

The Goblin Cave

A Tunnels & Trolls Solo Adventure

Written By Eamon Kennedy



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Tunnels and Trolls is a game created by Ken St. Andre and published by Flying Buffalo, Inc.





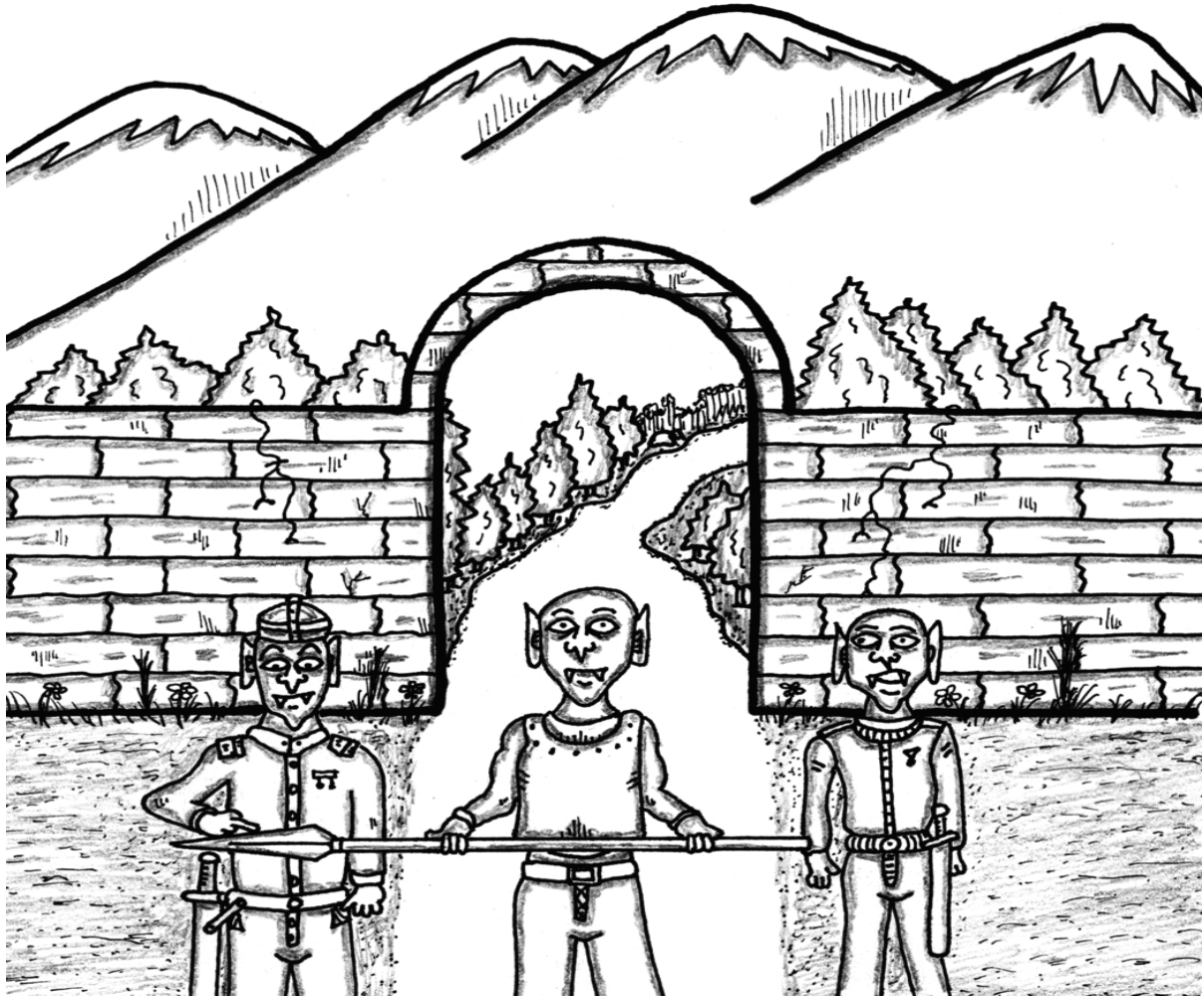
1

“I am the great Alfred the Brave!” says a man who is waving a giant beer mug around. Everyone starts chanting and shouting ever so loudly in the ‘Rusty Sword’ tavern. Everyone is having a great time except for one man who is standing alone in the corner of the tavern.

You walk over to him to ask what is wrong and he answers, “My friend, I have lost all my fellow wizards and warriors - they have been captured by Alfred the Brave, a dark elf, goblin crossbreed.” He starts turning red but then calms down.

“Will you help me kill that man by tomorrow?” he asks. “He is a L10 warrior. He will have been guarding his hideout - they are L3 wizards and warriors.” You say you will help him in his adventure and save his friends.

Go to 2.



2

The next morning you wake up and when you walk out of the Rusty Sword the man meets you and asks if you are ready to go. “Yes!” you say and you walk together to the very edge of the city and keep walking for some miles until you and the man reach the end of the path you have followed. The man says his name is Dwayne and he has friends nearby. When you have travelled for what seems like ages you see a giant mountain stretching up thousands of feet in front of you. It has a large gate leading into the mountain. Dwayne says that once you are behind the gates you may not see this world again.

You see many goblins guarding the gate. They look very weak compared to what you might have imagined. Dwayne passes you a crossbow (5d6) and tells you to aim at the guy in the middle.

Make a L3 SR on DEX to kill him. If you fail go to **5**, if you succeed go to **4**.

3

When you and Dwayne reach the gate, you slip through and reach a cave entrance.

Go to **6**.

4

You shoot the goblin right in the chest. He looks around and then falls. Many other goblins race towards him and look around also. Dwayne is very pleased that you killed him. He tells you to move quickly but without any noise.

Make L3 SRs on SPD and LK if you want to be quick and silent enough. If you make it go to **3**, if you fail go to **5**.

5

The goblins hear you and they want to kill you. Roll 1d6 to see how many goblins want to kill you and then go to **6**.

6

Goblins see you and start running towards you and Dwayne. Do you want to fight them (go to **8**) or keep running (go to **7**).

7

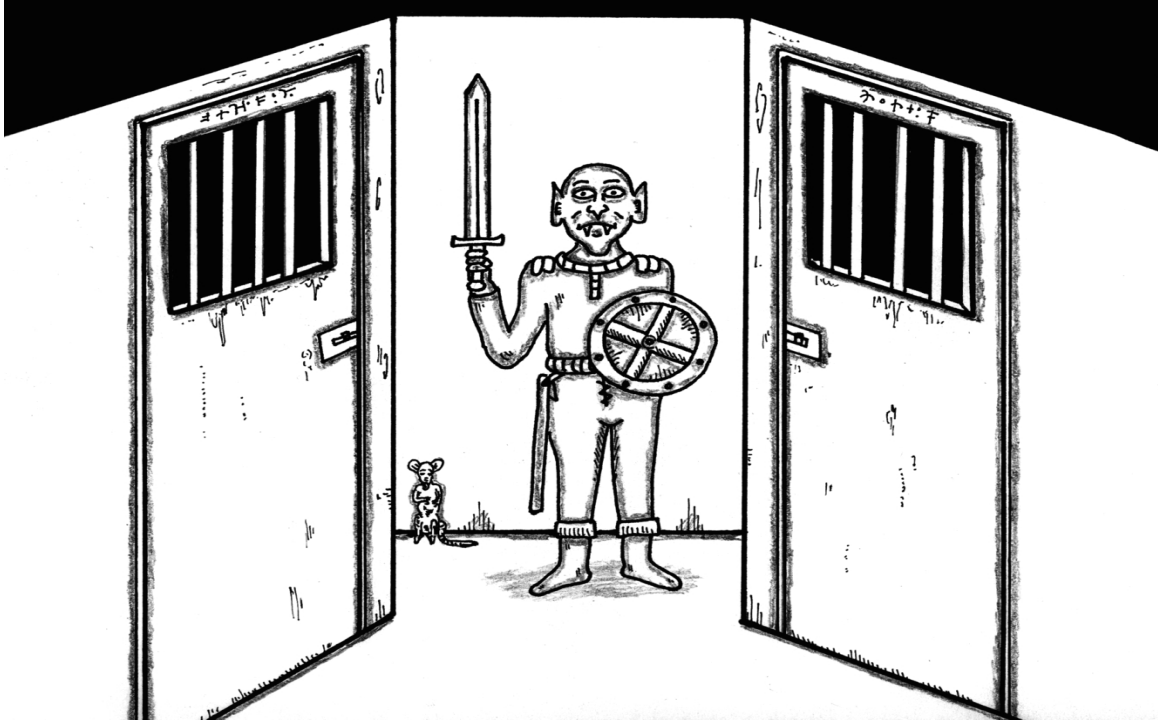
The goblins are too fast. They pull you to the ground and start eating you.

Make a new character.

8

These goblins are savage creatures. Make a L3 SR on STR. If you make it go to **9** but if you fail go to **7**.





9

After massacring them, you both keep running down and further down until you reach the cells where Dwayne's friends are. You see a guard at one of the doors. Dwayne gestures that he will kill the guard. Someone else comes to talk to the guard while you and Dwayne start your charge and then Dwayne stumbles on a stone and you are on your own charging at the guard.

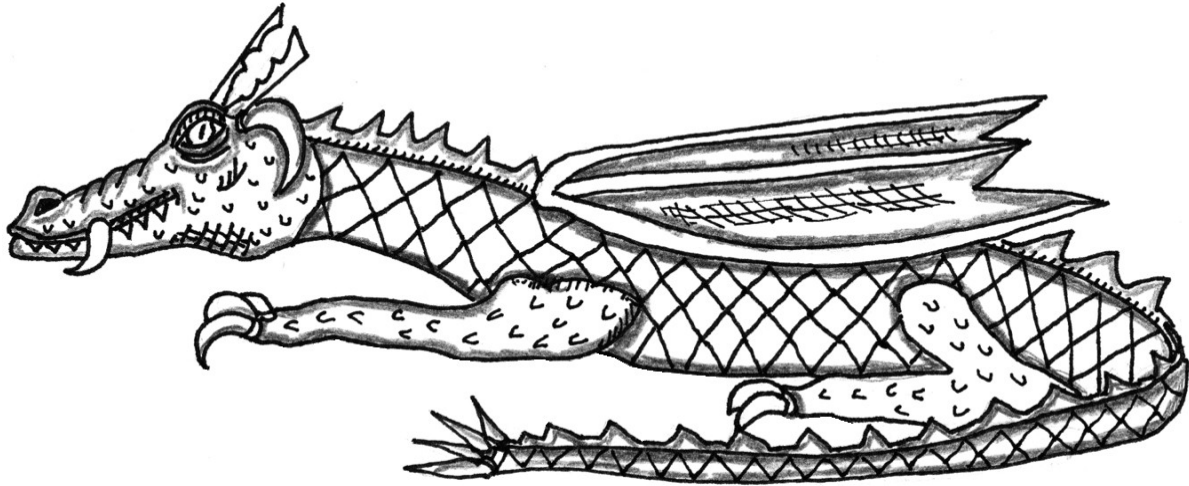
Make a L3 SR on SPD to be quick enough to surprise them. If you make it go to **11**, if you fail go to **10**.

10

As you stumble the guard sees you and calls his friend to kill you. Make a L3 SR on SPD to get up and kill the guard and his friend. If you make it go to **11**, if you fail go to **7**.

11

You surprise the guard and he shrieks like a girl and pleads with you not to kill him but you kill him anyway. You grab the keys and go to open the doors. All the warriors and wizards run out yelling "We're free! We're free!" When Dwayne gets to you he says "Nice work!" Go to **13**.



12

You meet a dragon in a giant cavern. The dragon says “I can smell you, I can see you. Where are your little friends? Aye, I would like to meet them.” You answer “Would you now? Well, I could get them but only if you don’t hurt them. OK?” Make a L7 SR on CHR. If you make it go to **20**, if you fail go to **19**.



13

Dwayne says “Line up men” and they all line up. “First we have Max the human warrior then we have Master Bob - he’s a leprechaun. Next is a fairy called Bulky Boy and Jack the Leprechaun and next we have Bill the Dwarf and Bok the Dwarf. Then we have Duncan the Fairy and Harry, then Axle the Elf and Grank the human warrior, Blingles the Fairy and Mary the Dwarf. You tell them your name. 6 of them are wizards and 6 are warriors.” Go to **18**.

14

He turns to you and demands “Give me 100 GPs and I’ll leave you alone!” If you decide to give him 100 GPs go to **16** or to **17** if you refuse.

15

Alfred the Brave is very strong but with your friends he is weak. Go to **32**.

16

You give Jason the Dragon 100 GPs. Go to **21**.

17

Jason says “You are brave, my friend.” “Yes, I am,” you reply. “So what? You are going to kill me anyway.” “Well that’s just too bad!” he grunts in response. You see his chest light up and he burns you to ashes. Time to make a new character.

18

You run out of the cells and bash your way through the goblins like a ten pin bowling ball and end up at a ‘T’ intersection. Would you like to go left (**12**) or right (**23**)?

19

As you take one from the holder, the ground starts to rumble underneath you as you run towards the door. Make a L3 SR on SPD to get to the door. If you make it go to **22**, if you fail go to **26**.

20

You shout to your teammates ‘Come out!’ and one by one they come out. “Hello” says the dragon. “My name is Jason. I am a friendly dragon.” You see he is tied up to a chain which is around his neck. Would you like to set Jason free (go to **14**) or let him be (go to **16**)?

21

As you leave the cavern Dwayne asks you why he had to come out. “The dragon was going to fry me” you say. You come to a ‘T’ intersection - would you like to go straight (**23**) or right (**29**)?

22

You come to another door. It opens very easily and you walk into a room. The room is dark except for one thing which is glowing. Would you like to take it (**25**) or leave it (**26**)?



23

You go into a room which is filled with torches. Would you like to take one (19) or leave them alone (22)?

24

You run and realise you have been here before. You turn round and run back into the tunnel. Go to 23.

25

You take hold of this glowing thing and you start tingling. Would you like to drop it (27) or keep hold of it (28)?

26

You walk towards the other door and it is open. Would you like to walk through it (29) or go back through the door you came from (24)?

27

It smashes against the floor and it kills you by sucking the life out of you. The skull laughs and your friends scatter.



28

Make a L3 SR on CON. If you make it go to 30, if you fail go to 29.



29

You fall asleep and when you wake up you find yourself in bed and you have forgotten everything up to last night. You remember being in the tavern and singing.

You live peacefully at home.

30

You feel a surge of energy go through your body and you feel better at... roll 1d6:
1=STR 2=DEX 3=SPD 4=LK 5=WIZ 6=INT - you improve by 1d6 and then go to 31.

31

As you walk you hear laughter like the man at the Rusty Sword Tavern. You recognise the man as Alfred the Brave (he is a 10th level warrior). He is on a chair with his back to you. He says "I've been expecting you". He turns round and asks "What are you here for?" "Death" says an elf. "Very well. I give you death." He turns to you and says "What are you here for?" now pulling out his great sword. "If we beat you we get all your money and if we lose you can take our possessions." "Death" you answer. "Or are you too scared?" he asks. "Fine deal," Alfred says, "but only one on one." "OK" you say. Go to 32.

32

He charges at you with great speed. Make a L6 SR on SPD, STR and DEX to push him back. If you are a wizard or witch you can do an Oh Go Away spell. His CON is 45. If you are the victor go to 33, if you are the loser go to 34.



33

You walk to Jason the Dragon and set him free (if you haven't already) and you go to his vault and get 1500 GPs! Then you walk back home with all your gold.

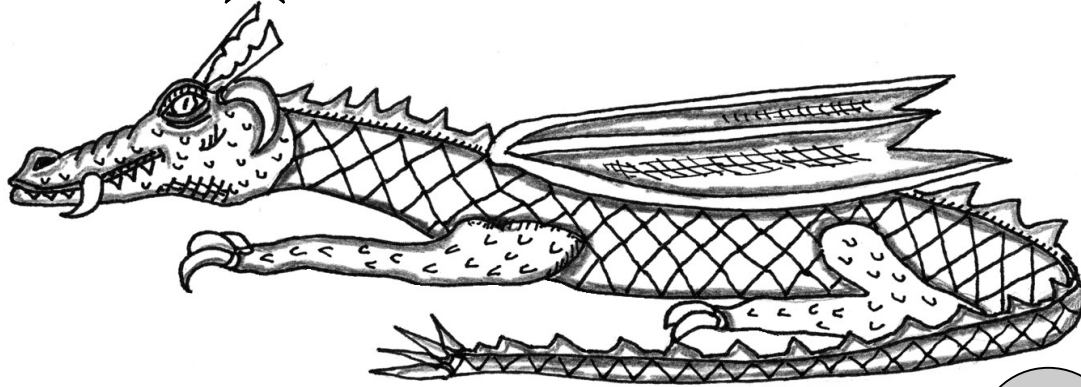
34

Alfred stabs you in the back and says "No one and I mean no one shall ever challenge me again or the same thing will happen to them!"

Time to make a new character.

The Goblin Cave Records of Death

Jason the Dragon



Those slain by Jason:

1 – (Name) (Kindred) (Type)

Description of death:

2 – (Name) (Kindred) (Type)

Description of death:

3 – (Name) (Kindred) (Type)

Description of death:

4 – (Name) (Kindred) (Type)

Description of death:

5 – (Name) (Kindred) (Type)

Description of death:

Alfred the Brave



Those slain by Alfred:



1 – (Name) (Kindred) (Type)

Description of death:

2 – (Name) (Kindred) (Type)

Description of death:

3 – (Name) (Kindred) (Type)

Description of death:

4 – (Name) (Kindred) (Type)

Description of death:

5 – (Name) (Kindred) (Type)

Description of death:

Dwayne



Those slain by Dwayne:

1 – (Name)

(Kindred)

(Type)

Description of death:

2 – (Name)

(Kindred)

(Type)

Description of death:

3 – (Name)

(Kindred)

(Type)

Description of death:

4 – (Name)

(Kindred)

(Type)

Description of death:

5 – (Name)

(Kindred)

(Type)

Description of death:

Do look at DriveThru RPG

(http://rpg.drivethrustuff.com/browse.php?manufacturers_id=4780)

for the full range of Khaghbboommm Press offerings (some free but all excellent value!). There are solos for every occasion, be ye wizard, warrior, rogue, ranger, citizen or something indeterminable. There are even solos for groups and many have GM sections.

If you prefer hard copies to computer screens or printouts, take a look over at Lulu Publishing - this will take you to another magical realm:

<http://www.lulu.com/shop/search.ep?type=Print+Products&keywords=Mark+Thornton&x=8&y=5&sitesearch=lulu.com&q=>

This is the first ever solo by Eamon Kennedy, a thirteen year old from New Zealand. Eamon's solo might see you underground, you soul set free from its mortal prison, but you can hardly take exception to those waiting within to snuff out the candle of you life. Ordinary men beware!

