



Keep of Count Habbish

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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Although this adventure is designed for the Tunnels and Trolls 7.5 edition it can be used with earlier versions of Tunnels and Trolls. It is recommended that at least four (4) characters of third (3rd) level or higher plus Cuzax the Courageous make up the party. All magic weapons, armor, spells, wands, scrolls, and staves function as per the rules.

At the end of each paragraph are alternatives and these are more when using it as a solo. Game Masters are encouraged to change, add, or delete anything they please. The keep is very simple, it is a two story brick building that is eighty (80) square feet. There is one out building that houses the Centaurs. If a fight begins within ear shot of these Centaurs they will bolt. If San Dor Hul is slain; the command spell that keeps these untamed and barbarian-like creatures docile and ride able is dispelled. Again they will bolt. However, if characters enter the outbuilding the centaurs will fight without quarter.

Questions concerning anything contained in this adventure or any errors discovered should be sent to me via Trollhall.com.

This adventure takes place on the Coral Isle, an isolated island on Troll World of my creation, which I hope to publish in the near future. I have one other adventure that will be published soon. It is called "*BIG RED AND LITTLE RED*" and it will be sold for \$10.00 on Drive Thru RPG. All proceeds from the sale of this adventure will be donated to the Jeff Freels Kidney Transplant Fund. My hope is that this free adventure will help develop interest in "*BIG RED AND LITTLE RED*" and thereby make the fund grow.

Additionally, if you enjoy this adventure with Cuzax, then please consider a donation to support the Transplant Fund.

Thank you and may all your rolls be doubles.

Douglas Mitten

Paragraph 1.

As your party sits in the local tavern, drinking and flirting with the staff a human in Flowing Robes of Scarlet enters the tavern and shouts above the din.

“Hear Ye, Hear Ye, Monsters have invaded the Keep of Count Habbish and slain all the guards, citizens and the Count and his entire family. His soul cries out for vengeance – will any among you join me in driving the monsters from Habbish Keep and avenging the dead? I am Cuzax, the Courageous, I seek hardy warriors, to follow me into the wild and bring justice to all that so wrongly killed an entire community. I do not seek treasure; all who come may divide the spoil in any manner that is agreeable to all. But I claim as mine alone the Staff of Magic that the Count carries. If these evil creatures discover its secrets’ none in this land will be safe. Who will travel, fight, and gain the riches of this mighty Lord?”

If you agree to join him go to Paragraph 2.

If you do not want to join him on this adventure then you stay in the inn, drink heavily, pass out, robbed of all belongings and are killed by the thieves.

Paragraph 2.

You have traveled for five hours to reach the Count’s Keep. The gates to the keep have been repaired and are shut. As you gaze at the foreboding structure you see a flock of crows rise from behind the walls and fly rapidly in your direction. They attack your party.

Crowette MR 7 1d6+4 Special damage any sixes rolled result in 3 spite damage
Weapon: their magical brass feathers (each crowette can throw a maximum of 12 feathers then they die) Range 120’ and they only need a savings roll of 5 or better to hit. (2 crowettes per character)
If you live go to Paragraph 3. If you die the crows eat your party.

Paragraph 3.

The Goblin Commander challenges you as you approach the gateway. “Who are you and what do you want? As you begin to respond he shouts, “That’s Commander to you, maggot!” Any attempt to speak with him without referring to him as “Commander” results in him yelling louder, “That’s Commander to you, maggot!” The Goblins on the walls begin laughing at your party.

If you attack the Goblin Commander then go to Paragraph 4.

If you talk the Goblin Commander into allowing you in the Keep then go to Paragraph 5.

Paragraph 4.

The Goblins on the walls fire their bows at your party.

Goblin Commander MR 18 attack dice = Goblin Sword 2d6+9 Armor 10

Goblin Command talent 2d6 Roll + 13 = SR

Paranoid and cowardly commander frequently yelling "That's Commander to you, maggot!"

ST 12	CON 18	INT 11	WIZ 12	LK 15	DEX 16	CHR 8	SPD 14
				+3	+4		+2

10 Goblin Guards

MR 18 attack: Gladius 3d6+2 Light Self Bow 3d6 range 70 yards (12 arrows in their quivers)

ST 13	CON 18	INT 11	WIZ 12	LK 15	DEX 16	CHR 8	SPD 14
+1				+3	+4		+2

If you survive and defeat the goblins go to Paragraph 6.

Paragraph 5.

{The keep is an 80' square building. The walls are ten feet thick. The first floor is a 60' square open room. It has a stair attached to the walls and rises to the second floor. The Room is furnished with chairs, tables and wooden platforms covered with fresh straw for sleeping. Standing in the room is a large troll. {See the Character sheet for Jarr Ahhh.}

The Commander leads you into the building. You are greeted by a large Troll, "Welcome guests and Cuzax you are most welcome back and I know the Master will be very happy to see you as his guest once again, I am called Jarr Ahhh. I serve the master as his Butler and Chief of Staff. You may rest here if you are tired, if you are hungry, I will have the cook fix you a hot meal. The master is busy with other guests right now but I am sure he will want to meet with you later today. If you like I can ask Tumli to dance for you; she is quite beautiful and dances a very erotic dance. How many would like a hot meal? Do you have any questions? If that is all you need, I ask your permission to take my leave of you, for I have other duties to attend and complete for the Master. As you look around the room, you are startled to see a very life like Uruk face in the wall at the foot of the stairs. As you stare at it the eyes move and it speaks, "It is quite impolite to stare, my name is Duruk and I am a servant of San Dor Hul. A rather poor and not as trusted a servant as I should have been as by my imprisonment in this stone wall be testimony enough for even the dumbest fool. Oh, I am sure that you noticed. You were staring at me quite intensely just now. Do not deny it, we both..." "A voice from above shouts, "Duruk, SHUT UP and leave the master's guests alone."

A number of uruks enter the room carrying plates of hot, steaming food. Plates of meat, potatoes, hominy, and steins of light golden ale are set on the tables. The uruks quietly leave the room. Cuzax speaks quietly, "Do not eat any of the food served here and do not drink the ale. You do not know the source of that meat nor the contents of the ale. Much danger exists in this house and you must beware."

The Uruks come in and clear the table. Jarr Ahhh returns, "I am sorry that our food is not to your liking. We are less picky. I must attend to my Master. I will call you when he is ready to see you." Jarr Ahhh walks up the stairs. You hear a door open and then close.

Cuzax whispers, "We must go into the lower level and eliminate the Uruks. Then we can go upstairs and deal with whatever we find up there. Quiet now, and watch your back." Cuzax leads the party to a door hidden by the stairs and opens it slowly.

As you descend the stair the voices of the Uruks get louder. The stair ends and across the room are four (d) Uruks. They are kneeling and seem to be involved in some sort of game. They see you and jump up, drawing their weapons. Sax dagger 2d6+45 MR 80. {Grazoof – Gord Rotter – Lustur – Murk Goggard} If you survive go to paragraph 7. If you do not then the Uruks have a grand dinner.

Paragraph 6

As you enter the Keep you see a large troll, he is holding a shield in his right hand and a sword with a large hook on the end. It appears to be very sharp on both sides of the sword and inside the hook. He smiles cruelly and speaks, "Slaying goblins is allowed not." He then shouts very loudly, "Intruders, Intruders, To Arms, To Arms. And charges, his shield before him and his sword held high. He will fight to the death to kill or capture you. If you are defeated you will be eaten. If you are victorious go to Paragraph 11.

Paragraph 7

These Uruks have a total of 200 gold coins. If you want to search the lower level go to paragraph 8.

Paragraph 8

Behind a curtain on the far side of the room you find a large cage. There are six humans in the cage. They all wear the livery of the Count Haggish. They are very weak and one manages to speak, "We are servants of the Count. We are held prisoner here, the Uruks have eaten two of our fellows. Please release us. Please give us food and water." The other five all nod in agreement. If you grant their requests go to Paragraph 9. If you leave them there you find nothing else of worth in this level. Return to the first level. Go to Paragraph 10

Paragraph 9

The six humans eat the food and drink the water you give them. Some are so weak they need help to get the food and water to their mouths. {Knowledge known by the servants: The last time they saw the Count and his family they were still alive. The Counts guards that were unhurt were with the Count. The servants were brought to this cage. It is the Counts Wine cellar. The wine was removed along with the wine racks. They have been here for two weeks.} You find nothing else of value in the lower level. The servants are too weak to climb the stairs. Return to the first level. Go to Paragraph 10.

Paragraph 10

When you reach the first level you see Jarr Ahhh, he is holding a shield in his right hand and a sword with a large hook on the end in his left hand. The sword appears to be very sharp on both sides of the sword and inside the hook. He smiles cruelly and speaks, "You have been most unruly guests. I can smell the blood of the Uruks from here. Surrender your weapons, and plead for your lives before the Master." If you surrender go to Paragraph 12. If you fight, he then shouts very loudly, "Intruders, Intruders, To Arms, To Arms." Jarr Ahhh charges, his shield before him and his sword held high. After three combat turns, he is joined by 8 Bronze Warriors and 2 Bronze Leaders.

If you survive Cuzax leads you up the stairs. Go to Paragraph 12

If not, Bronze Warriors do not take prisoners.

Paragraph 11

As you are fighting the Troll, eight (8) bronze warriors and two (2) leaders come running down the stairs from the second level.

If you survive Cuzax leads you up the stairs. Go to Paragraph 12

If not, Bronze Warriors do not take prisoners.

Paragraph 12

You reach the top of the stairs and open the door. On the far side of the room is a large wooden cell. It holds five human males and a human female with two young girls. Just outside the cage is a man 7' tall, dressed in formal attire. He has jet-black skin that gleams like polished obsidian. As he turns around you see his jewel like eyes and very sharp teeth. He speaks, "Well what is going on downstairs? CUZAX, will you ever tire of leading poor fools in here to die?" Cuzax has been preparing a TTYF Spell and before San Dor Hul can speak another word, he casts his TTYF hitting San Dor Hul for 105 points of damage. San Dor Hul flies back against the wooden cage and then falls forward onto the floor with a death gargle escaping from his lips. A woman screams and shouts, "I will kill you Cuzax, I will cut your beating heart from your body." She charges holding a Madu Shield in front of her and a two bladed axe low to the floor. Cuzax points his Staff at her and shouts, "Glue You" She slows and seems to be running in slow motion. She is then hit with a TTYF Spell and falls to the floor dead. Cuzax walks over to a Staff leaning against the wall. He picks it up and vanishes.

When you search the room you find 2489 gold coins. You release the Count and his family and he then goes over to the wall and passes his hand over the wall. A small door appears about four feet above the floor. Opens the door and removes a small leather pouch. He says, "As a token of my thanks, take these and share them with each other." The pouch is not very heavy but in it you find 20 diamonds each worth fifty gold pieces. {If you have not killed the goblins, then from the window you see them running across the valley away from the keep.} You can now collect all the weapons and armor that are on the foes you have slain. And return to Coral Harbor and sell all that you don't need. {Best price 75% of their listed value.}

THE END

Bronze Warriors – see character sheets San Dor Hul’s personal guards

Tumli Human Warrior (F) San Dor Hul’s consort

Lucky and Good Centaurs – San Dor Hul’s and Tumli’s mounts

San Dor Hul’s Minions

Jarr Ahhh Forest Troll Most trusted and loyal Minion

Grazoof – Gord Rotter – Lustur – Murk Goggard – Uruks

Name: San Dor Hul Kin: Anthropophagus Type: Rogue Level: III
Current Lv. Adds

ST: 32 _____ 20 Personal Adds: 45 Missile Adds: 53

Wiz: 30 _____

IQ: 30 _____ Weapon Dice +Adds St/Dex Range Wt.
Used

Lk: 25 _____ 13 Ex Heavy Bow 6d6+ 3 25/17 160 yds 80 wu

DX: 18 _____ 6 Sword Cane (ZAPA) 3(3d6) 10/12 -0- 20 wu

CN: 90 _____ 24 arrows _____

CH: 15 _____

Spd: 20 _____ 8

Armor	Hits	St	Wt.
Leather	10	2	90

AP _____ Languages: Common; Orc; Troll; Goblin; Avian

Treasure: 2489 gold; Staff of Magic (as a rogue he doesn’t understand how to use it.)

TUNNELS AND TROLLS 7TH EDITION CHARACTER SHEET

NAME Tumli			TYPE WARRIOR		KIN HUMAN FEMALE		LEVEL 1
ST 14	CON 17	DEX 13	SPD 14	INT 9	WIZ 15	LK 11	CHR 19
ADDS +2		ADDS +1	ADDS+2				
Height 5' 5"		Weight Carried 305 Wt Possible 1400 21 % of Wt Possible		Combat Adds 5 Missile Adds 6		Adventure Points <hr/> (At. X 100 = Amt Req.)	
Weight 123							
Armor	Hits		Wealth	Missile Weapon Ranges Saving Rolls			
LEATHER VEST	2		GP 25	Point Blank (1 ft. or less)		1	
COIF	2		SP	Easy (Up to 30 ft.)		2	
MADU SHIELD	1		CP	Challenging (Up to 100 ft.)		3	
Weapon	Dice +Adds	Range	Other Valuables:	Difficult (Up to 300 ft.)		4	
2 BLADED AXE	4d+6	3'		Remarkable (over 300 ft.)		5	
MADU SHIELD	1d+3			Saving Rolls (SR)			
				Lv X 5 + 15= Target #			
				AP= SR dice roll X SRLV			

Talents (RATING X 100 = AP TO RAISE TALENT SCORE /ATTRIBUTE + LEVEL + 1)	Rating/Attribute
PERSUASION	21

Languages: COMMON
Bragging Rights: KILLED GOBLIN

BACK PACK	BELT POUCH
WATER SKIN	FLINT AND STEEL
SALT PORK (3 PACKAGES – 9 DAYS WORTH)	OIL FLASK
50' SILK ROPE	TINDER BOX

TUNNELS AND TROLLS 7TH EDITION CHARACTER SHEET

NAME MURK DOGGARD			TYPE WIZARD		KIN Uruks		LEVEL 3
ST 14	CON 17	DEX 13	SPEED 14	INT 23	WIZ 26	LK 12	CHR 7
+2		+1	+2		16		
Height 4' 8"		Weight Carried 255 Wt Possible 1400 18% of Wt Possible		Combat Adds 5		Adventure Points <hr/> (At. X 10 = Amt Req.)	
Weight 137							
Armor	Hits		Wealth	Missile Weapon Ranges Saving Rolls			
ORC RING	20 (40)		GP 70	Point Blank (1 ft. or less)		20	
ORC W/SH	6 (12)		SP	Easy (Up to 30 ft.)		25	
			CP	Challenging (Up to 100 ft.)		30	
Weapon	Dice +Adds	Range	Other Valuables:	Difficult (Up to 300 ft.)		35	
SAX Dagger	2d+5	-0-		Remarkable (over 300 ft.)		40	
				Saving Rolls (SR)			
				Lv X 5 + 15 = Target #			
				AP= SR dice roll X SRLV			

Talents (RATING X 10 = AP TO RAISE TALENT SCORE /ATTRIBUTE + LEVEL + 1)	Rating/Attribute
COMBAT MAGIC	31/WIZARDRY

Languages: ORC, COMMON, WIZARD SPEECH

Bragging Rights:

TTYF 6 250' FLAME FLICK 5 15' FIRE BALL 6 100' 2d6 X LV

BACK PACK	BELT POUCH
WATER SKIN	FLINT AND STEEL
SALT PURUK (3 PACKAGES – 9 DAYS WORTH)	OIL FLASK
	TINDER BOX

TUNNELS AND TROLLS 7TH EDITION CHARACTER SHEET

NAME GORD ROTTER			TYPE WARRIOR		KIN Uruks		LEVEL 2
ST 15	CON 12	DEX 16	SPEED 16	INT 9	WIZ 10	LK 11	CHR 8
3		4	4				
Height 5'		Weight Carried 250 Wt Possible 1500 16% of Wt Possible		Combat Adds 11 Missile Adds 15		Adventure Points <hr/> (At. X 10 = Amt Req.)	
Weight 200							
Armor	Hits		Wealth	Missile Weapon Ranges Saving Rolls			
ORC RING	20 (40)		GP 13	Point Blank (1 ft. or less)		20	
			SP	Easy (Up to 30 ft.)		25	
			CP	Challenging (Up to 100 ft.)		30	
Weapon	Dice +Adds	Range	Other Valuables:	Difficult (Up to 300 ft.)		35	
Sax Dagger	2d6+5	-0-		Remarkable (over 300 ft.)		40	
				Saving Rolls (SR)			
				Lv X 5 + 15= Target #			
				AP= SR dice roll X SRLV			
QUIVER WITH 24 ARROWS SPENT: BLACK ARROW NEVER MISSES AT < 41 YDS IF > 41 YDS ONLY 1 ST LEVEL SR REQUIRED TO HIT							
Talents (RATING X 10 = AP TO RAISE TALENT SCORE /ATTRIBUTE + LEVEL + 1)						Rating/Attribute	
MISSILE WEAPONS						20/DEXTERITY	

Languages: ORC
Bragging Rights: SHOOTS OUT THE EYE OF A RAT AT 40 YDS

BACK PACK	BELT POUCH
WATER SKIN	FLINT AND STEEL
SALT PURUK (3 PACKAGES – 9 DAYS WORTH)	OIL FLASK
	TINDER BOX

TUNNELS AND TROLLS 7TH EDITION CHARACTER SHEET

NAME LUSTUR			TYPE WARRIOR		KIN Uruks		LEVEL 3	
ST 39	CON 29	DEX 32	SPD 36	INT 12	WIZ 13	LK 14	CHR 6	
27		20	24			2		
Height 5' 8"		Weight Carried 400 Wt Possible 3900 10 % of Wt Possible		Combat Adds 73		Adventure Points <hr/> (At. X 10 = Amt Req.)		
Weight 234			Wealth		Missile Weapon Ranges Saving Rolls			
Armor	Hits		GP 100		Point Blank (1 ft. or less) 20			
ORC RING	20 (40)		SP		Easy (Up to 30 ft.) 25			
			CP		Challenging (Up to 100 ft.) 30			
Weapon	Dice +Adds	Range	Other Valuables:		Difficult (Up to 300 ft.) 35			
SAX Dagger	2d6+5				Remarkable (over 300 ft.) 40			
					Saving Rolls (SR)			
					Lv X 5 + 15 = Target #			
					AP= SR dice roll X SRLV			
Quiver of Twenty-four Arrows								
Spent arrows:								

Talents (RATING X 10 = AP TO RAISE TALENT SCORE /ATTRIBUTE + LEVEL + 1)	Rating/Attribute
MARKSMANSHIP	36/DEXTERITY

Languages: ORC, COMMON
Bragging Rights:

BACK PACK	BELT POUCH
WATER SKIN	FLINT AND STEEL
SALT PURUK (3 PACKAGES – 9 DAYS WORTH)	OIL FLASK
JUG OF ROT GUT ALE	TINDER BOX

Total Weight Carried:481

Kindred: Troll

STR: 162

CON: 150

INT: 93

WIZ: 89

LK: 157

DEX: 163

CHR: 94

SPD: 150

CA/MA 594/745

Melee:

Missile:

Weapon:

Armor:

Armor

Bow:

Ammo:

Jarr Ahhh Forest Troll Warrior		
Speaks: Common, Troll, Goblin, and Centaur		
Talent	Attribute Lv.	Skill Bonus
Intercepts Missiles	DEX 169	(6)
Intimidation	ST 167	(5)
Underground Survival	LK 160	(3)
Wilderness Survival	LK 162	(5)
Find Food and Water	LK 160	(3)
Taunt	INT 95	(2)
Tracking	LK 159	(2)
Marksmanship	DEX 165	(2)
5D6+624		
12D6+746		
Roguesword Lv 3 5d6 +30		
Steel Helm 5 hits		
Troll Shield 10 hits		
Trollbow 12d6+1		
24 Arrows		
Used 0		

<p>BRONZE WARRIOR NUMBER APPEARING 3 MONSTER RATING: 29 COMBAT DICE: 3D6 +15 SPECIAL DAMAGE: 1/1 - NORMAL SPITE DAMAGE. SPECIAL ABILITIES: ARMOR - THEIR EQUIPMENT TAKES 3 HITS PER COMBAT ROUND. THE BRONZE LEGION IS A MILITANT ORGANIZATION DETERMINED TO CLEANSE THE UNDERGROUND WORLD OF ALL FOULNESS - AND TREASURE! STRUCTURED AND DISCIPLINED, THEY MAKE FOR STRONG ALLIES, OR DEADLY ENEMIES. WHILE THEY MAY AID DELVERS IN BATTLE, THEY MAY END UP AT ODDS OVER THEIR BELIEF THAT ALL TREASURE RECOVERED UNDERGROUND GO TOWARD MAINTAINING THEIR EFFORTS UNDERGROUND. THEY ALWAYS WORK IN PAIRS ("BATTLE DUO") AND ADD AN ADDITIONAL PAIR PER LEVEL OF THE DUNGEON OR UNDERGROUND COMPLEX. IN ADDITION, FOR EVERY 4 WARRIORS, ADD 1 COMMANDER.</p>	<p>BRONZE LEADER, COMMANDER NUMBER APPEARING 2 MONSTER RATING: 39 (WITH EVERY 4 BRONZE LEGION WARRIORS) COMBAT DICE: 4D6 +20 SPECIAL DAMAGE: 1/1 - NORMAL SPITE DAMAGE SPECIAL ABILITIES: ARMOR - THEIR EQUIPMENT TAKES 10 HITS PER COMBAT ROUND. LEADING BETWEEN 4 AND 6 WARRIORS, THE BRONZE LEGION COMMANDERS ARE HARD-AND-FAST WARRIORS WITH GREAT TRAINING AND NATURAL SKILL. WORKING THEIR WAY UP THROUGH THE RANKS OF THE LEGION (READ: "SURVIVING"), THEY'VE HONED THEIR SKILLS IN THE DARK DEPTHS AND ARE DEDICATED TO THE CAUSE OF THE LEGION. NO MONSTER ESCAPES THEIR BLADES, AND ALL ITEMS RECOVERED ARE BROUGHT TO THEIR LEADERS ON THE SURFACE</p>
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Centaur MR 140 Combat Dice 15d6+70
Special damage – Trample – Frenzied Attack – almost berserk in manner, involving rapid, powerful drumming of hooves upon a foe for 1d3 combat rounds doubles damage
Special attacks – Heavy Long Bow 6d6+3 (Missile Adds 77) Range 160 yards

