

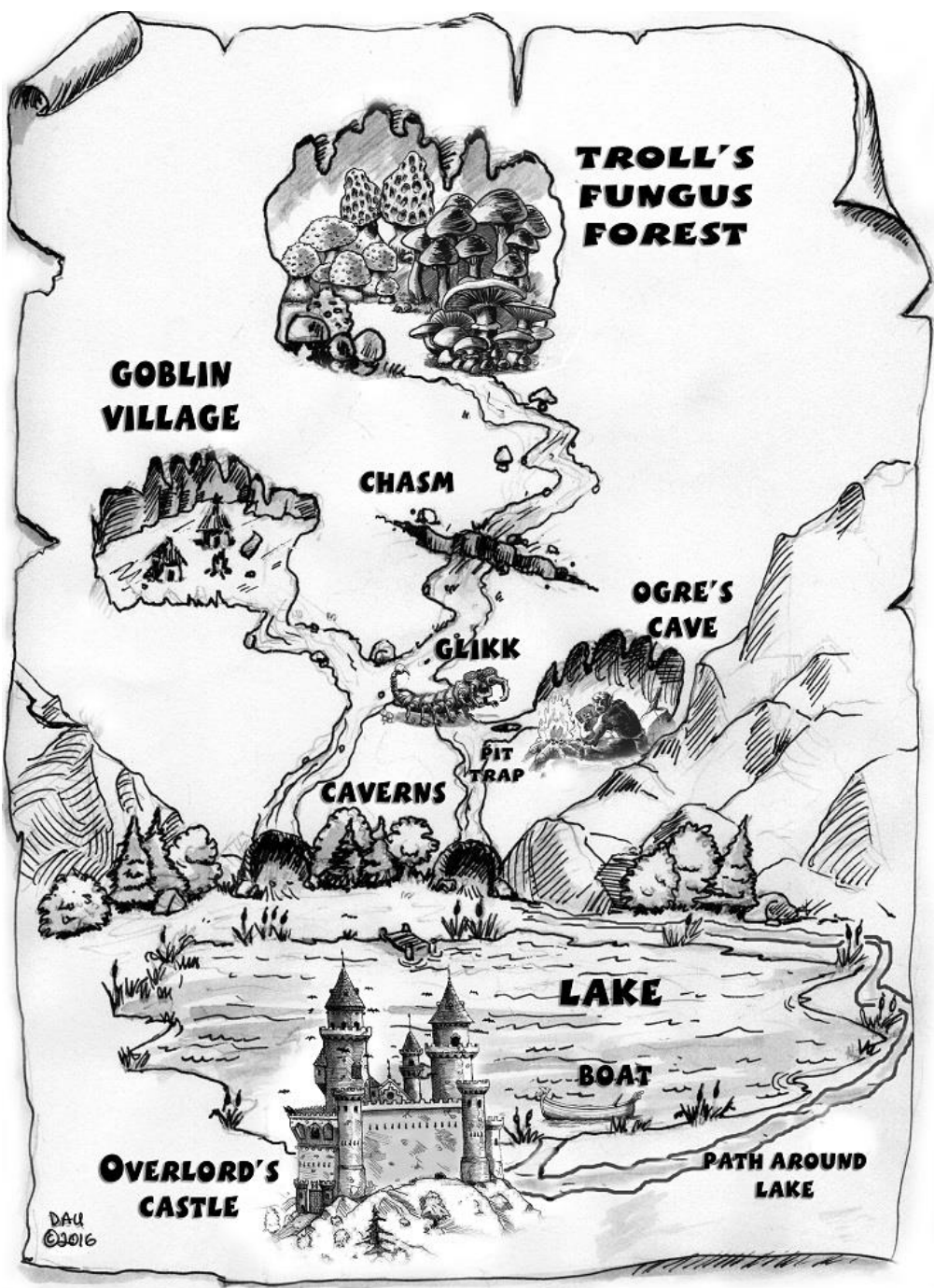
Quest for the Crown

A TUNNELS & TROLLS
ADVENTURE



BY KEN ST. ANDRE

TROLLHALLA PRESS



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Quest for the Crown

TROLLHALLA PRESS MINI-SOLO #1

Created and Written
by Ken St. Andre

Illustrated and Edited by
David A. Ullery



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A TROLLHALLA PRESS PUBLICATION



Quest for the Crown

Author's Note:

This is a beginning solo adventure for Tunnels and Trolls. It is written for a Warrior character that has a specific mission---to retrieve the missing Trollstone Crown and return it to the Evil Overlord.

The character, Taam, is provided to get things started. Players may use any other low level warrior of their choice in place of this character if they wish.



NAME: Taam, the Trollslayer **Level:** 1
Class: Warrior **Gender:** Male **Hair:** Black
Kindred: Human **Height:** 6'3" **Weight:** 228 lbs

STR: 15 **CON:** 16 **DEX:** 13 **SPD:** 12
INT: 10 **WIZ:** 10 **LK:** 15 **CHR:** 13

Combat Adds: 3 **Missile Adds:** **Wt. Poss:**

Equipment:

Weapon: Magic Tollhammer (5D6) *This weapon always does its damage (just the dice, not the combat adds) against any nonhuman foe regardless of whether the wielder wins the combat round or not.

Weapon: Katar Dagger (2D6+4)

Armor: full set of scale mail (takes 8 hits normally & may be doubled because Taam is a warrior).

Languages: Common

Equipment:

Food & water, 20 feet of light rope, flint & steel, 1 fist-sized sunstone, 2 healing potions repairing 6 points of CON each, backpack.

Money: None

Spells: None

Magic: None

Abbreviations in this adventure:

L1SR on LK = Level 1 Saving Roll on Luck (and likewise whenever you see this format and an attribute abbreviation).

DARO = Doubles Add and Roll Over.

a.p. = adventure points.

3D6 = three six-sided dice, and so forth.

The Monster Rating System

Your foes will all have monster ratings---a number that tells you both how much damage they can do in combat, and how much damage they can take before dying. Their combat dice equals the monster rating divided by 10 and rounded up---thus a 24 gets 3D6. This number of dice does not change during the fight, as it represents the creature's weapon(s) effectiveness. The monster also gets combat adds equal to $\frac{1}{2}$ (half) its current monster rating. Thus, a goblin with a monster rating of 24 would start with 3D6 +12 adds for its combat total on the first round. If it took damage and the monster rating/constitution were reduced to 15 for the second round, it would then get 3D6 +8 combat adds (round up whenever you get a fraction). It logically follows that if you meet a creature (like an ogre) that fights with a weapon (like a club) that has a monster rating of 50 (6D6 + 25) that the club is a 6D6 weapon, and it might remain as loot for the victor should the ogre lose the fight.



Spite Damage:

Fighting is dangerous. It is always possible to get hurt when engaged in combat; even if the foe is significantly weaker than you (you might hurt yourself trying to hurt it). Whenever a 6 is rolled on a die, it represents 1 point of damage that got through to the opponent no matter what the combat totals were. Example: you roll 5D6 and add 10—with your roll being something that looks like this: 6, 5, 3, 1, 1. Your attack total is 26 with 1 point of spite damage for the one 6 you rolled. Your foe (a cave bug) has a monster rating of 12. It rolls 2 dice and gets two 6's + 6 adds (half of its 12 MR) for a total of 18 attack points, but with 2 points of spite damage. You would do 8 points of damage to it, one of these is spite damage, but that is included in the greater total, bringing it down to a monster rating of 4---it will die next turn if you hit it again. It, however, does 2 points of damage to you because it rolled the two 6's. That damage gets through even if you are wearing plate armor, and comes directly off your CON. You can figure out your own rationalization, but spite damage always gets through **in spite of** everything.

Healing after Combat:

After a player has survived combat with any other beings in this adventure, the player may stop long enough to bandage wounds and apply first aid to himself. First aid will recover 1D6/2 points of CON, but may only be done once after each occasion of damage. If a person has a healing potion or spell, it may also be used at this time, the whole thing for the whole effect.



Introduction:

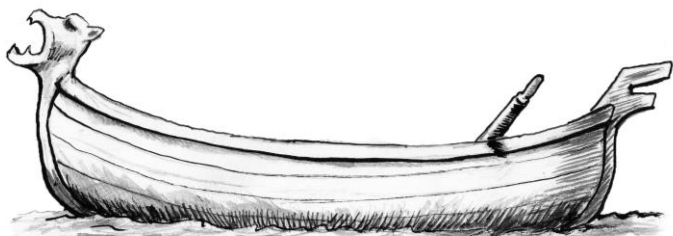
You have been called to an interview with your Evil Overlord. He tells you that his Trollstone Crown has been stolen (actually he mislaid it on a dungeon delving expedition last week and just now remembered, but he doesn't tell you that since he is getting absent-minded in his old age, and doesn't want anybody to know. He isn't fooling anybody, but his sorcery is still powerful enough that no one wants to offend him.), and he wants you to get it back. Scrying shows that the crown is currently in the possession of a rock troll in the nearby Caverns of Purple Fungus (so-called because many



unusual forms of fungi grow there including many purple mushrooms and toadstools). You have been chosen for the job because you once killed a troll (it was a small one), and you own the fabled trollhammer. Your reward will be 1,000 gold pieces if you succeed, and anything you can collect in the dungeon.

NOTE: If you are using your own lower level character and not Taam, the Evil Overlord uses magic to summon the fabled Trollhammer for your use. The Magic Tollhammer gets 5D6. But, this weapon always does its damage (just the dice, not the combat adds) against any nonhuman foe regardless of whether the wielder wins the combat round or not.

The entrances to the Caverns are not far from the Evil Overlord's castle. His butler takes you out through a small gate, and points to two caves visible in a mountainside on the far side of a small lake. He indicates a rowboat that you can use to cross the lake, and tells you that you may have to deal with goblins. Lying in the bottom of the boat is a harpoon. Go to <1>.



<1> You are standing on a path leading around the edge of a small lake. Behind you is a castle wall with a door in it. That door is closed and locked now. Before you is a rowboat with a harpoon in it. To the side of you is a path that follows a round the lakeshore. It is early afternoon of a beautiful warm spring day. On the other side of the lake are a lot of goblins. Most of them seem to be fishing, but some are obviously standing guard.

If you wish to get in the boat and row across the lake Go to <6>; if you want to take the harpoon from the boat and walk around the lake, Go to <7>; if you just want to walk around the lake and approach the goblins, Go to <8>.



<2> You get into a conversation with a group of goblins. Several of them speak Common, although with a mushy accent that makes them a little difficult to understand. You explain that you are on a mission for the Evil Overlord to enter the Caverns and retrieve the Trollstone Crown. They tell you that would be very dangerous without a guide, and mention that they could send a squad of goblins with you for a slight fee. When you ask what they want, they first say gold, but since you don't have any, they admit they would be willing to get paid in fish. If you have a boatful of fish that you would be willing to give them, Go to <15>. If you have only a few fish in the boat, take note of how many you have to offer, and Go to <17>. If you have no fish to offer, but would be willing to stay and help them catch some, Go to <18>. If you thank them for the offer, but say you can handle it on your own if they'll just get you started, Go to <19>. No matter what happens, you may take 20 a.p. for your peaceful parley with the goblins.



<3> You have started a fight with some goblins. This might not have been a very smart move on your part. There are about 40 goblins in the area, and at least 20 of them are willing to fight. Individually, they are not very tough, but you won't be fighting them one at a time. Each goblin has a monster rating of 12 (that's 2D6 +6) in combat, and you will be fighting 1D6 +1 of them every combat round. Every 6 rolled by a goblin is a point of spite damage that gets through your armor whether you win the combat round or not. Every 16 points of damage that you do is another goblin slain and another 16 a.p.

If you manage to slay 20 goblins (or more), the rest will run away in terror, leaving you free to enter either the left entrance at <5> or the right entrance at <4>. If you find yourself losing the fight, wounded, and ready to make a rapid retreat, you may either enter the caves at <4>, or run off down the path at <9>.

<4> You move into the cave. You notice the remnants of old campfires, and quite a bit of dirt, ashes, and other debris on the floor. In the back of the cave the passage narrows, darkens, and begins to slant downwards. At this time you may stop and bandage your wounds, recovering 1D6 - 1 CON points by doing so. You may also cash in adventure points to raise an attribute by 1 point if you have enough to do so.

If you decide to exit the cave, you may do so by going to <10>. If you decide to work your way deeper into the caverns, you can take out your sunstone to provide a little bit of light, and with weapon in hand, Go to <11>.

<5> Leaving a trail of dead goblins behind you, you enter the Caverns. When you get inside you notice the walls are lined with a kind of slimy purple lichen, and blue and purple mushrooms grow in the litter next to the cavern walls. Wherever you go inside these caverns you are likely to see purplish toadstools and mushrooms sprouting in the darker corners.

The tunnel descends steeply for a short distance and then branches to the left and right. Off to the left you see firelight and hear mushy goblin voices. You figure that is where the goblins live. If you wish to go that way, Go to <25>; off to the right is a darker tunnel that continues to slant downward but not so steeply: to go that way, Go to <38>.



<6> As you row across the lake, you notice that there are thousands of fish schooling near the surface—you have never seen a lake so full of fish. It would probably be very easy to use the harpoon and catch some of them. If you would like to spear some fish from inside the boat, Go to <14>; if you ignore the fish and just row over to the area where the goblins are, Go to <12>.

<7> You now have a fishing harpoon. It is basically a fishing spear worth 3D6 in combat. Carrying that in one hand you continue to walk around the lake. Go to <8>.



<8> It takes about 30 minutes to walk around the lake. The goblins see you coming, and the guards watch you warily while the others continue with their fishing activities. There are at least 40 goblins in the vicinity. Sometimes goblins are hostile; sometimes they are not. These appear to be peacefully engaged in catching fish, and not having too much luck in the shallow waters. If you wish to ignore them and just walk over to the cave entrances, Go to **<30>**; if you wish to approach and talk to the nearest group of goblins, Go to **<31>**; if you feel the only good goblin is a dead goblin, and you wish to attack them, Go to **<32>**.

<9> You failed to retrieve the Trollstone Crown; you failed to even enter the Caverns of Purple Fungus; and the Evil Overlord probably isn't going to be very happy with you. Make a L2SR on INT. If you make it, Go to **<20>**; if you fail it, Go to **<21>**.

<10> You walk back out of the cave, because you haven't succeeded in your task, you might want to think a bit before returning to the castle. Make L2SR on INT. If you make it Go to **<20>**; if you fail it, Go to **<21>**.

<11> After you have followed the descending path for a short distance, it levels out and soon branches into two trails, one leading to the left and the other to the right at approximately right angles to each other. The one going to the right seems to be the

more natural path, and you think you can see a dim glimmer of light somewhere far ahead. The one going to the left appears to have either been dug through the stone, or at least widened and improved. There is quite a bit of broken rock on the floor, and a close examination of the walls in the light of your sunstone shows gouges and scratches where tools have chipped and dug at the stone. This does not look like the meticulous work of dwarves, and you have never heard of goblin miners, so this implies the existence of something else in these tunnels. Continue reading at <13>.

<12> You row into the area where the goblins are, and are ready for anything, but they give you a little room, and you easily come to shore and disembark. If you would like to talk to the goblins, Go to <2>. If you decide to go to the left entrance, Go to <35>; if you'd rather try the right-hand way, Go to <36>. If you think you might as well start killing goblins before they start killing you, Go to <3>.

<13> You have three choices. If you go left, Go to <61>; if you go right, Go to <39>; if you turn around and go back, Go to <10>.

<14> You kneel or stand in the center of the boat with harpoon in hand, waiting for a fish to come close enough for you to spear it. When you think the moment has come you plunge the harpoon down into the water---make a L1SR on DEX, or if you

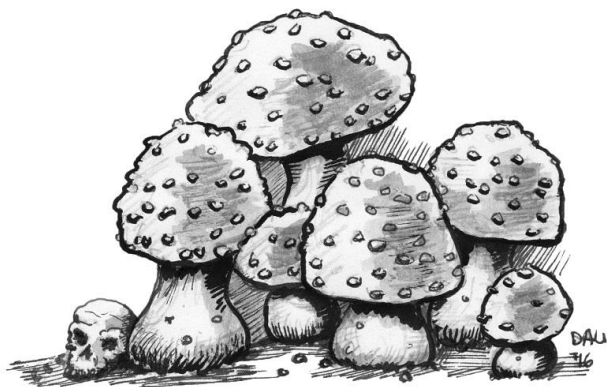


have a *Talent for Fishing* you may use that. Go to <22> for the result.



<15> The goblins check and find at least 20 fresh fish in your boat along with a good harpoon. When you say they can have them all, but you might want to keep the boat, they get very happy, and several immediately start taking the fish into the left-hand cave entrance. In return they say they can lead you as far as the ogre's room, but they can't go deeper into the caverns than that. One goblin seems older than the rest, and she has seven different fishbone necklaces hanging around her scrawny, wrinkled neck that extend down onto her withered dugs. Go to <24>.

<16> The troll can't believe you are winning the fight, and he tears off the crown and throws it at you. You must think and react quickly in this situation. Make a L1SR on SPD. If you make it go to <65>. If you miss it go to <69>.



<17> The goblins take the less than ten fish you have for them and look a bit disappointed. Still, they agree to get you started on your quest into the Caverns. The matriarch of the tribe assigns four goblins to go with you, and names them Esh, Ish, Osh, and Ush. The smallest is Ush, and he is the one that explains things to you as you enter the caves. Ush leads you in through the left-hand entrance. Once past the entrance, the passage quickly slopes, steeply downward. A steady stream of goblins goes in and out. When the passageway flattens out and bifurcates he takes you to the right, and down a long twisting trail.

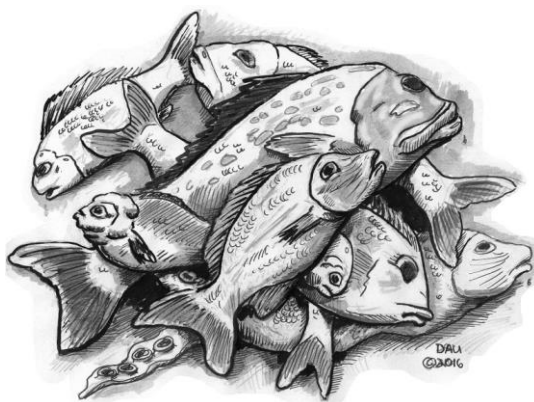
After a few minutes he stops and explains, "You must go on by yourself from here. Any path that you take going forward from here will lead you to the great fungus forest where the troll lives. Any path that you take going back will lead to the rooms where my tribe dwells." He then says, "You have been friendly to us, for a skwonk (goblin term covering other beings that walk on two legs but are not goblins), but not so friendly that we would invite you into our homes. From here you are on your own." He stops speaking to see if you understood. When you nod, he continues, "I warn you that the way forward is dangerous." But, you knew the job would not be easy when you took it. Ush and his friends turn around and trot back the way they came. You now have a choice to make--- If you wish to continue forward, Go to <26>. If you prudently decide to turn back, you can turn around and walk back out of the Caverns and arrive at <10>.

<18> You spend an hour helping the goblins catch fish. If you have the harpoon you are much more effective than you would be without it. Gain either; 100 adventure points if you don't have the harpoon or 200 if you do. At this point you may also stop and spend adventure points to raise an attribute by 1 point if you wish. If you do not already have a *Fishing Talent*, you gain one at a rate of DEX + 1. If you do have a *Fishing Talent*,



you may add 1 point to it (thus *Fishing* = DEX + 4 would become *Fishing* = DEX +5).

The goblins agree that you've done enough to pay for their guidance as deep into the Caverns as they dare to travel. They bring you to the matriarch of the tribe, a withered hag that may be 20 or 30 years old, ancient for a goblin. Go to <24>.



<19> The goblins look at you as if you were an idiot. One of them, a young warrior named Osh takes you to the right-hand entrance to the caves. "You can get where you want to go from this doorway," he tells you, "but be very careful. The tunnels are dangerous."

"What about the other entrance?" you ask.

"Oh, that just leads to the caves where we live," Osh answers with a bit of a goblin grin. "You wouldn't want to go there, and we wouldn't want you to go there. No, a skwonk (goblin term covering other

beings that walk on two legs but are not goblins) like you is much better off entering through this doorway.”

The four guards at the cave mouth stand aside and beckon for you to enter. Go to <4>.

<20> The more you think about it, the more certain you are that the Evil Overlord will not react favorably to your failure. It would be much better for him to think that you had died in the Caverns trying to carry out his commands. It’s been said that the harbor city of Khavia is nice this time of year, and that the Xhenxen elves can provide rapid transit for people who wish to go west quickly and quietly. Yes, you will wait until dark, and then get out of the country as quickly as possible. This is a very sensible decision---take 50 a.p. and close the book---this adventure has fizzled out and is over for you. END.

<21> Standing humbly in front of the Evil Overlord, you stare at the floor, and wait for your master to speak.

“YOU FAILED ME!” he uses the Thunder voice and that is never a good sign.

“I did the best I could,” you whimper. “I just never found the troll, so I couldn’t get the crown back from him”

“GRRRAWWWRRRRRR!”

“Please don’t kill me.”

“GRROWWER ROWGHRRRA GRRRARRFF!” The snarling noises don’t bode well for your future, but at least the Evil Overlord hasn’t ordered your death yet. There may be a chance that you will survive. Make a L3SR on either Luck or Charisma, whichever you think will give you a better chance, and then turn to <63> to see what happens.



<22> If you make the saving roll, you successfully spear a fish and bring it on board. If you fail the saving roll, you missed the fish, but you may keep trying to spear fish for up to 10 tries. However, if any of your attempts of the saving roll cause you to have a catastrophic failure by rolling a 1 and 2 on 2D6, Go to **<67>**. If not continue to the next paragraph.

Every time you do catch some fish you notice that the nearest goblins seem exited and they wave at you. Make L1SR on INT. If you succeed, Go to **<29>**; if you fail you think nothing of the obviously exited goblins.

When you have tired of catching fish or reach your 10 try limit, you continue rowing across the lake. In a few more minutes you reach the shallows on the other side. There are at least 50 goblins in the vicinity. Sometimes goblins are hostile; sometime they are not. These appear to be peacefully engaged in catching fish, and not having too much luck in the shallow water. If you wish to ignore them and just walk over to the cave entrances, Go to **<30>**; if you wish to approach and talk to the nearest group of goblins, Go to **<31>**; if you feel that the only good goblin is a dead goblin, and you wish to attack them, Go to **<32>**.

<23> This is a difficult jump and you are wearing armor and carrying the heavy Trollhammer, If



you'd like to throw your magical weapon across the pit first, make a L2SR on STR. If you decide to just jump across and carry the hammer with you, then make a L3SR on STR. If you are not carrying the trollhammer, then you can jump across by simply making another L2SR on STR. If you fail the hammer throw, Go to <68>. If you continue and make the jump successfully, Go to <41>.

<24> She delegates four goblins to go with you and be your guides. She calls them Esh, Ish, Osh, Ush, and you have a hard time telling them apart.

Esh and Ish walk on either side of you. Osh and Ush come slightly behind. Esh is the one delegated to do the talking. They take you in through the left hand entrance. The passageway soon slopes downward and darkens, so you pull out your sunstone to get a little light. After a few minute of walking, the passage branches to the right, and Esh guides you in that direction. When you ask what is in the other direction, Esh tells you that the goblins have their homes down that passage.



You continue down a relatively long and only slightly winding passage until another tunnel

intersects. Passages lead off to both the left and right, but you continue straight through. At the next intersection, you turn left, and pass two more passages before turning right again.

Esh warns you that a difficult part is coming soon. "Ahead of us lies a small chasm. It marks the point beyond which we are not permitted to go. Some of us have crossed it anyway---it is one of our tests of adulthood; we must be able to jump across and back."

In a moment you are at the chasm and Esh says, "Ush, jump across and show him how it's done!"

The smallest of the four goblins comes forward, kicks himself into a run, and with a squeaky yell hurtles himself through the air. The light from the sunstone is weak and does not penetrate as far as Ush jumped, but he yells back, "I made it!" A short time goes by, and then Ush yells again, "I think I hear something in the tunnel beyond. I'm coming back now. I don't want to meet the troll by myself." You hear the patter of flapping feet and Ush flies back into view. He lands on his hands and knees with a good two feet to spare. Go to <26>.

<25> When they see you coming toward their home cave, the last of the goblin warriors surge forward to protect their home cave. There are 20 of them.

If you turn and run, Go to <27>; if you fight them all, Go to <28>.

<26> You move up and find the edge of the chasm. The sunstone does not give enough light for you to actually see the other side, but it can't be too far away if a goblin jumped it.

If you have the courage to jump blindly into the unknown, Go to <23>. You have brought a rope, and you think about climbing down into the chasm, but then wonder how you would get back up the other side. So, you decide that idea won't work. If you decide to turn around and give up this foolish quest, you will be able to make your way back to the entrance and Go to <10>.

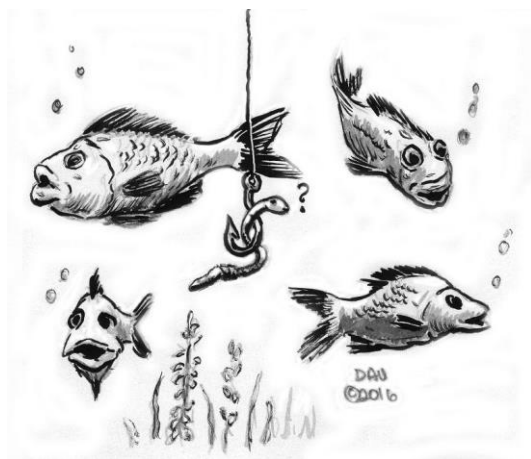
<27> The goblins let you go, and you quickly reach the intersection. If you turn left and go deeper into the caves, Go to <38>; if you turn right and leave the caves, Go to <10>.

<28> The tunnels is fairly narrow, and the goblins can't reach you at the same time. On each combat round, you must fight $1D6 + 1$ of them. Each goblin has a monster rating of 16 ($2D6 + 8$) in combat. For each 16 points of damage you do, you will slay one goblin. If you slay all 20 of them, Go to <34>. If they slay you, close the book.

<29> It occurs to you that goblins like fish, and that they are all probably out trying to catch some for food. You might be able to buy some good will by offering your fish to them. With that thought in mind, you continue fishing until you have caught 20 fish. For all this to work you gain 200 a.p.

When you have tired of catching fish, you continue rowing across the lake. In a few more minutes you reach the shallows on the other side. There are at least 50 goblins in the vicinity. Sometimes goblins are hostile; sometime they are not. These appear to be peacefully engaged in catching fish, and not having too much luck in the shallow waters.

If you wish to ignore them and just walk over to the cave entrances, Go to <30>; if you wish to approach and talk to the nearest group of goblins, Go to <31>; if you feel that the only good goblin is a dead goblin, and attack them, Go to <32>.



<30> The goblins around you are about half your size. Their skins are greenish-yellow, and they have big flat webbed feet, more like a duck than a human. They are armed with crude stone-headed spears and knives made of chipped flint. They are hairless, and their skins seem slightly scaly. There are four of them guarding each of the cave entrances. If you go to the entrance on the left, Go to **<35>**; if you go to the entrance on the right, Go to **<36>**.

<31> The goblins watch warily as you approach. If you have a weapon in hand, and look menacing, Go to **<3>**; if you approach with empty hands and shout greetings to them, then go to **<2>**.

<32> Bellowing a war cry that you hope will strike terror into their little goblin hearts, you charge in and attack. Go to **<3>**.

<33> It is one thing to follow a path back to its beginning when you have a guide, and quite another to manage it on your own in the dark when it twists and turns, and there were side passages you may not have noticed. Make a L2SR on INT. If you make it, you are able to retrace your path and get back out of the caverns without difficulty---go to **<9>** (you can ignore the part about not getting into the Caverns---you did get into them, just not very far into them); if you fail, then you took a wrong turn. Roll 1D6---odds Go to **<38>**, or evens---Go to **<39>**.



<34> By the time you reach the goblin village (a miserable collection of fire pits and reed mats with the occasional blanket or stone rack) all of the goblin women and children have evacuated through small exit holes in the back wall. You decide not to crawl into any of them and follow. If you wish to search the place, make a L2SR on LK. If you make it you find 4D6 worth of copper pieces, 2D6 worth of silver pieces, and quite a lot of smelly fish. You take the money and head back the way you came in, and soon reach an intersection. If you turn left and go deeper into the caves, Go to <38>; if you turn right and leave the caves, Go to <10>.





<35> The goblins call upon you to halt and explain why you are trying to enter their caves. If you stop and talk to them, Go to **<2>**. If you just grab your trollhammer and rush at them, Go to **<3>**.

<36> The goblins see you coming with a determined look on your face. They scatter off to the side and offer no opposition to your entering the cave. If you just go right in, Go to **<4>**. If you decide to attack them and kill some goblins before entering, Go to **<3>**.



<37> The passage is fairly straight and descends at a slight angle. As you walk, the glimmer of light ahead of you gradually gets brighter and then the floor changes. In front of you is some sort of chasm. Crudely hewn planks form a narrow footbridge across the 10 foot wide gap. If you were able to keep your balance you could walk across the plank bridge to the other side. The gap is only 10 feet wide. You could also probably jump across. Or, you could turn back. If you trust the plank bridge, Go to **<43>**; if you attempt to leap across the gap. Go to **<50>**; if you turn back Go to **<13>** where you will reorient yourself to be facing back toward this passage before making a decision.

<38> As you walk, you notice some signs painted high on the cave walls and ceiling with red paint. They look like arrows and circles. As you watch the cave markings you don't pay much attention to the floor which suddenly drops out from beneath you. You are falling into a pit. Make a L1SR on DEX. If you make it, Go to **<45>**; If you fail, GO to **<46>**.

<39> The tunnel you are in continues to descend at about a 45 degree angle, and moisture beads on the side walls and drips from the ceiling. The floor underfoot gets very slippery. Make a L1SR on DEX to avoid slipping and falling. If you make the saving roll, Go to **<48>**; if you miss it, Go to **<46>**.



<40> You carefully retrace your steps. You reach the pit and don't fall into it as you lower yourself carefully down, and pull yourself back up on the other side. Go to **<10>**.

<41> On the other side of the pit you find the troll's bridge (a cobbled together section of old pieces of metal---some that were once swords and spears) that is a good ten feet long and weighs over 500 pounds lying in the tunnel. When the troll wants to leave he simply moves the bridge into place---he is strong enough. When he wants privacy, he pulls the bridge back. If you have your trollhammer, or even if you don't you continue forward until you reach the troll's home cave. It is quite large---a grotto with a big pool of dark water in the center and a veritable forest of purple fungi growing out of the squelching morass that covers the floor. Somewhere in the necrotic jungle is the troll you are seeking.

There is no sign of the troll. If you wish to call out to him and see if he will come to you , Go to **<42>**; if you wish to search and try to come upon him unawares, Go to **<43>**.



<42> “HEY, TROLL!” you bellow, “COME ON OUT! THE EVIL OVERLORD WANTS HIS TROLLSTONE CROWN BACK!” Make a L2SR on LK. If you make it, Go to **<50>**; if you fail, Go to **<51>**.

<43> You spend some time searching through the purple mushroom forest. Make a L3SR on LK. If you make it, Go to **<52>**; if you fail, GO to **<57>**.

<44> “YOU NOT MAKE THAT DEAL!” howls the troll, “THEN I TAKE THE HAMMER AND KEEP THEM BOTH! HAMMER MAKE GOOD WEAPON FOR A TROLL LIKE ME!” Go to **<53>**

<45> As you start to fall, you twist to one side and grope for the edge. Luck is with you, and you catch it, breaking your fall. Take 1 Point of CON damage for a bad scrape on your left hand. You pull yourself up to safety. Now that you know the pit is here, you can get past it. If you wish to pass the pit and continue in the same direction, Go to **<26>**; if you want to turn back you will find your way out of the caverns by Going to **<10>**.

<46> You fall about five feet and bang your head against the stone wall when you land. It does 1D6 + 1 CON damage, and armor doesn’t help you at all. If that didn’t kill you, then you will be able to climb out and continue your journey. If you wish to continue forward in the direction you were going,



then Go to <26>; if you wish to turn back and retrace your steps, Go to <10>.

<47> The Glikk is an underground predator that most nearly resembles an armored centipede. It is one of the stony life forms that survive on Trollworld. This one is about waist-high on you and has 6 armored segments, each segment has two chitinous legs, one on either side, each leg ending in a triple claw of what looks like obsidian.



The final segment has a prehensile stinger something like a scorpion's. The head segment contains two large yellow multi-faceted eyes, two long, hard, and extremely sharp mandibles emerging from a toothless maw, a fringe of brittle whiskers emanating in a star-like pattern around the mouth and eyes, and stony purple skin (purple because most of its food comes from the purple mushrooms). It has a monster rating of 72 (8D6 + 36). You must fight to the finish---having lost the element of surprise, you will not be able to run away. That would just give it free attacks on you. If it kills you, close the book, if you slay it, you may



take 72 a.p. along with a short period to bandage your wounds and recuperate (rest long enough for your STR to return to its normal value), and then continue on to <52>.

<48> You avoid falling, and the tunnel levels out. A minute later you come to a large cave, dimly lit by a bonfire in the center. The smoke from the fire rises straight up and out of the room through a hole in the ceiling. Inside the cave is a large, ugly, light green ogre. It is studying a big leather bound book. There is a large stone pot on the floor and some huge feathers lying near it---from the ink stains, they must be makeshift pens.

When you enter the cave, the ogre looks up and growls, "What do you want?" in Common. This is



obviously not the monster you are looking for. If you wish to apologize and turn around, Go to <54>. If you want to try and explain your quest for the Trollstone Crown, Go to <49>. If you think your best bet is to simply attack and kill the ogre, Go to <55>.

<49> You start trying to explain why you have barged into the Ogre's cave. Make a L1SR on CHR. If you fail, the ogre gets impatient and attacks you---Go to <55>. If you succeed, you are able to explain that the Evil Overlord has sent you to retrieve the Trollstone Crown. The ogre tells you to go back out, turn right, and then turn right again to reach the troll's cave. He suggests you might want to try bribing him.

He then tells you to get out of his cave. If you leave peacefully, Go to <54>. If you decide that since the ogre has told you what you need to know, you may as well kill it, Go to <55>.

<50> Suddenly a huge indigo mushroom disintegrates in front of you and out of the cloud of purple haze steps a massive rock troll, at least 9 feet tall, and muscled like a Titan. On his head is a metal tiara and centered in it and over his forehead is a gleaming black gem as big as a duck's egg. When he appears, you can't help jumping back a bit and reaching for your trollhammer, if you still have it.



“GRRARR! This crown is mine now!” the troll states while glowering menacingly at you.

If you decide to simply attack him and take the crown, Go to <53>; if you want to try and talk him out of it, Go to <62>.

<51> The troll comes out, but it comes out fighting, You barely have time to jump aside and swing your trollhammer before a mighty rocky fist pulps the great mushroom just behind where you were standing. There will be no talking now, just combat. Go to <53>.



<52> You begin to hear a rumbling sound, and as you get closer, you realize that it is snoring. Rounding a huge purple mushroom near the central pool, you come upon the mighty troll, but it is asleep. Lying next to the troll is a metal tiara and set into the steel is a huge black gem—that has to be the Trollstone Crown. You might be able to simply pick up the crown and run away with it.

If you want to try and steal the crown and run for it, Go to **<58>**. Or, you might get in one free attack if you want to try and slay the troll before taking the crown. If you want to do that, then do your combat damage and subtract it from 120. The difference will be the wounded troll's monster rating when you wake him up this way. Go to **<53>** for the rest of the battle.

<53> The troll has a monster rating of 90 (10D6 + 45). If you are using the magical trollhammer he will not regenerate during combat---if you are using any other weapon, he recovers 9 points of CON after each combat round. Fight to the finish. If it looks like you are winning, Go to **<60>**; if not---close the book.

<54> Climbing up that wet slippery slope is even harder than coming down it. There isn't much to get a hold on to help you get up the slope. Make your L2SR on DEX. If you make it you reach the next intersection---Go to **<13>**. If you fail, you fall



down and injure yourself. Roll 1D6 for CON damage. Then get up and try again, but with DEX 1 point lower than it was the previous time. Continue until you either: die trying to climb back out, or make the saving roll. If your CON falls to 3 or less, you will pass out. If the ogre is still alive, it will come out of its cave, see that you are dying, and finish you off. If the ogre is not alive, you will be found and eaten by a hungry Gakk. Either way, you either walk out of here or die in these caves. Game over.

<55> The ogre sees you are going to attack and snatches up a mighty club lying nearby. It has a monster rating of 60 (7D6 + 30). If you do more damage to the ogre than it does to you on any combat round, Go to **<64>**. If it does more damage than you, then keep fighting until it slays you, then close the book.

<56> Make a L1SR on SPD. If you make it, your rapid reaction enabled you to dodge the Glikk's rush and run off rapidly through the forest. You get away--- Go to **<52>**. If you failed the saving roll, you were not fast enough, the Glikk managed to nick you with a mandible---cutting right through your armor as if it were only paper. Take 1D6 of Glikk poison damage to your CON immediately and then reduce your STR rating by 1 point for each of the next X combat rounds where X equals the amount



of damage you just took from the bite. Then Go to <47> and fight the Glikk.



<57> As you make your way around a large mauve mushroom, you suddenly come face to face (although it's not much of a face---two huge yellow multi-faceted eyes and two nasty gray mandibles) with a medium-sized Glikk. It makes an excited burbling noise and rushes toward you. If you wish to stay and fight, unlimber your trollhammer (or other weapon) and Go to <47>. If you decide to run for it, go to <56>.

<58> Just as you touch the crown, the troll opens his eyes and looks right at you. A savage grin splits his rocky countenance. "THIEF!" he roars, "NOW YOU DIE!" All you can do is attempt to defend yourself. Go to <53>.

<59> You are in a cave with a dead ogre, and you are probably hurt, perhaps seriously hurt. The first thing you will want to do is bandage your own wounds, and if you have a healing potion (heals



1D6 + 3 points of CON), you might want to take it. After that, you will search the cave. Make a L1SR on LK. If you succeed, you will find the Ogre's small stash of money---you find one gold piece for each number above the minimum you needed for the saving roll. Example: You have a LK of 15---you needed a 5 to make the saving roll, and you rolled a 7. In that case it means you found 2 gold pieces.

In addition there is a large book full of strange ogre writings, and a metal-studded club worth 9D6 in combat; however you would need a STR of at least 30 to wield it. The book and the club are worthless to you right now, but if you survive the adventure, you can come back and get them at a later time. You may rest and recover 1D6 of CON, but eventually, you will have to leave the same way you came in. Go to <54>.

<60> Some time later you manage to get back out of the caverns and bring the Trollstone Crown to your Evil Overlord. He rewards with 1,000 gold pieces, and lets you live, for which you should be grateful. **The End.**





<61> Halfway down the tunnel to the next intersection, you run into a multi-legged, furry-faced, poison-fanged Gakk. They tend to hang on the ceiling of dark tunnels and drop on victims that pass below them. They avoid people carrying torches, but you don't have one, and so are taken by surprise. Make a L2SR on LUCK. If you make it, the Gakk misses its drop and you only have to fight it. If you miss the saving roll, it hit you with a flailing limb on the way down and does as many points of damage to your CON as you missed the roll by.

Now, it's a fight to the finish. The Gakk has a monster rating of 44 ($5D6 + 22$) and will fight to the death. If it scores any spite damage on you (by rolling a 6 on its combat dice), it poisons you. The poison is slow paralysis. For each combat turn you fight while poisoned, reduce your DEX by $1D6 - 1$ points. If your DEX falls below 8, you will not be able to use your weapon. If it falls below 3 you will

not be able to fight, and the Gakk will win. If you slay the Gakk, take 44 a.p., and either continue ahead to <38> or go back to <13>. If you have come to this paragraph more than once, there is one more Gakk to fight than there was last time.

<62> “Listen, troll, I don’t want to fight and hurt or kill you with my mighty trollhammer,” you say in your most confident voice. “Let’s make a deal. Perhaps I can give you something in exchange for the



Crown.” You swing your trollhammer around and it gleams awesomely and makes a whistling noise. The troll is clearly impressed. He takes the tiara off his head. “DEAL!” He rumbles. “I GIVE YOU THE CROWN FOR THE HAMMER.” If you take the deal, then make the trade and go to <60>. If you don’t agree to that, then Go to <44>.



- <63>** Regardless of whether you made the saving roll or not, a wave of flame bursts from the sorcerer's fingers and incinerates you. All that survives is the magical trollhammer, which will be awarded to some other minion in the future. Your master isn't called the Evil Overlord without reason. END.
- <64>** The ogre looks around desperately, doesn't see any way out, and then drops his club and falls to his knees, and puts his hands up to cover his head and neck. "Don't kill me!" he howls, "and I'll make it worth your while!" If you stop your attack and spare the ogre, Go to **<66>**; if you take advantage of his helplessness and finish him off, Go to **<59>**.
- <65>** You dodged the thrown crown and were not taken by surprise when the troll turned and ran away. Seizing your opportunity, you snatch up the crown and sprint back out of the troll's fungus forest. The great rock troll does not follow you. Go to **<60>**.
- <66>** In exchange for his life the ogre gives you a magical armband of ogre strength. It is too large for your arm, but if you put it on your thigh, you can make it fit. Wearing this enchanted silver ornament has the effect of doubling your strength and halving your charisma (This is important because it should give you many more combat adds.) While you wear it, you smell like an ogre, and the ogre warns you that if you wear it for too



long, you will turn into an ogre yourself, but that you should be safe in wearing it for a day or two, and that it might help you when you meet the troll. He answers as many of your questions as he can, and gives you a potion that heals all your wounds and increases your CON by 3 points.

But you have a mission to perform, so when you are ready to go on, you leave the ogre's cave and continue to **<54>**.



<67> You fall out of the boat. The water is deep and your armor and/or weapons are too heavy to swim in, and weighs enough to take you to the bottom of the lake. Make a L3SR on DEX. If you make it Go to **<70>**. If you miss it Go to **<72>**.

<68> Your precious trollhammer falls into the pit, which is apparently wet at the bottom because you hear a mighty splash and water squirts up and hits you. Any sane person, having lost his best weapon, would turn back at this point. If you wish to turn back, you may do so by Going to **<10>** (and ignore any further reference to the trollhammer, because

you don't have it anymore). If you continue and make the jump successfully, Go to <41>.

<69> The hurled crown hits you right smack in the face and knocks you out. After this happens, the troll jumps on you---that alone breaks several bones---he then takes your trollhammer and uses it to pound you to death. Trolls can be very savage in combat. If you're dead, it looks like the Evil Overlord will have to send someone else to retrieve his Trollstone Crown. Close the book.

<70> You manage to get your weapons and armor off, but have to leave them at the bottom of the lake---irretrievable. The good news is you are alive. The bad news is that you have no weapons. You'd be a fool to go on unarmed. Tough luck. You decide to sneak away without reporting to the Evil Overlord. Close the book and try another time.

<71> This space for rent. Inquire within.

<72> Glub, glub...a very unfortunate ending for this adventure. Close the book you are dead.



Running *Quest for the Crown* as a GM Adventure.

Quest for the Crown is a very simple adventure and may easily be played face to face with one person taking the part of the Game Master, and the other player(s) being the adventurer(s) sent on the mission to recover the Trollstone Crown. Since this is a beginning adventure, no more than four players should be allowed, but of course, the GM can allow as many as he wishes.

The adventure would set itself up in scenes.

Preparation: The GM should help new players get a character ready to play. This is really an adventure for humans, but there is no reason why dwarves, elves, hobbs or even uruks could not play---all of those kindreds could be minions of the Evil Overlord. Allow the players to have any weapon or armor from the rulebook that they have the STR and DEX to use. Have them each roll 3D6 twice, once to give them a few gold pieces and let them feel like they have money, and once to give them a few adventure points---none of them are brand new beginning characters, even if it is the first time a person has played T&T. Even the Evil Overlord would not send a complete noob on such a mission. Allow one player to take the trollhammer described in Taam's character, or allow that player to be Taam.



Scene 1: The Evil Overlord's Throne Room

Start the adventure by having the players receive their orders directly from the Evil Overlord. He is an ancient sorcerer who has seen better days, but is still immensely powerful---his biggest flaw being absent-mindedness. Having mislaid his Trollstone Crown (which allows him to mentally dominate any troll he meets) he assigns the adventurers to go and fetch it for him. He will explain that it is somewhere in the Caverns of Purple Fungus. As GM you may spend about 15 minutes answering the players' questions. If you don't know the answers from having read the solo, feel free to make things up: for example, names for the goblins, ogre, troll, etc. Get the players moving as quickly as you can.



Scene 2: Goblins and Lake

The players must cross or walk around a small lake to reach the caverns. Allow them to find one or two rowboats with fish harpoons in them. The lake is teeming with fish. If they take boats across the lake, and are wearing armor, you might give them an opportunity to fall in and drown themselves. Let them fish if they wish to. Be sure they see the tribe of goblins trying to fish for food on the other side of the lake.

Players may attempt to be either friendly or hostile to the goblins. (The goblins are subjects of the Evil Overlord, but nothing has to be said about this if they don't figure it out.) If they talk to the goblins and help them with their fishing, the goblins will lead them into the caves and take them to the *Jump* (paragraph <23>) that leads to the troll's area. If they don't help the goblins get some food, then the goblins will mislead them and send them to the ogre's cavern instead of the troll's forest. If they simply see the goblins as monster in their way, then there will be a huge fight. The goblins are not very strong, but there are a lot of them (monster ratings of 12 each). In a fight there are enough goblin to face each party member with 1D6 goblins for 3 combat rounds. After 3 combat rounds the goblins will break off the struggle and run away to defend their caverns whether they are winning or losing. The goblins have nothing worth taking---even their weapons are simply sharpened sticks and stone knives only worth 2D6 in combat.



Scene 3: The Caverns

There are two entrances to the Caverns of Purple Fungus that are set not more than a few yards from each other. As players face the Cliffside, the entrance on the left leads first to the underground goblin village, and then to the troll's forest. The entrance to the right leads first to the ogre's cave, and then to the troll's forest. (See map)

The caverns are lightless once you get past the entrance. Characters will either need some way of making light (torches, lanterns, spells, sunstones) or grope their way in total darkness. There are a couple of light sources inside the caves, and the goblin village and the ogre's cave are lighted.

As GM you may make the tunnels as long or short as you wish. Make them dangerous, creepy and menacing. Have the rocks covered with lichen and moss. Let there be dirt and debris on the floors. Have various purple mushrooms and toadstools growing throughout. The mushrooms are a delicious food source, but the toadstools are poisonous---1D6 of



CON damage for each bite taken. There are pit traps, deadfalls, and slides in practically every tunnel. These can be avoided or mastered by making simple level one saving rolls on Luck, Speed, Dexterity, Intelligence or any applicable Talents the players may have chosen (Survival, Cave Lore, etc.) if the players are moving cautiously. If they are moving quickly and recklessly, move those saving rolls up to a level two.

There are predators that may be encounter inside the caverns. Gakks and Cave Spiders are the most dangerous things in these caves. Cave spiders are about the size of wolves, have monster ratings of 30, and appear in groups of Party number plus 1D6. (Example: 3 party members meet cave spiders because one of them failed a luck saving roll. The GM rolls a D6 and gets a 3. That means the party runs into 6 cave spiders---or two apiece in this instance.

Cave spiders and Gakks are somewhat similar. Spiders have 8 legs and are arachnids; Gakks only have 4 legs and are mammals. Gakks are larger and less numerous and eat mostly spiders. Both creatures have the ability to walk on the walls and the ceilings of the caverns, and both like to drop down and attack from above. Goblins occasionally domesticate spiders and keep them as pets and guard animals; Gakks eat goblins whenever they can.

Cave spiders attack in groups. Gakks are solitary and only one will attack at a time. Since only one Gakk will



attack at a time, it needs to be bigger and fiercer than spiders. Give the Gakk a monster rating of 30 times the number of characters in the party. (Thus a party of 3 would meet a Gakk with a monster rating of 90). An attacking Gakk will always achieve surprise. Have the players make Luck saving rolls, and let whoever does worse be the victim of a Gakk attack without giving him any defense other than armor for the first combat round.

Gakks are venomous: to see how Gakk's attack, look at paragraph <61>. As mentioned earlier a Gakk will always achieve surprise on its attack. If the players run into cave spiders and finish them off handily, it could be fun to follow that fight immediately with a Gakk attack. Generally, you only want to do a tunnel attack once during the adventure.



Before the adventurers can reach the troll's fungoid forest, they must make the jump across the chasm. See paragraph <23>.

Scene 4: The Goblin Village

The goblin village is in a side cave not far from the left entrance to the Caverns. Friendly players will not be invited to go there, but very skillful players might talk their way in. Unfriendly players will be attacked desperately if they attempt to enter the village. For a description of the goblin village see paragraph <34>.

Scene 5: The Ogre's Cave

The ogre in these caves is not your average dumb brute. He is something of a minor wizard and scholar, and his name is Bucky. If he had a character class, it would probably be rogue, as he certainly never had any chance to learn spells from the Wizards Guild, but he has some minor magical abilities he has picked up over the centuries. Bucky considers himself to be a loyal



minion of the Evil Overlord. There is considerable opportunity for Roleplaying with Bucky. Mostly, he just wants to be left alone, but he is perfectly willing to take advantage of any adventurer who wanders into his cave. Bucky will be looking out for himself as best he can.

If hostilities happen, and Bucky thinks he might lose (i.e. is taking serious damage) then he will try to bargain his way out of it. To see what Bucky has to offer, look at paragraph <66>. The ogre armband and the healing potions are skillfully hidden and won't ordinarily be found unless players search really hard and make a L3SR on Luck.

Scene 6: The Troll's Fungus Forest

Part of my (Ken St. Andre) personal mythos is that Trollworld is a place where there are many great fungoid forests thriving in the many caverns of the world. These are places full of mushrooms, toadstools, lichens, and slimes of many different sorts. They are usually bioluminescent---that is, the fungus glows with a very dim light of its own. Such places would normally be as dark as a starlit night---very dim, but not totally lightless.



The rock troll of our adventure lives in such a place, he does not have a name, though you may call him Yorrzhett if you want to name him. He should have a monster rating of 60 times the number of players in the party. He regenerates 1/10 of that monster rating each combat turn. He is not totally stupid, or totally hostile. Players could bargain with him. He likes bone and chitin as food delicacies that he seldom gets. He might trade the Crown for the body of a Gakk or several spiders. He would definitely trade for the trollhammer. Being not totally stupid; if he gets in a fight and he seems to be losing, he will try to run away---see paragraphs <16> and <65>.

The purple fungus forest can be treated as a very large place. You may assume that there are other tunnels connecting to the forest that allow the troll access to deeper and more dangerous cavers. Feel free to develop such places for yourself.

The fungus forest has its own dangers in addition to the troll. One such danger is disease and infection from the fungi within it. All characters should make a L1SR on CON after spending a turn or two inside it. If they fail, they have caught a fungal infection that will cost them 1 CON point per 10 minutes of game time. After losing half their CON in this manner, their skins will start showing fungal growths and they will also lose 1CHR point per 10 minutes. These are permanent losses and represent disfigurement at the very least.



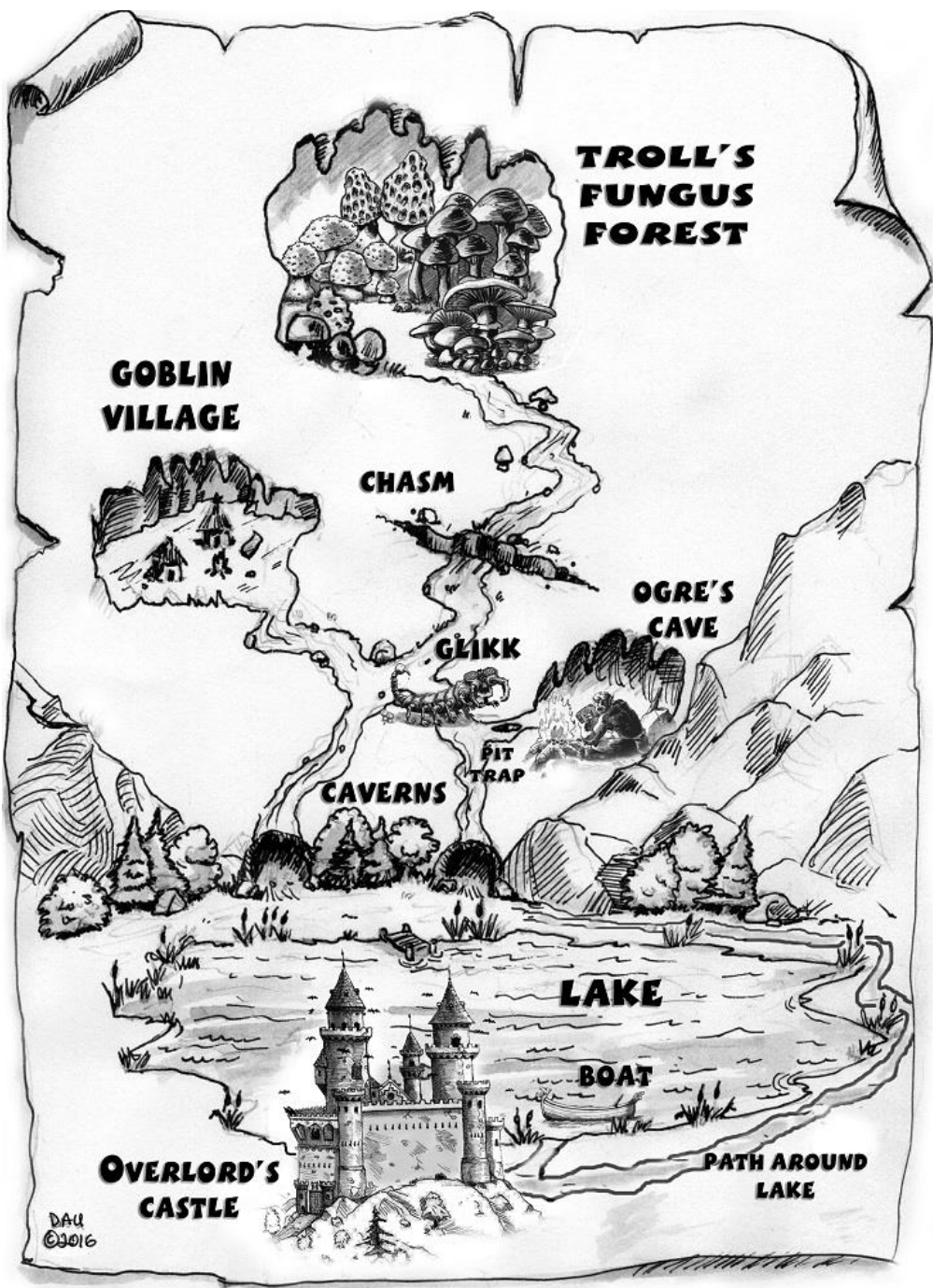
Note: Trollworld dwarves are immune to these fungal effects. The infection can be cured but not reversed with a *Too-Bad Toxin* spell, and healers like the goblin leader or the Evil Overlord have cures for it.

Another danger is the centipede-like Glikk. The Glikk is an armored, segmented worm with mandibles, very sharp claws, and a scorpion-like stinger on its tail segment. Roll 2D6 (DAR0), this determines the number of segments the Glikk has---meaning, how large it is. Each segment is worth 20 points in monster rating. Glikks are simply hungry monsters---no intelligence, no fear, just appetite.

Scene7: Wrapping it All Up

Once the players have exited the caverns, you need to bring the adventure to a speedy close. If they go back to the Evil Overlord without bringing the Trollstone Crown, terrible things will happen to them. See paragraph <63>. If they do bring the crown back, you might have the happy, but evil, wizard bestow some kind of beneficial curse on them---for example, a spell that would convert 1D6 of INT to LK. He could pay them off in gold pieces and then let it be fairy gold that will turn into lead the moment it comes out of the enchanted pouch that holds it when the Overlord hands it out. Have fun with this. The Overlord is happy to reward his loyal minions, but he is evil and twisted, so anything he gives them should have some sort of catch to it.





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