

# The Dungeon of the Rat



A Game Master Adventure for use with Tunnels and Trolls™

Written and Designed by  
Mike Hill

Editing and Layout by  
Dan Hembree

Cartography by  
Mike Hill and Dan Hembree

Cover Art by Joe Calkins (front) and Bradley K. McDevitt (back)  
Interior art by Tamás Baranya, Joe Calkins, Jeff Freels, Rick Hershey, William McAusland,  
Bradley K. McDevitt, Jeremy Mohler, V. Shane, Jason Walton, and Maciej Zagorski, used  
with permission.

Other illustrations are public domain

Text Copyright © 2005 by Mike Hill

Illustrations by:

Tamás Baranya, Black Hand Source

Copyright © 2010 by Tamás Baranya

Joe Calkins, Cerebrus Illustration

Copyright © 2009 by Joe Calkins

Jeff Freels, Fabled World Games

Copyright © 2008 by Jeff Freels

Rick Hershey, Standard Stock Art (1), Small Niche Games

Copyright © 2007 by Rick Hershey

William McAusland, Outland Arts

Copyright © 2011 by William McAusland

Bradley K. McDevitt, Postmortum Studios

Copyright © 2006, 2007 by Bradley K. McDevitt

Jeremy Mohler, Empty Room Studios Publishing

Copyright © 2008 by Jeremy Mohler

V. Shane, Artifacts of the Arcane

Copyright © 2003 by V. Shane

Jason Walton, Image Portfolio, Louis Porter, Jr. Design

Copyright © 2005 by Jason Walton

Maciej Zagorski, The Forge Studios

Copyright © 2006 by Maciej Zagorski

Tunnels & Trolls™, designed and written by Ken St. Andre, is a trademark of Flying Buffalo Inc. For more T&T products go to [www.flyingbuffalo.com](http://www.flyingbuffalo.com).

All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, without written permission from the author.

Printed in the U.S.A.  
First Printing – January 2012

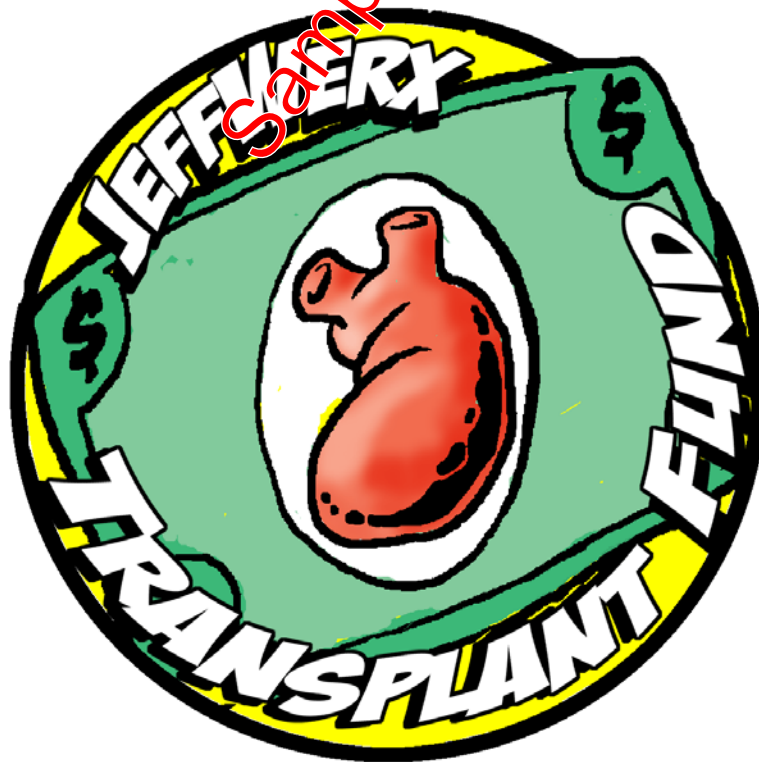
# Lone Delver Games



# 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](http://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 sp.

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

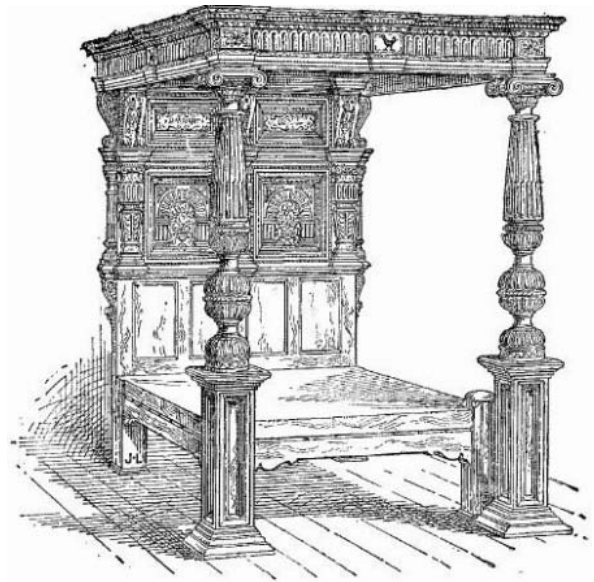
A private room with a large 4-poster bed, lockable chest, wardrobe, nightstand, wash bowl, etc. Drucilla brings fresh water every night (unless you pay her 1 gp to stay away)! The Good Room may be rented for 12 gp per night. All food is included.

### 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: Widdewent's Storehouse

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

The General Store is open for business most of the time and Widdewent'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.