

DWARF WORLD



BY KEN ST. ANDRE

DAU
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A Traveler's Tale

or

The Mad Dwarf



By Ken St. Andre
with illustrations by David Ullery

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DWARF WORLD

A SHORT GM
ADVENTURE



IMAGINED BY KEN ST. ANDRE
ILLUSTRATED BY DAVID ULLERY

TROLLHALLA PRESS

Dwarf World is a short GM adventure written expressly for play with the Tunnels and Trolls 7.5™ roleplaying game system.

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Dwarf World

Introduction

Dwarf World is a face to face adventure for Level 1 to Level 10 Tunnels and Trolls characters. You may use any edition of the rules to play, but it is designed with the 7.5th edition in mind. Although this is a kind of dungeon adventure, there are no maps. This is a world of endless tunnels through eternal stone. There are underground grottos and amazing cities in vast caverns, but these places are interchangeable. Whether Dwarf World is so deeply buried beneath the surface of Trollworld that there is no way to the surface, or whether it is in an entirely different universe of solid stone doesn't really matter. The only way to enter or leave is via a magical portal or gateway.

This adventure is best played with one or more Dwarves in the delving party, but if you want a real challenge, go in without any. Heh, heh, heh! This adventure should be a real challenge for the Game Master—he has a whole world of NPCs to simulate. He also has to keep the characters moving. Although there is wealth and knowledge to be won in this scenario, the real challenge will be to get your player characters back out alive. Good luck with that!

--Ken St. Andre, December 12, 2011



Getting into Dwarf World

Dwarf World is entirely subterranean. There is no surface world at all, everything is buried inside rock. In this world Dwarves rule. There are also trolls, goblins, humans, and various cave crawling animals, but Dwarfkind is dominant.

The G.M. must come up with a way to get the players into Dwarf World. It could be a mission to find a Dwarven artifact not available on the surface of Trollworld, or it could simply be a portal opening up in front of them as they are exploring some dungeon. I like to start adventures off with a fight, so why not have the party in combat with an

overwhelming force of (insert adversary of your choice here) when a Dwarf in the party calls on Gristlegrim, or invokes a talisman, and suddenly a door to Dwarf World opens allowing the party members to squeeze through. And then . . .

When the door to Dwarf World is opened, the delvers will see a long, ragged corridor in the stone about 6 feet high and 6 feet wide—plenty of headroom for most dwarves. In the distance the delvers can hear the sharp clank of metal on stone—probably some Dwarf with a pickaxe extending the tunnel.

The very stone of Dwarf World shines with a dim blue radiance. It is dark in these tunnels, but not lightless. Dwarves in the delving party find that they can see better than they ever could in the harsh glaring light of Trollworld. The world just looks, feels, and even smells better to Dwarves. It doesn't seem all that inviting to anyone who isn't a Dwarf.

Players with a Dwarf in their party are considered Dwarf Friends. When they meet Dwarves in the tunnels they are treated courteously—that is they are treated like a Dwarf with his servants. If there is no Dwarf in the party, they are treated as intruders and potential slaves. The Dwarves of Dwarf World have no tradition of friendship with Elves or Humans. Gristlegrim rules Dwarf World also as a god-king, but he has a different name. In Dwarf World he is known as Gembeard, because hundreds of jewels are strung into his magnificent yellow beard.

If the delvers enter they will find that the tunnel curves away from its original heading until the door they entered by is hidden. In a short time they will hear a great grinding noise, like stone sliding across stone, and if they should go back, they will only come to a dead end.

The GM may place anything he wants within Dwarf World, but mostly it is meant to be a series of random encounters. When delvers enter a new tunnel, they should roll 2D6 and check the following chart to see where it leads.

Tunnel Encounter Table

2—a Dwarven City—see Dwarven City description starting on page 8. Players may wander freely into the city as long as there is a Dwarf in their party. If no Dwarf in party have them attacked by Dwarf warriors until either slain or captured.

3—the mushroom fields—great fields of mushrooms and toadstools being farmed. Giant insects the size of dogs and cats live here—roaches, beetles, hoppers. They are omnivorous and will attack delvers. Roll 2D6 (DARO) for number of bugs and 2D20 for the monster rating of each one.



4-5—more tunnels just like the one the delvers start in. Keep walking and roll again to see what you find next.

6—a stream intersects the tunnel and a side cave leads off to both left and right. Roll 1D6 to see how deep the stream is in feet and multiply that by 5 to find it's width. Things live where the streams run through the rock, so roll on the Random Encounter table at the end of these rules to see what the characters meet here.

7—a hungry rock troll attacks. MR equals the number of delvers in the party times 20. It regenerates 1/10 of its monster rating per combat turn. It's too stubborn to run away. Special spite damage for rock trolls on sixes—when a six is rolled it breaks either a weapon, a piece of armor, or a skull. If it breaks a skull, the unlucky delver is unconscious for 6 combat turns. The GM only breaks skulls if the troll is winning the combat round.



8—a patrol of 2D6 Dwarven warriors in armor. They roam the tunnels randomly looking for trolls, goblins, and other monsters to kill. If they meet humans or other kindreds, they capture and enslave them.

9—a Dwarven mine. The first clue that you have found a Dwarven mine is that you meet guards and slaves carrying big baskets of ore fragments. They will be taking them to a nearby city for processing. Beyond the porters at the entrance there will be 1D100 miners, both dwarves and subject races like humans and kobolds chipping away at the walls. Dwarves mine all sorts of things; copper, iron, lead, silver, gold, mithril, coal, and jewels of all sorts. If players get a chance to mine, they should make the highest level saving roll they can on Luck to see what they get,

- L1—lead
- L2—iron
- L3—gold
- L4—silver
- L5—mithril
- L6—copper
- L7—tin
- L8—aluminum
- L9—rare minerals (tungsten, manganese, beryllium)
- L10 or higher—jewels.



Lighter minerals are rarer and more useful than heavier minerals on Dwarf World. Thus copper and tin are worth much more than gold and silver.

10—a natural cavern of immense size and many chambers. There is a 50/50 chance that some kind of pool or subterranean lake with associated underground river will be found in these caverns. If the delvers find one, there is another 50/50 chance that a tribe of goblins will live on or near it. Such underground lakes are full of all kinds of creatures—death frogs, cave squid, deadlypike, poison eels, cave jellies. Plants that don't need sunlight grow all around such lakes, and there are often versions of the great mushroom forest nearby. The goblins are hardy hunters, great swimmers, masters of poison. They have held their own against the Dwarves for thousands of years. These goblins are tall and thin, pale green or ochre, with webbed toes and fingers.

11—a door in the rock. It is locked but a L3 Knock Knock will open it. Such doors are the exit from Dwarf World.

12—a Dwarven fort.—a garrison of Dwarven warriors, usually 100. They are well equipped fighters, capable of dealing with most of the menaces that Dwarf World offers.

Dwarven Cities

The true cities of the Dwarves are built far, far underground. This is true in Trollworld as well as in Dwarf World—just there is no surface world in Dwarf World. They are built in huge caverns, often around a central lake. Dwarves take these cavernous wonderlands from the goblins who were usually there first, and then totally eradicate all trace of goblin living. The Dwarves are megalomaniacs when by themselves. They build huge palaces with long empty halls full of heroic statuary, usually of gigantic Dwarves slaying dragons and subjugating Men and hewing stone. They make thrones for themselves with stairways built into the back so they can climb up to a high position and look down on their supplicants. The ambition of every Dwarf is to own his own palace, and have it fully stocked with servants, but a dwarf has to be several centuries old before he/she can accumulate enough power to do so.

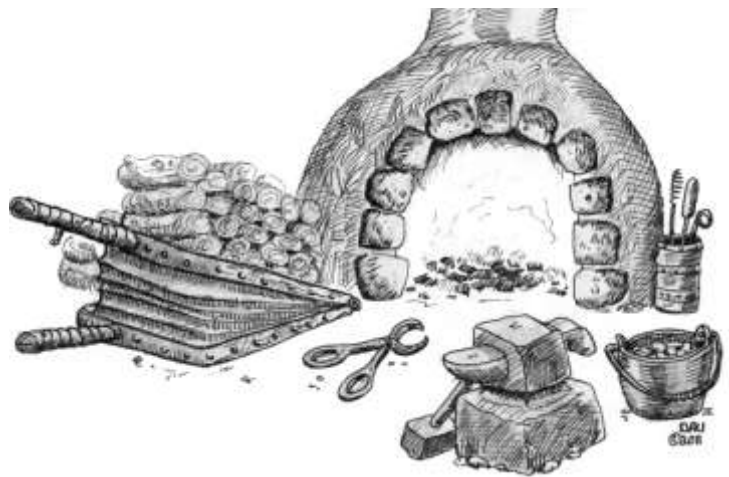
The streets of Dwarven cities tend to be wide avenues paved with gold. Gold is literally such a common mineral that Dwarves use it for paving and building, because it's easy to work, but heavy enough to support substantial weight. Dwarves love to drive chariots through those streets, and lacking draft animals, they are drawn by either human slaves, or powered by electric motors. Dwarves have electricity. They use it chiefly for light, heat, and motors of different sorts.

The typical Dwarven city has a lake in the center surrounded by a ring of palaces, each with its own park. The parks are full of giant mushrooms and heroic statues. Warriors patrol them and kill any pesty insects that appear.

The second ring of the city is full of shops. Craftsmen of all sorts have their home workshops where they manufacture and sell all the necessities of life. Clothing, furniture, cutlery, crockery, weapons, armor, books, jewelry, machines, gadgets, tools, motors, wire, and anything else you can think of. Dwarves have it all, and they make it all. Kobolds are excellent craftsmen, and every Dwarven master has Kobold servants—the more servants, the greater the wealth and higher the status of the master.

The third ring of the city is also full of shops, but these shops are devoted to Art. Sculptors, Painters, Dancers, Musicians, Magicians—every sort of artist lives in the third ring. These are generally poorer than the craftsmen in the inner ring—some work independently, but many simply wait out the endless years hoping for commissions from the more powerful.

Restaurants and cafeterias can be found in the second and third rings of the city. Dwarven food isn't very good. The main dish is a kind of lumpy porridge made from moss that grows on underground walls. Sometimes the broth is flavored with different mineral supplements. A high compliment for Dwarven food is to remark on its coppery flavor. The porridge is sometimes supplemented with cave fish or boiled insects. Meaty dishes like this are thought to be especially appropriate for warriors.



The fourth ring of the city contains the barracks of the warriors. These are little better than cubes of stone filled with low cots and stone chests. Dwarven warriors sleep on carved stone beds—usually of softer rocks like pumice. They cover themselves with sheets of hammered silver as flexible as cloth. The walls of the barracks are lined with weapons, mostly axes and hammers, but with the occasional knife or sword. The Dwarven military is all base 8—the squad is 8 Dwarves; the company is 64 Dwarves; the regiment is 512 Dwarves. All young Dwarves, that is those less than 256 years old,

spend time in the Dwarven army. When they are not fighting, they receive training from artisans and craftsmen in hopes of rising to a higher level of society.

The fifth ring of the city is where the slaves are kept. Their quarters are much like the soldiers' quarters, little cubes of stone. They don't get beds—they sleep on the floor. The only furniture consists of the feeding troughs, big stone v-shaped bins where their food is dumped once a day. Dwarven slaves have nothing—not clothing, not tools, nothing. They are guarded by the warriors of the army, but not too well. Even if they escape from their quarters in the city, there is literally no place in the world for them to go. The best and brightest of the slaves are sometimes taken to be servants of the Dwarves who live in the palace section of the city where they do the most menial of tasks, cleaning, carrying, rubbish removal. Those favored ones get clothing and a better diet as their reward.

The sixth ring of the city is where the smelters are. Tunnels lead out into the neverending rock of Dwarf World, and lines of slaves bring in ore in big metal baskets and boxes. The ore is dumped onto conveyer belts where it is sorted and then dumped into an electric furnace. Metal comes out molten and is made into bars and ingots. Slag also comes out, and is dumped into high hills of waste between the smelters. It provides a kind of natural fortification. Specially trained slaves watch for ore and gems. They pull them out and send them to the appropriate smelter. Each smelter specializes in different kinds of ore.

Dwarven City Encounter Chart

When a party of delvers is about to enter a Dwarven City, everything depends on whether they have a Dwarf with them or not. If not, then a squad of Dwarven soldiers will attack and try to kill or capture them. If one squad of Dwarves is defeated, then two squads will attack on the following turn. If the delvers have their own Dwarf, then they are escorted into the city. From here on, the G.M. may lead them where he wills because they will always have a squad of city Dwarves accompanying them. If the G.M. has no plans for them, then roll 1D6 to see where they go.

Dwarven City Encounters

1—6th ring of the city—enter a smelter of your choice. Dwarves may take as much of any metal as they can carry, or they can take 1 jewel with a value equal to 1000 times the character's level back on Trollworld. On Dwarf World it's just a pretty rock.

2--5th ring of the city—human slaves. If there are any humans in the party, the slaves beg for rescue. The Dwarves of the city won't let them go, but they will sell slaves for 10 pounds of iron each.

3.--4th ring. Soldiers barracks. No encounters in this ring, although they may pick up extra escorts.

4.—3rd ring. Delvers meet an artist of some kind who will try to sell them some cheap art. Roll 1D6 again to determine who they meet.

1. Painter—will do a portrait of the Dwarves in the party.
2. Sculptor—will carve a creature for them of their description.

3. Musician—will compose a song in honor of the delvers.
4. Orator—will create a heroic speech about the delvers and perform it on demand.
5. Dancer—will teach party members the current dance steps of the city.
6. Magician—will bring statues to life, or teach low level Dwarven magic to any wizards in the party.

5.—2nd ring. Delvers meet a craftsman of some sort. Let them choose the craftsman of their choice, although the good ones to meet would be armorers or weapon masters.

6.—1st ring. Delvers meet an ancient Dwarven lord. Roll 2D6 once. If you roll a natural 12 you meet Gembeard himself, who will say, “you’re not supposed to be here,” and he will teleport you out of Dwarfworld back to Trollworld. Other lords will try to recruit the delvers as followers—making them fabulous offers. Roleplay through such situations. If they cannot recruit the delvers, they will arrange an ambush for them on the way out of town. One or two squads of Dwarven soldiers should be sufficient.

Running an adventure in Dwarf World is going to be very much up to the Game Master. Just remember that the Dwarves rule. If the party has a Dwarf as a member, they get treated like princes. If they don’t, they are attacked and made into slaves. Being a slave is practically a death sentence in Dwarf World, so don’t let them take the delvers alive.

End.

Other Denizens of Dwarf World

In spite of the fact that everything exists inside a network of tunnels and caves there is a full-blown and varied ecology in Dwarf World—plants, animals, and several intelligent kindreds. In fact, there are two distinct ecologies. One is the old stone-based ecology where the creatures are made of living stone. The other is a flesh-based ecology. Dwarves fall somewhere between the two—created from stone, but transmuted into flesh. As GM, you should feel free to invent new creatures to populate this environment. The stone glows with a natural blue light that provides the necessary warmth and illumination. Many plants live directly on the rock, sinking their roots through the stone itself. They produce fruits and nuts and berries of different sorts and flavors. Water flows throughout the caverns in numerous underground streams and rivers, in some places forming pools and lakes. Where there is water there is animal life—innumerable small creatures from insects to fish to reptiles of all sorts, and a limited number of larger predatory creatures. The following table will only mention some of the most feared omnivores of Dwarf World, because life is a struggle of eat or be eaten. Here are some of the greater eaters. When the GM wants a wandering monster, use one of these. If you don’t know which one to use, roll a D10 and take what comes up.

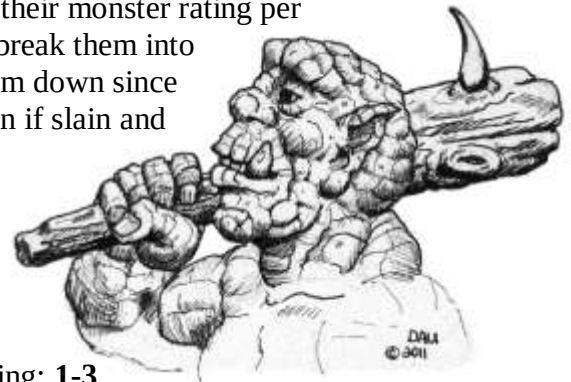


Creatures You Might Meet

1. **Obsidian Spiders.** Monster rating from 100 to 400. 12-legged spidery horrors made of living obsidian—distant kin of rock trolls. Intelligent, malevolent, solitary. Their nourishment is primarily rock-based, but the calcium of bones and teeth, and the iron in blood is food for them. Number appearing: 1.



2. **Rock Trolls.** Monster rating from 50 to 200. Savage humanoid creatures of living rock with acidic lava-like blood. These trolls may be as small as 3 feet tall or as large as 8 feet—the 8-footers have a hard time getting through the tunnels. They hate Dwarves. They regenerate up to 1/10th of their monster rating per combat round. The only way to truly kill them is to break them into many pieces, but decapitation will seriously slow them down since both eyes and brain are located within the head. Even if slain and broken into fragments, it is likely that each part that contains one of the troll's auxiliary hearts will regenerate in time into a small troll. That is why Dwarves collect the fragments of broken trolls and melt them down in their smelters—that keeps them from regenerating and generally improves the strength of the metal being smelted. Number appearing: 1-3



3. **Goblins.** Monster rating from 30 to 60. Hairless humanoids with webbed hands and feet that generally live near pools. They are pre-technological but intelligent. They make their own weapons from rock and bone, but love to get their hands on Dwarven tools and weapons of all sorts. They range from 3 feet to 5 feet in height and come in both sexes. Number appearing: 1 to 20.
4. **Deathfrogs.** Monster rating from 10 to 100. These albino frogs grow to amazing sizes, and are much like ordinary frogs except that they have teeth and talons. Their primary prey animals are the giant insects that live near the underground streams and lakes, but Goblins are their favorite food. They range in size from 1 foot to 10 feet long and generally only attack prey that is smaller than they are. Number appearing: 1 to 20. Deathfrogs with monster ratings over 50 are generally solitary, and never more than 3 in a group.
5. **Cave Squid.** Monster rating from 40 to 160. Amphibious, tentacled, beaked creature that haunts the streams and pools of Dwarf World. Squids have anywhere from four to twelve tentacles—if they lose one it will regrow over time and possibly branch into two appendages. Each tentacle ends in a chitinous claw capable of gouging iron. Their rubbery flesh has color-changing ability and they have excellent camouflage, almost always appearing to be the same color as whatever is behind or around them. These monsters are migratory and sometimes

leave their home environment after stripping it of all suitable food beasts. That is when they can be found dragging themselves through the tunnels in search of another nesting place. Their general fighting style is to flail at things with tentacles until the prey stops moving and then close in to finish eating. Number appearing: 1 to 2.

6. **Deadlypike.** Monster rating from 20 to 100. This is the largest fish in Dwarf World, ranging in size from 2 feet to 8 feet in length. The largest ones can only be found in pools and lakes but the smaller one--up to 5 feet in length--migrate through all the streams. Pike are a jumping fish and like nothing better than to make aerial attacks on creatures walking beside a body of water. They have muscular fins that are razor-sharp that may be used as both feet and knives. They can survive out of water for up to 5 combat rounds (10 min.). They often travel together in schools. Their scales are silver with blue and indigo highlights. Their strong sharp teeth are often used by Goblins as knives. Number appearing: 1 to 10.
7. **Poison Eels.** Monster rating 24. These black and green eels are about 3 feet long and live in all the lakes and streams of Trollworld. Anyone getting wet should make a L1SR on Luck to see if an eel attacks. They hit from below, and usually without warning. Their bite is poisonous, and if they get a free bite that does damage, they get the same amount of damage in poison for the next 3 combat rounds regardless of whether they actually hit or not—even if the player killed it, the poison continues to hit for 3 rounds. They often swim in groups. Number appearing: 1-6.
8. **Cave Jells.** Monster rating 30 to 50. Bubbles of acidic slime that devour anything other than stone. Ordinary weapons have no effect on them—in fact weapons made of wood or metal dissolve and are eaten away by contact with jells. Fire boils them and water washes them away. Magic will slay them. On death they change into a green-gray powder, which is a deadly poison. When two large jells merge for a short time they will split into three small jells with ratings of only 30 each and a powdery residue. Feeding helps them grow back into the larger forms again. They are attracted by noise. Sometimes they ooze along the walls or ceilings of the tunnels; sometimes they drift on air currents—they are not very heavy at all. Number appearing: 1.
9. **Lasher Vines.** Monster rating 40 to 220. These strange creatures are half plant, half animal and consist of a central spherical core from which grow thorny vines that have all the strength and flexibility of tentacles. The core has from one to 20 eyes, each associated with a vine that grows out adjacent to it, and one mouth with thorns inside it for teeth. Some vines may act as roots growing directly into the stone of walls, ceilings, or floors. The vines sometimes produce a large crimson flower (5% chance for any Lasher Vine to have one). These flowers are highly valued by Dwarves—not only beautiful, but they also have healing properties. (Roll 2D6 and multiply the numbers to see how many points of

Constitution are gained when a red flower is eaten.) Lasher Vines are predatory and will attack any warm-blooded creatures that come into reach. Roll 1D10 + 1 to see how many vine tentacles each lasher has, and multiply that number by 20 for monster rating. These creatures can detach from walls and move independently. Number appearing: 1-10.

10. Human Outlaw. No monster rating: Roll up a new first level character, but do not give it any equipment or money. This is a slave that has run away from its masters. The human will arm itself with stones which it can throw or use as a 2D6 weapon in close combat. The human may beg you to help him or her, and will gladly join the party if given the opportunity. Number appearing: 1-2.

In addition to the ten encounters listed above, adventurers are likely to run into other creatures such as giant insects, ranging in size from hand-sized to dog-sized—make that a large dog. Most of these bugs don't fly—though they can leap and flutter in the air a bit. Most of them bite, and some of them come in swarms. If you are having the same kind of encounter twice in a row, replace it with a giant insect attack. Let there be 1D6+3 bugs in the swarm, and give them monster ratings of 1d6 times 1D10 for each bug.

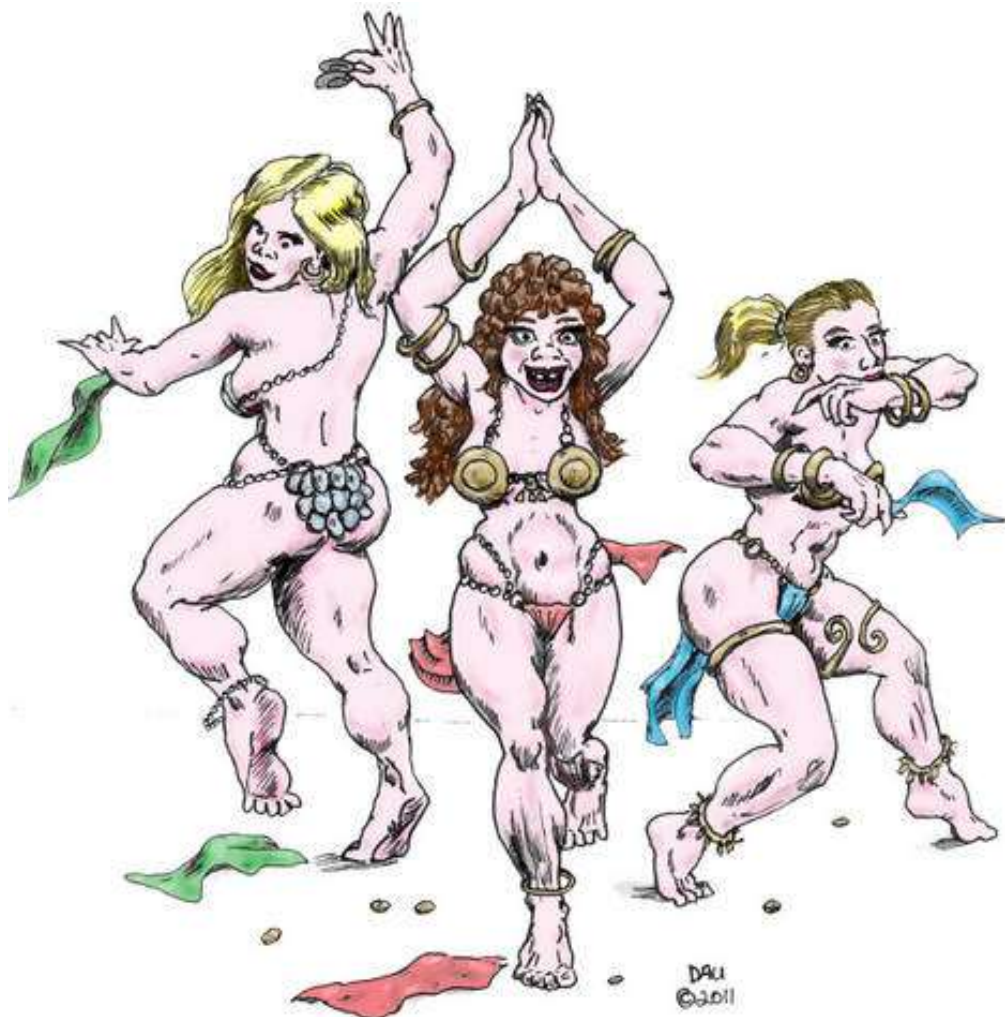
Another likely encounter is a wandering Dwarf or group of Dwarves. Roll 1D6 for the number. These will be friendly if there is a Dwarf in the party, and unfriendly if there isn't. For quick combat assume each Dwarf has a monster rating of 40 (5D6 + 20) and is armed with a battle axe, but has no armor. For more realism, roll up a bunch of Dwarves in advance and equip them fully, then choose some of them to use when you want a Dwarf encounter. A friendly encounter with Dwarves can always lead to a visit to the nearest Dwarf city or mining site.

The Game Master is encouraged to invent other kinds of encounters to liven up wandering in the tunnels of Dwarf World.





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Dwarf World isn't all fighting goblins, slaying obsidian spiders, chipping ore out of the walls of the world, or even blacksmithing. Dwarves are natural party animals. The question is: can you find the party and will you know what to do when you get there?

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