

The Dungeon of the Rat



A Tunnels and Trolls™ GM Adventure
Written by Mike Hill

The Dungeon of the Rat



A Game Master Adventure for use with Tunnels and Trolls™

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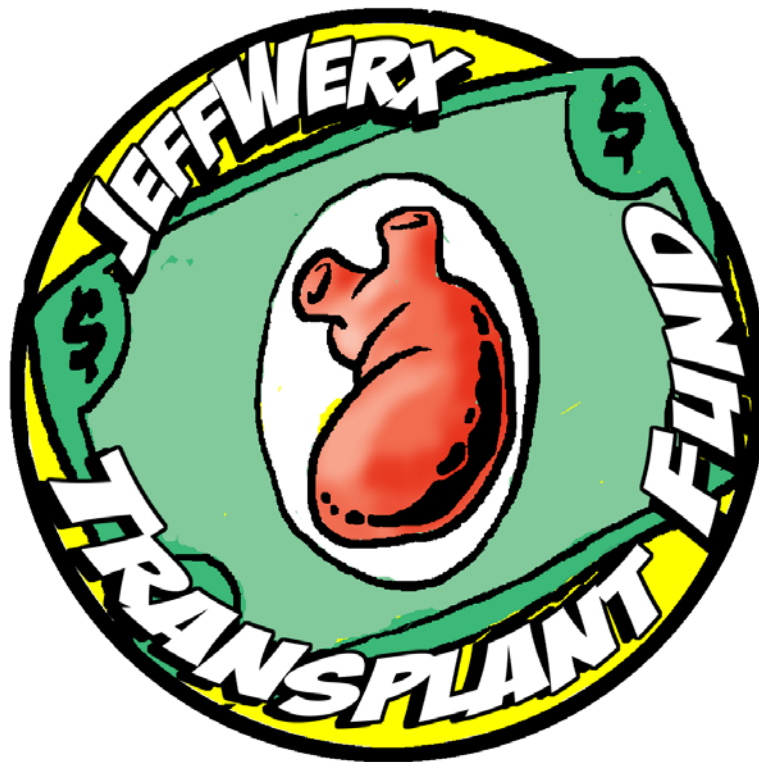
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Foreword

Thank you for purchasing *The Dungeon of the Rat*; we hope that you will have a lot of fun running this Tunnels and Troll™ adventure for your friends or even taking part yourself. *The Dungeon of the Rat* and *Millet's Crossing* were designed and written by Mike Hill. He originally published these adventures in the pages of *The Hobbit Hole* magazine published by a company that is no longer authorized to distribute Tunnels and Trolls™ items. I felt that Mike's adventures were too good to no longer be legitimately available, so I offered to help him get them back into print. It also gave us the opportunity to help out a good friend to the Tunnels and Trolls™ community, Jeff Freels. Jeff is a talented artist whose style is unmistakable. I can personally say that Jeff's work captures the essence of Tunnels and Trolls™. Jeff has illustrated a number of publications for various authors and publishers and has even provided art for those offering their material free of charge. Jeff has also created his own role playing game system, BEAN! The D2 RPG a highly praised game system which includes a number of free solo and group adventures. But Jeff is now in need of some serious help. Both he and his wife Raquel need kidney transplants. Jeff has set up a transplant fund to help raise money for these costly procedures. All of the money Jeff makes for his artwork and writing goes toward this fund. But he needs more. All of the proceeds earned from the sale of *The Dungeon of the Rat* will be donated to the JeffWerx Transplant Fund. If you want to learn more about Jeff, see the biography at the end of this book and visit his website, www.jeffwerx.com.

Dan Hembree
January 2012



Millet's Crossing

A woodland village, an inn to call home, and a launch pad for adventure

Millet's Crossing is a tiny logging village nestled in the Olme River Valley, snug against the Olme which feeds the Grey Lake a few leagues to the north.



Location 1: The Troll's Trove

The most imposing building in the village is the inn. The ground floor is of ancient stone blocks, the main door is of solid, heavily tarnished bronze. The first and second floors are wood and clearly built some time after the ground floor although their considerable age is evident. The roof is of moss-covered grey slate capped with lead.

The ground floor walls are dotted with narrow leaded windows whilst heavy wooden shutters provide privacy above. Many believe that the inn was constructed on the site of an earlier and much older fortification – they are quite right (see The Skolari Vaults for details).

The owner and proprietor of the Trove is Melmutt Dunderholme, a stout man in his fifties with receding grey hair and a well maintained goatee. He wears a patch over his left eye and claims to be both the illegitimate son of Duke Elbow and one-quarter troll on his mother's side.

However, he doesn't appear to be of either trollish or noble origin (in fact he's referred to as Mel Dunderhead by the locals).

Mel is an important character for starting characters to befriend. He can provide healing, identify items, and has a very good magical dirk that would suit a rogue or wizard nicely. If his rat problem is solved he will offer the dirk as a reward.



Melmutt Dunderholme

Human

Level 2 Citizen

STR: 16 CON: 24 DEX: 11 SPD: 10 INT: 13 WIZ: 18 LK: 19 CHR: 15 Combat Adds: +11

Talents: Stewardry (23), Alchemy (19)

Combat: 4D+11 or 2D+23 with *Snake Bite*

Weapons: Footman's Lance (behind the bar; "It was a parting gift from the Duke.") 4+0; Dirk, *Snake Bite* (2+1, magical)

Armour: Heavy leather apron (1 hit)

Spells: Poor Baby (2 WIZ per 1 CON), Unlucky Bees (8 WIZ), Omnipotent Eye (5 WIZ)

Special: *Snake Bite*: doubles the wielders personal adds when used in combat. Wizards with negative adds have their boosted to zero. *Snake Bite*'s magic will not work when used with another weapon.

Melmutt also has 6 Poor Baby potions hidden in the cellar; each restores 8 CON.

1. The Common Room

Twenty-or- so tables are scattered around a huge 4-faced fireplace built of heavy granite. A brass and oak serving bar runs around the east corner wall with several kegs and bottles on display. During the day there will be no more than half-a-dozen travellers enjoying a rest or arranging a room for the evening. After the sun goes down, the tap room will slowly fill up with woodsmen, hunters, traders, farmers and anyone else drawn to the noise and light.



A mug of ale costs 2 cp, wine 2sp and spirits 2 gp.

A narrow stair leads up to the second floor above.

2. The Kitchen

Melmutt's daughter, Drucilla, works long hours in the kitchen to avoid the patrons. She's a nice enough girl in her late teens, but she must have inherited the bulk of Melmutt's troll blood. Drucilla has a face like a bloodhound chewing a nettle. Anyone brave enough to draw near will notice that she has a unique and near-fatal level of body odour and a persistent and poisonous degree of halitosis. If Melmutt could marry her off, his life would be complete. Unfortunately he hasn't yet found an orc willing to take her. She wears an iron key on a heavy chain around her neck (it's hidden in her deep cleavage and mostly off limits).



Mel charges 2 sp for bread and goat's milk in the morning and 6 sp for a full cooked meal after 7:00 PM.

3. Melmutt's Quarters

A small sitting room, 2 narrow beds, a dresser and wardrobes almost obscure an expensive looking burgundy rug with gold trim ("Another gift from Duke Elbow of course").

There is a small chest under the larger of the two beds (Mel's); it's locked by a key worn around Drucilla's neck (where no one would dare try and take it). In the chest can be found 50 x d6 silver coins from various realms (included some minted by Duke Elbow).

On the south wall is a stunning portrait of an equally stunning blonde-haired maiden holding a delicately crafted gold harp with silver strings. This is Orlanda, Mel's departed wife ("she's not dead, she just left" he explains with only a hint of melancholy).

4. Stables

A covered stable and corral.

5. The Cellar

A ladder leads down to the keg-cellar and the Dungeon of the Rat!



6. The Landing

Six green-velvet topped card or gaming tables are set up here. Mel makes the area available to any interested parties and doesn't take a cut of any gaming 'action' that might result.

7. and 8. The Box Rooms

A small room furnished with a bed and one window. Mel makes these rooms available to travelling road-wardens (peace keepers) and local officials such as the unpopular tax assayers etc.

9. and 10. Traveller's Rooms

Each room contains 3 beds, footlockers and nightstands (luxurious for these parts); they are let for 9 gp per night (naturally none of the locals can afford these prices but they have their own homes). Mel doesn't sell individual beds, the rooms are 9 gp per night and the occupants must sort out who pays what.

11. The Upper Landing

A narrow carpeted hall. As a rule, no one comes up here unless they have a room on this level or plan to steal something from here!

12. The Good Room

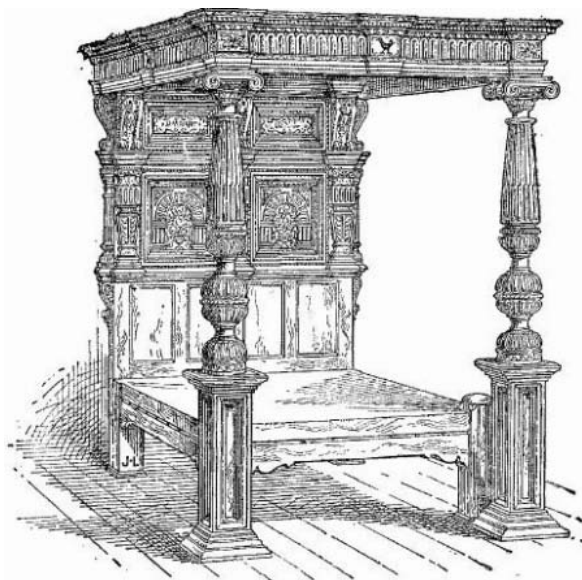
A private room with a large 4-poster bed, lockable chest, wardrobe, nightstand, wash bowl, etc. Drucilla brings fresh water every night (unless you pay her 1 gp to stay away)! The Good Room may be rented for 12 gp per night. All food is included.

13. The Lord's Room

Similar to Room 12, but it is larger and more opulent. There is also a table, chairs, brass ornaments, etc. One night here will set the traveller back 15 gp. All food and drink is included in the price.

14. The Duke's Room

This is by far the best room in the house. It is furnished like Room 13, but richly carpeted and appointed with Mel's finest fittings. The room is almost always available for 20 gp per night with everything thrown in (including Drucilla if you really want!). Hanging on the wall by the door is a very realistic painting of a muscular troll standing in woodlands brandishing a fallen branch.



The Troll in the painting is 'Helmet,' the guardian spirit of anyone who rents the room. Once the rightful occupant is inside with the door shut, Helmet will introduce himself, becoming animated in the picture frame.



"Oil be yar guard this night and any other ye stay yer."

"Don't moind me non-at-all, I won't watch yuh undress or nuttin'."

If forced to leap from the painting and fight for his master, Helmet reveals himself to be about 3 feet tall and nearly that wide!

Of course, Helmet is the Troll that gives the inn its name and Helmet's trove is anything and anyone that stays in this room.

Helmet, the Guardian Troll

MR: 22

Combat: 3+11

Armour: 5 hits

Location 2: Widderwent's Storehouse

The second most impressive building in the village is the Storehouse. Besides storing grain this long wooden warehouse also houses Widderwent's General Store.

The General Store is open for business most of the time and Widderwent's prices are reasonable but his stock is low. Any specific items from the T&T rulebook (not from the magic supplement) may be obtained here; however, for an item to be 'in stock' the buyer must make a L1SR on LK. If the item in question is a weapon or suit of armour, add the dice (but not adds) or protection value to the number required.

For example: Spurlock the Hobb is keen to purchase a new suit of cuirboilli (7 hits of protection) after a successful delve in the Skolari Vaults. Widderwent will have a suit fit for a Hobb providing Spurlock's Saving Roll is 27 or more (20 for a level one Saving Roll plus 7 for the protection provided by the armour).



Widderwent himself is an old (and retired) delver from the capital. He knows a little about the Vaults but won't discuss its location because he doesn't

want to feel responsible for the death of any young adventurers. He has travelled far and wide and has fond memories of Gull for this reason. If offered a blue scarab amulet taken from the Vaults, he would give the character a 10% discount on any items purchased. Widderwent himself is tall and good-looking in a Sean Connery kind-of-a-way; if you can do the accent that's even better!

Widderwent maintains his lodgings at the Storehouse and keeps his strongbox in a secret compartment under his bed. The money is used for purchasing new inventory and buying fine items from lucky delvers. The strongbox currently contains 5,257 gp which acts as Widderwent's limit on purchases. If the PCs find themselves a 10,000 gp gem, the very best Widderwent could offer would be 5,257 gp. Also remember to add to Widderwent's strongbox when the PCs buy gear from him.

Aulderbach Widderwent III

Human

Level 3 Warrior

STR: 31 CON: 19 DEX: 14 SPD: 11 INT: 16 WIZ: 11 LK: 17 CHR: 22 Combat Adds: +26

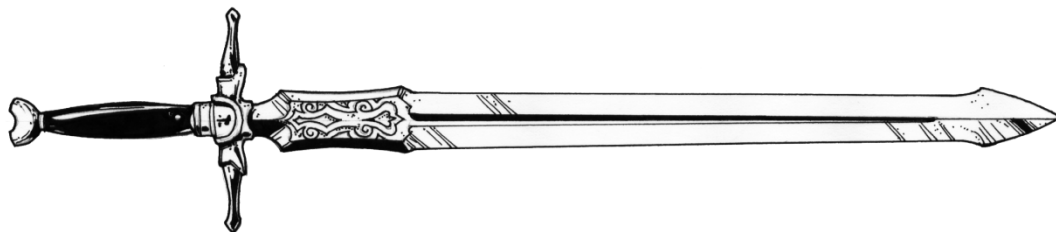
Talents: Trading (25), Assayer (19), Combat Tactics (22)

Combat: 3D+30

Weapons: Enchanted broadsword, *Battlemaster* (3+4)

Armour: 12 hits (Leather jerkin, aura of protection, x2 warrior)

Special: Widderwent has named his fine broadsword *Battlemaster*. The blade grants the user two benefits. Firstly, it projects an invisible aura around the user's body like a second skin which provides an extra 5 hits worth of protection. Secondly, in any combat turn in which the user successfully makes a Combat Tactics (or similar) Saving Roll, all spite damage generated by the user's 'side' is doubled! The level of the Saving Roll equals the total MR of the opposition divided by 100 with a minimum of 2.



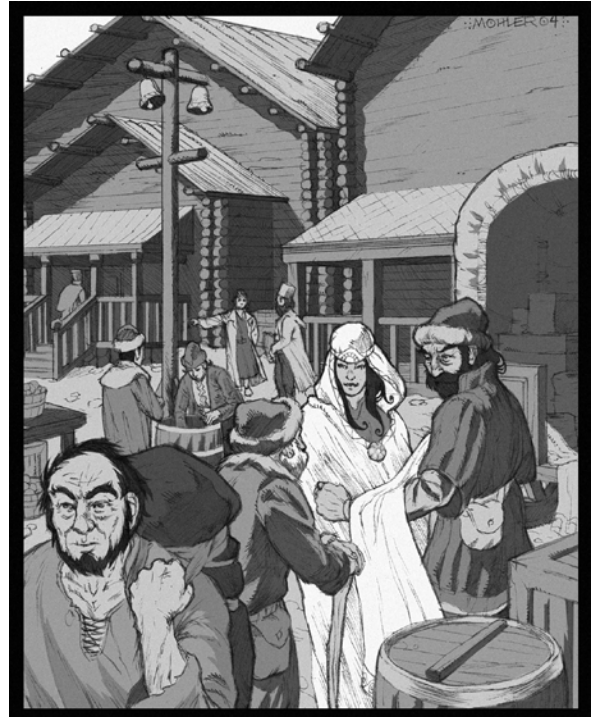
Location 3: The Battle Pit

New arrivals in the village will notice an odd depression in the village green. It's roughly circular, lined with limestone blocks, and about 5-feet deep. The pit itself is only 20 feet in diameter and has two flat stones in its centre approximately 10-feet apart.

Disputes in the village are settled in the Battle Pit; however, no blood is ever spilled. Instead the two aggrieved parties climb into the pit, sit on a stone stool, and hurl insults at their opponents! The crowd which gathers at the pit's edge judge the level of vitriol and determine a winner!

Rules of the Battle Pit

1. The aggressor always begins the bout by shouting the first insult. In doing so, he or she makes a L1SR on INT, adds any applicable modifiers (see below), and records the total (dice roll + INT), even if the Saving Roll fails.
2. The defender then makes a L1SR on LK, adds the appropriate modifiers and compares his or her total to the aggressor's roll. The highest roll wins the round.
3. The low-roller may now bow out and accept defeat gracefully, in which case the winner is deemed true and correct with the dispute being resolved in the winner's favour. However, the 'loser' may continue the bout into a second round; the Saving Roll target number is now the previous rounds winning total.
4. If successful, the previous winner must attempt a second insult and so on until a Battler loses 2 rounds in a row in which case the bout is over and the loser has twice the penalty levied against him or her.



Modifiers

Kindred

+0 Human (or other 'good' kindred)
 -2 Elf
 +2 Dwarf
 +1 Hobb
 +4 Orc or similar

Type

+1 Warrior
 +4 Rogue
 +0 Wizard
 +0 Specialist
 +2 Citizen
 -2 Paragon

General

-2 Nobel upbringing
 -1 Good education
 +1 Local of the Village
 +Level of combatant
 +1 to +3 GM bonus*

* The GM bonus is awarded to the player who actually comes up with a really good *and* funny *and* appropriate insult! ("Big Nose" probably won't warrant a bonus but "I fart in your general direction, you son of a second-hand electric donkey bottom biter" could be worth a point or two).

Location 4: Millet's Statue

Just a few paces off the dirt road leading into the village is the rather unimposing statue of the village's founder, Nobdale Millet. Nobdale (Nobbie, or Nobb the Hobb to his friends) appears as a stout Hobb carrying a backpack piled so high with possessions as to double the statue's height (all the way up to 6-feet). The statue is extremely well crafted; indeed there are dwarf runes at its base which read:

"Nobb the Hobb was a very fine Hobb, a very fine Hobb was Nobb."

"Nobb the Hobb was a very rare Hobb, a very rare Hobb was Nobb."

There is a bronze plaque with the following inscription in common tongue:

"The bones of the brave Nobdale Millet rest beneath this monument to his strength, ingenuity, cunning, and guile. Without Nobdale, the deeds to the land on which the village is situated may never have gone missing from Lord Sydebottom's registry."

Nobb actually passed away more than 300 years ago at the ripe old age of 113, but the townsfolk still talk about him as if he's still around. In fact, when things go missing, a common saying among the locals is: "Old Nobb will have had that."

Nobb's bones *are* buried under the statue and they should stay there. Delvers who think they might steal them should immediately halve their CHR scores whilst in the region and probably suffer the loss of 100 APs! Legend has it that if Nobb's bones ever go missing, a terrible calamity will befall the settlement.



Location 5: The Orchard

Absolutely no one steals apples from the orchard on pain of immediate expulsion from the village! If anyone steals the apples, how will Mel make his very, very fine cider?

Location 6: The Militia Hall

This large log building and grounds house the militia's equipment (bows, leather jerkins, spears, axes, etc.), serve as their rally and training area, and also has one cell for locking up miscreants. It is almost never in use; in fact it can be rented for 1 gp per night if the inn is full. At a push, the village could muster 5 assorted militia 'men', each with at least a MR of 22 if appropriately armed and equipped.

The Hobb in charge of the militia (he refers to himself as Captain of the Guard) is a rather grumpy fellow who owns a small plot of land on the outskirts of the village where he raises goats and a few sheep.

Gimlet Oddfowl “Captain of the Guard”

Hobb

Level 3 Warrior

STR: 10 CON: 31 DEX: 28 SPD: 16 INT: 13 WIZ: 13 LK: 34 CHR: 9 Combat Adds: +42

Talents: Farming (16), Squad Tactics (19), Linguistics (20)

Combat: 3D+43

Weapons: Short sabre 3+1, Hand crossbow 3-1 (Range 40, 6 bolts)

Armour: 24 hits (Mail)

Special: Gimlet is a master of languages; if he doesn't speak it he can figure it out in very short order. If the characters find some text that they need decoding, Gimlet is their Hob! Of course he's a cantankerous old Hobb and will insist on militia service from all the PCs!

Location 7: The Temple of All Gods

This is more of a plain stone shrine underneath four posts with a thatch roof than a true temple. There is no priest in attendance in Millet's Crossing, but followers of most deities may come and worship or make an offering here.

Location 8: The Ferry

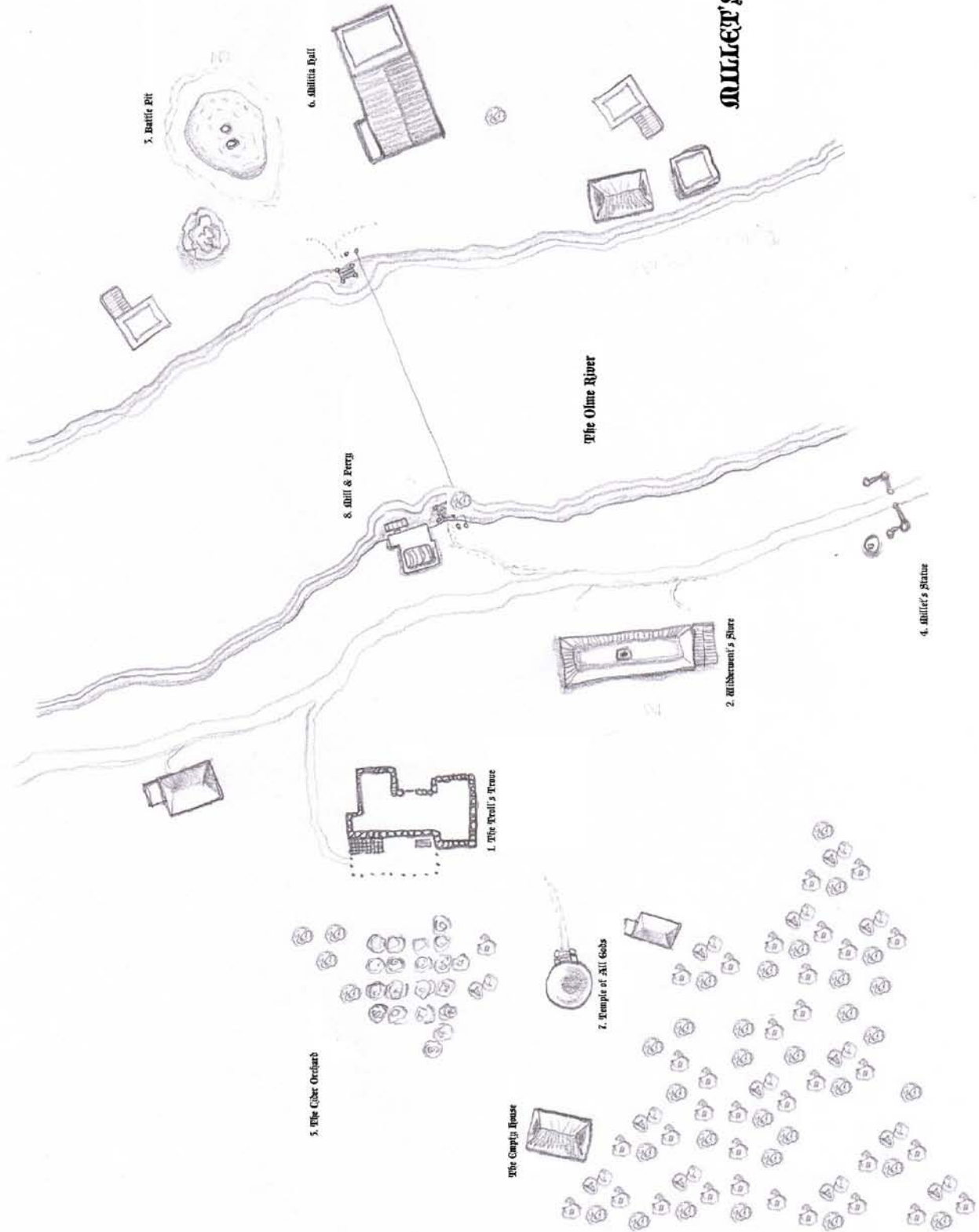
The miller, a Hobb by the name of Crumbler Cobbmeister, maintains his water wheel here and operates the ferry. He charges 1 gp per traveller to cross the Olme unless the weather is bad in which case the price is at least double that! Locals only pay 5 copper pieces and usually end up owing Crumbler the fee.

The Rest of the Village

The remainder of Millet's Crossing is padded out with small cottages used by the loggers (most of whom are men or dwarfs), fruit farmers (mostly Hobbs) and vegetable farmers (mostly human).

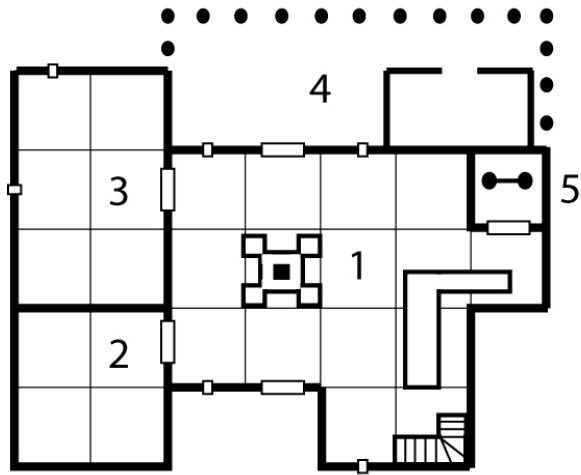


MILLET'S CROSSING

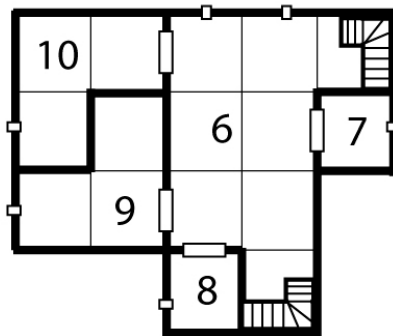


The Troll's Trove

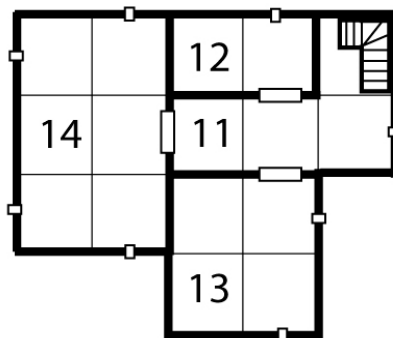
Ground Floor



First Floor



Second Floor



The Dungeon of the Rat

An adventure set in the village of Millet's Crossing

*[Game Master's Note: this adventure is designed for novice characters **and** novice players. However, experienced players may enjoy this small 'dungeon quest' and will surely acquire treasure and Adventure Points for their characters.]*

Soon after arriving in Millet's Crossing, the characters are approached by Melmutt Dunderholme. The encounter will likely take place at Mel's inn – the Troll's Trove.

Mel will first offer them a mug of ale 'on the house' (fully expecting them to purchase more or even take lodgings at the Trove) after making a little small talk he will make them a proposition – it's clear to him and others in town that the armed and armoured characters are a cut above the usual transients that visit the Crossing.

Mel will take the characters aside so as not to alert his locals and explain the following:



“Friends, of late, the Trove has suffered from some minor but nevertheless, annoying thefts. I know for a fact that none of the locals are involved. I recently visited Ellegar; she's an old woman that lives all alone deep in the woods. She read my tea leaves and told me that the Trove's problems lie beneath my very feet.”

“As soon as she told me I knew what she meant. It's my understanding that the site on which the village now stands was once something else entirely. I don't know even the half of it but I think there's something in my cellar. Yesterday morning I went down to fetch a new keg and there were only 8 where the day before there'd been 9 kegs. In its stead was a withered looking rat man, no taller than my belt.”

“I have a little magic about me so I cast a spell on it; I call it 'My Unlucky Bees' since they sting something rotten. In any event, when the magic faded, the rat-thing was gone.”

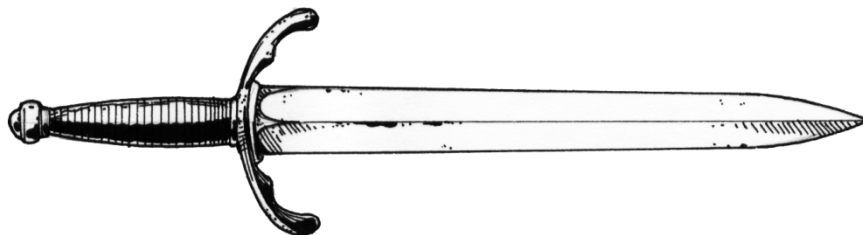
“Explore my cellars, put an end to this rat problem of mine and I'll give you my Snake Bite, a special knife given to me by Duke Elbow himself. Furthermore, if you get hurt down there, I can fix you good as new.”

As the characters talk with Mel, they notice (no Saving Roll required) a rather ugly jade statuette of a rat on the shelf behind the bar. The rat is rearing up on its hind legs. If asked about the rat Mel will confess that he has no idea where it came from but that he has 2 others just like it that he found in his guest rooms.

Assuming the delvers take Mel up on his offer (and they're hardly dungeon delvers if they don't), he will show them to the door to room 5 of the Trolls Trove. Within is a small ledge then a stout ladder leading some 25-feet below. Mel will give the characters a lantern and flask of oil (good for 2 hours each) whether they have such equipment or not. If they ask about more freebies he will refer them to

Widderwent's Storehouse to purchase supplies. If the characters do visit Widderwent's they will find 6 other jade rat statuettes on sale for a very reasonable 2 gp each. Widderwent can't remember where he got them from but isn't happy that they're not selling!

The Reward: *Snake Bite* is a normal looking dirk with a keen blade inscribed with a delicate snake design and leather-bound wooden handle. The dagger's crossbar is of sturdy steel fashioned to look like a curving snake; a single silver coin is set into the lead pommel. Anyone wielding the dagger doubles their personal adds (so fighters with 'negative' adds actually get worse); with one exception, Wizards with 'negative' adds have their adds boosted to zero when attacking with *Snake Bite*. If the user attempts to wield a second weapon (even a shield with attack dice), *Snake Bite's* magic will not function (it's a jealous blade)!



Game Master's Background

Many years ago, Ortugu the rat god arrived with his followers in this area. They set up shop below ground and recruited many humanoids to their cause. They were ultimately flushed out by the heroic (or hapless) Hobb, Nobdale Millet.

But gods don't die, they just fade away. Ortugu didn't wither away entirely and now seeks to assert his presence on the material plane. If Ortugu can get enough people to worship him (or even just believe in him), his power will return.

The first stage in his 'master plan' is to distribute his own idols to as many people as he can. He does this through a network of loyal ratlings operating out of the semi-abandoned rat temple below the Trove. The idols aren't particularly attractive but anyone who keeps one causes Ortugu's Monster Rating to increase by one point. If his MR reaches 1000 points, he will recover his 'god status' and once again become a power in the world, albeit a minor one.

By exploring the tunnels below the Trove, the characters may uncover Ortugu's plan and put a stop to it; for now at least.

Exploring Below

The cellar (Room 1) is lined with damp limestone flags; the ceiling is about 8 feet high. The areas beyond the secret door are generally dimly lit by candles resting in shallow alcoves at approximately shoulder height along most walls. The ceilings are most often vaulted and 12-feet high with heavy beams supporting the same grey slate tiles that line the walls and floors. Doors are sturdy oak 8 by 5 feet.

Certain rooms and corridors indicate the possible presence of treasure or creatures. For example, an entry may read: *Roll 1 die, on a roll of 1 or 2 a random treasure will be found by those searching who succeed in making a LISR on LK.* The text indicates that there is something to be found only if the GM rolls 1 or 2

on a six-sided die. Tables at the end of the adventure list possible found items and encountered creatures.

A locked door can be battered down by those using a mace or axe (swords and daggers are of little value against wood). Wooden doors generally have an effective CON of $70 + 3D6$; breaking one down will almost certainly make a great deal of noise and is likely to attract interested parties. Iron and stone doors will not yield to normal weapons.

The use of Saving Rolls is suggested throughout the text; the GM may of course alter the levels of such rolls if he or she feels they make the mission too easy for veteran players. *Always* use appropriate character talents in place of the mentioned attribute Saving Rolls.

Dungeon of the Rat

Room 1: The Trove's Cellar

At the bottom of the ladder, at waist height is a small ledge on which rests a brass candle holder and a small box of dwarf matches. The main cellar area contains wine and spirit racks stacked against the north wall and seven large kegs against the east wall. To the south stands a woodworking bench where Mel can fix his old barrels.

The centrepiece of the room is a broad and wide oak table, which seems far too large to have been lowered down from the room above. Six high-backed chairs are gathered around the table, which is littered with wine bottles, and tasting glasses.



After the characters have been in the room just long enough to survey its contents, a narrow door, between two barrels in the east wall swings halfway open. A rat-like head on a small humanoid body is briefly seen before the critter mutters “Oh bugger!” and slams the door shut!

Now that the door is closed again, it is almost impossible to pick out from the stones in the wall but having seen it open once, the delvers can pry it open with any sharp object.

[Game Master's Note: As strange as it may seem to experienced players, gamers on their first dungeon expedition might never think to look for secret things and hidden doors. Hopefully now they will! Alternatively, the GM may insist on a more worldly group discovering the door themselves, if so this will take a L1SR on INT or LK and take at least 10 minutes.]

Exits

- The secret door is only 5-feet high and 3-feet wide so it will be difficult for larger characters to move quickly through. Characters 20% larger (or more) than the human norm must *fail* a L1SR on STR to *not* get stuck in the doorway! Characters that become stuck in the doorway can easily free themselves after one combat turn of struggling. However, if the first character through the door gets stuck he will be at the mercy of Sniveller (see room 2) for one turn!
- A ladder leading back to the Trove, above.

Room 2: The Ratling Den

Assuming the delvers quickly follow the rat man through the secret door they will find him here, desperately wondering what to do about being spotted. If they wait even one turn, he will have gone for help.

This large room is the equal of Mel's cellar in size, but much more impressive; the floor is tiled with black marble, the walls and ceiling with grey slate. A large burgundy rug takes pride of place in the centre of the room and a low table sits on the rug. It smells particularly bad in this room; a mixture of damp fur, alcohol, acrid urine, and faeces sum the odour up nicely. Snivler and his ratling kin frequent this room to enjoy the things they steal from the tavern. Their master doesn't know of their illicit activity and would not approve (since it doesn't want to be discovered).

Snivler is almost 3-feet tall, covered with patchy grey fur. Like most ratlings, he looks much like a giant rat standing on its hind legs. He wears scraps of human-style clothing, leather bracers on his arms, and carries a sword at his side.

Snivler, a not so cunning Ratling!

Level 1 Rogue

STR: 7 CON: 11 DEX: 16 SPD: 15 INT: 7 WIZ:

14 LK: 9 CHR: 5 Personal Adds: +4

Talents: Roguery (19)

Combat: 3D+5

Weapons: Short sabre (3+1)

Armour: 2 hits (leather bracers)

Spells: None – Snivler lacks the necessary INT to cast spells

AP Award: 25 AP

Treasure: None



Snivler is between a rock and a hard place, his rat god master doesn't want ratlings being seen by humans but he must go for help and warn his

pack! If the characters are quick through the secret door they will find Snivler dithering about what to do. If they take longer, he will 'bite the arrow' and go tell his kin that the rat temple has been breached!

If attacked outright, Snivler will surely be defeated and his passing will net the characters a nice sword and 25 Adventure Points.

If the characters attempt to subdue or capture Snivler, he will surrender without a fight and become their prisoner; what the characters do with him may well set the tone for the rest of the adventure. How cold-blooded will the delvers be? Do they kill him? Tie him up? Let him go free? Take him to Mel? If Snivler is tied up he will attempt to use his Roguery Talent to escape. Allow him 3 Saving Roll attempts, one every time the party enters a new room (not a passageway). Snivler must attempt the roll at the level of the character that tied him up. If they attempt to interrogate him, they won't get too far. He is so frightened that he can barely think straight; he will lie outrageously as follows:

1. "Me, a rat? I'm no such thing!"
2. "I'm here on my own, no other rats down here, not that I'm a rat."
3. "Never stole a thing from the tavern. Never even knew there was a tavern there."
4. "What secret door?"

And so on...

Even when threatened with death Snivler will not offer any assistance – after all, he risks compromising his god!

Exits

- A wide archway leads to a passageway to the east.
- An alcove in the north wall houses a stout black door bound with iron. The door is locked but can be ‘picked’ by any character with a sharp knife (L2SR on DEX) or proper lock picks (L1SR on DEX).

Room 3: The Trapped Tunnel

Several of the candles have burned down in this passage, and Ombur the rat-ogre has yet to replenish them.

At the points indicated on the map by the number ‘3’ are two pit traps. The pit covers themselves look no different from the rest of the slate grey floor. However, either side of the 10-foot square traps are 3 small depressions in the floor, each large enough to insert the tip of a staff or the butt of a spear. If the traps are set (usually they are not, but Ombur is testing them from Room 5; so as the characters enter the dungeon, the traps are primed), any weight placed on the trap of 50 pounds or more will activate a swinging door in the floor dropping one or more characters (depending on how they’re travelling down the passage) into the pit below.

Snivler doesn’t know about the traps as he’s not heavy enough to set them off. Also, this area of the dungeon was largely for the use of human worshipers, ratlings rarely came here.

A character triggering the trap may make a L2SR on LK to avoid plunging into the darkness below; if one or more delvers are following closely behind, they might fall too! However, those following are allowed a L1SR on LK to avoid the drop.

A second way to avoid the trap is to fit a staff or spear into the centre depression either before or after the pit trap. As long as the middle depression is blocked, the trap is safe. To block both traps, two staves or poles are required.

Characters falling into either of the pits don’t take any damage as they land in waist-deep brackish water (yes, it too stinks of urine). A trough of water runs the length of this passage but has no other useful exits and is, therefore, not marked on the map. A single bloated water-rat lives in the water passage – it is roughly the size of a Rottweiler and easily as vicious!

The Water-Rat

MR: 24

Combat: 3D+11

Armour: None

AP Award: 24

Due to the confined space and lack of light, only the delver(s) in the water pit can fight and defend against the water-rat.



If a trap has been triggered, the delvers now have a 10-foot obstacle in their way (and Ombur will surely come to investigate). A L2SR on STR will allow a delver to leap across the pit but failing the roll (without suitable precautions – like roping yourself to a fellow delver) will land the hapless adventurer in the drink!

Getting out of the pit might pose problems too. The pit is only 12 feet deep however, so even if the characters haven't thought to bring rope, two delvers can work together to rescue a third.

Exits

- The tunnel extends to the south, branches to the east and west and of course, returns north to Room 2.

Room 4: Ombur's Den

The passage opens into a large storage area. There are racks of candles on the north wall, along with pots of tallow, coils of thread for wicks and lots of matches. On a low table against the west wall can be found 2 pots of oil and a lantern (the pots of oil are each good for 2 hours of light). On a hook on the south wall is a 30-foot coil of hemp rope; leaning next to it are 4 sturdy 10-foot long poles.

On the floor in front of the table is a pile of blankets and old pillows. The area smells quite badly but no worse than Room 2. Ombur is usually found in this room getting ready to replace old candles or just resting. He can also be encountered tidying up around the tunnels and doing minor bits of maintenance. As the characters enter the dungeon however, he is in Room 5.



Exits

- None, except the passage through which the adventurers entered.

Room 5: Temple of the Rat God

This huge chamber with an 18-foot high vaulted ceiling differs considerably from the rest of the dungeon. The walls are covered with reeds and dried grasses, as is the ceiling. The decor gives the temple a 'nest-like' atmosphere.

[Game Master's Note: There is a fair amount of combustible material in this room. If a battle breaks out here, it might be a nice dramatic touch for a stray spell or fallen candle to start a blaze!]

The floor is covered with dozens of reed prayer mats, but the dominant feature is a great marble dais on which rests a huge bronze statue of a rat (12-foot high), rearing on its hind legs. The rat has 2 coin-sized rubies for eyes (worth 200 gp each). At the base of the statue are dozens (over 100) of jade replicas of the bronze statue. Each jade statuette weighs about 5 lbs. The jade might be worth 1 gp per pound but few would be interested in owning their very own rat god.

Investigating the statue reveals three pieces of useful information:

1. The right arm can be moved up or down by roughly 45 degrees. Raising the arm sets the traps in room 3, lowering the arm deactivates the traps.
2. At the base of the statue a single word is engraved in the marble dais: ORTUGU.
3. The stomach of the rat statue opens like the door to a giant bronze stove. Inside the characters will find a single jade idol, identical to those at the statue's feet. If the idol is removed and the

door closed, beams of light shoot out from the statue's eyes (the light will be red if the rubies are still in place). When the door is opened, a fresh new jade idol will be sitting there, if it is removed, a new one will be created. There is no limit to the number of idols that can be generated in this fashion.

[Game Master's Note: Inventive players may at some stage decide that the bronze statue of Ortugu needs to be destroyed. Working this out is worth 100 APs – without the statue, Ortugu can't create his magic idols! Destroying the statue may be much more difficult; it's huge and made of bronze. However, if the PCs present a compelling explanation of how they could destroy it – let it happen and award them each a further 100 APs.]

Ombur the rat-ogre is charged with maintaining the temple area for that time when human followers can be swayed to the will of the rat god once more. He is currently counting the idols (again) and realigning the prayer mats. If delvers avoid triggering the traps in room 3, they will be able to sneak up on Ombur with ease. If they choose to attack him, allow them one free round of attacks before Ombur can retaliate.

If, however, the delvers do set off one or both traps, Ombur will snatch up 5 idols and run to the entrance of this chamber. Once there, he will quickly assess the situation then begin lobbing the idols down the corridor. To avoid the airborne religious iconry each character must pass a L1SR on DEX. Characters failing their Saving Roll must take the difference in hits.

Something of a punk-ratter, Ombur has numerous steel piercing in his lips, nose and ears including two large gold loop earrings (worth 25 gp for the pair). He is a huge beast, just over 6-feet high, broad shouldered, and muscular. He has a short snout with tusk-like teeth rather than the prominent front teeth of rats and ratlings. He is covered in short grey hair but chooses to conceal his modesty with a studded leather codpiece. If Ombur does speak common tongue, we will never know since he does not talk with delvers; he kills them and feeds them to the water-rat or delivers them to the rat god.

Ombur the Rat-Ogre

MR: 40+12 for each PC or allied NPC present

Combat: Based on MR

Armour: 2 hits (leather codpiece)

AP Award: Equal to MR + 20 points

Treasure: Gold hoop earrings worth 25 gp.

Ombur also carries a large iron key to the door of Room 8.

Special: Ombur has been blessed by his god. While in the service of his ratty deity, Ombur's effective WIZ score equals his MR; so in all probability the delver's spells won't immediately work on him. If Ombur ever leaves the dungeon his WIZ score reverts to normal (10% of his MR). Furthermore, if Ombur should die in battle, he will slowly regenerate, at the rate of 5 MR per full turn (10 minutes) until he is 10 points more powerful than before he was defeated. He will then awaken and continue about his business as if nothing had happened. If he encounters the PCs again, he will attack without a second thought!



Room 6: The Stair to Nowhere

To the south a stone staircase rises to the ceiling, but this entrance must've been bricked up many years ago.

Roll 1D6; on a roll of 1 or 2, there will be 3 ratlings covering here. They are huddled together at the base of the stair waiting to see what happens. If approached they attack immediately!

Ratlings

MR: 10 each

Combat: 2D+5 each

Armour: 2 hits (leather bracers)

AP Award: 30

Treasure: The little ratlings carry 3D6 sp between them.



Exits

- A passage to the east leading to Room 3
- A stone door leading to Room 7; it is slightly ajar.
- An iron door leading to Room 8; it is locked (make a L2SR on DEX to open or a L1SR if you have appropriate tools).
- A wooden door leading to Room 9; it is unlocked.

Room 7: The Stone Room

Beyond the stone door is a bare limestone room with just a row of plain wooden benches against the south wall. In years gone by, the human devotees of the rat god would use this area to don their ceremonial robes in private prior to a ritual gathering.

Exits

- An open stone door to the west.
- A secret door in the east wall. Make a L4SR on INT to locate the opening mechanism (a loose stone on the floor). If Snivler was able to flee the characters, the secret door lies open.

Room 8: The Story Room

The room is shrouded in thick webs mostly obscuring the plain grey walls which are engraved with many detailed images including those of humanoids bowing before giant rats. The images seem to tell a story. Small ratling skeletons can also be seen hanging among the webs.

A giant spider has made its home in this room (once Ombur realised the beastie had arrived, he locked the door); it will pounce as soon as the door is opened.

Giant Spider

MR: 60

Combat: 7D+30

AP Award: 100

Treasure: One of the dead ratlings has a purse containing 10 gp; another has a small stoneware bottle containing a Poor Baby potion that will heal 10 hits.

Special: Any delver taking hits from the spider must make a L1SR on CON to avoid becoming poisoned. If poisoned, the character takes one hit automatically each turn he or she engages in combat or other strenuous activity. A further L1SR on CON can be made after 5 combat turns (or 10 minutes of rest, a full turn) to shake off the poison.



If the wall engravings are examined further the delvers will be able to make out the history of the dungeon in a series pictures:

1. The first shows a ruined fort (the base of which looks very similar to the Troll's Trove).
2. A number of giant rats with ratlings in attendance feasting on humanoids.
3. An image of stern faced humans carrying torches. In the ground beneath the men, the giant rats huddle in the darkness.
4. A rat-ogre working tirelessly to build the complex.
5. The temple chamber full of worshiping humans.
6. What looks like a small child but on closer inspection appears to be a Hobb leading the humans to the surface (he's carrying a big bag of swag).

If the delvers stay to examine the engravings and learn of the dungeon's past award each of them 75 Adventure Points.

Exits

- The door to the east.
- If the delvers spend a full hour clearing the webs they will find a wooden trapdoor in the northwest corner of the room. The hatch is not locked, within is a deep dark pit which leads to a water filled cavern. Ombur used to dispose of the temples detritus until the arrival of the spider.

[Game Master's Note: The trap door is a dead end, a long drop with nothing at the bottom. But it needn't be, GMs can add their own rooms and adventures in the areas below the Dungeon of the Rat if they wish.]

Room 9: Hobnail the Hobgoblin

The room contains a number of overturned tables and chairs, a few animal skins scattered across the floor and a large, fat hobgoblin, squatting in the northeast corner next to one of Mel's stolen cider kegs.

Hobnail is a member of Skillette's gang (see the Skolari Vaults, level 1) who was sent out on a foraging expedition some days ago. He chanced upon the ratlings 'emergency exit' (see Room 18) in the woods and followed the smell of cider (and less savoury ratty smells) to this room. He has so far gone undetected by the ratlings and intends to drink his fill before leaving. He does like his cider.



Hobnail the Hobgoblin

Level 2 Warrior

STR: 31 CON: 16 DEX: 13 SPD: 10 INT: 9 WIZ: 13 LK: 9

CHR: 11 Combat Adds: +20

Talents: Wilderness Survival (14), Games of Chance (11)

Combat: 5D+20

Weapons: Hand-and-a-half sword 5+0, cutlass 3+3

Armour: 16 hits (Scale mail)

AP Award: 84

Treasure: *The Amulet of the Mighty Arm:* a bronze disc on a leather cord; the disc carries an image of a short-haired, impossibly muscular man – it is Arnhold, God of Mightily Muscled Warriors. The amulet adds 2 points of STR to any Warrior that wears it around his or her neck. Rogues receive no benefit, but all other character types suffer a reduction in STR of 2 points whilst the amulet is in their possession. Hobnail also has a backpack containing a 20' length of hemp rope, 4 iron pitons, a tin water flask, 6 wax candles and a box of 4 dwarf matches. At the bottom of his pack is a small wooden box containing 20 gp and a collection of 30 teeth from various donors.

Exits

- An unlocked door in the west wall.

Room 10: The Spent Spear Trap

Roll 1 die, on a roll of 1, 2 or 3 a Random Monster lurks in this passage (see the appropriate table at the end of this adventure to learn what creature challenges the delvers).

This 40-foot long **unlit** passageway ends in an unlocked wooden door. At the point marked '10', five iron spears extend across the corridor from small holes in the wall. The spears pin an ancient skeleton to the wall. The spears are 'spring loaded' so a L1SR on STR is required to hold them back far enough to allow others to pass. Of course the character holding the spears will need someone to do the same favour for him or her.

The presence of this trap might give the characters cause for concern. Are there other similar traps in this or other corridors? How will they be detected? Who's got the 10-foot pole? However, there are no other similar traps but anticipation is 90% of the event, or so they say...

Exits

- A door in the far south wall; it is unlocked.
- An unlocked door in the east wall.

Room 11: The Bath Frog

A vile stench rolls out of this **unlit** room as soon as the door is opened. In the darkness beyond a wet slapping sound can be heard. When that quickly subsides, a croaky voice utters the following warning:

“Sod off! Find your own slop hole to wallow in.”

Then there's a shallow 'splash.'



As the characters examine the room with their own light source they notice grimy blue tiles on the wall and ceiling. Strings of green mucus stretch across the floor and the smell gets worse. Against the east wall is an ornamental bath or trough. It's quite large and would accommodate several bathers. As the delvers approach two huge frog-like eyes surface in the sickly black water, quickly followed by a huge frog-head the size of a large shield. The creature opens its mouth as if to speak again but instead a thick, pink tongue darts out!

Randomly pick a character and have that character's player make a L2SR on SPD. If the roll is failed, a drawn weapon, shield or piece of armour (or any other exposed item of equipment) is snatched away by the tongue. The character may make a L3SR on STR to hold onto the item, but will be dragged across the room right in front of the trough if he succeeds. That character must then take any and all spite damage delivered by the frog in the first combat round.

Any items swiped are quickly dissolved in the frogs stomach juices. Even if the characters quickly hack the dead Monster Frog to bits they will only find unidentifiable chunks of fused metal (or whatever bits the frog 'tongued').

If the players start talking about what to do or try to talk to the beast, the tongue lashes out again – randomly select another character. However, as soon as they attack the frog, he retaliates!

Giant Bath Frog (even worse than Soap On A Rope)

MR: 68

Combat: 7D+34

AP Award: 100

Special: Each combat round the frog makes another 'tongue attack' in addition to its normal combat dice roll.

If any of the delvers have the stomach to search in the trough they'll need to wade in up to the waist. Make a L1SR on CON or lose 1 hit due to violent vomiting. Whether there's vomiting or not, the character in the bath will find a length of chain on the bottom. Pulling the chain, will release a 'plug' causing the water to drain out and reveal a hidden doorway – roughly 4-feet high. The door leads to Room 12.

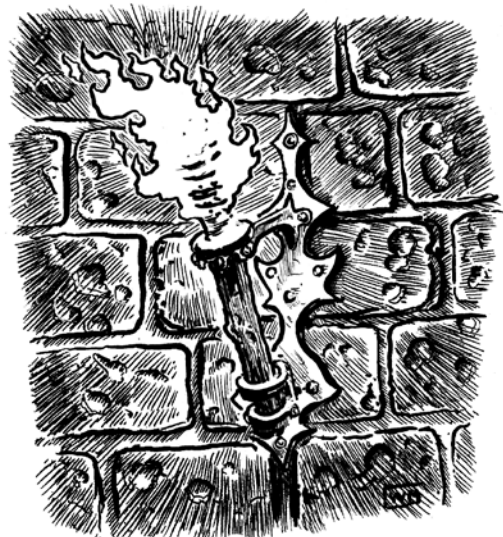
Exits

- A hidden door leading to Room 12.
- An unlocked door leading west.

Room 12: The Patrolled Passage

This tunnel is well lit with candles and torches placed throughout its length.

Roll 1 die. On a roll of 1 to 5, roll once for a Random Monster. On a roll of 6, roll twice. After the battle, roll 1 die to see if there is any treasure nearby; on a roll of 6 there will be. Roll on the Found Item table.



Exits

- A hidden door in the northwest passage leading to Room 11.
- An arched alcove in the northeast passage leading to Room 13.
- An unlocked, but closed door leading to Room 14 in the southwest passage.
- A heavy stone door with a bass-relief of a giant rat in the south wall of the southeast passage; it leads to Room 15. There appears to be no way of opening the door.

Room 13: The Ratling Nest

A huge stone-domed room, it is **unlit**, very quiet and smells very badly of rats.

The outskirts of the room are choked with debris of all sorts; bits of wood, clumps of damp earth, broken chairs and tables, old bones, rotten bookshelves, old blankets and cushions, etc.; and the rubbish is piled several feet high. This is the ratling's lair and they are lurking in the garbage piles, watching the PCs; waiting.

The centrepiece of the room is a huge stone slab cut with deep blood-gutters. It is heavily stained by recent sacrifices for the rat god. If the delvers were beginning to think that the ratlings were cute or at least mostly harmless, this should be the evidence that convicts them! Something can be seen resting on the slab; it might be a weapon or tool of some sort.

There are vast numbers of ratlings lurking in this room, if they all attacked at once, they would surely overwhelm the PCs. Although a mass attack would be realistic (and instinctively correct for rats), the game would end here. So instead, the cowardly ratlings will initially attack in a group of six. As the first squad attacks the PCs, the other ratlings will rise up from their nest, chanting and cheering! If the first group of six ratlings is quickly defeated, the second wave will include 7 troops, then 8 and so on. If the battle is relatively even, the rat-attack numbers do not increase.

If the delvers successfully fend off 4 waves of attacks, the ratling hordes retreat to the safety of their nests, effectively calling off the attack. They will still chitter, screech and generally hurl abuse at the interlopers though!

Ratlings

MR: 10 each

Combat: 2D+5 each

Armour: None

AP Award: Based on MR, but grant AP bonuses for inventive combat play.

Treasure: If the ratlings can somehow be controlled or subdued, a brief search of this room will allow one roll on the Found Item table.

Special: These ratlings fight with tooth and claw.



Taking the High Ground

If at any time during the battle, one or more delvers leap atop the sacrificial ‘slab’ – which they can do with a successful L1SR on DEX, they will enjoy a substantial height advantage allowing them to increase their personal adds in combat by 50%.

[Game Master’s Note: Combat in T&T shouldn’t be an exercise in rolling buckets of dice; although it can turn out that way, if you let it. Spice the battle up! Have two ratlings hurl a third at one of the characters, if the delver fails his SPD Saving Roll he’s hit by the flying ratling and takes the difference in damage! If the ratlings can do it, so can the PCs, let them pick up a ratling and hurl it back into the crowd with a STR Saving Roll. Characters may also be able to use Talents such as Leadership or Intimidation to brow-beat the ratlings into submission. Let your imagination run wild!]

There is one item of obvious value in the room (although the ratlings think all their junk is precious); *The Rat Paw Relic*. It rests atop the altar stone and is used for slitting the throats of sacrifices and opening the Guardian Rat Door. The relic is a length of bone ending in a little rat paw clutching a pitted grey river stone. The paw’s index-finger is extended and a razor-sharp knife blade has been attached with twine. Using the Rat Paw Relic to ‘knock’ on the Guardian’s door will allow the characters to meet the rat god himself!

Exits

- An archway to the west leads to Room 12.
- At the Game Masters option there may be numerous tiny rat holes leading out of this room – obscured by the vast quantities of junk.

Room 14: The Abandoned Room

This dank smelly room is accessed by an unlocked wooden door. It was originally used as a store room but now contains nothing but a few empty crates and a pair of work benches.

If Snivler fled from his first encounter with the PCs or later managed to escape, he will have headed straight for Room 13, collected a paw-full of his trusted pack-rats and be waiting here to see if the delvers will come this way or be building up the courage to go looking for them.

If Snivler did not escape for any reason (such as being dead), roll one Random Monster to encounter the PCs here. After the battle, roll on the Found Item table to see if there was any loot nearby.

Exits

- A secret door in the west wall leading to Room 7.
- A wooden door in the east wall which leads to Room 12.



Room 15: The Rat God's Antechamber

15.1 Getting in

A heavy stone door bars the way to this room. The door has a detailed bass-relief image of a giant rat, rampant. There is only one way through the door (or 2 if you want to spend 2 to 3 hours smashing it down with pick and hammer). The Rat Paw Relic from Room 13 must be used to tap once upon the door.

A tap from the relic will summon the Guardian Rat Spirit. The relief image upon the door, slowly twists and turns until it is fully animated, it then leaps into the passageway, as substantial as any delver. More so in fact! The rat spirit is of a similar size to Ombur, but rather than the half-rat half-ogre that is Ombur, the Guardian is a magnificent example of rodent-kind. Its snout is long and heavily whiskered, its ears broad and its body rippling with muscle. The fur and tail is snow white and its eyes ruby red. With a voice like a sly whisper it asks:

“Are thee worshipers of the one great rat god, good and true?”

If the answer is no, the Guardian will leap back to the door where he returns to his inanimate state. He can be summoned again at any time.

If the answer is yes, he continues.

“By what name is the one great rat god known to his followers? Answer me this and I shall know you speak the truth.”

The answer of course is ‘ORTUGU’ and should be pronounced OR-Too-Goo. Hopefully the players would have noted this from the statue of the rat god in Room 5.



[Game Master's Note: If you think it's time for another fight, let the Guardian be unimpressed with the delver's pronunciation of the rat god's name. If they need a break and did make a note of the name, let them through however they say it.]

If the delvers name the god correctly, the Guardian merges with the door once more and it swings open. If they get the name wrong or try to bluff their way through, the Guardian attacks. If he is subsequently defeated, his body crumbles to dust at the delver's feet. A moment later a ghostly breeze gathers the dust and reassembles the relief design on the door, which then swings open.

The Guardian (guardian rat spirit)

MR: 78

Combat: 8D+39

AP Award: 100

Special: The Guardian is so incredibly fast that characters engaged in combat with him must make a L1SR on SPD or suffer one additional point of spite damage each per combat turn.

15.2 Inside the Room

The room is decorated with wheat coloured tiles and well lit by oil lanterns. The floor is a detailed mosaic showing the rat god's many forms; a field mouse chewing an ear of corn, a black and oily sewer rat floating in a dark stream, an armoured rat man with a bloody sword, and a bloated, disease plague rat.

[Game Master's Note: Make a mental note of how the players respond to your descriptions of the rat god's forms. If any of the players react particularly to one image or another that is how the rat god will appear to them in Room 16.]

Exits

- A stone door in the north wall leading back to Room 12.
- A rough cut tunnel in the east wall (Room 18).
- Two identical bronze doors in the south wall leading to Rooms 16 and 17. The doors are heavy and can only be opened by a combined STR of 30. No more than 3 delvers may work to open the door at once.



Room 16: The Chamber of the Rat God

This is a well-lit opulently appointed room. The wheat-tile and mosaic theme from Room 15 continues here and is complemented by well stuffed sofas, low tables bearing fruits, grain and raw meat. At the rear of the room, the rat god reclines on a long leather chez-lounge next to a large oak chest bound in iron. He is not entirely surprised that he has been discovered and not too happy about it either. His form is determined by the players and how they reacted to his various images depicted in the mosaic. If there was no definitive reaction, the rat god assumes his favourite guise – the bloated plague rat; over six-foot long and something of a Jabba the Rat!

Ortugu currently has a Monster Rating of 469 (+1 for each idol the characters may have taken). Fortunately for the PCs he does not actually 'exist' on the mortal plane...yet. If Ortugu can get enough people to believe in, or worship him (initially by taking possession of one of his jade idols) he will be able to manifest in the 'real world'. He needs at least 1000 points to manifest and each idol adopted adds one point to his Rating.

If the PCs attack the rat god, their weapons and spells have completely no effect (he's not really there, although it appears to the characters that they are attacking something real and solid) and he waves their blows away like annoying flies. However, if they talk to him he will reveal something of his plan while he takes the time to summon his rat champion.

"So, you have found me. Have you so little in your world that you must seek out the god of rats and defile his sacred places?"

"My power has waned since the coming of the short one but it will rise again."

"You will see the face of Ortugu in many places now, smiling back at you with jade fangs. As my image multiplies, my power grows. Soon my might will return to its peak and my rodent army shall be legion!"

He will enter into a brief discourse with the characters but as soon as he tires of them he will summon his Champion. He claps his paws and a mighty rat-warrior appears in the room.

“Kill the foul spawn of the over-worlders!” shouts Ortugu and stabs a claw in the direction of the adventurers.

The champion is a huge rat monster towering 8-feet high and covered in great slabs of muscle. He wears gladiator-style armour and carries a gladius in each paw. He attacks immediately.



Bloodsplat the Gladiator Rat

MR: 88

Combat Dice: 9D+44

Armour: 4 hits (leather strapping and bronze plates)

AP Award: 150

Special: Double each point of spite damage scored – Bloodsplat is particularly ferocious.

During the battle, Ortugu will shout encouragement to his champion, throw insults at the delvers and clap his paws like a true sports fan! “Kill them Bloodsplat, kill them all!”

After the battle (assuming the delvers win), Ortugu’s look of dismay will turn to horror as he starts to fade away. Summoning Bloodsplat reduced his MR by 88 points, dropping it below 400. He no longer has sufficient energy to remain on the mortal plane and vanishes with a cry of anguish!

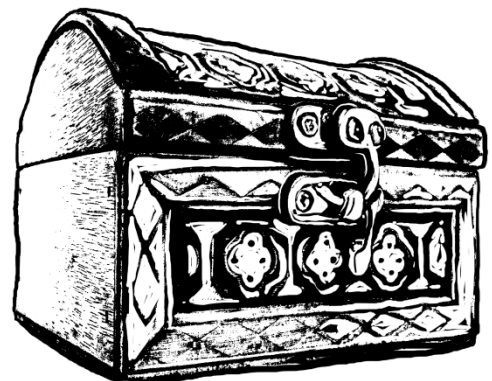
With Ortugu gone, the ratlings will slowly return to their woodland homes or head for large cities where they can lurk quietly in nice smelly sewers. Ombur will remain, however, and await his gods return – which is inevitable unless the delvers ensure all of the jade idols are destroyed which is neigh-on impossible.

But for now, the rat god is defeated and their first mission is over. Mel is true to his word and will hand over Snake Bite to the party and offer them free board in the Duke’s Room (where they may meet Helmet the guardian troll) before setting off to plunder the depths of the Skolari Vaults.

Give each surviving character an extra 100 Adventure Points for completing the adventure.

The Treasure Chest!

Ortugu’s mighty chest is of course locked *and* trapped! A L1SR on INT reveals that there is some kind of trap on the lock; a Detect Magic spell will reveal that the trap is magical in nature. To safely defeat the trap, a delver must make a L4SR on LK or DEX (level 3 if lock pick tools are used). If the roll fails a purple light shoots out from the chest and engulfs the thief. There is no apparent effect but within 6 to 12 hours the character will start to grow a hairless rat tail! The tail can be disguised but if revealed will subtract 2 points from CHR when dealing with non-ratlings but add 4 points if ratlings are present.



Once the trap is out of the way, a L2SR on DEX or L3SR on LK will see the chest opened. Inside are many goodies that have been offered to the rat god over the years!

1. An ornamental black wooden box (worth 20 gp) containing 4 gauze-wrapped rubies of a similar size to those in the bronze statue and worth 100 gp each.

2. A hand crossbow and a leather case containing 12 bolts. The crossbow does double damage against cats and other feline critters.
3. A black draw-string bag. It's a fabled Bag of Holding. Any item may be placed in the bag provided it weighs less than 200 weight units. There is no limit to what the bag can hold other than that one restriction. The bag and everything in it weighs only 5 units.
4. A leather satchel containing 3D6 x 100 gp.
5. A plain ivory Ring of Health which adds one point to the wearer's CON.
6. Assorted gold and silver jewellery amounting to 250 gp.
7. A magic rapier that scores +2 combat adds when wielding by a Rogue (it's called the Rogue Spike)!
8. A potion of Wizardry. This clear glass bottle contains a fiery red liquid. If consumed, the imbiber's WIZ score permanently increases by 4 points.

Room 17: The Chamber of the False God

Beyond the plain heavy bronze door lies a dank unlit dungeon cell. The odd shape of the room results in the formation of deep shadows as the delvers light the way. Rivulets of water run down the walls and moss patches can be seen here and there. From the far south-east corner can be heard a faint cry of: "Help me..." the voice sounds like a young, somewhat 'squeaky' human female. As the characters approach they will see a tiny rat huddled in the corner. It raises a paw, it looks wounded. "Help me."



If the PCs attack the tiny rat (shame on them), it vanishes and iron bars drop from the ceiling blocking the exit. Characters near the door must make a L1SR on SPD to avoid being hit by the bars and taking 2 dice worth of damage. The Game Master must decide whether the character is then inside or outside of the room.

If the PCs get close enough to touch or speak to the rat it looks up with big baleful eyes then grins evilly: "Welcome to your doom, foolish mortals!" Then the bars descend as described above and the rat vanishes!

At least some and possibly all of the delvers are now trapped in this room. It would take a combined STR of 200 or more to raise the bars now blocking the exit and it is impossible to tunnel out of the room or knock down a wall without construction (or destruction) equipment.

A search of the area will reveal a series of loose cube shaped stones in the south wall. The stones can not be removed but can be rearranged by sliding them up and down or left and right. The face of each stone is marked with a letter of the common tongue alphabet (except four, which are blank) as follows:

MELT UTEO

Of course, the stone cubes can be rearranged to read 'let me out'. A blank stone must be placed between each word and at the beginning and end of the phrase. Once this is done, the bars rise into the ceiling and the characters are free to leave. The rat god isn't that smart so his cunning puzzles are somewhat limited! However, anyone who participated in solving the puzzle should be rewarded with 50 Adventure Points.

[Game Master's Note: This easy puzzle isn't intended to baffle the characters or the players, it's simply here as an example of the kind of things that new delvers may encounter in their adventuring careers.]

Exits

- The bronze door to the north leading to Room 15.

Room 18: The Long Passage

A rough hewn passage extends into the darkness. It runs for more than two miles before emerging in a damp hollow in the woods. This is how the ratlings move to and from their lair, delivering the idols to unsuspecting recipients.

Roll one die, on a roll of 1 or 2 randomly select a critter to be wandering down the tunnel as the characters are about to explore. On a roll of 3, there a piece of loot may be found with a successful L2SR on LK (allow each member of the party to attempt the Saving Roll). Use the Found Item table to determine what the delvers have located.

Exits

- The tunnel to the east leads to the woodlands beyond the village.
- The west-end of the tunnel terminates at Room 15.

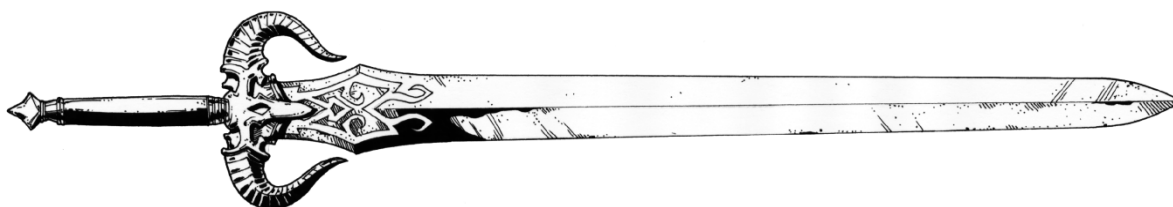


Found Items

Roll 2 dice and consult the following table. Each item is unique and can only be found once. If a roll indicates the same item a second time (with the exception of number 7), then no item is located.

2	A discarded empty coin purse.
3 or 4	*A single, green leather boot of elf origin (it's the left boot), very nice but not much good on its own.
5 or 6	A battered target shield (takes 4 hits) bearing the image of a rams head.
7	A hand full of grimy gold coins (roll 2 dice to determine the number of coins).
8 or 9	A well crafted broadsword (+2 hits) with snake skin scabbard (worth 200 gp as a set)
10 or 11	A dented iron ring set with a small emerald. It is one of the fabled 'Mind Rings' and the wearer may add one point to INT while the ring is in their possession.
12	*A single, green leather boot of elf origin (it's the right boot), very nice but not much good on its own.

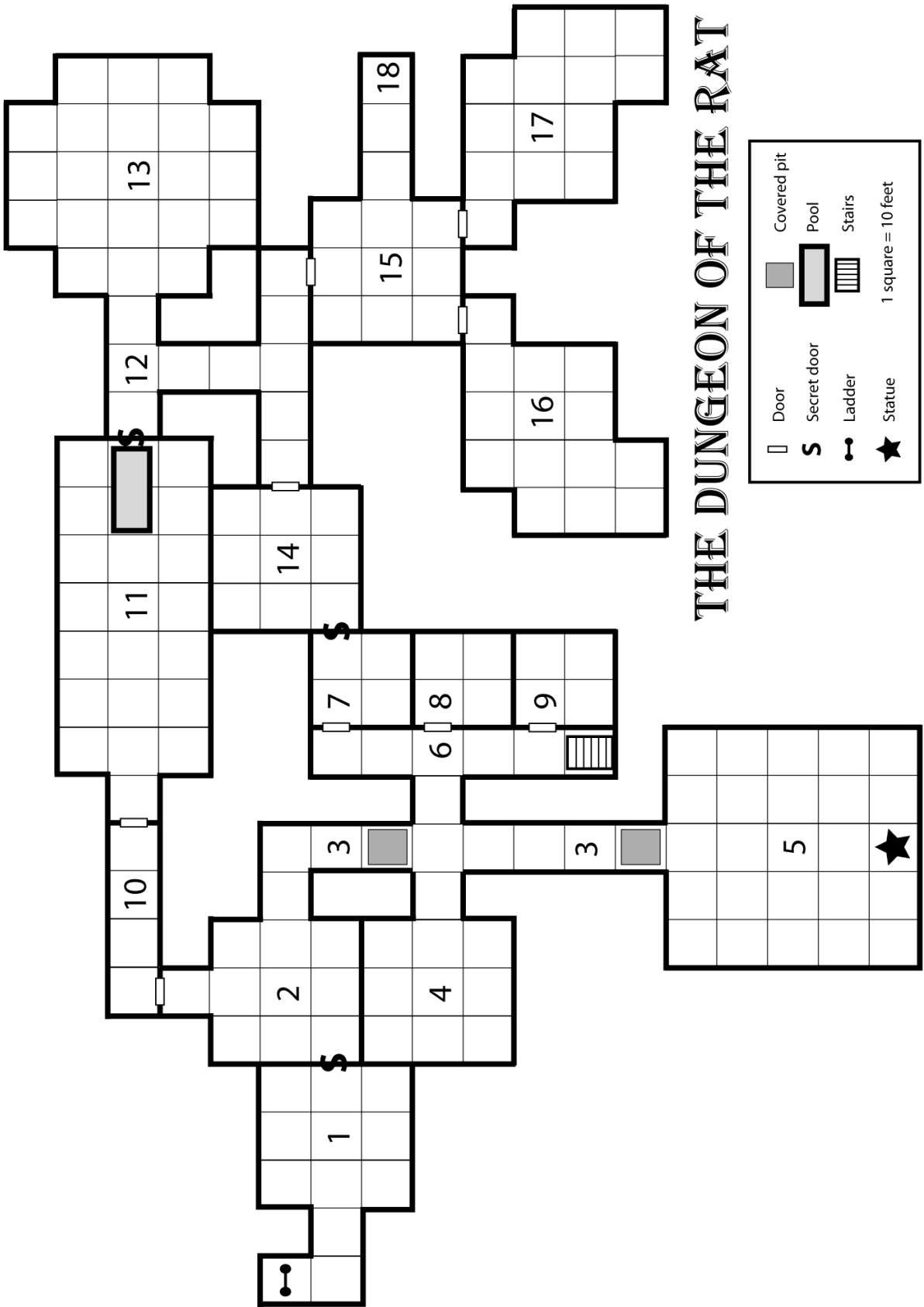
*If both boots can be located, the wearer will enjoy a +2 Saving Roll bonus on any stealth related activities.



Encountered Monsters & Critters

Roll 2 dice and consult the following table. Each monster may only be encountered once with the exception of number 7. If a roll indicates the same monster a second time, treat the result as 'no encounter.'

2	A fat centipede slithers out of the wall; it's as large as a human forearm. Anyone taking spite damage must make a L1SR on CON or lose a further 3 hits due to poison. MR: 22 Combat Dice: 3D+11 AP Award: 35
3 or 4	An animated skeleton. This mindless thing creaks out of the shadows to attack. It was once sacrificed to the rat god and the rising power of Ortugu has brought it back from the earth. MR: 42 Combat Dice: 5D+21 AP Award: 42
5 or 6	Ratchet, the goblin (he's been sent to look for Hobnail) MR: 40 Combat Dice: 5D+20 AP Award: 340
7	3 feisty ratlings attack from the shadows. MR: 30 Combat Dice: 4D+15 AP Award: 30
8 or 9	A flea infested ratling corpse, his possessions have been picked from his body.
10 or 11	Baby Bath Frog! A fat dog-sized frog hops around the corner. Each round of combat it will use its tongue to steal one item from a random delver for each point of spite damage it generates. The targeted delver may make a L2SR on LK to avoid the loss. MR: 52 Combat Dice: 6D+26 AP Award: 80
12	A huge black bear has wondered into the dungeon from the woods above. MR: 62 Combat Dice: 7D+31 AP Award: 62



THE DUNGEON OF THE RAT

	Door		Covered pit
S	Secret door		Pool
	Ladder		Stairs
	Statue		1 square = 10 feet

Raquel and Jeff Freels and the JeffWerx Transplant Fund

Jeff is a storyteller who works thru prose and pictures. As an illustrator and cartoonist his drawings need to create a mood and tell a story right out of the gate. His quirky style works particularly well for this.

When Jeff was five years old, he was diagnosed with Juvenile Diabetes. The prognosis was that he would not live past his 21st birthday, and if he managed to live that long, he would have gone blind and had his legs amputated, because that's just what happens to diabetics. In high school Jeff met his friend Mark and started playing Dungeons & Dragons™ (his introduction into the world of Role Playing Games -the magic of storytelling and creativity in action!), and music, and all kinds of strange projects. Jeff went to college at a little place in the trees called The Evergreen State College. He studied English, and a little bit of art, and even earned college credit in vampirology. He got into the Teaching certification program with an essay on a teacher's interpretation of Mary Shelly's Frankenstein, and received his Masters Degree in Teaching in 1993. In order to pay the rent until he found a steady teaching job, he somehow found himself doing a lot of retail management in places like video arcades, comic book and gaming shops, a bookstore, and managed to teach drawing and cartooning on the side.

It wasn't until Jeff was 32 that his eyes started to fall apart. The next several years were filled with horrible surgeries and long painful recovery periods. After each surgery he lost a bit more of his vision, but kept working to relearn how to draw. Jeff draws by strapping on magnifying lenses and working about an inch away from the drawing surface. This is a very slow process, but he's still in the race, just him and the tortoise back there, but they're still chuggin' away.

The best thing in Jeff's life, and oh what a great thing she is, is Raquel. Somewhere along the line at that little place in the trees, Jeff met and fell madly in love with Raquel. They were married one Halloween and Jeff's been actively "in love" every day of his life since. Around 2003 a doctor prescribed a negligently high dose of medication that killed off Raquel's kidneys. She had to begin dialysis almost immediately. Raquel dialyses four times a week and Jeff is with her there every night. Dialysis is a gruelling process; it is not a cure, but it buys people time. They began living even more frugally to save money for a kidney transplant, and then diabetes took its toll on Jeff's kidneys. They are hoping to get a transplant for him before he needs to start dialysis so that he can recover quickly and continue to help Raquel, and get her a transplant as soon as possible.

The problem is that starving artists living pay check to pay check don't have a lot of financial power to make these things possible. Every cent Jeff earns from his writing and artwork goes into the JeffWerx Transplant Fund.



The village of Millet's Crossing is a small and unassuming place. There is little of interest to the wandering sword-for-hire except for a nice inn and a general store. But the Troll's Trove provides a welcome bit of rest and relaxation to your band of road-weary adventurers. Just as soon you have settled in, however, your host offers you a rather odd business proposition. It seems that the Troll's Trove has rats in its cellar and these rats are stealing things all over town. What is really odd is that they are leaving behind small jade rat statues. A nice reward awaits those that can clear out the infestation and put a stop to the thefts. It appears to be a simple task, but one must be careful; even rats have gods.

This book contains details for the village of Millet's Crossing and the Dungeon of the Rat which lies right beneath the calm, rural community.

The Dungeon of the Rat is suited for a party of four to six first-level characters. A mix of character types is recommended including at least one wizard and one rogue.

The Dungeon of the Rat is designed for use with the *Tunnels and Trolls*[™] game system. You will need a copy of the T&T[™] rules to play this game.

The Dungeon of the Rat

