

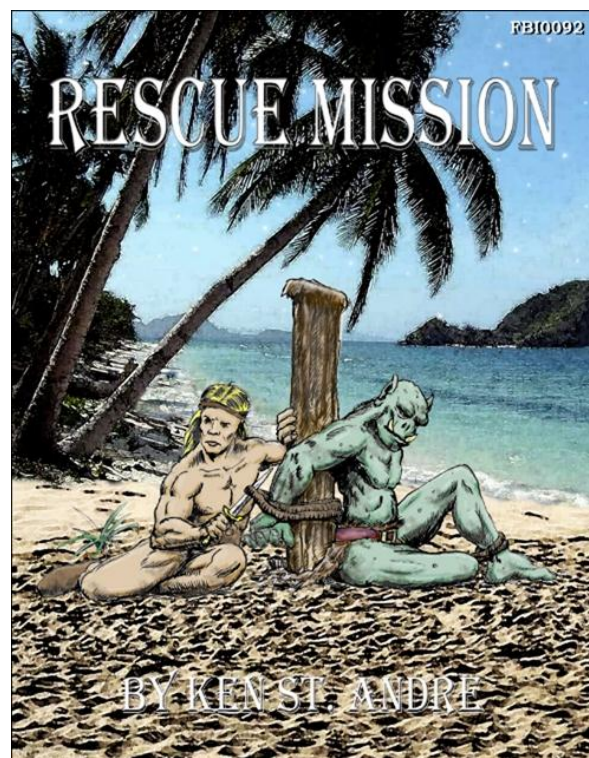
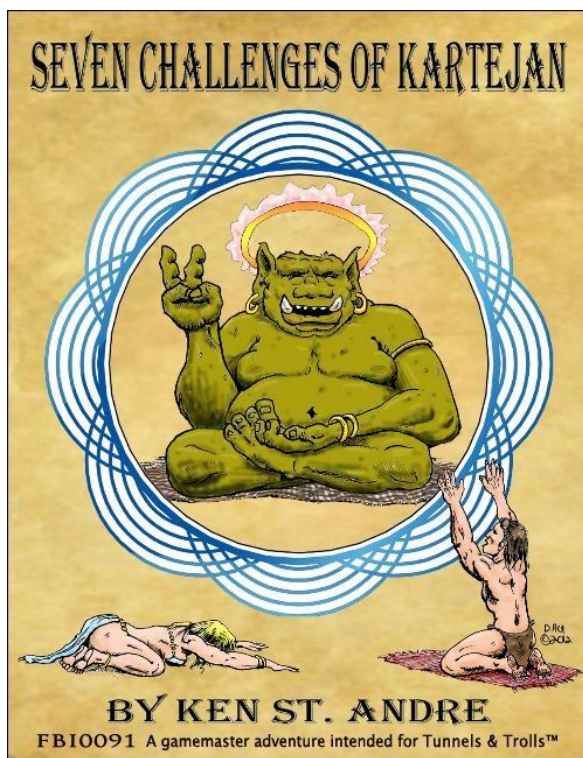
4 JARS OF MEAD

A TUNNELS & TROLLS™ SOLO ADVENTURE



BY KEN ST. ANDRE

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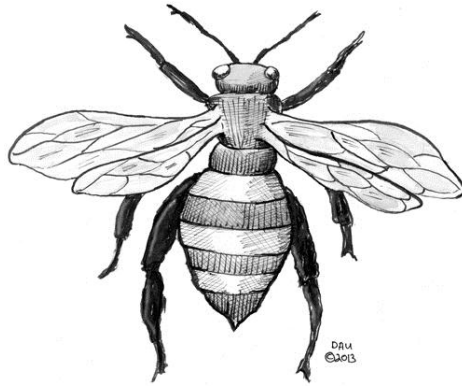
FOUR JARS OF MEAD

WRITTEN & BROUGHT BACK TO LIFE BY

KEN ST. ANDRE

ILLUSTRATED BY

DAVID A. ULLERY



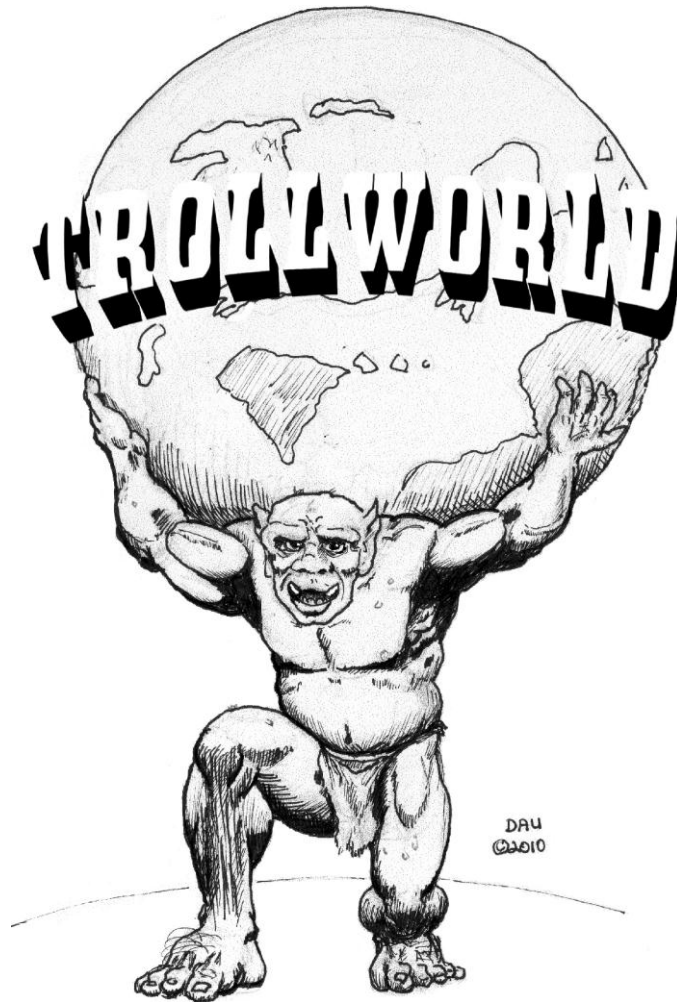
TROLLHALLA PRESS

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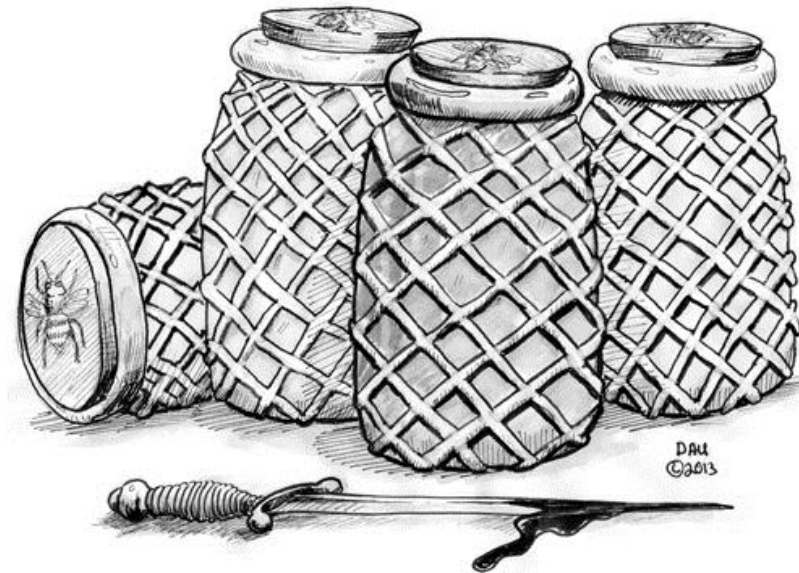
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Four Jars of Mead

By Ken St. Andre

Introduction

You are an Agent of the Death Goddess, a minion of Lerotra'hh, and at this moment, an errand doer for Korkorum, the Master of Transport. Your job is to take 200 gold pieces from Supply, go over to the Great Marketplace in downtown Khazan, find the stall of the Honey Queen and buy four jars of Honey Mead for Karkorum's dinner party. This looks like an ordinary job—you don't get to take any armor or weapons from the Khazan Armory, but you may, of course, carry anything that your character normally owns. You have 200 gold pieces, and that had better be enough to pay for the mead. You have been told to keep the change if anything is left over. Go to **paragraph 1**.



1 As you leave the Khazan Palace you feel a cold bite to the wind. Glancing at the sky you see dark clouds scudding in from the sea. It looks like a storm is coming. Since it is an open air market, that means many merchants will be closing their booths. You had better hurry if you intend to buy the mead. The market is halfway across the city. Do you wish to run to your destination, or stop at the Blue Frog Tavern to see if your old pal Shazmuz the Leprechaun is there? If you run, turn to **paragraph 5**; if you head for the much nearer Blue Frog Tavern, turn to **paragraph 10**.

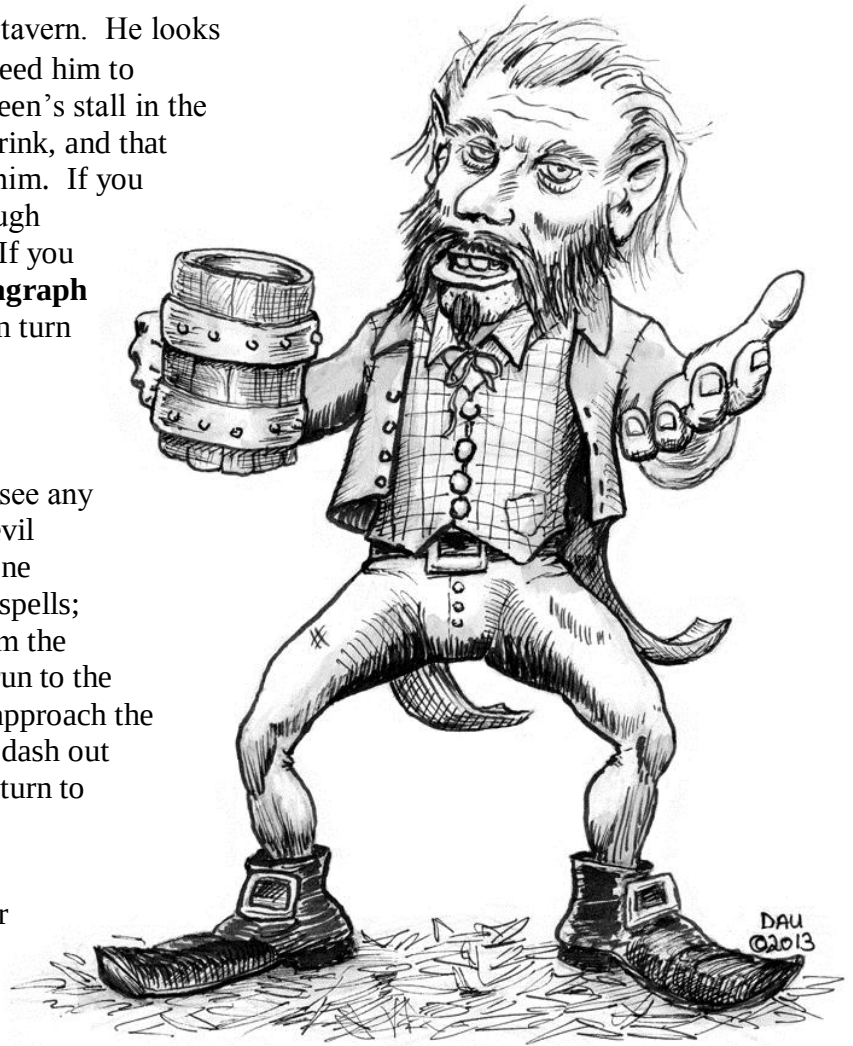


2 You're in luck. Shazmuz is in the tavern. He looks almost sober. You explain that you need him to teleport you quickly to the Honey Queen's stall in the market. He explains that he needs a drink, and that he'll do it for you if you buy one for him. If you buy him a drink, you won't have enough money left to buy four jars of mead. If you agree to buy him a drink, turn to **paragraph 11**. If you refuse to buy him one, then turn to **paragraph 12**.

3 Your luck fails you. Shazmuz is nowhere to be found. And you can't see any other leprechauns. There is a rather evil looking wizard sitting by himself in one corner. Some wizards know teleport spells; some don't. You could seek help from the wizard, or you could try real hard to run to the market before the storm hits. If you approach the wizard, turn to **paragraph 13**; if you dash out the door and run with all your might, turn to **paragraph 5**.

4 You make your way downstairs for about 20 feet, and turn out into the first level of the Khazan underground. A network of ancient Dwarven mine tunnels connects many of the buildings in Khazan. These corridors have been enlarged over the years until most creatures less than ten feet tall can fit into them. There are deeper pits below, and there are alcoves and dead-end side passages often used as homes and sleeping places by the beggars of Khazan. With a storm blowing up above, the tunnels are absolutely full of creatures. Noticeably lacking is the City Watch. You've been down here before, but usually you didn't have your hands full. You bull your way toward the Palace at the east side of town. Suddenly a ragged old one-legged uruk asks you, "Wotcha carryin', Pushy?" If you answer his question, turn to **paragraph 18**. If you decide to sneak attack him in hopes of rapidly silencing him, turn to **paragraph 19**.

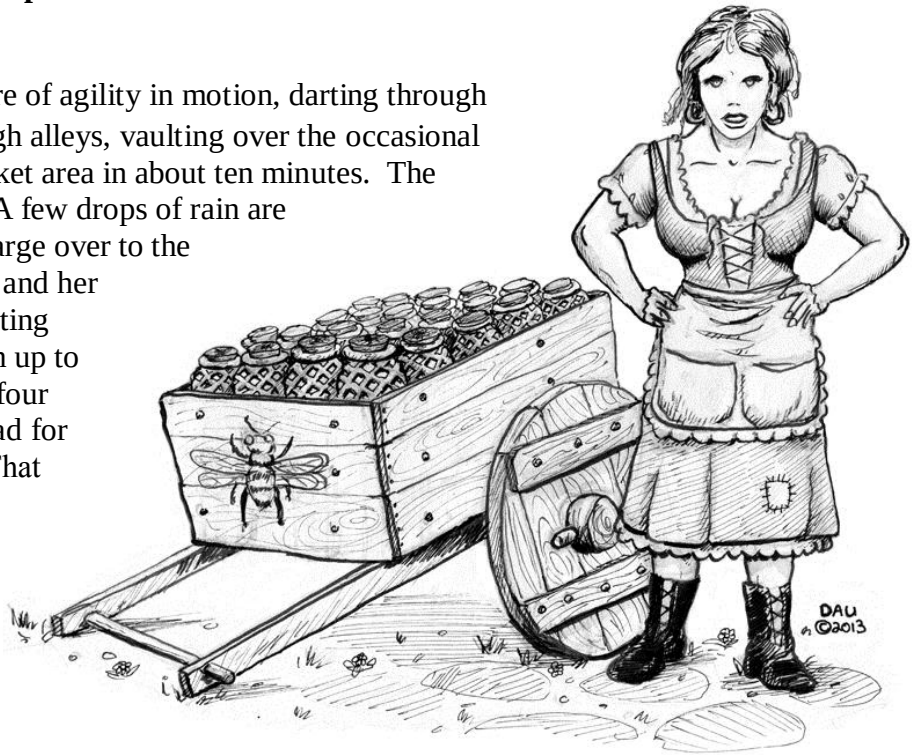
5 The streets of Khazan are crowded. It will take both speed and agility to get to the Market in time. Attempt a L3SR on SPD and a L3SR on DEX. If you have any kind of agility-based Talent, you may use that instead for the DEX saving roll. If you make both saving rolls, go to **paragraph 7**. If you miss the saving roll, based on SPD, turn to **paragraph 8**. If you miss the saving roll, based on DEX, turn to **paragraph 9**. If you missed them both, go to the paragraph indicated by the one that you missed by the greater number.



6 The fall doesn't hurt you much. Take 1 point of CON damage. The thief seems upset that you weren't more seriously injured, but then he points and laughs. "What a klutz! What a maroon!" This angers you. But you remember that you are on an important mission. For a moment you stand there arguing with yourself. If you decide to attack the thief and teach him a lesson, turn to **paragraph 20**; if you decide to get up and run on to the market, turn to **paragraph 7**.

7 You are the very picture of agility in motion, darting through the crowds, cutting through alleys, vaulting over the occasional dwarf, you reach the Market area in about ten minutes. The wind is blowing harder. A few drops of rain are beginning to fall. You charge over to the Honey Queen's stall. She and her assistant are hurriedly putting things into a cart. You run up to her and tell her you need four jars of her best honey mead for the palace. She smiles. "That will be 200 gold pieces." You pull out your pouch of gold pieces and hand her the 200 coins. She gives you four sealed jars with the image of a bee pressed into the wax stoppers. They

are pretty heavy. With two in each arm you find yourself ready to walk back to the Palace. It occurs to you that you might be able to use some of the tunnels beneath the city to return to the Palace without getting absolutely soaked. The tunnels are usually crowded and slow, but at least they would be dry. There is an underground entrance nearby. If you decide to duck into it, turn to **paragraph 4**; if you stick with the streets, turn to **paragraph 16**.



8 The streets are crowded and the weather is bad. Before you reach the market, the clouds open up, and a heavy downpour drenches the City of Khazan. It drenches you also, even though you cleverly nip into a tavern to get out of the rain. The rain continues past sunset. You use some of your money buying drinks and supper for yourself. And as long as it's dark, you may as well stay overnight. You will probably be in trouble tomorrow, but the job was impossible. You stay overnight—hire a bedwarmer, and have a pretty good time. On the following day, you get to the market, buy two vases of honey mead and take them back to the palace. You tell Korkorum that the prices went up. He has a couple of trolls take you out back and beat you up. Oh well, what can't be cured must be endured. **THE END.**



9 As you dash through the streets of Khazan, a thief sticks his leg out and trips you. Down you go in a jumble of arms and legs. Attempt a L2SR on Lk. If you make the saving roll, turn to **paragraph 6**; if you miss it, go to **paragraph 17**.

10 In a few minutes you reach the Blue Frog Tavern. You have a brilliant plan. Your friend Shazmuz is a Leprechaun, and he can wink-wing teleport very quickly from place to place, and he can take you with him simply by holding your hand. He could get you to the Market in a minute or less. Shazmuz hangs around the Blue Frog Tavern a lot, but he isn't always there. Attempt a L2SR on LK to see if he's available when you come running in. If you make the saving roll, turn to **paragraph 2**; if you miss it, turn to **paragraph 3**.

11 Shazmuz gulps down the flagon of grog you bought for him. He wipes the foam off his beard and gives you a roguish smile. "You're a good fellow. Hold my hand." You take his hand and *bamfff!* Wow, you feel amazingly sick. You think you left your stomach back in the Blue Frog Tavern. *Bamfff!* *Bamfff!* *Bamfff!* *Bamfff!*

You're in the market—only a few steps from the Honey Queen's stall. She and her assistant are hurriedly putting things into a cart. You run up to her and tell her you need four jars of her best honey mead for the palace. She smiles. "That will be 200 gold pieces"

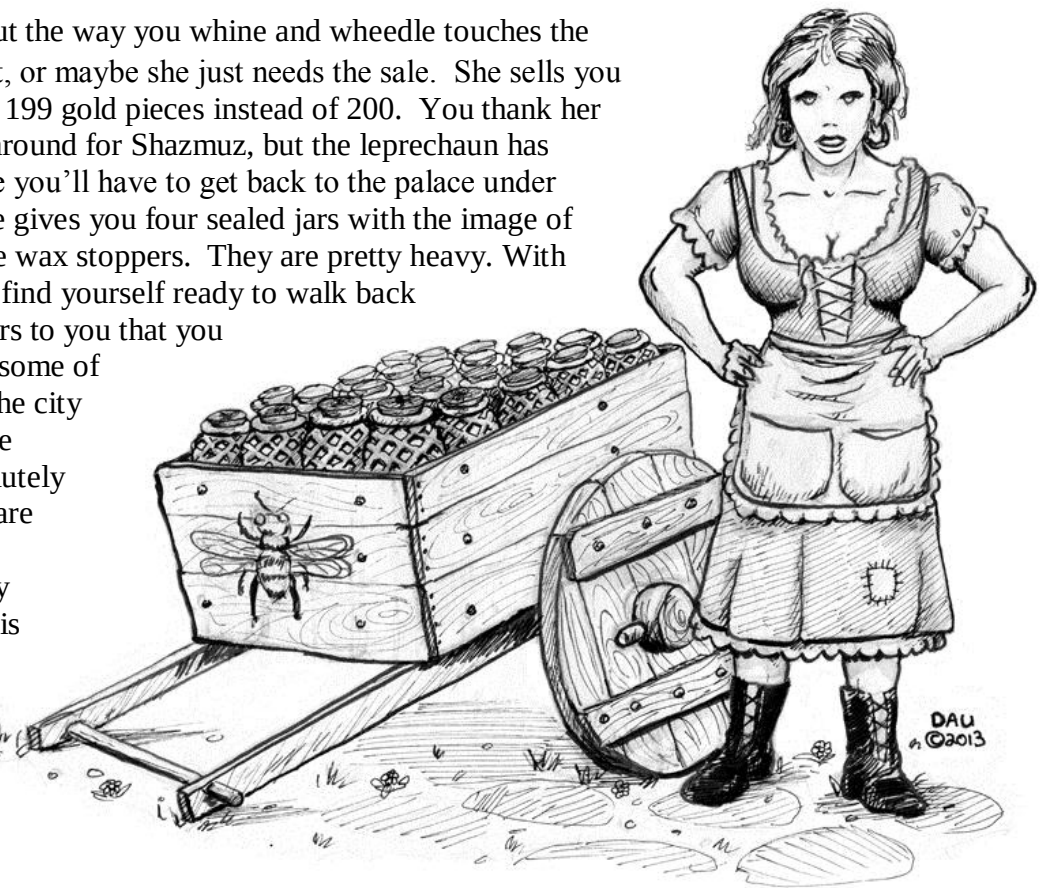


"I only have 199 gold pieces. Please, please, please, please, please sell it to me anyway." She looks doubtful. Rain drops begin to spatter around you. Make a L1SR on Charisma or your Persuasion or Bargaining Talent if you have one. If you make the saving roll, turn to **paragraph 14**; if you miss it, go to **15**.

12 You need all your money to pay for the mead. Shazmuz is insulted. "Some friend you are!" He teleports away angrily. That was time wasted. It occurs to you that perhaps Lucky, one one-eyed, one-armed, one-legged bartender at the Blue Frog Tavern might have honey mead in stock. You ask him. "Hmm, not much call for that around here, but sometimes I do have it. Let me just check the back room." He hops away. Make a L3SR on LK. If you make it, turn to **paragraph 21**. If you miss it, go to **22**.

13 You approach the wizard, Malitfaveo. "Oh great wizard, I need . . ." you begin. "Buy me a drink, and none of the cheap stuff. Wine!" The wizard isn't going to help you unless you bribe him. Do you ask Lucky, the one-eyed, one-armed, one-legged bartender at the Blue Frog to send a carafe of his best wine to the wizard, or do you just turn away and prepare to run to the market, even if it is raining? If you buy the wine, turn to **paragraph 23**; if you don't buy it, turn to **paragraph 24**.

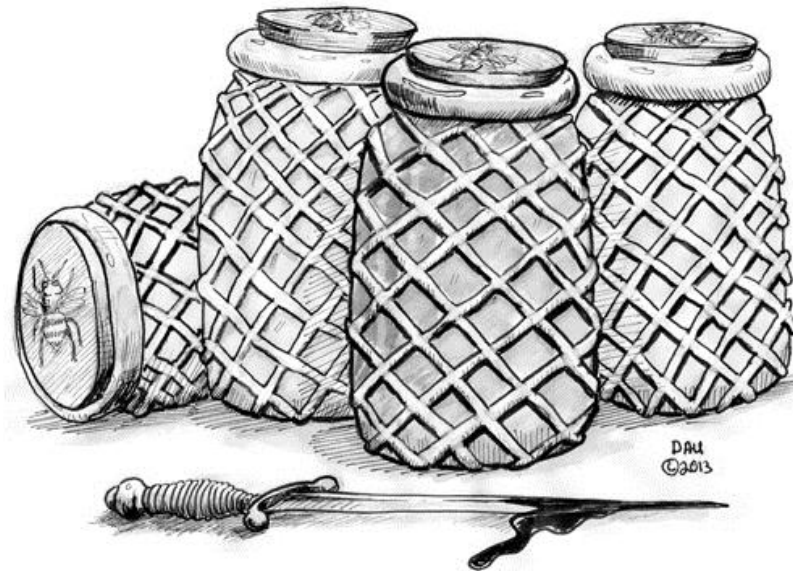
14 Something about the way you whine and wheedle touches the Honey Queen's heart, or maybe she just needs the sale. She sells you four jars of mead for 199 gold pieces instead of 200. You thank her profusely, and look around for Shazmuz, but the leprechaun has vanished. Looks like you'll have to get back to the palace under your own power. She gives you four sealed jars with the image of a bee pressed into the wax stoppers. They are pretty heavy. With two in each arm you find yourself ready to walk back to the Palace. It occurs to you that you might be able to use some of the tunnels beneath the city to return to the Palace without getting absolutely soaked. The tunnels are usually crowded and slow, but at least they would be dry. There is an underground entrance nearby. If you decide to duck into it, turn to **paragraph 4**; if you stick with the streets, turn to **paragraph 16**.



15 The rain really begins to come down hard. "I've got to get out of here." The mead vendor doesn't want to stick around. "Come back tomorrow. I'll sell you the good stuff then." She and her assistant grab the handles of her cart and bustle off out of the market at top speed. You stand there empty-handed in the rain. Shazmuz comes over to you and says, "I think Lucky, back at the Blue Frog Tavern might have some of that honey mead you want. Buy me another drink when we get back, and I'll take you over to check on it." It's a long shot, but better than no hope at all. Five *bamfffs* later the two of you have returned to the Blue Frog. Shazmus explains your predicament to Lucky, and you set him up with a couple of mugs of foaming ale. "Thanks, Bud. Good luck!" The leprechaun sinks his face happily into the first mug of ale. Lucky tells you he needs to look in the back room to see if he has any honey mead. He hops away. Make a L3SR on LK. If you make it, turn to **paragraph 21**. If you miss it, go to **22**.

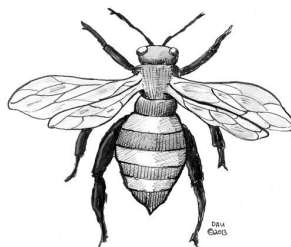


16 The rain comes down hard, and it clears most people off the streets. You are cold and miserable, but at least no one bothers you. You return to the palace and give Korkorum his four jars of mead. He says, “Well done” and “dismissed”. As an afterthought he invites you to stop by for a cup of mead later in the evening. Your task has been accomplished. Take 100 adventure points for succeeding. **THE END.**



17 You skid across the pavement and slam into a stone wall, knocking yourself unconscious, and taking a serious injury. Roll 2D6 and take that much in CON damage. You come to your senses lying on a cot in a cell in a Watch Station. Members of the City Watch found you lying on the street, and picked you up. The squad wizard did a Poor Baby spell on you that repaired 3 points of CON damage. You discover that someone robbed you while you were unconscious. The 200 gold and any weapons you were carrying are gone. Outside the storm is in full blast. You don't feel well enough to go back out into it, so you stay overnight at the Watch Station. In the morning you return to the Palace and tell about being mugged and robbed. Korkorum decides not to send you after mead any more. **THE END.**

18 You tell the uruk you're on palace business. He spots the jars of mead and sneers. “Yer on a booze run fer the fat cats at the palace. Better if yer shared some o that with us poor folks.” He leers at you. You see others all around you starting to take an interest. This could get nasty if it turns into a fight, but fighting might be the only way out. If you want to attack this obnoxious uruk, turn to **paragraph 19**. If you'd rather turn and run for it, then turn to **27**.

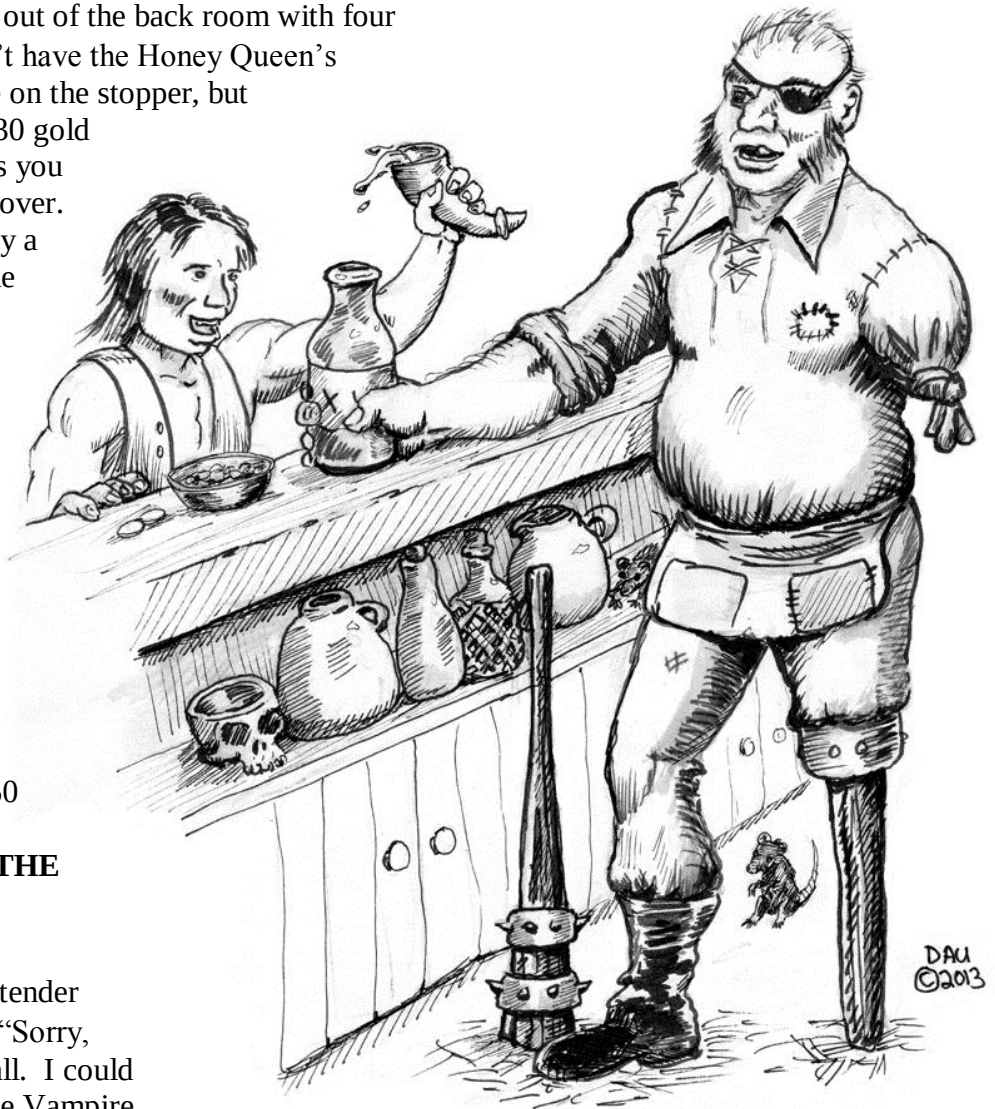


19 This old uruk is no easy target. You quickly lay your jars down—so quickly it almost looks like a drop—and go for your weapon. He pushes a button and blades spring out of the sides of his crutch. It's a fight to the finish—no time for magic, and no room for fancy maneuvering. The uruk has a monster rating of 40 (5D6 + 20). Fight it out. If you lose, it's fatal—close the book. If you win, turn to **paragraph 25**.



20 The thief doesn't want to face you when you're angry. He runs away. You have to let him go, or the storm will catch you. You realize that you're close to the Blue Frog Tavern. You have an idea for making up lost time. If you want to duck into the Blue Frog, turn to **paragraph 10**. If you just run onwards toward the market, turn to **paragraph 7**.

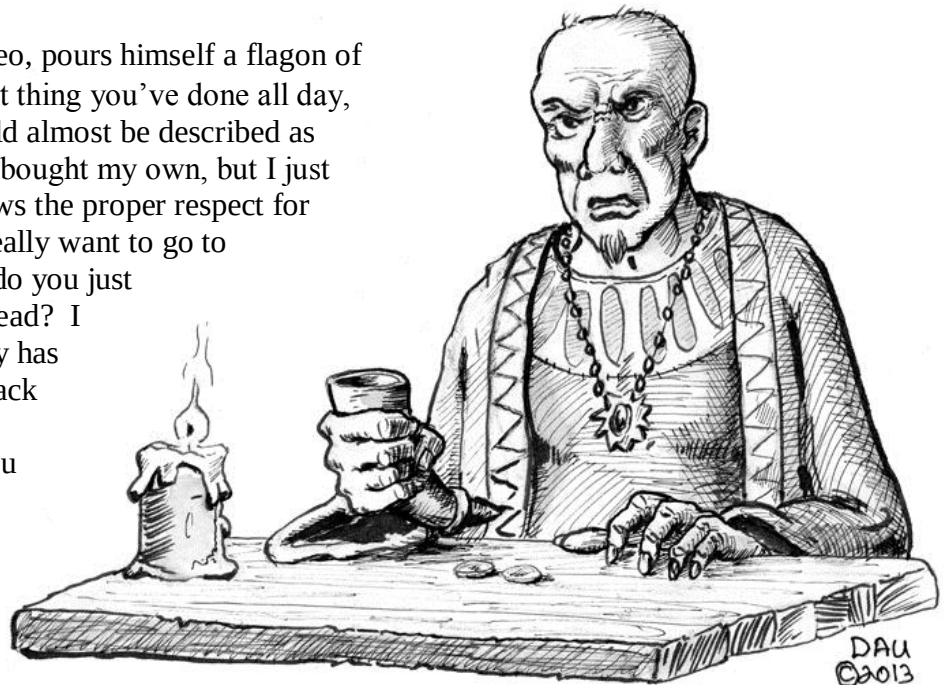
21 Lucky comes back out of the back room with four jars of mead. They don't have the Honey Queen's signature stamp of a bee on the stopper, but he offers them for only 30 gold pieces each. That leaves you with 80 gold pieces left over. You use 20 of that to buy a round for everyone in the Blue Frog Tavern, thus gaining great popularity and 20 adventure points. Then you slip out and get back to the palace before the storm starts. You turn the mead over to Korkorum's cook, and take yourself off to enjoy the rest of the day and evening somewhere out of sight. You gain 50 adventure points for handling the situation. **THE END.**



22 The one-armed bartender hops back into the bar. "Sorry, no honey mead here at all. I could make you a deal on some Vampire Orchid Whiskey—strong stuff for strong drinkers." Outside the tavern the storm cuts loose in its full fury. The rain continues past sunset. You use some of your money buying drinks and supper for yourself. And as long as it's dark, you may as well stay overnight. You will probably be in trouble tomorrow, but the job was impossible. You stay overnight—hire a bedwarmer, and have a pretty good time. On the following day, you get to the market, buy two vases of honey mead and take them back to the palace. You tell Korkorum that the prices went up. He has a couple of trolls take you out back and beat you up. Oh well, what can't be cured must be endured. **THE END.**



23 The wizard, Malitfaveo, pours himself a flagon of wine. “That is the smartest thing you’ve done all day, young fella.” His face could almost be described as kindly now. “I could have bought my own, but I just love it when someone shows the proper respect for my power. Now, do you really want to go to the market by teleport, or do you just want to get some honey mead? I happen to know that Lucky has some honey mead in the back room. If you choose the teleport, make note that you only have enough to buy 3 jars of mead, and go to **paragraph 26**. If you choose Lucky’s mead, go to **paragraph 21** and you only have 50 gold left over.



24 “I am not buying any expensive wine for a cranky old wizard before you at least promise to help me.”

“Wrong decision!” He raises his hands and gestures magically. A bolt of blue energy shoots out of his fingertips and strikes you.

“Ribbit! Ribbit, ribbit!” Something seems to be wrong with your vocal chords. Something seems to be wrong with your clothing. It doesn’t fit right. Some of it is falling off you. Something seems to be wrong with the world. Why is everything up so much higher than it used to be?

“Malitfaveo, what did you do to that customer?” Lucky sounds angry.

“He insulted me, and now he seems to have turned into a frog. Sure would be a shame if anyone else turned into a frog. Why, I believe I spy a bag of gold pieces near that frog. Can’t think what a frog would want with gold.” The wizard scoops up your bag of gold. “Barkeep! Your finest wine for me, and a round for everyone else in the house.”

You have been turned into a frog—a blue frog. Your attributes remain the same, but you’re only a little bigger than a man’s hand, and you only speak Frog.

“Do I see a frog?” asks Shipy the Hobb. “Dibs on his legs.” The roguish Hobb jumps for you. You jump away, and quickly escape by squeezing under the front door out into the rain.

(While it is possible that you may be able to do something with this frog in the future, right now your adventure is over, and you’re looking for a pool or a nice marsh. **THE END.**



25 You totally killed the old one-legged uruk. Everyone backs away from you saying things like “Peace, man.” You pick up the jars of mead, search the body (and find a purse with 1D6 X 10 silver pieces in it), and get a crutch weapon worth 5D6 in combat. For slaying him you gain 40 adventure points. Walking with determination, you follow the underground passages until you enter the Palace Zone, where there are guards. You emerge and deliver your packages to Korkorum. You gain 100 adventure points for completing the mission, and an invitation to stop by for a drink later. The End.

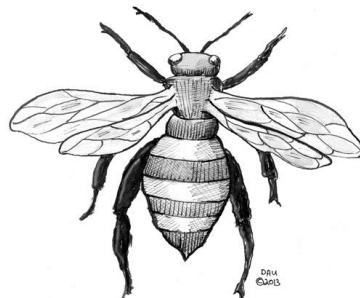
26 *BAMFFF!* You arrive in a puff of smoke and a stench of sulfur right in front of the Honey Queen’s stall. She is just starting to pack things away. You quickly purchase the three jars of mead that you can now afford. Your plan is to tell Korkorum that she only had 3 jars left, and that the price had gone up, and that he is lucky to get three.

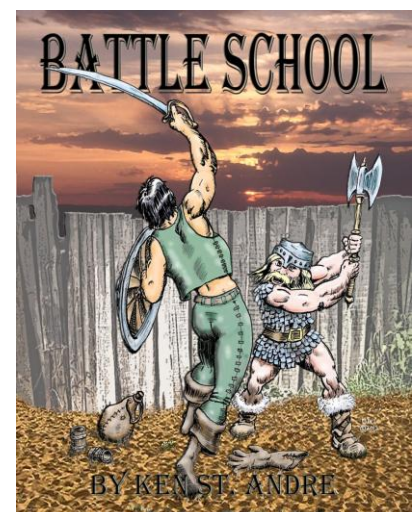
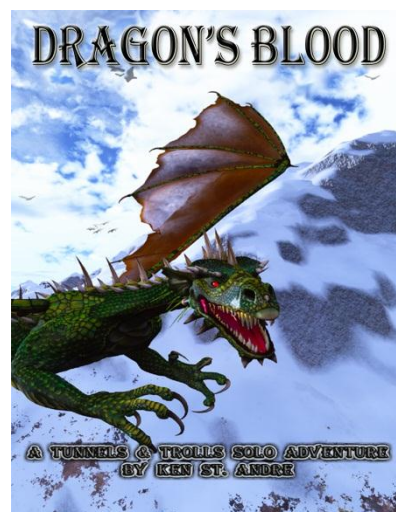
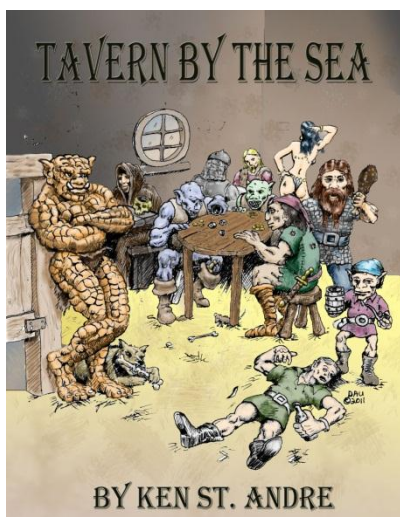
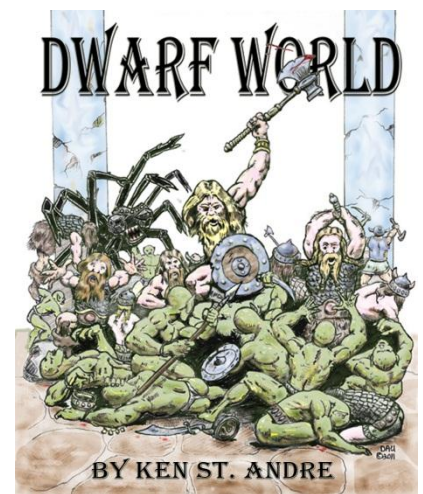
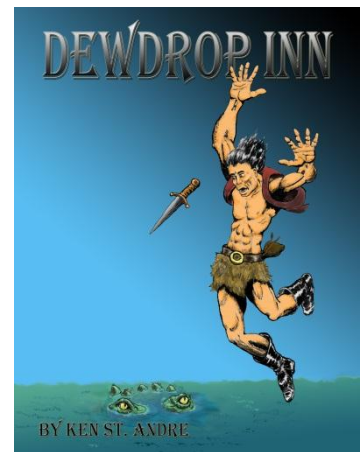
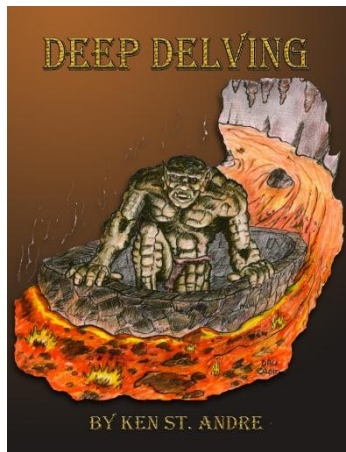
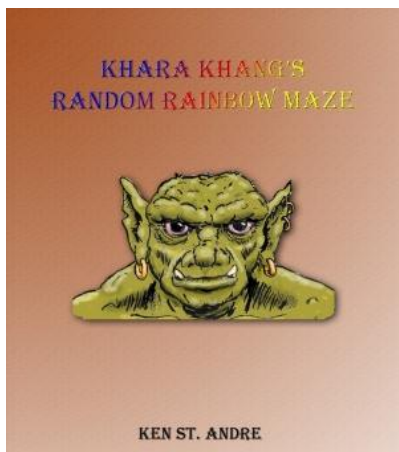


The rain is starting to come down hard. You gather the jars and head back. . It occurs to you that you might be able to use some of the tunnels beneath the city to return to the Palace without getting absolutely soaked. The tunnels are usually crowded and slow, but at least they would be dry. There is an underground entrance nearby. If you decide to duck into it, turn to **paragraph 4**; if you stick with the streets, turn to **paragraph 16**.

27 It isn’t easy to run while carrying several jars of mead. Even a one-legged uruk can keep up with you. But before the old beggar can really hinder your escape you spot a short ramp and a doorway leading out into an alley. The rain is really coming down hard now, but you dash out into it anyway. The one-legged uruk stops. He’s not going out into that. Go to **paragraph 16**.

END





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