cliff face and the stream, but quickly the roof rises above you. You continue to crawl into the darkness; the sound of the stream is very loud. Suddenly your hand touches the edge of the floor. A pebble is dislodged from the floor and falls a long time before you hear it splash into the water below.

“Come back from the edge, it is not stable. The water worries the rock and it often breaks without warning. There is a flat area that is about four feet higher than this level. It will keep us dry if the river rises during the night. Follow me, stay close together, we are almost there.”

You struggle to climb the four feet to the ledge. It is indeed flat and very wide. Copper Top lights a small candle.

“We can risk a little light back here. No light will show to the outside. And if the dragon lands near by the wind of its wings will blow out this small candle. We will not need a watch tonight. The sound of the dragon’s approach and landing will surely awaken me and each of you also, I would think.

{This is the first time the word dragon is spoken by the dwarf. Wait to see if the players have a reaction to the word}

Never the less, arrange your weapons to be quickly drawn in case of trouble.”

The morning comes and you awake to the noise of the Dwarf repacking his gear.

“Sleep through a lion’s road, would you. But good, you are awake. Time for a quick meal and then we will make out way to the dragon’s lair, we must travel slowly and very quietly. I will lead you to fords across the stream and we will keep near the stream. The grass grows taller near the water and what little protection it provides is better than none.”

You travel until noon and are within one hundred feet of the opening. You conceal yourselves behind a pile of rocks that have fallen off the cliff.

Copper Top says, “Do you think you can hit a dragon from this distance (80’)? Or do you want to get closer?”

{To get closer go to page 10 paragraph 1. To shoot from here go to page11, paragraph 2.}

1. Copper Top says in a whisper, “Here are four vials of hellfire juice to soak your arrows. Each vial will soak three arrows. Each of you should soak three arrows now before the dragon arrives. If we do not kill her with the first volley, she will alert the others in the cave and we will have to fight our way in. Move in slowly and as quietly as possible” When they begin to move they notice the dragon has arrived.

{Hellfire Juice – The first arrow would do an additional 1d6 damage; the second arrow would do an additional 2d6 damage; the third arrow would do an additional 3d6 damage; the fourth arrow would do an additional 4d6 damage. Each additional arrow would do an additional d6 damage. To move closer the distance can be reduced by ever increasing savings rolls by each character. The first move is 40’ feet closer and requires a 1st Level Savings Roll (1Lv SR) on Dex, or a Stealth Talent. (A

bow shot from 40' would require a 2nd Lv SR on Dex or Marksmanship talent) To move 20' closer would require a 2 LV SR on Dex or a Stealth Talent. (A bow shot from 20' would be a 1LV SR on Dex or Marksmanship talent.) If any character fails the movement savings roll the dragon will wake up. The characters must fire their bows at the beginning distance of that turn and make the "to hit" savings roll appropriate for the distance. Once the dragon is killed the characters may enter the caverns}

2. In a whisper Copper Top says, "From here, we will shoot Little Red when she comes for her afternoon nap in the sun. It is good that we are here before her. We must remain very quiet now. I will keep watch. Here are four vials of hellfire juice to soak your arrows. Each vial will soak three arrows. Each of you should soak three arrows now before the dragon arrives. If we do not kill her with the first volley, she will alert the others in the cave and we will have to fight our way in. I will tap your arm when the dragon appears, pass the tap along. NO MORE TALKING!"

Copper Top picks up a stone and places it on top of the stones before him. He watches for the dragon from behind these stones.

You feel as if you have been resting against these stones for hours. They are beginning to bore into your back. You feel a tap on your arm, you look at Copper Top and he nods his head and smiles. You pass the tap, nod and smile on to your comrade. You open the vial and soak three arrows in the poison. You notch an arrow and see that each of your companions has done the same. You look to Copper Top. He stands and you each follow. He fires, and you each fire also.

{Hellfire Juice – The first arrow would do an additional 1d6 damage; the second arrow would do an additional 2d6 damage; the third arrow would do an additional 3d6 damage; the fourth arrow would do an additional 4d6 damage. Each additional arrow would do an additional d6 damage.

Once the dragon is dead the characters can enter the caverns}

The entry hall is polished marble. The high polish brings light into the entry for the entire 70' length. The entry hall is 20' wide and the ceiling is 30' above the floor. Forty feet from the entry on the east wall is a secret wizard locked door. It would take a 6th level dispel magic spell to unlock the wizard locked door. However a magic user who is concentrating on detecting magic would notice the door. At 70' the entry opens out to the east with a 20' X 40' alcove. In the North East corner of the alcove on the north wall is a pair of doors.

To the west is a 20' wide X 30' floor to ceiling hall (Hallway A) that is a fifty feet long.

If you choose the doors continue reading. If you chose to enter Hallway A go to Page 14; Paragraph 5.

The double doors are wooden and carved with a griffin on each door. The griffin is holding a pike with a flag at the wop with the words "Tete d'armee" inlaid on the flags with gold. The letters radiate magic and are warded against removal. This is the entry way into room 1.

Room #1.

- 1. These doors are not locked and swing freely into the room. The room is lit by a fire in a raised fire pit in the center of the room. A young Ogre is tending the fire and has a hefty log in his hand. His head turns toward the door. He screams, "Live food, live food" while he throws the log in his hand at the party. {A Lv 1 SR on Luck to**



duck; failure and the log hits the character who fails; if more than one fails the one with the lowest roll gets hit for 2d6 + 5 DAMAGE (armor will reduce this damage).

The Ogre's screams alerts the other three ogres and they charge the party. One combat turn will occur before the ogres close to attack. Ogre's MR 104; 52; 26; 26. The ogres fight without quarter and ask for none. If you are beaten you are eaten. If you are victorious and survive and remember to search these

ogres' lair see treasure chart for Room #1. Then go to Paragraph 2.

2. You can leave this room by one of two halls; Hall A go to paragraph 3. For Hall B, go to paragraph 4.

- 3. Hallway A runs west from the entry hall so you would exit through the doors on the South Wall. When you open the double doors you are confronted by a large Troll Guard, he carries a 6' X 6' X 6' roofing beam that does 21d6 +100; with a MR 200. If you are beaten you are eaten. If you survive go to Page 15 Paragraph 5.**
- 4. Hallway B exits Room #1 at the north-west corner, a ten foot wide hallway that is thirty feet high and eighty feet long. It has two side passages the first one lead north to Hallway E (paragraph 1, page 15) and the second one is a T intersection going north to Hallway D (paragraph 2, page 16) and south to Hallway C (paragraph, 3 page 16).**
- 5. Thirty feet down Hallway A on the south wall of this hallway is a single door. (If there is a magic user casting or has cast an unexpired detect magic spell – the magic user will detect evil or cursed magic coming from the door. The Magic User remembers what his/her mentor, Yorrdamma Vrash, told him/her - give a prepared note that reads.) (Read this note out loud; “Stop! Don’t touch the door. Bad Juju here.”)(If any one ignores the sage advice and touches the door go to paragraph 6. If the party continues down Hallway A go to paragraph 7.)**
- 6. The person who opens the door sees 12 death frogs (MR 60). The frogs seem much larger than normal to him/her. The rest of the party sees the person who opened the door become a death frog. There are now 13 death frogs**

in the room. (The door begins to close. The new (13th) death frog hops into the room. If any other party members enter the room before the door closes or stops the door from closing they do not turn into a death frog. If the door closes the spell is reset and what happened to the first character happens to the next character who touches the door.) To continue down Hallway A go to paragraph 7.

7. Hallway A continues west for 20' and then turns to the right (north) for 30'. Hallway A then turns right again (east) for ten feet and ends at a doorway. As you approach the doorway a 7' tall Barbarian in dragon scale armor (24 points of Armor Protection) draws a great sword (16d6+ 54 – Con of 108 Spite damage for every six rolled 2 points of spite damage and for every pair of sixes 3 points of damage and he breaks a bone. He concentrates his attack on one character, ignoring the rest. If you kill the barbarian go to Room 9 paragraph #1 on Page 17.

Roll 1d6	Bone Broken
1	Left leg
2	Right Arm
3	Neck
4	Skull
5	Left Arm
6	Right Leg



Room 9

- 1. With the barbarian defeated the party can enter this large room (40' X 50' with a ceiling 30' off the floor.) {All 10' sq tiles marked with a dot are trap triggers. When stepped on a loud click is heard and then a very loud crash followed by the creaking of a pair of secret doors. If any character turns toward the entry way it is now blocked by a large stone. A loud and very deep bass growl draws every ones attention to the south wall. A large tiger springs into the room from behind two secret doors and advances on the nearest character. Tiger MR 176 (18d6+88) If you are beaten you are eaten. If you slay the tiger go to paragraph 2.**
- 2. How do they get out of the room? Only the Trollgod knows and he is not talking. {Close the secret doors and the stone slides back into the wall and opens the passage way. And the trap is reset, but the tiger is dead. If the secret door in the west wall is located and opened the will find the treasure listed on the treasure chart for Room 9. They can leave the room and follow Hallway A back to the alcove and re-enter Room #1 go to Paragraph 2 of Room #1or exit the cavern.**

Hallway E

- 1. Hallway E runs east and west, 10' east on the north wall is a door. If you open the door go to paragraph 4, page 17. If you continue east you find Hallway F on the south wall, fifty feet from the door on the north wall. If you enter Hallway F then go to paragraph 5. If you continue east for forty more feet you find a door on the south wall. If you enter the door go to paragraph 7.**
- 2. Hallway D goes north 10' and then turns left there is a door 20' west on the south wall and continues west for 30' and ends with a door on the north wall. If you open the first door go to paragraph 8. If you open the second door go to paragraph 9.**
- 3. Hallway C goes south for fifty feet and opens into a large 70' feet wide east to west and 80' long north to south. You see a very large Red Dragon. First character in the room must make a Lv 3 SR on Charisma. Failure and the dragon attacks. MR 440 (45d6+220) At the beginning of combat roll a single d6 – if a 6 is rolled the dragon breaths fire roll a d6 and the number rolls give the distance that the flames travel and spread. The Dragon can breathe fire only once per day. Success and the dragon speaks, “ Visitors? Now I have not had visitors for**

many years. Do you come to join my dinner. Why I haven't tasted Dwarf of fifty years. For some reason the Dwarves stopped coming. So I raided Coral Harbor and after a couple of raids the Deputies came with a young girl for me to eat. They come once a week now and bring me a sweet morsel and I don't raid their city any more. At first I thought you were the deputies when I heard you walking down my hall. Tell me what has been happening on Coral Isle lately. All the deputies talk about is profit and trade, very boring. So give me news before I dine. (While the dragon is talking, Copper Top moves to the farthest corner from the dragon. If the characters don't follow his lead and spread out Copper Top whistles and begins dancing a jig. If they still don't follow his lead, he begins to sing a song: "When we hunt deer with a bow. We cannot be close together, we must spread across the woods so when the deer rises and runs only one of us is close while the others are not and they can shoot their bows to slay the deer. Do you hear? If additional verses are required just change the type of animal being hunted until they finally understand. After three repetitions the dragon attacks the dwarf. MR 440 (45d6+220) At the beginning of a combat turn;

roll a single d6 – if a 6 is rolled the dragon breaths fire, then roll a d6 and the number rolled gives the distance that the flames travel and spread. The Dragon can breathe fire only once per day. If the Dragon’s fire does not kill the Dwarf or the Dragon does not breathe the Dwarf fires his bow with an arrow coated with Hell fire juice, while yelling, shoot you fools, remember you vials.

4. This is a large room thirty feet south to north and 110’ west to east. The door is ten feet from the west wall on the south wall of the room. When the door closes the party hears an ominous click (locks the exit) and they see two secret doors on the north wall open. Two lions enter the room through the two secret doors. They charge the party. MR 132 each and 14d6+66. If you kill the lions and shut the secret doors the exit is unlocked. If not you are eaten. Return to Hallway E, page 15.

5. Hallway F goes south for 120 feet and then turns west (to the right). The Corner floor is a plate that activates the trap. A large stone slides across the hall twenty feet from the corner and closes the hall way. {The Dwarf with his pick axe can cut a 10’ X 10’ X 10’ passage through the stone in three turns if the Dwarf makes a Lv1 SR on INT, Dex, and Con. Failure on INT and the there is a cave in; Failure on Dex and the pick axe breaks; failure on Con and the dwarf must rest for one turn. At the beginning of each turn spent cutting through roll a 1d6 if a 1 is rolled a Urook hears the noise and comes to investigate. For each 1 rolled an additional Urook comes to be back up. Urook MR 80 9d6+40}

6. Room 6 –

{The door to this room is not locked but it is very hot. Contact with the door causes one point of constitution damage each combat turn. If wearing metal armor you take one additional point of damage to your constitution each turn after the first. There is a strong stench sulfur that increases as the door opens. Each turn the characters are in the room each must make a Savings Roll on constitution at a level equal to the number of turns in the room. Failure causes constitution damage equal to the amount the roll was missed. Three failures in a row and the character faints for 1d6 turns. Rolls must continue after fainting until the character is out of the room. Just inside the room, is a human skeleton and a silver wand next to the skeleton. There are Elven runes on the wand. {The runes spell out "Ice Storm." If the Elven words for Ice Storm {Nimhelering} are spoken an ice storm is created and does 6d6 points of damage TARO and Spite for all 6's rolled. There are two Balruukh, MR 300 (31d6+150) These Fire Based Monsters heal when in a fire or struck by a fire based spell gaining 2 points to their constitution for each point of damage created by the spell. The healing stops when they reach their max MR. Cold based spells do double damage. Only magic or magical weapons, not bespelled or enchanted weapons can harm these monsters. See page 20 and 21 in *Monsters and Magic Book* included in with 7.5 documents. In the center of the south wall is a wizard locked (Level1) secret door that leads to Room #7. Which is thirty feet wide (ten feet on either side of the door) by ninety feet long (north to south) with the walls built like shelves covered with treasures of great value. At the southwest corner is a 10 X 30' X 60' hall way that leads to a door. It opens out and you are in the entry hall. Thirty feet to the south (your left) is the exit you came in by.)

Treasure List for Big Red and Little Red

Room	Treasure	Description
1	14 Troll Gold Coins	Buried under old rags and broken pots in a old dirty pouch.
2	Ten Gold Coins	Four Urooks have two gold coins each: Four have one gold coin each
3	Spell book 3 vials potions Magic Belt Pouch	Spell book all 1 st through 5 th Level Spells Potion +1d6 to CON; Potion +1d6 to INT' Potion +1d6 WIZ 600 Troll Gold Coins (Pouch can hold up to 1000 coins and weighs 5 wu
4	Sword Brass Mail Heavy Long Bow	Falchion 4d6+4 12/13 110 wu Full Set 11 hits 11 STR 5d6+3 20/16 70wu 150 yrs
5	Pole Arm	Magical Pitch Fork 6' long 3d6+2 10/7 80wu + TTYF 180 dmg 1 WIZ cost
6	Ice Storm Wand	Magical Wand creates a violent ice storm 10' in front of the wielder from floor to ceiling with 10' radius, doing 150 pts damage to all inside the storm
7	Jewelry, Jewels, Dwarf Mail Troll Gold	Gold Broach with turquoise gem 768 gcv;; gold ring 2 onyx gems 12k gcv; iron bracelet with 100 rubies 150k gcv; Silver bracelet with 12 rubies 1366 gcv; Silver Stud with onyx gem 7,400 gcv; Iron Crown with 6 bloodstones 36k gcv; copper stud with emerald 30k gcv; 6 onyx gems 12k gcv; 15 bloodstones 70 gcv; 6 sapphire gems 150 gcv; 13,866 troll gold; 25 Dwarf War Axes 35 Sax Daggers; Mithril Dwarf Mail 24 hits 11 STR;30 wu 250K gcv; 20 Dwarf War Shields emblazoned with a griffin in the center
8	Poison 3d6 vials 3 doses/vial	Blood of Death Frog 3d6+ 30 per dose
9	120 troll gold	
10	231K Troll Gold	

TUNNELS AND TROLLS 7.5 EDITION CHARACTER SHEET

NAME Copper Top			TYPE Warrior			KIN Dwarf		LEVEL IV
ST 42	LK 28	DEX 31	SPD 20	INT 26	WIZ 22	CON 48	CHR 19	
Adds	30	16	19	8	Current	Wounds		
Height 4' 3"		Weight Carried 1169		Combat Adds (CA) (StA+LkA+DexA+SpdA) 73		Adventure Points 22 (At. X 10 = Amt Req. to raise one point.)		
Weight 188		Wt Possible 4200		Missile Adds CA+DEX Adds) 92		Savings Roll AP Tally		
Eye Color Black		% of Wt Possible 28%						
Hair Color Red								
Armor			Hits	Streng	Cost	WU	Missile Weapon Ranges	Saving Rolls
Magical Dwarf Mithril Mail			120	2	250K	180	Point Blank (1 ft. or less)	LV1 = 20
Dwarven Spike Shield			4	10	90	450	Easy (Up to 30 ft.)	LV2 = 25
							Challenging (Up to 100 ft.)	LV3 = 30
							Difficult (Up to 300 ft.)	LV4 = 35
Weapon		Dice + Add	ST/DEX	Range	Cost	WU	Remarkable (over 300 ft.)	LV5 = 40
Magical D. War Axe		3(6d6+2)	25/8	-0-	90K	90	For Saving Rolls above five use	
Extra heavy S Bow		6d6	25/17	100 yd	200	70	SRLV X 5 + 15 + Attribute = Target #	
Pick Axe		3d6	15/10	-0-	15	160	AP= SR dice roll X SRLV	

Coins	Number	Conversion to Silver Coins	WU	Value in Silver Coins
Orichalcum		1 op = 1000 sp		
Troll Gold	24	1 TG = 500	24	12,000
Mithril		1 m. = 100 sp		
Elven SP		1 ESP = 50 sp		
Jade		1 jp = 20 sp		
Gold		1 gp = 10		
Steel		2 stp = 5 sp		
Silver		1 sp = 1 sp		
Bronze		1bp = 0.5 sp		
Iron		1 rp = 0.1 sp		
Copper		1 cp = 0.01 sp		
Gems	GP Value	Jewelry Item	Gem	GP Value

Supplies and equipment			
Back Pack	Belt Pouch	Talents (ATTRIBUTE + RATING + 2d6 ≥ SR)	Attribute + die roll
50' silk rope	Dwarven matches	Appraise	INT+5
Second Aid Kit	Flint & Steel	Dodge	DEX+4
CRAM 20days		Healing	INT+3
Smoked meat 20d		Persuasion	INT+6
Magic Items and description of Power			
Magical Dwarven Mithril mail – Protection from fire, dragon fire, Magic Fire			
Magical Dwarven Mithril War Axe Zappathingum 3(dice + Add + combat adds)			
20 Healing Potions +3d6 per vial to CON / 1d6-1 if 1/3 is taken			

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A TUNNELS AND TROLLS[©]

ADVENTURE

FOR FOUR (4) OR MORE THIRD LEVEL – FIFTH LEVEL CHARACTERS

WRITTEN BY

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BASED ON THE GAME

TUNNELS AND TROLL 7.5 EDITION[™]

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