

# A Traveler's Tale



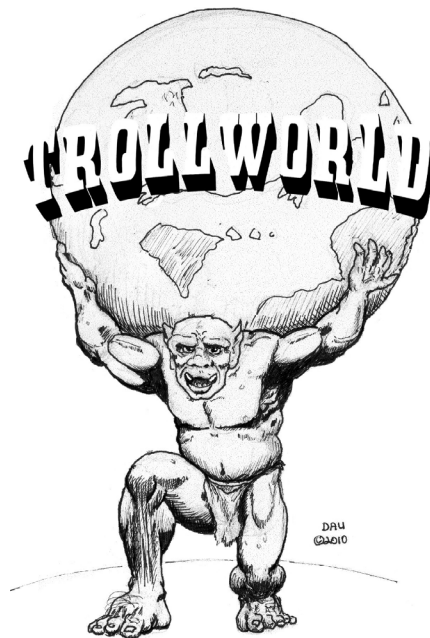
Ken St. Andre

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**Introduction to the Introduction**

I created the Mad Dwarf adventure for White Dwarf Magazine in 1982. I wanted to do a Dwarf adventure for a Dwarf magazine. I didn't get much feedback on the solo, and the editors didn't ask me for anything else, so that proved to be a dead end.

Still, I thought it was a good adventure then, and I think so now. This version of it has been brought up to date to be played with the Tunnels and Trolls 7.5 rules--the changes are minimal, but there are some. The biggest change is that I've changed the title to **A Traveler's Tale**. Calling it **The Mad Dwarf** gives too much away

--**Ken St. Andre, Feb. 10, 2011**

## **Introduction**

This is an adventure for a first to third level character with less than 100 combat adds, intended for use with **Tunnels and Trolls 7.5**. Only humans, elves, dwarves, and hobbs are allowable kindred types. You are warned not to bring magical weapons, armor, or other artifacts with you if they do anything but enhance attributes. You may use wizards and rogues, but will gain no advantage from doing so in this adventure. You will need pencil, paper, dice, and perhaps the T & T rules. Each time you make a decision, you will be told which paragraph

number to read next (example: if you cut the rope, go to <13>. This means find the section numbered <13> and read it next. Read only the sections indicated; otherwise, you will spoil the enjoyment of the scenario. When you are ready to play, go to paragraph <1>.



<1> The howling of the dire wolves is getting louder as the beasts get bolder and closer. Monstrous gray shapes flit through the hard-falling snow at the edge of your vision. Soon they will attack. Your feet are numb from plodding through the drifts and your hands are so cold that you can't feel the fingers. The treasure in your backpack is a cold and heavy lump dragging you down to doom. Suddenly a building looms up out of the storm. It is low and strangely built, but soot-colored smoke rising from the chimney shows there is a fire inside. If you wish to approach it and possibly enter, go to <4>. If you wish to ignore it and continue your journey, go to <18>.