

DIG GREEDILY, CREATE SKILLFULLY

YOU ARE A SMALL COMMUNE OF SKILLED CRAFTSDWARVES WHO HAVE BEEN HIT WITH SUDDEN INSPIRATION! YOU WILL NEED VARIOUS MATERIALS TO FORGE THE ARTIFACT YOU ALL HAVE DREAMT OF. EXPLORE THE DEPTHS BELOW TO UNCOVER MINERALS OR TRADE WITH THE LOCAL INHABITANTS TO GET THE NECESSARY METALS. BUT BEWARE! THERE IS DANGER BELOW. WATCH YOUR STEP, AND ABOVE ALL, KEEP YOUR FELLOW DWARVES' GREED IN CHECK.

PLAYERS: CREATE CHARACTERS

CHOOSE A NUMBER BETWEEN 2 AND 5 TO REPRESENT YOUR **GREED** (HOW GOOD YOU ARE AT TRADING, DEALS, AND GETTING WHAT YOU WANT OUT OF PEOPLE) AND A NUMBER BETWEEN 2 AND 5 TO REPRESENT YOUR **CRAFT** (HOW GOOD YOU ARE AT METALWORKING, JEWEL CUTTING, MINING, AND CREATING).

CHOOSE YOUR DWARF'S ATTITUDE FROM THE FOLLOWING (OR MAKE UP YOUR OWN!): **CAREFREE**, **METICULOUS**, **STUBBORN**, **COMPROMISING**, **COOPERATIVE**, OR **INDEPENDENT**.

BEWARE, IF YOUR STATS GET **TOO HIGH** OR **TOO LOW**, YOUR CHARACTER WILL GO ROGUE AND HINDER THE GROUP'S PROGRESS.

	DECREASED BELOW 2	INCREASED BEYOND 5
GREED	YOUR CHARACTER CARES NOT FOR CREATION. THEY TURN BACK EMPTY-HANDED!	YOUR CHARACTER IS FULL OF GREED. THEY TAKE ALL THE MATERIAL WEALTH FOR THEMSELVES.
CRAFT	YOUR CHARACTER HAS LOST THEIR TOUCH. THEY MUST RELY ON OTHERS FOR EVERYTHING.	YOUR CHARACTER IS SUPERIOR IN SKILL. THEY WILL MAKE THE ARTIFACT BY THEMSELVES!

YOU ARE EQUIPPED WITH A PICKAXE AND CHISEL, A LANTERN AND CANDLES, ROPE, A HARDY BACKPACK, AND A METAL HAT.

YOUR HOME COMMUNE HAS EVERYTHING NEEDED TO SMELT AND WORK METAL, CUT GEMSTONES, AND FORGE A GREAT ARTIFACT.

ROLLING DICE

ALL ROLLS NEED TO BE **LOWER THAN THE STAT** TO SUCCEED. (BEFORE AN ABILITY CHECK, THE GM MAY SHARE WHETHER GREED OR CRAFT WILL GO UP OR DOWN BASED ON WHETHER THE CHECK IS SUCCESSFUL OR NOT)

IF ANOTHER PLAYER WANTS TO **HELP** WITH A CHECK, THEY CAN ALSO ROLL AGAINST THEIR GREED OR CRAFT. IF EITHER SUCCEED, THEN THE CHECK IS SUCCESSFUL. THE GM MAY DECIDE WHETHER ALL OR SOME OF THE CHARACTERS IN THE GROUP EFFORT GET GREED OR CRAFT CHANGES.

GM: GUIDE THE PLAYERS THROUGH DECIDING ON THE ARTIFACT THEIR CHARACTERS WILL CREATE. ROLL TO DETERMINE WHAT KIND OF ARTIFACT IT IS.

YOU ARE INSPIRED TO CREATE:	
1. A WEAPON!	2. JEWELRY!
3. A THRONE!	4. AN URN!
5. ARMOR!	6. A TABLE!
THE ARTIFACT WILL BE MAINLY:	
1. IRON!	2. COPPER!
3. TIN!	4. BRONZE!*
5. GOLD!	6. SILVER!

SIZE: ROLL 1 D6, OR THE GM CAN CHOOSE! (THE LARGER THE NUMBER, THE LONGER THE JOURNEY THE CHARACTERS WILL HAVE TO GO THROUGH TO FIND ALL THE MATERIALS) THIS DETERMINES HOW MANY **INGOTS OF BASE MATERIAL** THEY WILL NEED TO MAKE THE ARTIFACT AND **HOW MANY DECORATIONS** IT WILL HAVE. EACH DECORATION REQUIRES 1 INGOT OR GEMSTONE OF MATERIAL.

THE ARTIFACT'S DECORATIONS:	
1. IRON!	2. COPPER!
3. TIN!	4. GOLD!
5. SILVER!	6. GEMSTONES!

GM: RUN THE GAME

ROLL ON THE FOLLOWING TABLES TO DISCOVER WHAT THE GROUP FINDS DURING **THEIR JOURNEY THROUGH THE CAVERNS** DEEP BELOW THE SURFACE. AFTER THEY HAVE DEALT WITH AN ENCOUNTER, YOU CAN DESCRIBE THEM JOURNEYING FURTHER INTO THE CAVERN NETWORK, BUT NO EXTRA PLAY TIME IS REQUIRED BETWEEN ENCOUNTERS (UNLESS YOU WANT TO!).

DESCRIBE THE SITUATION THEY FIND THEMSELVES IN, WHETHER NEAR A VEIN OF HEMATITE OR A VILLAGE OF HOSTILE MUSHLINGS. **LET THEM DECIDE** HOW TO DEAL WITH IT. WHEN THE OUTCOME IS UNCERTAIN, DO NOT PRE-PLAN IT OR DECIDE ARBITRARILY (OUTSIDE OF ROLLING). HAVE THE ACTING PLAYER ROLL AGAINST THEIR CHARACTER'S GREED OR CRAFT, DEPENDING ON WHICH MAKES SENSE.

THE GROUP FINDS IN THE WORLD BELOW:

1-2.	A MINERAL NODE!
3-4.	A VILLAGE OF THE DEEP!
5-6.	AN OBSTACLE! (PROBABLY DANGEROUS!)

THE MINERAL NODE IS COMPOSED OF 1D6 CHUNKS* OF:

1. HEMATITE! (IRON ORE)	2. MALACHITE! (COPPER ORE)
3. CASSITERITE! (TIN ORE)	4. NATIVE GOLD! (GOLD ORE)
5. ARGENTITE! (SILVER ORE)	6. GEMSTONE ROUGHS (UNCUT GEMSTONES)

*EVERY CHUNK CAN BE SMELTED TO 1 INGOT OF MATERIAL BACK AT THE COMMUNE.

THE VILLAGE INHABITANTS ARE:

1. MUSHLINGS!	2. GOBLINS!
3. CAVE-FISH FOLK!	4. DWARVES!
5. ELEMENTIALS!	6. TROLLS!

INHABITANT'S ATTITUDE

1-2. FRIENDLY!
3-4. INDIFFERENT
5-6. HOSTILE! (OH NO!)

INHABITANTS HAVE/WANT: (ROLL TWICE)

1. IRON!	2. COPPER!
3. TIN!	4. GOLD!
5. SILVER!	6. GEMSTONES!

OBSTACLE THE GROUP FACES:

1. COLLAPSING CAVE!	2. TOXIC GAS
3. HALLUCINOGENIC SPORES!	4. OLD, CURSED ARTIFACT
5. STEEP SLOPE	6. NARROW PASSAGE

*BRONZE IS AN ALLOY THAT THE CHARACTERS CAN MAKE IN THE COMMUNE BY MELTING TOGETHER TIN AND COPPER AT A RATIO OF 1:3. (GIVING HOWEVER MANY INGOTS THEY PUT IN AS BRONZE. NO MATERIAL IS LOST!)