

Trailblazers!

**A solitaire adventure for
Tunnels and Trolls**

By Stuart Lloyd



Trailblazers!

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Many thanks to Nicky Elliott, [Will Meddis](#) and [Scott Malthouse](#) for their help and support.

This solo was written using the [ADVELH](#) program. Many thanks to Xhoromag for creating it.

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Preface to Trailblazers!

Most of my gamebooks arise from a single idea. The idea that led to Trailblazers! came after [Khazan City Chaos](#) when I decided that I had been too generous with money and needed to help the player get rid of it. I also wanted a different setting to a city. I am also attempting to make some standardised solo rules for Tunnels and Trolls and this is one solo in a series that will use them. These rules include rules for when you can use certain spells, a list of talents that can be used and stunts that can be used in combat. My aim is to create a series of solos where the reader can take their character from a lowly level 1 adventurer to an experienced veteran. This is my second Tunnels and Trolls solo, but I hope to write many more so that you can give your character a hero's journey.

May the Trollgod be with you.

About the author

Stuart Lloyd grew up in the industrial town of Wolverhampton where he was first introduced to gamebooks at the age of 7 when he bought Talisman of Death at a school jumble sale. Since then, gamebooks have been a constant part of his life. He now lives in St Albans where he teaches Chemistry by day and writes gamebooks or about gamebooks by night. When he is not reading or writing gamebooks, Stuart enjoys listening to podcasts, paying his lovely wife lots of attention and singing. Stuart's goals in life are to a) write lots of gamebooks and b) own at least two fluffy cats.



For more great products by Stuart Lloyd, visit his RPGNow publishers' page [here](#).

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<http://virtualfantasies.blogspot.com/>

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Trailblazers!

Welcome to Trailblazers! This solo is designed for a level 1-2 Human, Elf or Dwarf who may be a warrior, wizard, rogue, paragon, leader, ranger or citizen (although playing as a citizen is a challenge) with no more than 30 adds. In this scenario, you must uncover the dark secret that plagues a frontier village. Can you survive in the wilds?

Rules for this solo

DARO and TARO

When rolling 2d6, all doubles add and roll over (DARO) and when rolling 3d6, all triples add and roll over (TARO).

Talents

Below is a list of talents that may be used in TnT solo adventures written by me. You may add the bonus of any talent you have when making a saving throw if you see the name of the talent in parentheses after the saving throw instruction. For example, 'Make a L1SR on STR (Labouring, Smithing) means that you must make an SR on strength and add your bonus for labouring if you have it and smithing if you have it (so you may get the bonuses from more than one talent as they may involve overlapping skills).

The talents that will be used in my TnT solos are:

STR: Labouring, Climb, Swim, Smithing, Wrestling, Power strike, Charge!, Smash weapon.

CON: Survival, Iron stomach, Healing, Poison resistance, Disease resistance, Ascetic, Resist heat and cold, Tireless.

DEX: Acrobatics, Pick lock, Sneak, Riding, Balance, Use rope, Escape artist, Disarm opponent, Thievery, archery, throwing.

SPD: Dodging, Sprint, Quick draw, Unconscious defence, Arrow catch, Deflect missile.

INT: Appraise, Strategy, Plant lore, Artifice, Alchemy, Decipher script, First Aid, Symbol lore, Religion lore, Architectural lore, Search, Spot weakness.

WIZ: Sense magic, Intuit danger, Sense wizard, Synchronicity, Blindsense, Hypnotism, Sense changeling, Fae law, Divination, Gut feeling, combat prediction, Willpower.

LK: Gambling, Just what I need, Narrow escape, Wild guesswork, Unlikely encounter, Coincidence, Impossible shot, Impossible hit.

CHA: Persuasion, Disguise, Calm animal, Con, Haggle, Intimidate, Etiquette, Amazing performance, Rousing speech, Taunt.

Combat

Before combat, you may *either* cast one spell that can be used before combat (see below) *or* use a ranged weapon. To hit your opponent, you must perform a L2SR on DEX (archery (if using bows), throwing (if using a thrown weapon)).

Stunts in combat

Combat isn't just all about wearing down your opponent's MR while trying to stop them hitting you. In a TnT RPG, you can suggest your own stunts to the GM who can work with you to find out the result. However, you can't do that in a solo, so instead you will have stunts suggested to you. If you fight a combat, you may be given the option of performing certain stunts. These stunts are saving throws against a particular attribute (and possibly talent) which may produce an extra effect in your favour. You may decide to perform a stunt at the end of each combat round after the damage has been dealt. You may perform a stunt whether you win or lose the round. You then make the saving roll. If you succeed, you get the effect listed. If you fail, you take points of spite damage equal to the level of the saving roll as your opponent takes advantage of your failure. You may try the same stunt again on the same opponent, even if you succeed, but each time, the saving roll level increases by 1 as they become wise to your tricks (If you fight multiple opponents, it still increases even if you try the same stunt on a different opponent as they can all see what you are up to).

Most of the time, the reason why you get the effect of the stunt is not given. You come up with the story of what you do to pull off such an effect – a saving roll on INT that allows you to automatically inflict 1 point of spite damage per round may come from you spotting a chink in your opponent's armour. A saving roll on STR that makes your opponent miss two rounds of combat may be because you slammed your staff into their belly and winded them. You come up with the action.

For example, Malaros the wizard is fighting an orc who is much bigger and stronger than him. However, he manages a L2SR on INT to spot a weakness in the orc's defence. This means that in every round after, Malaros can inflict 1 point of spite damage each round. In the next round he rolls his dice and loses, but he still gets in his 1 point of spite damage. Then he tries the same trick. Now it is a L3SR on INT, but he succeeds again and from now on, he will inflict 2 points of spite damage per round.

Also, sometimes, monsters may try stunts on you! Watch out for that!



Evading combat

You may be given the option of evading a hostile creature which you may take at the end of any combat round. This does not necessarily mean that you will run away from it. It may mean that you break off combat to try another tactic. In any case, beware as the creature will most likely get a free hit on you unless you are swift (you will be instructed on the paragraph that you turned to when you evaded the creature).

Spells

Below is the list of spells from the TnT 7.5 Core Rulebook and when you may use them. There are some spells that may be used before combat, some that may be used during combat instead of an attack, some that may only be used when named in the text, some that may be used at any time and some that may only be used on a willing target (as you are playing a solo, however, these will almost never be used). Some spells may be used in other circumstances. For example the call flame spell may be used in place of a tinderbox.

[Using spells in combat – shock effect](#)

The following spells can be used in a combat round instead of attacking with a weapon. If you do this, you determine the damage that the spell will inflict (in the case of Dem Bones Gonna Rise, you just fight the combat between the skeletons and your opponent). You then determine the damage that your opponent(s) will inflict normally. You then subtract the smaller value from the greater value and determine who has won the round (as you normally would in combat). However, regardless of whether you won the round or not, the damage from your spell is still inflicted on your opponent. For more info on this rule, go to [this post](#) from the Trollgod himself. The spells that you can use in this way are:

Level 1: Call Flame, Call Water, Dem Bones Gonna Rise (no real shock effect, but the skeletons will fight), TTYF.

Level 2: none.

Level 3: Blasting power, Fire at Will, Freeze Please.

Level 4: none.

Level 5: Trollgod's Blessing, Reversal of Fortune.

Level 1 (INT + DEX 10)

Spells you may use before combat: Dem Bones Gonna Rise, Hold that Pose (target loses 1st combat round), Oh Go Away (counts as winning against a *single* foe. One opponent will run away but you will have to fight the remaining ones), TTYF, Vorpall Blade.

Spells you may use in combat: Call Flame, Call Water, Dem Bones Gonna Rise (no real shock effect, but the skeletons will fight), TTYF.

Spells you may use on another, willing target (not too useful): Creme de la Kremm, Teacher, Suppress Kremm,

Spells you may use on any paragraph you are not fighting or performing a saving roll: Hocus Focus,

Spells you may only use when the text demands: Detect Magic, Know your foe, Lock Tight, Oh There it is, That's a Natty Beard, Who's There?, Will o Wisp,

Other notes:

Call flame: Can be used in place of a tinderbox or when lighting a fire.

Call water: Can be used in place of a waterskin or when putting out a fire.

Knock Knock: Can be used when there is a saving roll to pick a lock.

Level 2 (INT + DEX 12)

Spells you may use before combat: Glue You, Hidey Hole, Little Feets, Spirit Mastery (can then use the enslaved monster to fight another monster. If the hero's characteristics go below the MR of the monster, they must fight the monster then), Unerring Blade, Unlucky Bees, Whammy.

Spells you may use on any paragraph you are not fighting or performing a saving roll: Dura Spell Battery, Poor Baby.

Spells you may only use when the text demands: Cateyes, Ding a Ling, Find Object, Mirage, Omnipotent Eye,

Other notes:

Hidey Hole: Doubles an attribute for the purposes of hiding or sneaking SRs.

Little Feets: Doubles an attribute for the purposes of running SRs.

Level 3 (INT + DEX 15)

Spells you may use before combat: Befuddle (If multiple opponents, target fights another one for 3 turns, otherwise no action for 3 turns), Blasting Power, Fire at Will, Firestorm of Protest (only used on multiple opponents – you may flee while they argue), Freeze Please, Rock a bye (puts 1 target out of action, may flee), Shield Me.

Spells you may use in combat: Blasting power, Fire at Will, Freeze Please.

Spells you may use on any paragraph you are not fighting or performing a saving roll: Healing Feeling

Spells you may only use when the text demands: Devoted Rain Cloud, Dis-Spell, Find Person, Firestorm of Protest, Fly me, Hard Stuff, Slush-Yuck.

Other notes:

For What it's worth: Caster can use this whenever there is an SR that the appraise skill could be used for. They will automatically pass it.

Level 4 (INT + DEX 19)

Spells you may use before combat: Double Double, Protective Pentagon (may cast two more spells on self or flee unharmed), Smog,

Spells you may use on any paragraph you are not fighting or performing a saving roll: Too Bad Toxin

Spells you may only use when the text demands: Dum Dum, Upsidaisy

Other notes:

Double Double: Can be used for any SR. The halving only lasts on the next paragraph.



Level 5 (INT + DEX 24)

Spells you may use before combat: Breaker Breaker, Mind Pox, Trollgod's Blessing, Zingum (escape combat).

Spells you may use in combat: Trollgod's Blessing, Reversal of Fortune.

Spells you may use on any paragraph you are not fighting or performing a saving roll: Resist Magic (lasts the gamebook, may not restore WIZ while in operation),

Spells you may only use when the text demands: Dear Lord, ESP, Second Sight, Zingum.

Level 6 (INT + DEX 30)

Spells you may use before combat: Blue Shirt of Life, Reversal of Fortune,

Spells you may only use when the text demands: Mystic Visions, Porta Vision,

Level 7 (INT + DEX 37)

Spells you may use before combat: Zappathingum

Spells you may use on another, willing target (not too useful)

Spells you may only use when the text demands: Invisible Wall



Level 8 (INT + DEX 45)

Spells you may use before combat: Zapparmour

Spells you may use on any paragraph you are not fighting or performing a saving roll: Patterns of Cosmic Fate

Spells you may only use when the text demands: Imafrawg

Other notes:

Imafrawg – can be used to automatically succeed at any disguise SR.

Zombie Zonk – can be used on the body of an opponent after combat.

Level 9 (INT + DEX 54)

Spells you may use before combat: Death Spell #9, Medusa, Yerafrawg (auto win against 1 opponent)

Spells you may use on any paragraph you are not fighting or performing a saving roll: Mortal Source

Spells you may only use when the text demands: Pygmalion

Level 10 (INT + DEX 64)

Spells you may use before combat: Hellbomb Burst, Smaller is Smarter,

Spells you may only use when the text demands: Blow Me To..., Wizard Speech

Level 11 (INT + DEX 75)

Spells you may use before combat: Bigger is Better, Blow You To (auto win, no treasure)

Spells you may only use when the text demands: Cut the Cord, Ghostly Going

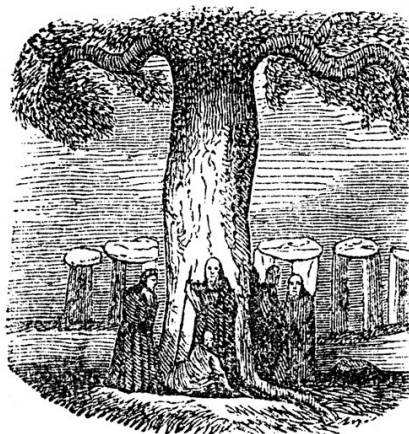
Level 12 (INT + DEX 87)

Spells you may use before combat: Banishing (only against demons), Invisible Fiend, Summon,

Spells you may only use when the text demands: Nefarious Necromancy, Omniflex,

Level 13 (INT + DEX 97)

Spells you may use on any paragraph you are not fighting or performing a saving roll: Born again



Recovering WIZ

You may recover 1 point of WIZ on any paragraph that does not involve a combat or a saving roll. If there is an * by the paragraph number, you may restore your WIZ to its initial level (this will be due to a long period of time passing over that paragraph).

Adventure points in a solo

The number of adventure points you are awarded in a solo depends on the following factors.

Monsters defeated = MR

Saving rolls = Dice roll x SR level

Casting magic = WIZ points expended.

Completion of adventure = number allocated.

Playing as a citizen

This is something that you should only do if you really want a challenging game. To make the challenge a little easier, if you decide to play a citizen, you may take any or all of the following benefits:

If any of your attributes were rolled up to be under 10, you may raise them to 10.

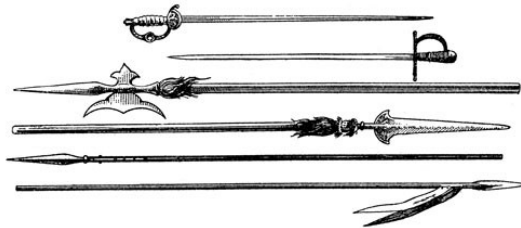
You may raise the bonus of any or all of the talents you have to +6.

You may start with extra money (see below).



Equipment

If you have used this character in a previous adventure, you have all the equipment and gold that you had from the previous adventure. Otherwise, you may start the adventure with any weapons and equipment in the Equipment list from the 7.5 core book.



Treasure

If you are playing as a starting character or if you have less than 1000 gold pieces, you may raise the number of gold pieces you have to 1000. If your character has been in other solos, they have lost half of their money due to the cost of living and having a great time with their money (although they can have at least 1000 gold pieces). For every 50gp you lose in this way, you may gain 1AP. Also, if you are playing as a citizen, you may add 500 gold pieces on top of this value. Before you leave Khost, you may buy any of the items found in the Tunnels and Trolls Rulebook for their stated price. You may also buy the following items. Unless stated, you may only buy one of each item.

Staff Ordinaire (100 gold pieces) – Allows a mage, specialist mage or paragon to reduce the cost of a spell by a number of WIZ points equal to their level (minimum cost is 1 WIZ). If used as a weapon it acts as a normal quarterstaff (DICE 2 (STR 10/DEX 8), two handed, 50 w.u)

Healing potion (400 gold pieces) – Restores 1 CON. You may buy up to 10 doses of healing potion.

Orc skull (250 gold pieces) – When thrown at an opponent's feet, this skull will turn into an orc skeleton that will attack your opponents with an MR of 30 (4d6 + 15). This can only be used for one combat.

Bag of *PAIN* (250 gold pieces) - you may throw this bag at an opponent before a combat or during a combat round, It will rip open and the *PAIN* will pummel the opponent. It counts as a Take That You Fiend spell that inflicts 15 points of damage.

Crystal of magic detection (600 gold pieces) – When you look through this large crystal and spend 1 WIZ, then you will see an aura around any magic item within 10 feet. You may use this crystal as if you could cast the detect magic spell.

Bottle of endless water (500 gold pieces) – This plain looking green glass bottle fills with water if you spend 8 WIZ. You will never go thirsty again.

Magical sun hat (costs 500 gold pieces) - This hat will protect your face from the glare of the Sun. If you spend 3 WIZ, you will be immune to the effects of sunburn and heatstroke for 1 hour.

Potion of invulnerability (costs 500 gold pieces) – When drunk before combat, the drinker will not take any damage from hand to hand weapons for 1d6 rounds.

Potion of warding (costs 500 gold pieces) – When drunk, the drinker cannot be affected by magic for 1d6 rounds.

Food pill (costs 10 gold pieces) – You may buy any number of these weightless items. Each pill provides enough food and water for one day.

Goggles (costs 500gp) - these goggles make you immune to any attacks on your eyes and any sight based attacks.

Boosting mushrooms (cost 100 gold pieces each) – These mushrooms may be bought for any stat. When you eat one mushroom, you may increase a stat by 1 for the next saving roll involving that stat or combat. The stat then returns to normal.

Silver dagger (costs 100 gold pieces) - this is a plain but well made silver dagger. It inflicts damage as a normal athame (DICE 2 + 3 (DEX 7) 27 w.u).

Bandages of clotting (costs 250 gold pieces) – Using these bandages automatically stops blood from flowing from a wound. The recipient of the bandages loses no further CON due to wounds. You may buy any number of these.

Unerring Athame (Costs 1035 gold pieces) – This weapon acts as a normal athame (DICE 2 + 3 (DEX 7) 27 w.u). but its wielder may spend 3 WIZ before a combat. If they do, they will always inflict at least 1 point of spite damage in a combat round (if they did not roll any 6s, they inflict 1 point of spite damage).

Unerring quarterstaff (Costs 1010 gold pieces) – This weapon acts as a normal quarterstaff (DICE 2 (STR 10/DEX 8), two handed, 50 w.u). but its wielder may spend 3 WIZ before a combat. If they do, they will always inflict at least 1 point of spite damage in a combat round (if they did not roll any 6s, they inflict 1 point of spite damage).

Potion of boosting (costs 2500 gold pieces) – This potion can be used to permanently increase one stat by 1d6.



Background...

It all started in a tavern in Khost. A large man in a brown tunic approached you and asked you if you wanted to leave the hustle and bustle of the city and start a new life as a part of a community. You would have refused if you were not on the run due to your involvement in an incident involving a golden cat statuette, a broken sword, a sleepy giant guard and a tonne of pork. However, starting a new life seems like a good idea, so you decide to go with the man. Now you wonder what you have gotten yourself into.

You had joined the Pilgrims of Goldorn, a group of about a hundred people who want to start a new life in a remote area of Trollworld. Three months later and you are traipsing through the Ashgard Forest to find a new site for your village. When you return to the camp, the leader of your group, Goldorn announces that he has found a site for the new village. 'There are some tough times ahead, but we are a step closer to our new community. We are strong and soon, we will have a village that we can call our own.' Goldorn's speech ends and you all celebrate with food, drink and song.

What lies in wait for you?

Turn to [1](#).



1*

The next morning you wake up and get ready to begin your part in building the village. Tasks are assigned and your companions energetically go about their jobs. Over the past year, you have picked up some excellent survival skills. You may gain 360AP and one of the following talents with a +1 bonus.

Talents you could gain:

STR: Labouring, Climb, Swim.

CON: Survival, Iron stomach, Healing, Disease resistance, Resist heat and cold, Tireless.

DEX: Riding, Balance, Use rope, archery, throwing.

SPD: Dodging, Sprint, Unconscious defence.

INT: Plant lore, First Aid.

CHA: Calm animal.

Where do you think that you will be most useful to the pilgrims?

If you decide to stay in the camp, turn to [10](#).

If you decide to join a hunting party, turn to [4](#).

2

Hathar and the other hunters lie dead at your feet. They do not have much of value besides a brass amulet that Hathar was wearing (it is worth 10 gold pieces). How are the elders going to take this? Hathar was well thought of in the village. You don't think that you could make it sound like his fault. If you have a brass ring *and* a brass coin, turn to [33](#). If Darrick is with you and still alive, turn to [12](#). Otherwise, you could hide the bodies in the cave and then return to the village (turn to [43](#)) or leave the village behind you and head off into the wilderness (turn to [61](#))

You walk around the camp, keeping an eye out for predators and bandits. As you do your patrol, you see Felris, a teenager, tormenting a wolf. The wolf is growling and ready to launch itself at the boy, who, oblivious to the danger, continues to taunt and poke at it with a stick. You could attempt a L4SR on CHA (calm animal) or WIZ (hypnotism) to calm the wolf down and then take Felris with you. If you succeed, continue as if you had won the fight (and get 20 AP). If you fail, you must fight the wolf and you will not be allowed to take a pre combat action. You have no choice but to attack the wolf, screaming at Felris to get out of the way. The wolf has a MR of 20 ($3d6 + 10$) but it will run away if you reduce its MR to 10 or less. If you try to evade this combat, turn to [26](#).

Stunts:

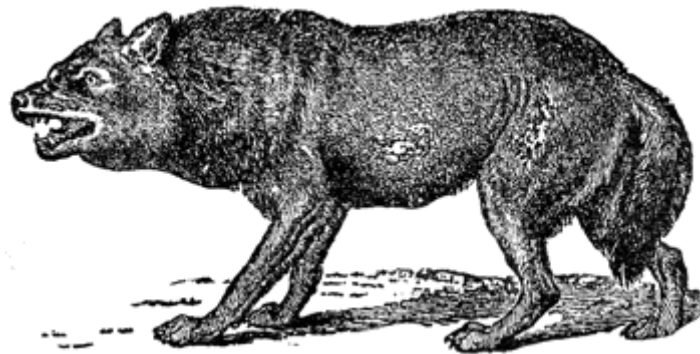
L2SR on STR (charge!): You may only do this in the first turn of combat. If you succeed, you deal 10 damage to the wolf.

L2SR on INT (find weakness): If you succeed, you will deal 1 extra point of spite damage to the wolf every turn.

L3SR on STR (power strike): If you succeed, you deal 10 damage to the wolf.

L4 SR on LK (impossible hit): If you succeed, you deal 15 damage to the wolf.

If you win, you scold the boy and take him back to the camp. Turn to [19](#).



You join a group of six men on a hunting mission. You spread out and patrol the woods, looking for game. Eventually, you see a moose. You may try and kill the moose with a ranged weapon or chase and catch it. If you do, make a L3SR on DEX (thrown or archery). If you succeed, you kill the moose and you can take it back. Otherwise, you miss and it runs off. If you want to chase it, make a L3SR on SPD (sprint). If you succeed, you catch the moose. Otherwise, the moose escapes. If you kill the moose, turn to [8](#). Otherwise, turn to [24](#).

5

'Now you don't want to be doing that.' Says Hathar as he draws his hunting knife. His four companions do the same. If you change your mind and move on with them, turn to 67. If you still refuse, then Hathar will order the hunters to get you. If you have a brass bracelet, turn to 28. If you have a brass ring *and* a brass coin, turn to 18. Otherwise, You position yourself with your back to a tree so only two can attack you at a time. There are four hunters, each with an MR of 15 (2d6 +8) and wear armour that takes 2 hits. When one falls, another one will take their place. Hathar will only fight you when all the other hunters are dead. He will fire an arrow at you first. Roll 2 dice. If you roll a 5 or more, Hathar hits you, causing 2d6 CON damage (armour reduces it). You may also perform a pre combat action. Hathar will then fight you hand to hand. He has an MR of 22 (3d6 +11) and wears armour that can take 2 hits. If you wish to evade this combat, turn to [7](#).

Stunts:

L1SR on INT (find weakness): You deal 1 point of spite damage in addition to other damage per round.

L2SR on STR (smash weapon): One assailant throws one fewer combat die. May only be done once per opponent.

L2SR on SPD (dodging): You may ignore 1 point of spite damage per round.

L3SR on STR (power strike): Deals 10 damage to one opponent, ignoring armour.

If you win, turn to [69](#).

6

This is a mage bomb. When you smash it on the ground before a combat, it will deal 30 damage, divided evenly (you choose where the remainder goes) amongst all of your opponents. It is worth 250 gold pieces. You return to the cavern. Turn to [58](#).

7

'Yeah, you better run!' Shouts Hathar as you flee. As you run, you hear the whistle of an arrow that Hathar has loosed at you. Make a L3SR on SPD (dodging, sprint) or LK (narrow escape). If you fail, you are hit and lose 3d6 CON (minus your armour score). Alone in the woods, you ponder your predicament. Hathar is well thought of in the village and he will easily convince the elders that it is you who are up to no good unless you have managed to convince them otherwise. If you have a brass ring *and* a brass coin, turn to [31](#). Otherwise, you have no option but to live alone in the wilds. Turn to [61](#).

8

You all meet back at the gnarled oak. As well as your moose, the other hunters have found a boar, several rabbits, birds and other game. You have a good haul. However, two of the hunters, Darrick and Savris are missing. No one heard or saw anything out of the ordinary. Hathar, the leader of your group orders a search, but after two hours of fruitlessly scouring the woods, the men are getting very fearful and decide to head back. If you join them, turn to [64](#). If you continue the search for your missing comrades, turn to [60](#).

9

You spend hours chopping wood and dragging to where the sawyers are cutting it up. Make a L2SR on STR (labouring). If you fail, you lose 2 CON through your exertions.

You are dragging a log to the sawyers when you hear a scream of pain. If you investigate it, turn to [38](#). If you continue to do your work, turn to [30](#).



10

The pilgrims are cutting down trees and using the wood to make planks and other items for building. Norrick, the blacksmith is unpacking his anvil, bellows and other tools of his trade from his cart. Soon, the pilgrims are planning, cutting and building in order to make their village a reality.

If you decide to help with the building, turn to [9](#).

If you decide to patrol the area, turn to [3](#).

11

You enter the village apprehensively. You shuffle past the buildings and towards the elders' tent to bump into the smiling Darrick. He is with the elders who all look pleased to see you. 'Welcome back!' Says Darrick 'I explained everything to the elders and they want you to stay with them. You are an asset to the community!' If you wish to stay in the village, turn to [43](#). If you wish to explore the wilderness alone, turn to [61](#).

12

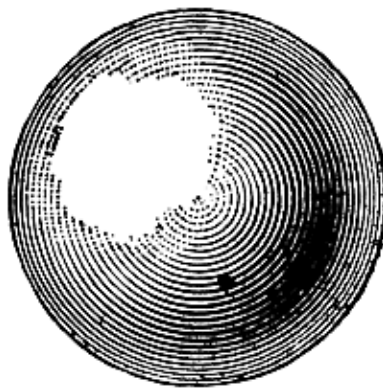
You and Darrick put the bodies outside the cave and make it look like a wild animal dragged them there. While moving the bodies, Darrick finds two brass studs in one of the hunter's pockets and gives you one (it is worth 1gp). Gain 150AP. You may now return to the village with Darrick (turn to [11](#)) or you could strike out across the wilderness alone (turn to [61](#))

13

You both put the bodies outside the cave and make it look like a wild animal dragged them there. While moving the bodies, Darrick finds two brass studs in one of the hunter's pockets and gives you one (it is worth 1gp). You may now return to the village with 150AP (turn to [43](#)) or you may want to explore the cave anyway. If you do and Darrick is with you, he will not join you and he will flee back to the village. Turn to [44](#).

14

You find a small round crystal orb at the end of the tunnel. You may identify it with a successful L3SR on INT (appraise). If you manage this, turn to [6](#). You may try to see if it is magical with a L3SR on WIZ (detect magic) or you may use the detect magic spell. If you do this, turn to [42](#). If you don't, you may look into the crystal orb (turn to [62](#)), smash it on the ground (turn to [21](#)) or either put it in your backpack or leave it and return to the cavern (turn to [58](#)).



15

The first passageway ends abruptly. At the end of the tunnel, you find several large quartz crystals lodged in the rock, but can you find any lying around? Make an INT (search) or a WIZ (gut feeling) or a LK (just what I need) saving roll. The level that you make is the number of crystals you find, each worth 20 gold pieces. Turn to [58](#).

16*

The next morning, you are approached by Hathar and the hunting party. 'We are going to do a search again. Can you join us? You are skilled in the woods and can hold your own in combat.' If you agree to join them, turn to [46](#). If you refuse to join them, turn to [56](#).

17

'This is too much Hathar!' Cries Darrick who sides with you against the hunters. You feel a lot better about this. Darrick has an MR of 15 (2d6 +8) and wears armour that takes 2 hits. Between you, you fight one hunter at a time. There are three hunters to fight. Once one hunter is dead, the third will take their place. Hathar will only fight when all of the other hunters are dead. Turn to [50](#) to carry out the combat.



18

Yarrick busts into the clearing, followed by six villagers wielding clubs and staves. 'I told ye that Hathar was up to no good. Get 'em!' The villagers engage the hunters in combat leaving you to face Hathar. You do not need to fight any hunters, only Hathar. Turn to [5](#).

19

You manage to return the boy to his parents who are eternally grateful for your help. They give you a small brass ring as a reward (worth 5 gold pieces). After a few more hours of working, the hunting party returns with a moose but two of their number are missing. The leader of the party, Hathar said that they searched for hours but they couldn't find their companions. You help in the preparations for the village dinner. You all eat your food in glum silence, thinking about what you have lost since you have come here. Turn to [16](#).

20

This is a helm of thorns (1 HIT, STR 2), 20 w.u. At the beginning of a combat, if you spend 3 WIZ, It will fire thorns at opponents. This means that you will deal at least 1 point of spite damage every round. The helm is worth 1000 gold pieces. Pleased with your find, you return to the cavern. Turn to [58](#).

21

When you smash it on the ground, a huge ball of flame erupts from the broken orb. Lose 30 CON! If you survive, you limp back to the cavern. Turn to [58](#).

22

You enter the smelly cave. It reeks of rotting flesh and the walls are covered in some kind of slimy substance. After a minute of walking, you come to a cavern, its walls and floor covered in slime. Lying, also covered in slime, are the bodies of several people, all in different stages of decay. The freshest one, you recognise as Savris, the missing hunter. There are six other passages leading from the cavern. Or you could leave. If you leave, turn to [48](#). Otherwise, you may try a passageway that you haven't already explored.

For the first passage, turn to [15](#).

For the second passage, turn to [37](#).

For the third passage, turn to [65](#).

For the fourth passage, turn to [35](#).

For the fifth passage, turn to [14](#).

For the sixth passage, turn to [55](#).

23

After an hour's walk, you come to a small cave. If you have a brass amulet or Darrick is with you, turn to [13](#). Otherwise, you may enter the cave (turn to [44](#)) or head back the way you came (turn to [32](#)).

24

You follow the moose's trail, the thought of delicious moose meat driving you on. After three hours of stalking, you see the moose again, sleeping under a tree. Before it can react, you sneak up on it and slay it. Your joy at catching the moose, however, is overshadowed by the realisation that you are completely lost. Make a L4SR on CON (survival). If you have a compass, you may reduce the saving roll to a L3SR. If you fail, you wander around for an hour but do not find a way out. Lose 1 CON. If you succeed, you eventually find your way back to the village where you discover that two of the hunting party, Darrick and Savris, did not return. The rest of the hunters searched for them but could not find them. Turn to [64](#).



25

The bear takes a lazy swipe at you as you jump backwards, trying to get out of reach of its claws. Make a L2SR on SPD (dodging) or LK (narrow escape). If you fail, you take 8 damage minus armour as the bear's paw strikes you. The bear is about to apprehend you when it hears a rustle from the undergrowth. Upon hearing this, the bear backs away from you slowly before turning around and dashing off into the woods, in the hope that it will find easier prey. Eventually, Hathar and the other hunters emerge from the undergrowth, just in time to see you nursing your wounds. Turn to [57](#).

26

You run from the wolf who turns its attention to the boy. You have left an innocent to the mercy of a savage killer. The villagers hear the boy's screams and Hoxon, one of the carpenters appears in time to see you fleeing the scene. When you later return to the village, you find out that Hoxon and some other villagers chased the wolf away, but they are disgusted by your cowardice. The villagers, brandishing pitchforks in a threatening way, tell you to leave their village and join the wolves where you belong. There is nothing here for you anymore, so you leave the village and live in the wilds. Turn to [61](#).

27

While searching, you hear a faint cry. You run towards the sound to see your Darrick lying on the ground with a vicious wound in his leg. You pick him up and help him back to the village. Darrick tells you what happened 'Savris and I were heading back to the meeting point when some horrible beast with tentacles and sharp teeth attacked us. It wrapped Darrick up in its tentacles and tried to do the same to me, but I managed to cut one of them with my trusty hunting knife. I turned to run and it bit my leg as I did. I stabbed it and it let go and scuttled off. I ran as far as I could but this wound is terrible and I would have died in the woods if you hadn't come along.' You get Darrick back to the village and get him to the healer's hut. As thanks, Darrick gives you a brass bracelet (worth 8 gold pieces). When you are sure that Darrick will be fine, you go to eat some dinner. Turn to [64](#).

28

Darrick is sick of Hathar's bullying and joins you against the hunters! He has an MR of 15 (2d6 +8) and wears armour that takes 2 hits. Between you, you fight one hunter at a time. There are three hunters to fight. Once one hunter is dead, the third will take their place. Hathar will only fight when all of the other hunters are dead. Return to [5](#) to fight the hunters.

29

You go back to where you left the bodies and, one by one, drag them up to the cave, making their deaths look like a wild animal attack. However, you are curious. What is actually in the cave? You could enter the cave (turn to [44](#)) or return to the village with 120AP (turn to [43](#)).

30

You continue your work until the hunting party gets back with a moose. They also carry the body of Felris, a young boy. People weep for him in despair and plan a funeral for him. Later the hunting party returns with a moose but two of their number are missing. The leader of the party, Hathar said that they searched for hours but they couldn't find their companions. You help in the preparations for the village dinner. You all eat your food in glum silence, thinking about what you have lost since you have come here. Turn to [16](#).

31

Yarrick is also well liked by the elders. Maybe he will convince them that Hathar is the poisonous element in the village. If you wish to risk returning to the village, turn to 68. Otherwise, your only option is to live in the wilds. Turn to [61](#).

32

Do you have a brass stud? If you do, you ponder your next move. Turn to [11](#). If you do not have a brass stud but you do have a brass amulet, turn to [29](#). If you do not, you head back to the meeting point where Hathar and the hunters are waiting. Hathar says 'You didn't go in the cave did you, you cowardly worm. Get into that cave!' If you do not have a light source and ask Hathar for one, turn to [39](#). If you do have a light source and decide return to the cave and enter it, turn to [44](#). If you refuse, turn to [5](#).

33

Yarrick approaches you. 'Don't worry, my friend, we'll clear this up with the elders. let's get you home.' Gain 100AP. If you wish to go back to the village, turn to [43](#). If you wish to leave the villagers and strike out across the wilderness, turn to [61](#).

34

You can sense that the helmet is not cursed and has an aura of combat magic around it. You may put it on your head (turn to [41](#)) or either put in your backpack or leave it and return to the cavern. Turn to [58](#).

35

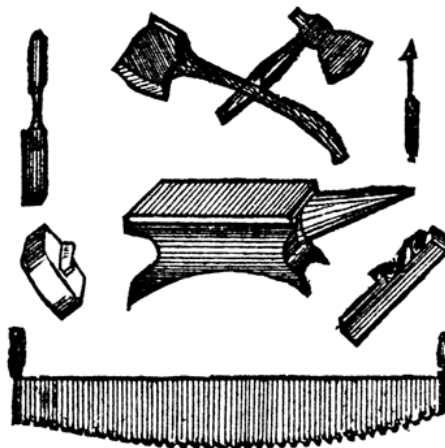
The rubble in this passageway seems to be piled up neatly. When you remove it, you find a leather bag full of coins. You have found 500 gold pieces. Turn to [58](#).

36

You carry the body of Felris back to the camp. People weep for him in despair and plan a funeral for him. Later the hunting party returns with a moose but two of their number are missing. The leader of the party, Hathar said that they searched for hours but they couldn't find their companions. You help in the preparations for the village dinner. You all eat your food in glum silence, thinking about what you have lost since you have come here. Turn to [16](#).

37

This passageway looks like it has been mined. At the end of the passageway, you find old rusty picks and shovels. However, you also find a wooden box that looks brand new, despite being covered by slime. You open it to find a set of shiny tools of all kinds. These are magic tools and they speed up the rate at which building happens when used. They are worth 250 gold pieces (30 w.u). Turn to [58](#).



38

You run through the trees to find young Felris sporting an animal bite which is bleeding quite profusely. The animal has gone, so you turn your attention to the boy, barely in his teens, who is sobbing hysterically. You can heal him if you have one of the following:

One dose of healing potion.

One use of the poor baby spell.

One set of bandages of clotting.

One use of a second aid kit.

A L2SR (reduces to a L1SR with a use from a first aid kit) on INT (First aid)

L3SR (reduces to a L2SR with a use from a first aid kit) on LK (Wild guesswork).

If you have the relevant item or if you pass the saving roll, you manage to staunch the boy's wounds and help him back to the camp. Turn to [19](#).

If you do not have a relevant item or do not pass the test, you try unsuccessfully to help the boy but it is not enough and he dies from the blood loss. Turn to [36](#).

39

'What kind of idiot doesn't have a torch in case of exploring caves?' Hathar gets a bundle of six torches, a flint, steel and tinder and throws them at you. 'Now get into that cave!' If you return to the cave, turn to [44](#). If you tell Hathar that you are suspicious of it and refuse, turn to [5](#).

40

As the creature expires, it melts into a puddle of smoking green goo on the cave floor. You have no idea how it came to be, but you have done the world a service in ridding it of the abomination. Gain an extra 25AP in addition to the AP you get for beating it in combat. You no longer need to make SRs on LK whenever you return to the main cave. Turn to [58](#).

41

Gingerly, you put the helm on your head, but you are glad that nothing untoward happens. This is a helm of thorns (1 HIT, STR 2), 20 w.u. At the beginning of a combat, if you spend 3 WIZ, it will fire thorns at opponents. This means that you will deal at least 1 point of spite damage every round. The helm is worth 1000 gold pieces. Pleased with your find, you return to the cavern. Turn to [58](#).

42

This crystal orb radiates a strong sense of combat magic. You deduce that smashing it will release a devastating blast of energy. Turn to [6](#).

You return to the simple life of trying to build a new settlement with the trailblazers. If you found magic tools and wish to give them to the villagers, gain 50AP.

You may stay with the villagers as long as you like. Every month, you spend with the villagers, you gain 30AP. At the end of the first month, if you do not have a brass stud and/or both and brass ring and a brass coin, make a LOSR on LK (narrow escape, coincidence). If you succeed, you may stay with the villagers. If you fail, one of the villagers realises that you killed Hathar and his hunters and accuses you of murder which leads to you being chased from the village. Turn to [61](#). At the end of the second month, the SR is now L1. At the end of the third month, it is L2 etc.

Every year, you spend with the villagers, you may gain a new talent from the list below with a +1 bonus or you may increase the bonus of every talent you have from the list below by 1 (up to +6).

STR: Labouring, Climb, Swim.

CON: Survival, Iron stomach, Healing, Disease resistance, Resist heat and cold, Tireless.

DEX: Riding, Balance, Use rope, archery, throwing.

SPD: Dodging, Sprint, Unconscious defence.

INT: Plant lore, First Aid.

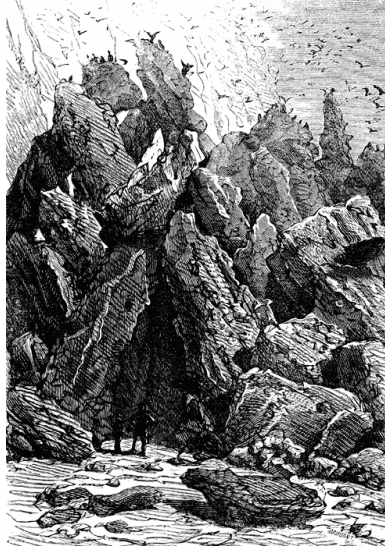
CHA: Calm animal.

When you are ready to leave the village, turn to [61](#).



44

You may only enter the foreboding cave if you have a light source. If you do not, you will have to go back. Turn to [32](#). If you do have a light source, you will have to hold it so you cannot use a shield (you may use the Will o Wisp spell). Turn to [22](#).



45

Yarrick approaches you. 'Don't worry, my friend, we'll clear this up with the elders. let's get you home.' If you wish to go back to the village, you get 100AP. However, if you wish to see if there are any monsters in the woods, turn to [23](#).

46

'Excellent! We leave in the hour. Don't tell anyone about this, mind. The elders want us to just look for food, not people, but I think they're short sighted. If there's a monster out there, we have to kill it.' With that, you go back to your hut to collect your gear. On the way, you see Yarrick, an old woodcutter. 'Where are you off to in a hurry, young un?' If you decide to tell him, turn to [54](#). If you do not tell him about the search, you go to your house, collect your gear and meet up with Hathar. Turn to [51](#).

47

You return to the cave to find its inhabitant waiting for you. You see a giant green blob with several writhing tentacles protruding from it. When you enter the cave, several mouths open on the green blob revealing sharp teeth. The blob crawls towards you. You are going to have to fight it! The thing has an MR of 50 (6d6 + 25). If it rolls two 6s, it will spit acid at you. Unless you make a L3SR on SPD (dodging), you will be hit. Lose 1d6 CON and you must deduct 1 CON at the end of every round after this one. If you wish to evade this combat, turn to [70](#).

Stunts:

L2SR on STR (power strike): You deal 10 damage to the creature.

L3SR on WIZ (combat prediction): From now on, you may roll an additional die for this combat.

L4SR on INT (spot weakness): You may deal 1 point of spite damage ever round from now on.

L5SR on LK (impossible hit): You deal 30 damage to the creature.

If you defeat the creature, turn to [40](#).

48

You leave the cave and blink as you face sunlight for the first time in a while. If you have a brass amulet, turn to [43](#). If you do not have a brass amulet, turn to [50](#).



49

Yarrick busts into the clearing, followed by six villagers wielding clubs and staves. 'I told ye that Hathar was up to no good. Get 'em!' The villagers engage the hunters in combat leaving you to face Hathar. You do not need to fight any hunters, only Hathar. Turn to [50](#).

50

You leave the cave to find Hathar and the four hunters waiting for you, weapons drawn. 'Well done for surviving the cave.' says the smug hunter. 'Now all you have to do is give us the money that we hid there before that monster moved in and then never return to the village. Then we'll all be happy.'

Words cannot describe how angry and used you feel. What will you do? If you hand over all of your money, turn to [63](#).

If you want to fight them, you prepare for combat. If you have a brass bracelet, turn to [17](#). If you have a brass ring *and* a brass coin, turn to [49](#). Otherwise, You position yourself with your back to a tree so only two hunters can attack you at a time. There are four hunters, each with an MR of 15 (2d6 +8) and wear armour that takes 2 hits. When one falls, another one will take their place. Hathar will only fight you when all the other hunters are dead. He will fire an arrow at you first. Roll 2 dice. If you roll a 5 or more, Hathar hits you, causing 2d6 CON damage (armour reduces it). You may also perform a pre combat action. Hathar will then fight you hand to hand. He has an MR of 22 (3d6 +11) and wears armour that can take 2 hits. If you wish to evade combat, turn to [7](#).

Stunts:

L1SR on INT (find weakness): You deal 1 point of spite damage in addition to other damage per round.

L2SR on STR (smash weapon): One assailant throws one fewer combat die. May only be done once per opponent.

L2SR on SPD (dodging): You may ignore 1 point of spite damage per round.

L3SR on STR (power strike): Deals 10 damage to one opponent, ignoring armour.

If you win, turn to [2](#).

You, Hathar and the hunters meet up just outside the village and strike out north. You trek for an hour through the woods, looking for trails or other signs of living things. Eventually, you find some large prints in a muddy patch of earth. 'This might be our monster.' Says Hathar. Your group follow this trail for another half an hour until you come to a clearing where you stand face to face with a bear. The bear looks at you and rears on its hind legs, roaring. Hathar immediately runs into the undergrowth, his men following him. Before you can follow them, the bear charges at you. The bear has an MR of 40 (5d6 +20). You may try a L4SR on CHA (calm animal, intimidate) to try to subdue it. If you succeed, you may continue as if you won the combat. If not, you must fight the bear which will retreat if its MR is reduced to 15 or less. If you have a brass bracelet, turn to [66](#). If not, you must fight. If you wish to evade the combat, turn to [25](#).

Stunts:

L2SR on CHA (taunt): Reduce the bear's adds by 2.

L3SR on WIZ (combat prediction): Roll 1 extra d6 for the remainder of this combat.

L4SR on STR (power strike): You inflict 7 damage on the bear.

L5SR on LK (impossible hit): You inflict 15 damage on the bear.

If you win, turn to [57](#).



'Don't worry.' Says Darrick. 'We can say that the monster killed them all. I know where the monster lives because Hathar was going to send you in there so that you could get its treasure. I'm glad he's dead.' With that, you drag the bodies in the direction that Darrick points out. turn to [23](#).

53

Not affected by Hathar's words, you walk off while he shouts things such as 'I knew you'd do this! You'll be sorry!' The hunters search the woods a few times but they cannot find anything. Life seems to go on as normal until one day when a large group of villagers approach you. One of the elders, Jarris addresses you. 'My house was broken into last night and my possessions stolen. Hathar found them under your bed. You have one hour to leave the village.' Your protestations fall on deaf ears - Hathar has been very helpful recently and the elders look favourably upon him. You have no other option but to leave the village. You could give up on the villagers and either live in the wilds or try to return to civilisation. if you decide to do this, turn to 61. However, if you want revenge and you hide in the woods in order to ambush Hathar, turn to [59](#).

54

'I never trusted that Hathar.' says Yarrick. 'He's up to something, I'll bet. He's always off on hunting and search trips and doesn't come back with half the stuff a proper hunter should. He's looking for something else, but I don't know why, though. Good luck, you'll need it.' With that, Yarrick gives you his lucky brass coin (0 w.u). You go to your house, collect your gear and meet up with Hathar. Turn to [51](#).



55

At the end of the tunnel, you find a wooden helmet covered in thorns. You may try to identify it with a L3SR on INT (appraise). If you manage to identify it, turn to [20](#). You may also try to discern if it is magical with a L3SR on WIZ (detect magic) or use the detect magic spell. If you do this, turn to [34](#). If not, you may put it on your head (turn to [41](#)) or either put in your backpack or leave it and return to the cavern. Turn to [58](#).

56

'You don't want to help save lives? There could be some horrible beast out there. I always had my doubts about you. You only joined us to escape the law in Khost. I guess you shouldn't be here if you don't care about the village.' If you change your mind and agree, turn to [46](#). If you continue to refuse to join the search party, turn to [53](#).

57

You are furious. Once the bear has been dealt with, Hathar and his men pop out from the bushes to congratulate you. 'Where did you run off to, you cowards?' You scream. 'Shut up moron,' Yells Hathar. 'We thought we heard another bear in the undergrowth. Did you want to be attacked from the rear. Turns out it was a false alarm though. That's all the thanks I get for helping you out I suppose.' If you refuse to go any further with the hunters, turn to [5](#). If you quell your anger and continue onwards, turn to [67](#).



58

You return to the slime covered, corpse ridden cavern. If you have explored one passage, make a L0SR on LK (coincidence). If you have explored 2 passages, make a L1SR on LK. If you have explored 3 passages, make a L2SR on LK etc. If you fail, turn to [47](#). If you succeed, you may explore a passage that you haven't yet explored or leave the caves. If you wish to leave, turn to [48](#). Otherwise, you may try another passageway.

For the first passage, turn to [15](#).

For the second passage, turn to [37](#).

For the third passage, turn to [65](#).

For the fourth passage, turn to [35](#).

For the fifth passage, turn to [14](#).

For the sixth passage, turn to [55](#).

59*

You wait a few hours before you see the hunting party leave the village. You follow them for an hour until they stop to rest in a clearing. That is when you strike. You may take two precombat actions on the hunters. Hathar will order the hunters to get you. If you have a brass bracelet, turn to 28. If you have a brass ring *and* a brass coin, turn to 18. Otherwise, You position yourself with your back to a tree so only two can attack you at a time. There are four hunters, each with an MR of 15 (2d6 +8) and wear armour that takes 2 hits. When one falls, another one will take their place. Hathar will only fight you when all the other hunters are dead. He will fire an arrow at you first. Roll 2 dice. If you roll a 5 or more, Hathar hits you, causing 2d6 CON damage (armour reduces it). You may also perform a pre combat action. Hathar will then fight you hand to hand. He has an MR of 22 (3d6 +11) and wears armour that can take 2 hits. If you wish to evade combat, turn to [7](#).

Stunts:

L1SR on INT (find weakness): You deal at least 1 point of spite damage per round.

L2SR on STR (smash weapon): One assailant throws one fewer combat die. May only be done once per opponent.

L2SR on SPD (dodging): You may ignore 1 point of damage per round even if it is spite damage.

L3SR on STR (power strike): Deals 10 damage to one opponent, ignoring armour.

If you win, turn to [69](#).

60

You search for your friends as the Sun goes down. Make a L4SR on CON (survival), INT (search), WIZ (divination, gut feeling) or LK (Unlikely encounter, coincidence). If you have a light source such as a lantern, torch or Will o Wisp spell, reduce the SR by 1. If you succeed, turn to [27](#). If you fail, you find nothing so you return to the camp. Turn to [64](#).

61*

You strike out across the wilderness. What new adventures lie in wait for you? Where will you go? Who will you meet? What will you find? If you wish to live in the wilderness alone, you may gain 25AP for every month that you do so.

Every year, you spend living in the wilderness, you may gain a new talent from the list below with a +1 bonus or you may increase the bonus of every talent you have from the list below by 1 (up to +6).

STR: Climb, Swim.

CON: Survival, Iron stomach, Healing, Disease resistance, Resist heat and cold, Tireless.

DEX: Balance

SPD: Dodging, Sprint, Unconscious defence.

There are many other adventures that await, but for now this adventure is over.



62

You can't see anything in the orb. You may smash it on the ground (turn to [21](#)) or either put it in your backpack or leave it and go back to the cavern (turn to [58](#)).

63

You hand over your gold to Hathar who grins like a wolf. 'Now get lost. And I don't want to see you again.' If you decide to make yourself scarce, turn to [61](#). If you can't stand being bested by this smug snake and want to teach him a lesson, turn to [50](#).

64

The news of the hunting trip casts a shadow over the already glum mood of the village. There was another death today - a boy died from a wild animal attack. You help in the preparations for the village dinner. You all eat your food in glum silence, thinking about what you have lost since you have come here. Turn to [16](#).

65

There is nothing in this tunnel but rubble. Although you search for a bit, you can't find anything. Turn to [58](#).

66

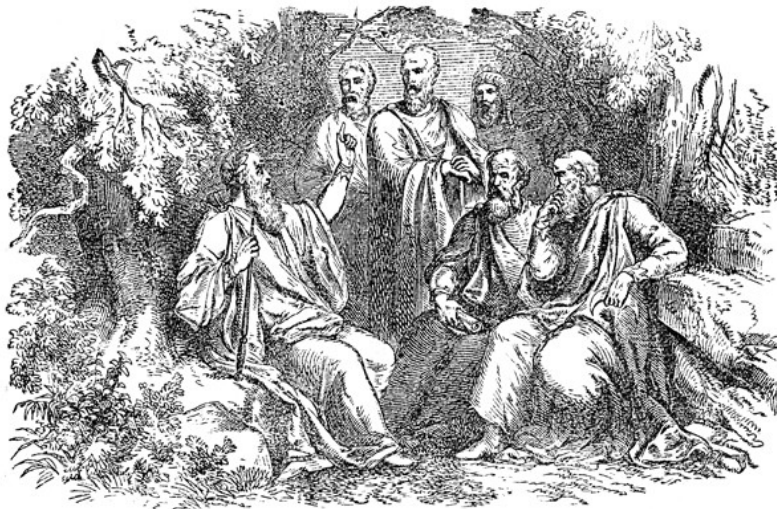
Darrick has healed and he is with the hunting party. He refuses to flee with the others while you are in danger since you saved his life. He will help you in combat. He will fire an arrow at the bear. Make a L2SR against Darrin's Dexterity + his archery talent (these add up to 20). This means that he will hit on a roll of 5 or more on 2d6 (remember DARO and rolling a 3 is automatic failure). If it hits, it will deal 2d6 damage. He will then help you with hand to hand combat. He has an MR of 15 (2d6 +8) and wears armour that can take 2 hits. The bear will only target you, however. Turn to [51](#) to fight the bear.

67

After another hour of searching, Hathar tells you all to split up and return here in three hours. You go in the direction that Hathar pointed you in. Turn to [23](#).

68

You enter the village apprehensively. You shuffle past the buildings and towards the elders' tent to bump into the smiling Yarrick. He is with the elders who all look pleased to see you. 'Welcome back!' Says Yarrick 'I explained everything to the elders and they exiled Hathar. They want you to stay with them. You are an asset to the community!' If you wish to stay in the village, turn to [43](#). If you wish to explore the wilderness alone, turn to [61](#).



69

Hathar and the other hunters lie dead at your feet. They do not have much of value besides a brass amulet that Hathar was wearing (it is worth 10 gold pieces). How are the elders going to take this? Hathar was well thought of in the village. You don't think that you could make it sound like his fault. If you have a brass ring *and* a brass coin, turn to [45](#). If Darrick is with you and still alive, turn to [52](#). Otherwise, you could search the woods for a place to hide the bodies (turn to [23](#)) or leave the village behind you and head off into the wilderness (turn to [61](#))

70

The monster is not quick enough to strike at you while you flee, but it does spit a gob of acid at your back as you run to the exit. Make a L2SR on SPD (dodging, sprint) or LK (narrow escape). If you lose, you lose 1d6 CON. If you survive, you are glad to be out in the warm, natural sunlight. Turn to [48](#).

Dare you explore the uncharted wilderness?



Ousted from civilisation, you throw your lot in with some courageous pioneers who seek to tame nature. However, the uncharted wilderness holds its own perils...

Trailblazers! is a solo adventure for Tunnels and Trolls. It is for a level 1-2 character with no more than 30 adds.

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