

VVVARR'S QIIP

Dragon's

Blood



A TUNNELS & TROLLS SOLO ADVENTURE
BY KEN ST. ANDRE

FBI0088

Coming Soon

Battle School

By Ken St. Andre



Learn how to fight at the best battle school in Khazan.

Another adventure that probably won't

Kill you from

TROLLHALLA PRESS

Dragon's Blood

By Ken St. Andre

Art by Miika Spray

And David Ullery



Trollhalla Press

Dragon's Blood is a mini-solo adventure written expressly for play with the Tunnels and Trolls 7.5™ roleplaying game system.

Text copyright October 2011 by Ken St. Andre

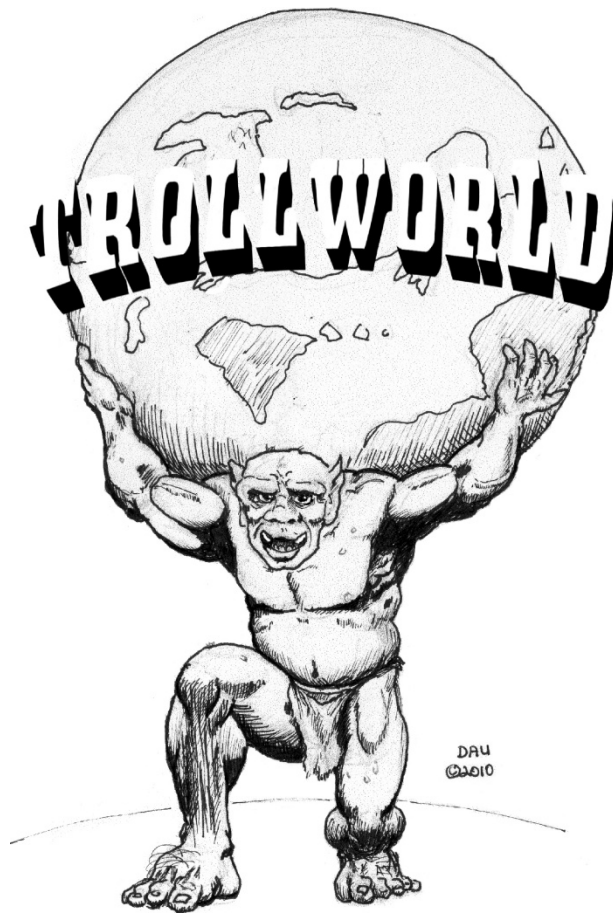
Interior art copyright October 2011 by David Ullery

Front & back cover art copyright October 2011 by Miika Spray.

Aerial battle with griffin copyright October 2011 by Miika Spray

Special thanks to Stephen Orpin for advanced editing and playtesting.

Published in association with Flying Buffalo, Inc. P.O. Box 8467, Scottsdale, Arizona, 85252. On the internet at <http://flyingbuffalo.com>



A Trollhalla Press publication

Dragon's Blood

Introduction

The journey has taken months, and it has stripped you down to the bare essentials of your life--your weapons, your clothing, some indispensable tools that you can carry in a pack. There have been wrong turns and dead ends, but you are finally here at the village of Vvvarrr's Qiip, on the lower slopes of an immense mountain in the Khargish range, far northeast of the city of Khazan. You have seen the dragon herself. You have seen the mighty Vvvarrr flying through the snow-laden clouds, scarcely more than a dark speck far above you. The hermit you met three days ago has told you of the village of Vvvarrr's Qiip, where the inhabitants are not human. You can see that village in the distance. It hasn't been easy to reach this remote location, but then, the quest for eternal life is never easy.

(This is an adventure for any of the humanoid kindreds--Men, Elves, Dwarves, Goblins, Uruks or Urookin, Hobs, Skeleton-men, etc. It is not an adventure for trolls, ogres, giants, centaurs, or any of the beast kindreds. This is also not an adventure for wizards, although your character may be a rogue who knows the ever-useful 'Take That You Fiend' spell. *You should probably have a level 4 character or higher—some of the challenges are very difficult.* You may or may not have some magical charms or talismans that will help you through difficult situations. You will find out if you truly have what you need as you play this adventure. You may use any edition of the Tunnels & Trolls™ rules, but this solo has been written with edition 7.5 in mind.)

Night is coming--you have perhaps an hour of daylight left. If you wish to camp on the mountainside and start the ascent in the morning, go to <1>; if you wish to walk into the village of Vvvarrr's Qiip and seek shelter and information there, turn to <10>. If you have a sudden attack of common sense, you might possibly turn around and make your way out of these hostile mountains alive. Turn to <20>.

<1> You decide to avoid the strange village of Vvvarrr's Qiip. Your business is with the dragon Vvvarrr herself, not with any of her non-human minions that may live at the base of the mountain. The place where you stand at the moment is too exposed, and you will need a more sheltered place to spend the night. You begin to climb and to search for a small cave or a relatively level spot, hidden from the wind by boulders or the mountain slope itself. If you have any Talent related to wilderness survival, use it and make your level 2 saving roll (25 - Talent number). If you don't have such a Talent, then try for your level 3 saving roll on Luck (30 -LK). If you made the saving roll, go to <11>; if you failed, then go to <12>.

<2> You sleep through the night and awaken refreshed just before dawn. You wash the sleep out of your eyes and chew another strip of moose jerky for breakfast--there is no difficulty in finding water on Vvvarrr's mountain--and ready yourself for a day of climbing. If you were injured, you have recovered 1 CON point. You think of all the magical charms in your backpack--perhaps this might be a good time to use one of them--if you wish to take a look at them and decide, go to <13>. Otherwise, pick up your gear and start climbing--go to <14>.

<3> Something hungry has found you. Turn to the Wandering Monster Table at the end of this solo to find out what it was, and then fight for your life.



<4> Want to get away? Flying is an excellent way to do that. You may either return to the starting point of the adventure by going to <1>, or find a safe place to rest by going to <11>, or leave the adventure entirely by flying back over the countryside that brought you here. Soon, you will find yourself at the hermit's house many miles away, and after a day's rest, you'll be on the road back to Khazan with a tale to tell. Take 100 adventure points. This is The End.

<5> You wake up with a headache. You are lying on an oversized bed of moss beside a bubbling spring of sulfurous-smelling water, inside one of the yeti boulder-pile houses. Your stuff is all lying at your feet, although your pack has been opened and rummaged through. A female creature squats beside you. What you can see of her body is all covered with a fine, silky, brown hair, and she wears some wolf pelts roughly sewn together with sinew to form a kind of robe. Her feet are large, black, and calloused. A mane of lighter-colored hair covers the crown of her head, and flows down her back. When you open your eyes, she jabbars excitedly in apish "ookings" and a larger male specimen comes over to frown down at you. You lie there quietly wondering what to do next. The fact that they haven't killed you already shows that they may be friendly. If only you could speak to them, but you don't speak yeti. The magical items from inside your pack are scattered nearby on the floor. Go to <13> and determine if one of them is the Torque of Wizard Speech. If you have that item, go to <16>. If you don't have it, go to <17>.

<6> As you fly around near the mountain top, you spot a large open ledge with some fairly large bones scattered upon it. You approach and land cautiously. Go to <8>.



<7> There are so many clouds and mists up here at the top of the mountain. You are sure that the entrance to Vvvarrr's cave is somewhere nearby, but you just can't spot it. Suddenly, you hear a wild screech, and a griffin dives at you out of the clouds, front talons reaching for you. It looks really big and ferocious. If you decide to fight it in the air, go to <27>. If you'd rather dodge, flee, and get back on the ground, go to <18>.

<8> Make a L3SR on Luck. If you make it, you have found the entrance to Vvvarrr's cave--go to <19>. If you failed it, you have found a wide ledge where the dragon or some other large flying predator has stopped to eat. In that case, it is time to go climbing again--go to <14>.

<9> The illusion of the wall doesn't keep you from walking right through it. Inside, there is a fairly long tunnel large enough for a Dwarven sky galleon to sail through. It is dimly lit by some kind of flames at the far end. So far, there is no sign of the dragon. This might be a good place to check your pack for magical items that could be of use. If you do, go to <13> and choose the item or items that might be useful. Equip yourself with whatever you wish from what you've got, and then continue into the cave.



After you pass the first bend in the tunnel, you reach the fire pit. A great hole in the floor of the cavern exposes a bed of burning coal. The flames leap up almost to the ceiling, barring your path. It wouldn't be hard for a dragon to hop over this obstacle--the flames wouldn't bother it much, but they might prove fatal to you. By careful examination, you find a narrow ledge on the right side of the tunnel that leads past the fire pit. Sometimes, the flame lashes out at the ledge, but if you timed your movement across it correctly, you could get through. If you wish

to try this, go to <33>. If you decide to simply go back outside and wait for the dragon to come to you, go to <24>.

<10> You decide to try your luck with the village. As you approach, you notice that the houses seem to be just piles of boulders heaped together to make large, artificial caves. An odd thing about the village is that there is no smoke rising from any of the buildings. Can it be a village without fire? Suddenly, as you reach the outskirts, seven large man-like creatures rush out of cave-houses and surround you. Some of them carry crude weapons entirely made of stone, not just spears and hammers, but great stony swords and clubs. Some just carry large rocks--boulders that must weigh at least one hundred pounds. Not one of them is less than eight feet tall. They are dressed in shaggy robes consisting of animal skins, with the fur still on them. The faces are hairy with beetling eye ridges and prognathous jaws. Large, yellow canine fangs protrude from the corners of their mouths. They leap up and down and jabber. They menace you with their oversized stone weapons, but none has actually attacked you yet. If you go for your own weapons, go to <15>. If you sit down and wait for them to calm themselves, go to <25>.

<11> Skillful or lucky, it doesn't matter. The almost flat ledge below the overhang of granite will suit your needs well enough. The mountain itself protects you against wind and threats from the north and east, and since you have come



from the south and west you expect no danger from those directions. There is no wood to make a fire, but the magical sunstone you bought back in Khazan lies next to your heart, beneath your clothing, and it keeps you warm--you need not fear freezing on this adventure unless you somehow lose the sunstone. For supper, you chew a tough strip of moose jerky and supplement it with three bites of elven waybread--the food doesn't fill the empty pit you call your stomach, but it will give you the strength and nourishment you need to survive until morning. You would gladly watch the stars after darkness falls, but these mountains are almost perpetually shrouded in clouds, so using your pack as a pillow and your wolf pelt cloak as a blanket, you lay yourself down to sleep and quickly doze off. Make a L2SR on Luck (25 - LK). If you make it, go to <2>; if you fail, go to <3>.

<12> You were not able to find a good place to camp, but as you turn a corner on the mountain path, you come face to bellybutton with a huge, shaggy anthropoid creature. It is carrying something that looks like a large sloth slung over its shoulder. On seeing you, it jumps backward and drops the animal. On seeing it, you jump back, catch your heel on a rock, and fall and hit your head, knocking yourself out. Take 3 points of CON damage and a concussion that reduces your INT by 3 points for the rest of the adventure. Go to <5>.



<13> Before you left the city of Khazan to begin this quest, you visited the Wizards Guild and stocked up on charms and amulets that you thought might help you. They have helped you--they got you this far, but most of them are gone or used up. Now, only a few items are left. Roll 1D6 to see how many magical blings remain. Then roll 1D6 once for each item to see what is left. As you use these charms, mark them off the list and substitute nothing. Whenever you open your pack to get a charm you may use any of the magical items you find within it, but once the item has been used, it is gone forever. Some items may have more than one charge, like the flight ring. Each time you use such an item, subtract one charge, and when charges fall to zero, the item becomes useless.

Magical Charms Table

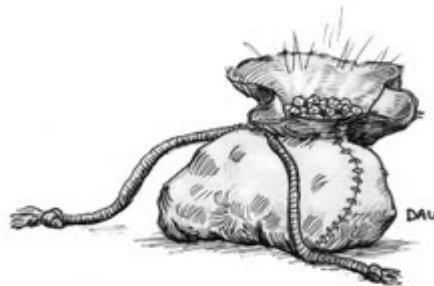
1. Deluxe Healing Potion. This small vial of intensely green fluid contains barely enough liquid for a single sip, but it is extremely powerful. If you drink it, roll 2D6 (DARO--doubles add and roll over) and augment your CON rating by that number. If that brings your CON to a number higher than it was when you started, that's all right. The magic has improved your Constitution. Drinking it feels like swallowing liquid fire and tastes like Essence of Emerald.
2. Torque of Wizard Speech. This half-coil of true silver is meant to be worn upon the throat, and will give the wearer Wizard Speech (the ability to speak and understand all languages) for up to 1 hour. Roll 1D6 to determine how many charges it has left.
3. Ring of Flight. This is a ring made of tiny feathers, and it is so small that it can only be worn on your little finger. It has only 2 charges left. If you use the ring, go to <21> to determine the result of flying.



4. Armband of Power. This is an armband of enchanted gold. When clasped to your arm, it will multiply your Strength by $1D6 + 1$ for exactly 2 minutes (1 combat turn--and yes, your combat adds go up if you are wearing it while fighting.) Roll $1D6$ to see how many charges it has left. Even without any charges, the armband is worth 600 gold pieces--it is very fine work, and wizards can recharge it.

5. The Cap of Phantoms. This jaunty black velvet cap with its crow feather makes the wearer invisible for 1 combat turn. Roll $1D6$ to see how many charges it has left. Even without any charges, the cap is worth 10 gold pieces--it is fine work, and wizards can recharge it.

6. The Pouch of Gems. If you reach into this plain leather pouch with your eyes shut and say the magic word "gimmeejool", the bag will produce one gem for you. To see what gem you get, roll $1D6$.



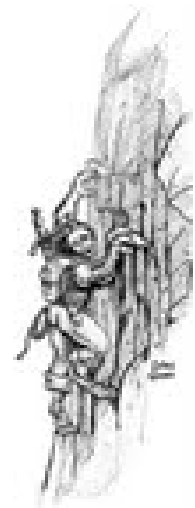
1. Opal--value = $3D6 \times 10$ gold pieces.
2. Jet--value = $3D6 \times 20$ gold pieces.
3. Sapphire--value = $2D6 \times 50$ gold pieces.
4. Emerald--value = $2D6 \times 100$ gold pieces.
5. Ruby--value = $4D6 \times 100$ gold pieces.
6. Diamond--value = $10D6 \times 100$ gold pieces.

There is a catch to these jewels. They only remain fabulous jewels for a single day, and then they revert to worthless pebbles of various sizes. Thus, everyone you pay

with a jewel is going to think you are a cheat, and will want revenge on you afterwards. Roll 2D6 to see how many charges the pouch has left.

After using your magical item, return to the paragraph that sent you here, and make another choice.

<14> Climbing is a strenuous activity, and a dangerous one. The higher it gets the more dangerous it becomes. Sometimes, you are merely walking. Sometimes, you have to push your way through snowdrifts. Sometimes, you have to move cautiously up a rock face from one hand and foot hold to the next. Sometimes, you even have to take out your climbing hammer and gouge holes in the stone to use as a hand or foot hold. The danger of falling is always with you. Every time you are told to read this paragraph put a little dot by it in the margin. Do it now! The number of dots represents the level of the saving rolls you are going to have to make in order to continue. Make a LXSR on both Strength and Dexterity, where X = the number of dots in the margin. If you make both saving rolls, then go to <22>. If you fail either one of them, you fell--go to <23>.



<15> Bad move! As soon as you reach for your weapon, they attack. There are seven of them, and they have a monster rating of 150 each. That's 16D6 + 75 adds each, and they can all get to you. Make a L7SR on Luck. If you make it, go to <5>. If you miss it, go to <26>.

<16> Once you are wearing the Torque of Wizard Speech, communication with the yetis gets a lot easier. You learn that they worship the great Vvvarrr, and that she has been teaching

have brought them up from their existence as mountain monsters, creatures they are now. You tell come a long, long way just to Vvvarrr, of whom there are many



dragon goddess, cares for them. She them things that nomadic, ape-like to the semi-civilized them that you have speak to the great legends in the

outside world. The male yeti, whose name is Knurrgh, tells you he will have to speak to the other male members of the tribe. He will bring them here, and let them all decide what to do with you, whether to help you, or kill you, or just let you go. Subtract one use from the Torque, and hope you have enough to use it at least one more time. Go to <28>.

<17> Without the Torque of Wizard Speech, it is really hard to make them understand that you simply want to talk to Vvvarrr the Dragon. You draw stick figure pictures of a dragon, and point to yourself, and they shake their heads and pound their fists on the ground. They understand that you want to meet the dragon, but they may not understand that you are friendly. Make a L1SR on Charisma (20 - CHR). If you make it, go to <30>; if you fail, go to <29>.

<18> The griffin can fly faster than you can, and is immensely more powerful. You feel that your only chance is to dodge it, and when its momentum carries it past, you can make a
you, with hand on
looking like you intend
second, you dodge left
quick enough to
Speed (30 - SP). If you make it, go to <33>; if you fail, go to <34>.



beeline for the ground and
You watch it closing on
weapon, brandishing it,
to fight. At the very last
and downwards. Were you
succeed? Make a L3SR on

<19> Moving closer, you see that the mountainside there doesn't look quite right, it's too uniform and smooth to be real. Dragons are cunning. Vvvarrr has disguised the entrance to her cave. This is what you have been looking for. To enter the cave, go to <9>. To wait outside on the ledge for Vvvarrr to appear, go to <24>.

<20> You realize now that the quest has failed. In an attack of what is either common sense or pure cowardice--you get to say which it is--you turn around and start walking back the way you came. On your second day, you are attacked by a wandering monster. Go to the Wandering Monster Table at the end of this adventure and roll to see what it was. Fight the monster. If you win, you will successfully escape from the Khargish Mountains to adventure again on another day. If the critter wins, it eats you, and no one ever learns of your fate. You simply vanished in the wilds. That happens a lot on Trollworld. The End.

<21> Why are you flying? If you are using it as an escape, go to <4>. If you are using it to try and find Vvvarrr's mountain top cave, make a L3SR on Luck (30 - LK). If you make it, go to <6>; if you fail, go to <7>.



<22> That was a tricky bit of climbing, but now you have come to a spot where you can rest. You could also look in your pack and use any of your magical items if you wish--to do so, go now to <13>. Count the number of dots in the margin at <14>. If the number is evenly divisible by 3, it is getting dark and is time to rest--go to <11>. If the number is not evenly divisible by 3, but is greater than 5, go now to <8>. If you have been sent back to this paragraph from <8>, then you rest for a bit and continue climbing--go back to <14> and try again.

<23> Either your grip failed somehow, or the rock crumbled, or you missed your hold, but suddenly you're falling. There is a sickening moment of vertigo as you gather speed on your downward plummet, and then a painful crunch as you impact the rock below. Perhaps your fall was cushioned a bit by landing in snow, but it always hurts. Take whatever you missed the saving roll by in hits to your CON. If that takes you to zero or less, then you're dead. If you missed the saving roll because you rolled a fumble (a natural 3 on 2D6), then you take 3 hits of damage to CON and you hit your head and got a concussion. The concussion will reduce your INT rating by 1D6 points for the rest of this adventure. Should you suffer multiple concussions and reduce your INT to 3 or less, then you will not be able to survive in this harsh country.

After taking your damage, you must decide what to do next. If you wish to open your pack and use a magic item, go to <6>. If you wish to set up camp and rest for the remains of the day and night, go to <11>. If you wish to resume climbing, go to <14>.



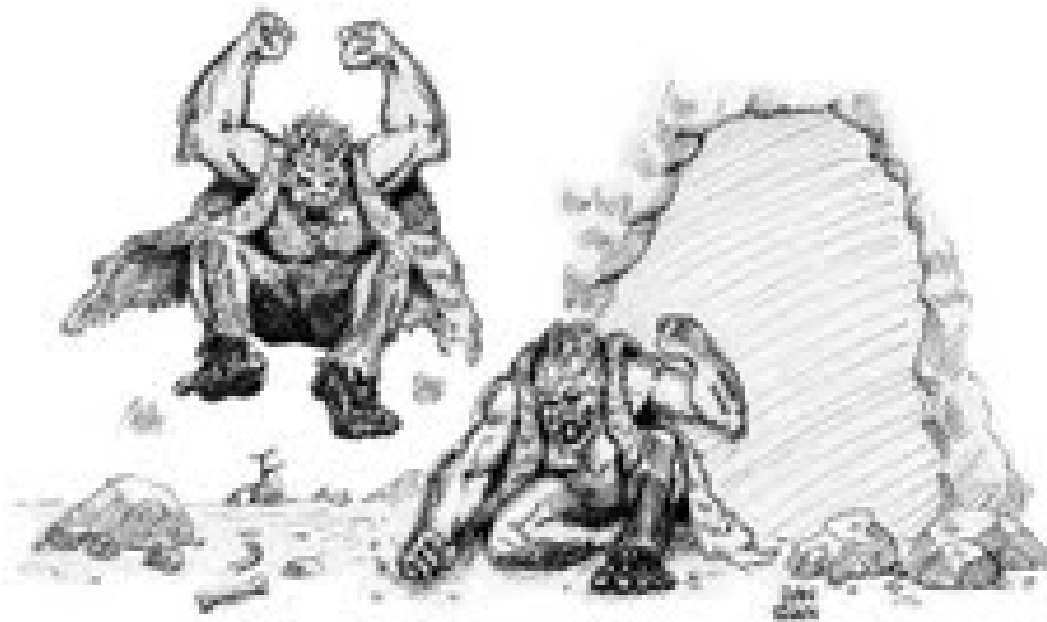
<24> The ledge in front of the cave is wide and open, without much cover. The high mountain winds howl around you, and the temperature is easily below zero. But with the sunstone inside your clothing, you are warm enough to survive, even if it isn't very comfortable. The rocks near the entrance to the cavern seem to be warmer

than anywhere else, so you sit down to wait. This might be a good time to look at the magical items in your pack--go to <13> and equip or use any of them that you might need in the near future.

You wait for most of the day. If the dragon is outside, Vvvarrr might return at any time. If she is inside, she will probably come out at dawn or sunset. Put a dot in the margin by this paragraph. Then, make a L7SR on Luck. If you make it, or if you make any of the other saving rolls at this paragraph, go to <34>. Each time you fail, go to <35>.

<25> You sit down cross-legged on the ground and spread your hands--the very picture of peace and confidence. This might be a good time to open your pack and see what magical items you have left. If you do so, go to <13> and check whether you have the Torque of Wizard Speech. If you do have it, this might be a really good time to put it on and talk to the indigenes--go to <16>. If you don't have it, you will have to communicate using pictures and sign language--go to <17>

<26> The speed and savagery of these creatures is unbelievable. You die hideously. The End.





<27> Fighting a griffin on the wing means hitting it without being hit in return. The griffin has a monster rating of 400. (41D6 + 200 combat adds). If it hits you even once, you are most likely dead. It has a skin and feathers that are almost as tough as steel. Once each combat round, you must make a Speed saving roll to avoid being hit. Each time you make the saving roll, the difficulty level will go up by one, but you will get to do all of your combat damage to the griffin, and it will do none to you. If you miss the saving roll, then both you and the griffin have a chance to hit. Compare combat totals and the loser takes the difference. Spite damage (all 6's rolled on the dice) always gets through. If the griffin scores enough damage to reduce your CON to zero, then it wins and gets a tasty meal, thus bringing your adventure to an end. If you kill it, then give yourself 400 adventure points, plus all the points you got for the saving rolls. You may, if you wish, take time out, and use your adventure points to increase your attributes in the natural leveling process.

Having beaten the griffin in the air, you can feel the flying charge running out. Quickly, you look around for a place to land, and you see a large open ledge with some bones scattered around on it. Just in time, you manage to set yourself down there. Go to <6>.

<28> Seven mighty male yetis sit down in a semi-circle in front of you to listen to your explanation. If you still have any charges in the Torque of Wizard Speech, you are able to tell them the Legend of how Lerotra'hh met the dragon Vvvarrr and won personal immortality by gaining seven drops of the dragon's blood. You explain that you have overcome great obstacles simply to meet the dragon and ask if you can do the same. The yetis don't seem to really understand the concept of immortality, but they understand that you want a great favor from the dragon. When you mention the dragon's blood they get excited and begin to hoot and pound the ground with their mighty fists, but you manage to calm them down. When you have finished, they break into a storm of conversation among themselves. Even knowing the Wizard Speech at the moment, it is hard for you to follow everything they are saying. In the end, they take a vote on whether to help you or not.



You must now attempt 7 saving rolls on your Charisma attribute. If you have a Talent like Persuasion or Bargaining, you may use that in place of your Charisma attribute. Start with a level 1 saving roll, and then work all the way up to level 7. Each saving roll made is a vote in your favor, each one missed is a vote against you.

If you have a majority of yetis on your side, then go to <48>. If you have a minority on your side, go to <47>. If you missed all 7 saving rolls, than go to <46>.

<29> Somehow, they get the impression that you want to harm their dragon goddess, and that makes them angry. They tell you to leave or die. Not wanting to die, you agree to leave. A couple of males escort you for a day's journey away from the village. Then, they leave you.

If you think you're lucky to have escaped with your life, then go to <20>. If you wait for them to get out of sight, and then sneak back and try to climb the mountain on your own, go to <1>.

<30> They don't fully understand what you want, but they do show you a path leading up the mountain. You gather your stuff and head out to do some climbing. After a while, the path disappears and you must climb for real. Go to <14>.



<31> Strangely, for a dragon's cavern, there are chairs placed in different locations around the huge grotto. There is even an elegant table set with gold and silver plates and utensils. Although the great mound of heaped gold in the center of the cave dominates the scene, there are places that look like they were made for humanoids. Roll 1D6. That is how many times you sleep before you see an unknown woman in ancient armor walk into the cavern from the shadows in the rear. She doesn't seem to notice you. She walks over to the great mound of gold, jewels, armor, and other precious treasures, and begins to sort through them. This doesn't seem right to you. If you shout out to stop her, go to <45>. If you move out to join her, go to <44>. If you simply remain in hiding, go to <43>.



<32> You have spent a small fortune and 6 months of your life just to reach Vvvarrr's cavern. And you're not a wizard, so you won't be able to recognize the most magical items in the stack. You had better go for whatever seems to have the most jewels in it. Looking around quickly, you find a tiara with 20 diamonds set into it. You grab it and quickly head for the exit. But things can always go wrong. Roll 1D6 and make a Luck saving roll at that level. If you make the saving roll, go to <42>; if you miss it, go to <52>.



<33> To get past the billowing tongues of fire in the pit will require both dexterity and timing. If you have any kind of Acrobatics or Agility Talent you may use it here in place of both saving rolls.

The conditions are variable. Roll 1D6 and make that level saving roll on Dexterity (or your Talent) to see if you can keep your balance on the narrow ledge. If you miss the saving roll, you trip or slip off the ledge, and fall into the fire. That is the end of you.

If you made the Dexterity roll, then roll 1D6 and make that level saving roll on Speed. A sheet of flame suddenly shoots toward you, and you must dodge swiftly forward or back to avoid being burned. If the fire hits you, the unbearable agony of being burned will make you lose your footing and fall into the pit, and that's also the end.

If you made both saving rolls, then you safely pass the pit of fire, and in a short time you come out which is dimly lit by the coin to see if Vvvarrr is On heads the dragon is at tails, the dragon is



in an immense cavern flames behind you. Flip a there when you enter. home--go to <50>. On elsewhere--go to <49>.

<34> With a thunder of the ledge. You crouch the door and hope she doesn't hurt you. Settling in place, she looks around and sees you quailing beside the doorway. "What are you doing at my cave, mortal?" she booms in the Common Speech. It is a voice loud enough to start a small, snowy avalanche from the slope above the cave, but Vvvarrr looks up and blasts the rushing snow with her fiery breath and turns it all to steam and water. Most of it misses you since you are standing in the shelter of the door, but you do get wet.

wings, Vvvarrr lands on against the wall by the

"I have come to see you, O Mighty Vvvarrr," you say boldly. "I am here to offer myself as a servant and to make a request."

You explain about the legend of Lerotra'hh and the dragon's blood, and how you would like the same deal. Vvvarrr looks at you appraisingly. "You have great daring mortal, and apparently some ethics also. I will give you your chance, but you will spend ten years as my servant. If you do well, you shall have your immortality."

You smile. You know it won't be easy, but now you have a chance for eternal (or at least very long) life. The quest has ended successfully, but you have not yet actually gained immortality. To determine how the ten years of servitude go, turn to <59>

<35> A day goes by and the dragon does not appear. A mighty storm blows up and a blizzard brings heavy snowfall. You are hearty and have a sunstone, but to stay outside in this is to die. You enter the cavern to stay alive. Go to <9>

<36> The yetis can't see you, and are somewhat spooked by the way that you disappeared. In the confusion, you are able to gather up your pack and run for it. There will be no help from the yetis. You can either try to climb the mountain on your own by going to <1>, or give up on the whole project by going to <20>.



<37> You awaken on the third day in the yeti village to sounds of great excitement. A yeti female is shaking your shoulder. "Get up! Get up!" she hoots. You don't really understand what she is saying, but you get the general impression. Pulling on your wolf-pelt cloak, and your boots, you stagger out the front door of the cave house and see a huge, green dragon sitting calmly in the middle of the village. Steam is rising from her nostrils, and her whole body radiates heat. Most of the tribe is gathered around her, either on their knees or hopping up and down with excitement.

"Come out, mortal, and speak to me," bellows the dragon in the Common Speech.

You emerge and bow to her. After an exchange of pleasantries and after you tell her the news of Trollworld, you finally get down to your request. The dragon considers it gravely.

"You realize that Lerotra'hh served me for seven years of her life to gain her boon?" Vvvarrr asks. "Are you willing to do the same?"

"Yes," you say eagerly and humbly. "Or longer, if you so desire."

"Very well," says Vvvarrr. She dips one wing to the ground. "Climb aboard," she commands. "We fly to my cave and your apprenticeship begins."

You quickly gather your pack and weapons, and then board the dragon. Using magic, Vvvarrr levitates off the ground, and then flapping her mighty wings, she flies off into Legend and takes you with her. You gain 1000 adventure points for your daring and the right to add the name "Dragonservant" to your own name. You have succeeded in your quest, but you have not yet gained immortality. To determine how the ten years of servitude went, go to <59>.

<38> On the third day, Zorrr'ha returns and tells you of the Dragon's response. Vvvarrr says she will consider your request if you can climb up to her cave and prove yourself worthy to speak to her.

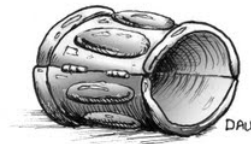
You have your response. If you choose to climb, you can gather your things and go to <1>. If you decide to cancel the quest now, go to <20>.

<39> With some trepidation, you step out into the open and bow low. "O great Vvvarrr, mightiest of dragons," you start the flattery. "I am no thief. I took nothing. I am simply waiting here to see and speak with you, to offer myself as your faithful servant and to beg the same boon as the urukin woman Lerotra'hh."

"You may not be a thief, but you did nothing to protect my property and stop the thief when you saw her," booms Vvvarrr, grinning at you cruelly. "You are not worthy to be my servant."

The dragon looks at you appraisingly. "Now tell me why you should not be my meal."

If you ever needed the gift of Glib, you need it now. If you have a Talent for Persuasion, Bargaining, or even some kind of public speaking, make a L4SR on that Talent now (35 - TAL) or on your Charisma attribute. If you make it, go to <53>. If you fail it, go to <54>.





<40> You prudently remain hidden and don't say a word. This whole expedition is beginning to seem like a really bad idea to you. "I can smell your fear, mortal," laughs the dragon. "I know you have not stolen from me, but you are a coward, and so, unworthy to serve. I shall not eat you. Cowards always have a rotten flavor. Slink away, then, and if you can get back down the mountainside alive, you may live to tell of the splendor and generosity of the dragon Vvvarrr." She curls up on her mound of treasure and after a while closes her eyes. Praying that she does not awaken and flame you, you dash back into the entrance tunnel and run to the fire pit. Again, you must make the two saving rolls to pass safely. Roll 1D6 to get the level of the Dexterity saving roll. If you fail it, you fall into the fire and die. Then roll 1D6 again to get the level of the Speed saving roll. Remember you can use an Acrobatics or Agility Talent instead. To fail is to die, but to succeed gets you safely out of the dragon's cavern. Go to <55>.

<41> You pull back and say "Leave that treasure alone. It belongs to the Vvvarrr the Dragon, and I did not come here to rob her."

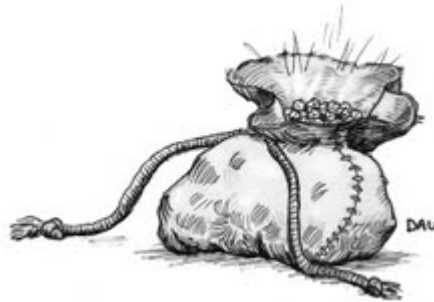
"Very wise of you, mortal," says Rav. She steps away from the treasure and in the blink of an eye transforms into the huge dragon. "Why did you come to see me?"

You explain about the legend of Lerotra'hh and the dragon's blood, and how you would like the same deal. Vvvarrr looks at you appraisingly. "You have great daring, mortal, and apparently some ethics also. I will give you your chance, but you will spend ten years as my servant. If you do well, you shall have your immortality."

You smile. You know it won't be easy, but now you have a chance for eternal (or at least very long) life. You may add the title "Dragonservant" to your name and

take 1000 adventure points. You have succeeded in your quest, but you have not yet gained immortality. To determine how the ten years of servitude went, go to <59>.

<42> You have gotten out of the cavern with your treasure. Now you have to get past the fire pit. Again, you must make the two saving rolls to pass safely. Roll 1D6 to get the level of the Dexterity saving roll. If you fail it, you fall into the fire and die. Then roll 1D6 again to get the level of the Speed saving roll. Remember you can use an Acrobatics or Agility Talent instead. To fail is to die, but to succeed gets you safely out of the dragon's cavern. Go to <55>.



<43> The strange woman hunts through Vvvarrr's treasure for some time before finally selecting a golden tiara set with diamonds. She looks in your direction, but doesn't seem to see you sitting there in the shadows. Taking her loot, she disappears behind the huge mound of treasure.

An hour later you feel the earth shake, and the mighty dragon Vvvarrr enters the cavern through the wall of flame. She glides around the immense space on outstretched wings and then settles to a landing upon her mounded treasures. She shifts from side to side, finding it hard to get comfortable. "Something is missing!" she rumbles in the Common Tongue. "Someone has taken part of my hoard!" she bellows and flame jets from her mouth across the cavern. "Come out, thief!" she roars again through a mouthful of fire.

If you decide to go out and protest your innocence, go to <39>. If you decide that you don't want to confront an angry dragon, and that it would be better to just sneak away, go to <40>

<44> You move out of hiding and shout at the woman. "Who are you? How dare you plunder Vvvarrr's treasure?"

"I thought there was someone here," she answers. "I am Rav, and I steal from this dragon all the time. I always come when she's not around, and leave through a secret tunnel in the back that is much too small for her to enter. She never catches me. Was there something in particular that you wanted from this hoard? I know where all the best stuff is."

Something about this woman compels you to speak. You sense that she is a powerful sorceress. "I come looking for immortality," you tell her.

"Oh, immortality!" she exclaims. "Very nice. I gained mine long ago. I know just the thing--the Chalice of Eternity." She begins digging through the mound, tossing gold and jewels and other treasures behind her like a dog digging in a flowerbed. "Help me!" she says. "The chalice is deeply buried."

If you start digging to help her find the Chalice of Eternity, go to <51>. If you pull yourself away from her and tell her to stop at once, then go to <41>.

<45> You let out a mighty shout, "Stop, Thief! That treasure belongs to the dragon Vvvarrr, and I won't let you steal it." The woman looks surprised for a moment, then she smiles, and in the blink of an eye, she transforms into the dragon. "Well done, little mortal," she thunders. "Come out of hiding and speak with me. Tell me why you have come so far to see me."

You explain about the legend of Lerotra'hh and the dragon's blood, and how you would like the same deal. Vvvarrr looks at you appraisingly. "You have great daring, mortal, and apparently some ethics also. I will give you your chance, but you will spend ten years as my servant. If you do well, you shall have your immortality."

You smile. You know it won't be easy, but now you have a chance for eternal (or at least very long) life. You may add the title "Dragonservant" to your name and take 1000 adventure points. You have succeeded in your quest, but you have not yet gained immortality. To determine how the ten years of servitude went, go to <59>.



<46> Somehow, the yetis have completely misunderstood your intentions. They think you have come to steal blood from their goddess dragon and to harm her. They get excited and angry and jump up to attack you. You are caught almost helpless. There is only one chance to escape. If you have the Cap of Phantoms on the ground nearby, you can quickly put it on your head and disappear. If that happens, go to <36>. If you don't have the cap, go to <26>.

<47> Most of the yetis don't think helping you talk to the dragon is really something they want to do, but they will not hinder you. They offer you a meal of raw cave sloth and drinks of fermented moss water, and show you a trail leading up the

mountain. You thank them for their hospitality, and set off on your quest again. The trail helps for a while, but ends once you have ascended a few hundred feet, and you find yourself having to climb. Go to <14>.

<48> Most of the yetis think you are a fine fellow (if you are female, they don't notice), and decide to help you. They invite you to stay with them for a while, and one of them offers to take a message to Vvvarrr for you.

For a couple of days you live with the yetis. You hunt with Brroonk in the lower mountain caves and see the underground mushroom jungles and the paradise of the giant cave sloths. It's a weird place. Then Zorrr'ha the messenger returns. Roll 1D6, and make that level saving roll on your Luck. If you make the saving roll, go to <37>; if you miss it, go to <38>.

<49> Inside the cavern, there is a huge mound of treasure, but no sign of the dragon. You know that dragons are incredibly jealous of their treasure, and they can somehow tell if even a single gold piece is missing. You can either sit down and wait for the dragon to return, or you can take this opportunity to plunder the dragon's hoard. If you wish to wait, go to <31>. If you decide to plunder, go to <32>.

<50> Inside the cavern treasure, and the holding a flame-armor in her claw and pauldrons. If you step go to <56>. If you dragon in her own lair want to back out now, go to <40>.



is a huge mound of dragon is reposing atop it, scorched suit of plate admiring the rubies on the up boldly and salute her, decide that visiting a is a really bad idea and you

<51> You help Rav dig through the dragon's treasure, and in the process a few gold coins slip into your clothing. Rav suddenly stretches out her arm and pulls forth a large cup apparently carved from a single gigantic pearl. "This is the Chalice of Eternity," she announces, "but you will never drink from it, thief!" In that moment, you realize that Rav is really the dragon Vvvarrr and that you have been tricked. She transforms before your horrified gaze and in an instant, you are caught in a huge, clawed hand. The ground falls away below your feet, and you are held in the air, eye to eye with Vvvarrr the immortal.

"You should know better than to steal from a dragon," says Vvvarrr. It is the last thing you ever hear, as she pops you into her mouth. CRUNCH! The End.

<52> At that very moment, Vvvarrr enters the cavern and sees you with the tiara in your hand. "Stop, thief! What are you doing?" she bellows, and a gout of fire passes over your head to splash against the mounded treasure. You know you have to think fast. If you want to try and talk your way out of the situation, go to <53>. If you want to try and run for it, go to <54>. If you decide to attack Vvvarrr and fight your way out, go to <55>.



<53> You think quickly. "I was just admiring this fine piece of treasure, mighty Vvvarrr," you say. "It is not bad, but I have seen better in the jeweled towers of the nagas." You casually toss it back on the pile of treasure. Roll 1D6 and make a Charisma saving roll at that level to see how Vvvarrr reacts to your audacious lie. If you make it, go to <56>; if you fail, go to <57>.

<54> With a shriek of fear, you run for the entrance. Vvvarrr laughs cruelly and flames you before you get there. SIZZLE! The End.

<55> Well, if you have to die, you may as well go down fighting. "I am here to challenge you for your life and your treasure, Dragon!" you announce boldly. "Just let me get my weapons ready."

Vvvarrr laughs and fire fills half the chamber. You duck out of the way and are not burned. "A mortal champion to challenge me!" she snorts. "Why, that hasn't happened for a thousand years. Prepare yourself, mortal, and let us have some fun.

You can go to <13> and get out all of the magical tricks that you have. Increase your STR and CON if you can. Put on the Ring of Flight and the Cap of Phantoms. Being able to fly will make it much harder for Vvvarrr to hit you. Being invisible will also help you by doubling your totals in combat. When you are ready to fight, go to <58>.

<56> The dragon smiles. "You have courage, mortal, and you did not actually steal anything which shows a certain wisdom and the ability to learn quickly. These are

good traits in a little creature like you. I am in a good mood. You may leave my cave and tell the world of the glory and generosity of Vvvarrr. " Go now to <20>.

<57> "I don't believe you," says Vvvarrr. "You mortals should be more careful where you go. You really should avoid dragon lairs." She takes a deep breath. Go to <54>.

<58> From your viewpoint, the battle with Vvvarrr is epic, a tragic hero tale for the ages. From Vvvarrr's viewpoint it was an amusing moment. The End.

<59> Congratulations on winning the Dragon's Blood adventure! You are at the beginning of ten years of arduous service and danger in order to really win the reward of draconic immortality. If you would like to know what tasks and challenges your character would face in the next years, send an email to:

kenstandre@yahoo.com with your character stats in it and any comments you may have about this adventure or Tunnels and Trolls in general. The End.



WANDERING MONSTER TABLE

Roll 1D6 to see what you have to fight. If you survive the fight, return to the paragraph that sent you here and make another choice. Each time you fight a monster on this table, increase its monster rating by 4 points. If you meet another one, it will be tougher than the first.

1. Starving wolf--monster rating = 40 (5D6 + 20).
2. Snow leopard--monster rating = 50 (6D6 + 25)
3. Mountain bear--monster rating = 60 (7D6 + 30)
4. G'narrff--monster rating = 80 (9D6 + 40)
5. Throggle--monster rating = 100 (11D6 + 50)
6. Shnyrkk--monster rating = 120 (13D6 + 60)



(Monsters with nonsense names come directly from your own imaginations. All you can be certain of is that they are big, hairy, and have lots of teeth and claws, and they don't really look much like wolves, leopards, bears, or each other--Sneaky Ken)

Dragon's Blood, the G.M. Version.

Setting the Scene: While Dragon's Blood is a solo adventure for only one character at a time, it can be a roleplaying adventure for one to many players. The scene is set

deep within the Khargish Mountains at the far northern end of the Dragon Continent. Here, on Vvvarrr's Mountain, the dragon known as Vvvarrr makes her home. Vvvarrr is famous as the mentor of Lerotra'hh, the Death Goddess. Hundreds of years earlier before the War of Liberation ousted the wizard Khazan from the city that bears his name and established Lerotra'hh's rule instead, an aging half-uruk sorceress came to Vvvarrr and struck a deal with her. The sorceress served the dragon for seven years, and in exchange, the dragon gave her seven drops of her dragon blood. Lerotra'hh drank the blood, and it rejuvenated her. She went on to free the monster kindreds in that part of the continent from the tyranny of the so-called good kindreds (Elves, Men, Dwarves, Leprechauns, Fairies, and Hobbs). Lerotra'hh only won that war after she obtained help from both the trolls and the dragons, and after Khara Khang betrayed Khazan and switched to her side. But all that is ancient history. Few know the name and fame of the dragon Vvvarrr at the time of this game.

A single player might wish to duplicate the solo adventure and bargain with Vvvarrr for immortality. A larger group might have more mercenary concerns. They might just want to kill the dragon and take her treasure. Or, if they can avoid the dragon and get the treasure, they'd be happy to do that, too. Or, they may have come north in search of yeti pelts. Although the yetis that live here have little in the way of treasure, their hides are highly prized back in the civilized lands—it is said that no one ever froze to death while wearing a yeti-skin cloak.

Scene 1: The Yeti Village

Vvvarrr's Qiip (pronounced Varz Keep) is the village of semi-human apemen who live on the lower slopes of Vvvarrr's Mountain. The village houses are interesting and unique in a crude sort of way—they consist of boulders piled atop each other in such a way as to simulate great rocky caves. These are not all round chunks of stone—many of them are slabs of rock with flat sides. They are drafty and dark, but serve well enough as shelter for the tribe of ape creatures that live there. The yetis worship the dragon who lives near the peak of the mountain. There are only about 50 yetis in the village, roughly 20 adult males, 20 adult females, and 10 children. There are no really old yetis—when they feel themselves becoming too old, they wander down into the caverns below the mountains to die.

These yetis have never seen visitors from the outside world. Because they are large, strong creatures ranging in height from 7 to 10 feet, they have no fear of smaller beings. They really only respect dragons, trolls, griffins and other large mountain predators. They don't fear anything. If the adventurers approach them in an open and friendly manner, the yetis will be friendly to them—at least until they find out what the adventurers want. Any talk of stealing from the dragon, or slaying the

dragon will turn the yetis against the delvers. Any violence perpetrated against a yeti will also cause them to attack the party.

They wear clothing made from hides, and what little they know of civilized behavior was taught to their ancestors by Vvvarrr centuries earlier. They do not use manufactured weapons, preferring to use their own claws and teeth to slay things. Even without weapons they are ferocious hunters and fighters. As G.M. you may either use monster ratings for the yeti warriors, or you can look them up in the *Monsters! Monsters! Rules* and give them attributes. If you use monster ratings, each sasquatch warrior will have a monster rating of 50 plus 1d6 X10. Thus, the smallest possible yeti has a M.R. of 60(7D6+30) while the largest has a rating of 110.

As a side adventure, the party members may go hunting for game along with yeti warriors. The G.M. may have them find Snelks (huge snow elks), dire wolves, snow cats, griffins, glacier snakes, or, if they get into the caves beneath the mountains, giant sloths and terrorbirds. Hunting scenarios are simple, a yeti warrior leads the party member or members to game, then they fight it, hopefully kill it, and bring the meat back for a feast at Vvvarrr's Qiip.

If the players are subtle, they can trick a yeti into taking a message up the mountain to the dragon's cave and asking the dragon to meet them down at the village. For a quick adventure have Vvvarrr come down to them. For a longer adventure, make the players climb the mountain and invade the dragon's cave.

Scene 2: Vvvarrr's Mountain

The mountain is a dangerous place, and the only real reason for climbing it is to reach Vvvarrr's cave which is near the top. The easiest way to reach Vvvarrr's cave would be to simply fly up, but if the party can't fly, it is possible to climb. There is a trail going up the mountain to the cave—a fairly good one because it has to be large enough for yetis to use. However, the mountain itself is dangerous—rock falls are common, the trail has gaps in it that must be jumped, and there are wild beasts and monsters that may attack.

If the players stay on the trail, it will take 2 game hours to reach Vvvarrr's cave. If they leave the trail, it will take 6 hours and double the danger. The climb may be divided into two parts: the lower slopes and the upper slopes. Each half of the climb will require 6 game turns to cover. For each game turn the GM should roll 1D6. On the lower slopes, a roll of 5 or 6 will signal an encounter of some sort; on the upper slopes a roll of 4, 5 or 6 means trouble. If the dice rolls are all favorable, the players can just walk up to Vvvarrr's cave; if a danger number comes up, roll again on the table below to see what happens.

Encounters—roll 1D6. If any of these adventures comes up more than once, except the false trail one, then move down to the next one below it on the chart for the second time it comes up.

1. **Griffin attack**—monster rating = 400 (41D6 + 200)—the griffin that lives in this area will focus its attack on the character with the highest Charisma rating—that's the one that looks most delicious. Most of its combat roll will be applied to defense—that is, even if it beats the party's combat total, it will not do damage to anyone but the selected target. That character must make a saving roll on Luck, Speed, Dexterity, or a relevant Talent to avoid taking the entire damage himself. Said saving rolls begin at level 2 and increase by 2 levels each combat turn. If the target character misses the saving roll, he will take damage and be carried off by the griffin. Should he still be alive, he may continue to fight, but that's probably the end for him. If the griffin takes damage other than spite damage, on two consecutive combat rounds, it will break off the attack and fly away. Award adventure points for the combat based on the damage done by each player character.
2. **Snow leopard**--monster rating = 50 (6D6 + 25)—the trail is only wide enough for one person at a time. The snow leopard will attack from above and spring on the last character in line, who will have just a second's warning before the animal hits him. If it goes to straight combat, then compare the character's combat roll against the leopard's. If the leopard wins, it not only inflicts damage, but carries the character over the edge and off the trail. The mountain isn't sheer in this location, but the slope is very steep, and the character is rolling down it, taking an additional D6 of impact damage for each turn spent fighting. The leopard moves and attacks on the slope at will, and is determined to have its kill. The character must make a L2SR on DEX each combat turn in order to be able to fight the big cat—failing the DEX roll means no combat roll for the character, and it must take all the damage the cat dishes out. (Note that it is possible that other characters still on the trail could help the attacked if they have missile weapons or magic to use against the cat. A missile weapon would require a L4SR on DEX in order to hit.)
3. **G'narrff coming down the trail**--monster rating = 80 (9D6 + 40). It's hard to say whether the G'narrff is a beast or a Kindred, but it is at least as smart as a gorilla, and more powerful. It considers the trail to be its own private property, and will attack the characters on the trail, starting with whoever is at the front of the line. The first sign of a G'narrff attack is always a hurled boulder—L3SR on SPD or LK to dodge that all must make. Failing the roll means being hit by the boulder for 9D6 worth of crushing damage, and being knocked off the trail. Check the saving rolls in order from the front of the

party to the back. If one character is hit, then the other characters do not need to make a saving roll. After the boulder attack, the G'narrff will rush down on the leading person in line and attack. The trail is not wide enough for more than one person to stand and fight, but other players may help with magic or missile weapons. If missiles are used, a L2SR on DEX must be made in order to hit the G'narrff. Any natural fumble (a roll of 1, 2) means the player character fighting the G'narrff was hit instead and must take the damage.

4. **Trail crumbles underfoot and drops a character off a cliff.** All characters roll 2D6 (DARO) and whoever rolls lowest goes over the edge. If he can fly, then no problem. If the characters are roped together, then no problem—just a bit of a scare. If the falling character can make a L5SR on Luck, then he can catch a handhold at the top of his fall and not die. Otherwise, it's hundreds of feet straight down to a hard landing—death!
5. **Throggle attack--monster rating = 100 (11D6 + 50)**—The party finds a small cave on the mountain side. The trail goes into it and comes out of another small cave 100 feet away and slightly higher. The cave is dimly lighted and has a carrion stench to it. Inside the cave lives a family of Throggles, one male and two females. Sometimes one or more of them is out hunting—sometimes they are all at home. Let there be one Throggle present for every 2 members of the party, but no more than three Throggles. They are nocturnal beasts and don't like bright light. The cave never gets dark enough that torches or lanterns would really be needed, but at the darkest corner of the winding, climbing passage inside, have the Throggles attack. This is a pure combat situation, but if the Throggles seem to be losing, they will break off and flee. There is no treasure to be taken from Throggles other than horns, teeth, and claws which are highly valued by the yetis.
6. **Avalanche**—The characters hear a rumble and feel the ground shake. Looking up, they see a mass of boulders and snow sliding, bouncing, and rolling down the mountainside toward them. They have 1 combat round to escape the avalanche. Running might work. Flying would work. Magic might save them. Give the players no longer than 10 minutes to plot their escape. Any character carried over the edge takes 20D6 of damage before coming to a stop—tough characters might survive. Armor is no protection from this. If they simply run for it, have them make 2 saving rolls, the first on Speed, the second on Luck. Running uphill requires L2SRs to evade the avalanche; running downhill requires L4SRs to get away.

The mountain path will end on the wide ledge outside Vvvarrr's cave.

Scene 3: Vvvarrr's Cave

The cave, and the large open ledge in front of it, is the scene of this tale's climax. Vvvarrr is an ancient dragon that has been on Trollworld since the dragons first entered this universe more than 50,000 years ago. She is huge and powerful. The entrance to the cave is 50 feet high and more than 100 feet wide and that leads into a tunnel large enough to admit a Dwarven air ship. It burrows straight into the mountain for 1000 feet where it opens into an immense circular chamber some 500 feet in diameter. In the center of that colossal cave is a mound of treasure about 200 feet across and up to ten feet high. The hoard contains hundreds of tons of gold and silver along with armor, weapons, ornaments, jewelry of all kinds—the plunder of ages. Much of it is dwarf work. This huge treasure mound is where Vvvarrr rests when she is at home.

The most important question at this stage of the game is what are the players' objectives. If the object is to gain immortality, then it would be best if that person went in alone and spoke to the dragon. If the object is to take as much treasure as possible, then it would be well to wait until the dragon leaves, and then make a daring raid into the interior. If the object is to slay the dragon, the players need to decide whether to fight her inside or outside.

Vvvarrr has a monster rating of 1998. That gives her 200D6 + 999 combat adds. Although she knows a great deal of magic, she seldom uses any of it. Figure her WIZ rating at 200. Most spells rebound from her. Her primary weapon is her fiery breath which she can issue as a wall of flame. If players try to steal her treasure, they will wind up fighting her, even if they wait until she leaves the cave—she will come back and trap them inside the cavern.

Survivability and the end game: As GM, you should do whatever makes for the best story for your players. Just remember, Vvvarrr has lived over 50,000 years on Trollworld. The dragon isn't going to lose any fights to anyone short of god-level. If players make a serious attempt to escape instead of fighting to the finish, you should probably allow one or two to actually get away. I have run out of room to outline possibilities, but the good G.M. should be able to wing things from here. There are two key things to keep in mind for finishing the story: (1) build to an exciting climax, and (2) players are not going to be able to kill Vvvarrr. They might be able to trap her, or hurt her, or even get away with some treasure if they are high enough in level and in creativity, but they won't be able to destroy this dragon. In a worst case scenario, Vvvarrr can teleport herself out of any trap. A battle with a dragon should be a BIG FINISH.



Does this look like a dragon to you? Vvarr can take human form when she wants to, and is no less deadly for doing so. Gain her favor, and perhaps gain immortality as the Death Goddess did in centuries past. Anger her, and you will be lucky to survive when you venture beyond Vvarr's Qiip.