

DELUXE
TUNNELS & TROLLS

GOBLIN LAKE



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A Solitaire Adventure for Deluxe Tunnels & Trolls by
KEN ST. ANDRE

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GOBLIN DELUXE LAKE



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A solitaire adventure for:

**DELUXE
TUNNELS & TROLLS**

*Also compatible with
older editions of T&T*

DELUXE GOBLIN LAKE

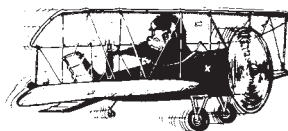
Revised and Expanded in 1994 and 2015 from the 1979 mini-solitaire adventure

This edition is based on and inspired by the updated
French edition published in 2012 by Patrice Geille.

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INTRODUCTION



Fishsquish Lake is located in a large cave not far from Khosht, and because many Goblins dwell there, it is also known as Goblin Lake.

If you already have a character (of third level or less), whether it is a Goblin or a small humanoid, go directly to 14C. Otherwise, read on.

You are a young goblin who has been adventuring in the wide world for the last two years. You have pointy ears, pointy teeth, and a slick, scaly green skin. Your body is hairless and smaller than a man's, with arms and legs that are slightly too long, a sunken chest, and a hard little pot belly. You are wearing a lizardskin loincloth and carrying a very big knife (sax, worth $2D6 + 5$ in combat). All in all, you are superbly attired (for a goblin).

First, you will need to know your eight attributes. For each of them, roll three six-sided dice. As always, triples add and roll over ("TARO"). You can also roll $3D6$ to find your height and weight by rolling on the Size and Weight chart in the T&T rules. As a goblin, though, your attributes are slightly different from the human norm. Multiply the results by $3/4$ for Strength (STR), Constitution (CON), Size, and Weight. You may round up. For Dexterity (DEX), multiply the total by 1.5 and for Charisma (CHR), divide the total by 2.

Do not bother to roll for gold - you don't have any.

On the other hand, your character does have at least one Talent (1 per level). Suggested Talents for Goblins include Swimming, Climbing, Robbery, Fishing, Boating, and Bartering. All of them are based on DEX, except the last one, which should be based on INT or CHR.

Your possessions include the sax, a worn pair of leather sandals, a ragged net suitable for trapping small frogs and minnows, or for carrying junk in, a leather pouch containing flint and steel, an unused torch that can double as a cudgel (worth 1D6 + 1 add in combat), fish hooks, and ten feet of thin fishing line.

When you have completed your character, you can make it a marsh warrior, a citizen-fisher, whatever you want. Your character can also be a Rogue, a Wizard, or a Specialist, but be warned! The cavern of Fishsquish Lake is known to make the use of minor spells impossible.

Then, try to pick a suitable name, something squeaky like Weerrk, or Frogeat, and make up a background story for your new goblin.

When you are ready to adventure, go to 14C.



1A You tell Beendeet, your second-in-command, that he's the new king if you don't come up. You know that there is a monster in the lake, but you take your dagger that glows in the dark, and with that magic weapon, you're willing to take your chances. **Go to 19B.**

1B Your wounds are very severe, and it's a real struggle to stay awake and keep swimming. With a supreme effort of will, you struggle to the shore and pass out with your head barely out of the water. **Go to 18B.**

1C The voice means nothing to you. If you wish to stop and try speaking in your own language, go to **4A**. If you just keep walking, go to **23A**. If you decide to turn back and not antagonize the goblins, go to **6B**. If you would like to run forward and dive into the lake, go to **19C**. If you have the ability, and wish to make a light, go to **5C**.

1D More and more tentacles wrap around you. The water grows black with the ink that the monster has released. If you have already been killed, go to **13D**. If you still live despite the hits taken on the first combat turn, you will go berserk, and continue fighting berserkly turn after turn until either you die from hits taken, or 5 combat turns go by and you have drowned, or you manage to inflict some hits of damage (at least 8 hits) and break free. If you break free or kill it, go to **4B**. If it kills you, go to **13D**.



2A Snorkin begs for mercy, offers you the mastery and his treasure if you will only let him live. If you accept his surrender, go to 8C. If you prefer to keep fighting and try to finish him off, go to 3D.



2B You are at the bottom of the garbage pit. It is slimy and foul, and there are lots of bones – some of fish, frogs, turtles, and some that seem to be of men. As you muck about, you find a small pouch of gems on one skeleton. They are small diamonds, and would be worth 2000 gold pieces in the outside world. You may keep them or leave them as you please, but in the end you will have to try to climb out of this pit. To do so, you must make 3 first level saving rolls on Strength, then 3 first level saving rolls on Constitution, then 1 second level saving roll on Luck. If you have a Climbing Talent, make all your saving rolls on that Talent (6 level 1 SRs, and 1 level 1 SR). If you miss a saving roll, you will fall back and must take whatever you missed by in hits. Remember that you may add your character level to any missed saving rolls to see if that keeps you from missing and falling. If you fall, live through it, and decide you are not able to climb out of this garbage pit, and then go to 25B. If you take enough hits to kill you, go to 13D. If you manage to climb out, then you will have a chance to escape. Go to 14D and take the exit.

2C There's no point in attacking these silly little goblins. Let them keep their old lake. Return to 6B.

3A “Welcome to Fishsquish Lake,” says one of the goblins who is bigger and nastier looking than the others. He has 3 distinctive fangs, 2 that come up from the bottom of his mouth at the corners and a third that comes down from the top lip to the middle of his receding chin. “I’m Snorkin, King of the Lake Goblins,” he explains. “We can always use a new recruit – you look like a stalwart fellow, want to join my band? All the fish you can eat and a life of ease.” If you accept his offer, go to **11E**. If you decide to return to the rest of the cavern, you take your leave and retrace your steps to **6B**. If you say something insulting, and challenge him for the kingship, go to **24A**.



3B You find a small ledge leading to a bunch of smaller caves above the lake. The ledge is too small for you. You can either go swimming, or head back. If you wish to leave Goblin Grot, go to **6B**. If you wish to climb down to the caves below, go to **8B**. If you don’t mind getting wet, go to **7A** and start swimming to the small caves.

3C The rope cuts easily. You can paddle the raft with your hands, and that’s what you do. If you continue across the lake, then go to **21A**. If you return the way you came, go to **14D**.

3D You must now fight to the death. If Snorkin kills you, go to **13D**. If you kill him, go to **6C**.

4A Obviously they don't understand you, and don't want to. Make a first level saving roll on your Charisma 3 times. If you made all 3, take the numbers you rolled as experience points and go to **11C**. If you missed one or more saving rolls, go to **7B**.



4B In your desperate struggle you have broken free of the monster of Fishsquish Lake. If you did more than 80 hits worth of damage to it, go to **10C**. If you didn't hurt it that badly, you decide that speed is the better part of valor and swim quickly back where you came from. Once you are in the shallow water, you lie hidden in the weeds, avoiding all contact with other Goblins for several days, eating minnows and other delicacies until you regain your strength. After 1D6 days in hiding, you feel like your normal self (all attributes have returned to their normal values). You can leave this dangerous grotto by going to **6B**. Or, you could continue your explorations by going to **8B**.

4C You find a turtleshell box. Inside it is the Goblin treasure: one 200 year old gold coin, half a silver amulet on a leather thong, and 9 tooth-marked copper coins. There is also a flint dagger (worth just $1D6 + 1$ in combat), a broken mirror, and 3 old issues of the Goblin Gazette. As you look at this trash, you slip on a fish bone and fall against the back wall. To your amazement it rotates, and you fall through it, dropping the treasure in Snorkin's cave. You fall a few feet and land on some kind of silver plate. There is a flash of light and a sharp pain. Go to **8A**.

5A As your blood seeps into the water you begin to suspect you're not going to win this fight. Suddenly, one of the goblins is dragged below the surface by something from below, and you feel harsh, leathery skin grate against your leg. Your remaining foes drop their knives and swim as fast as they can off to the right. You decide that you'd better get to shore quickly, too, and start back the way you came. Go to **12C**.

5B Make a third level saving roll on Luck (30 - LK). If you make it, go to **16E**. If you miss it, go to **18C**.

5C As your makeshift torch brightens up the surroundings, you quickly realize that this was not a good idea. A hail of missiles land all around you, and one even grazes your leg making a nasty cut (take 2 hits to CON). As you throw the torch away and dive for cover, you just have time to notice that you're in a fairly big grotto which is mostly filled with water. There are 3 groups of goblins visible; the nearest group is only 50 feet away, off to your right. If you wish to crawl into the tunnel behind you and retreat, go to **2C**. If you'd rather pull out your weapon and charge the nearest group of Goblins, screaming ferociously all the way, go to **13A**.



5D There are two ways to get Snorkin's treasure away from him. Either defeat him in combat and become king, or swipe it when he isn't looking. If you wish to challenge him to a duel, go to **24A**. If you want to try and swipe it, go to **9C**.

6A Snorkin gives you a chance to surrender. If you wish to give up, go to **10A**. If you defy him and keep fighting, go to **3D**.

6B On your way out, you follow the stream that guided you in. Before long you squeeze back out through the cleft and are in the outside world once more. Take 100 adventure points for having visited Goblin Lake.

Congratulations and good luck on your further adventures wherever you go. The End.

6C Give yourself 88 experience points for killing Snorkin. You are now King (or Queen) of the Fishsquish goblins. One of your trusty followers named Beendeet leads you to Snorkin's cave in a stone wall above the side of the lake, and indicates a pile of old fish bones in the rear. "Beneath that," he tells you, "is our treasure, which it is now your duty to guard." You go over to see what it is, and it proves to be a turtleshell box containing 1 gold piece from 200 years ago, half of a silver piece strung on a leather thong, 9 tarnished copper coins, a broken mirror, a small dagger (only worth $1D6 + 1$ in combat, but it glows in the dark when you say the magic words "Glitterglim", Beendeet tells you), and 3 really old issues of the Goblin Gazette which is published in faraway Khazan. You must make a decision. If you decide to run off with the treasure, go to **13B**. If you like your new position of authority, you can stay and rule your loyal subjects by going to **15A**.



7A The water is colder than ever. You swim over to explore the far side of the lake that you have not yet seen. Suddenly a whirlpool forms around you. Helplessly caught, you spin madly and go under. A strong current sweeps you into a hole in the lake wall. Bang! Crash! You smash into the rocky walls as you are hurtled along. Make your second level saving roll on Constitution (25 - Con). If you make it, go to **10D**. If you miss it, go to **14A**.

7B The goblins release their arrows. For each time that you missed your saving roll, throw 1D6 and take that number of hits. You may count armor, if you have any, as protection once only. If these arrows killed you, go to **13D**. If you are still alive, take twice the number of hits sustained as experience points. If you would now like to make a hasty retreat, go to **25C**. If you want to attack somebody, you see a group of goblins off to your right, go to **13A**. If you want to throw yourself into the lake and swim for your life, go to **19C**.

7C You pull the raft along by the rope for a few minutes and come to a stone wall that is full of small holes – small caves big enough for goblins to live in. One of them is larger than the rest and within your reach. If you wish to enter that cave, go to **22A**. If you don't want to enter, then you will decide that poling the raft around with your fingers is too slow, and that you can swim to your destination more easily. Go to **25A**.

7D Your feet slip out from under you. First you slide a ways, and then you find yourself falling. There is nothing but dark empty space around you, although now and then you carom off a rocky wall. On one of these ricochets you bang your head, and the stars come out. Finally, you hit bottom with a mighty crash. It almost kills you – reduce your Constitution to 1 point. Take double the damage in hits as adventure points, then, go to **25B**.

8A You have been teleported out of Fishsquish Lake to the home of Mogul the Goblin Wizard, as indicated by the diplomas hanging from a wall. This wiz is a second cousin to old Snorkin, as can be seen from the family tree on the chimney, and is the supply point for such niceties as the Goblin Gazette. He lives in the city of Khazan, and luckily for you, isn't home right now. If you'd like to burgle his house while the opportunity presents itself, go to **20B**. If you'd rather take your stolen treasure and get out while the getting is good, go to **16A**.

8B The first thing you find is a rather steep shaft going almost straight down into the rock. Handholds are cut into the sides of one wall. They are close together and shallow, suitable for use by goblins. If you wish to climb down this shaft, go to **2B**. If you'd prefer to keep on exploring, go to **3B**.

8C Snorkin says he'll leave just as soon as he has shown you what the King's duties are. The minute you turn your back he yells, "Get him, guys!" and a wave of goblins, at least 8 of them, pour over you. You struggle, but it is in vain. They hold you down and take your weapons away from you. Then they go over to a good-sized hole in the ground (their garbage pit), and with a heave and a ho, they fling you down it. Go to **21C**.



9A You explain that you are not a goblin, but would like to wander around and explore the place. You hear a deeper voice snarl, "It's probably after my treasure." The original voice yells, "No non-goblins allowed! Go back, or we'll feed you to the fishes!" By this time you've located the source of the challenge. It's coming from a group of water weeds about fifty feet off to your right. You can also make out 4 or 5 pairs of glowing little yellow eyes. If you decide to obey the order and leave, take 50 adventure points for your courtesy and go to **6B**. If you have the ability, and want to make a light, go to **5C**. If you wish to charge and attack them, go to **13A**.

9B Now begins a period of flunkyness. Roll 1D6 for the number of weeks you remain with Snorkin's band. Multiply that number by 10 for the number of adventure points you pick up in various defensive actions against delvers and other cavern inhabitants. Make a first level saving roll on Luck. If you make it, go to **22C**. If you miss it, go to **16C**.

9C You pick a time when Snorkin is out fishing on the raft and sneak into his cave. Throwing aside the fish bones you grab the turtleshell box and race out along the path for the shore. The treasure box is too large to hide on your person, so you will have to dash past the guard post at a run. Make your second level saving roll on Dexterity (25 - DEX). If you have a talent for Dodging or Evasion, you may use that on the saving roll instead of DEX. If you make it, go to **23B**. If you miss it, go to **12D**.



10A Snorkin accepts your surrender. He repeats his offer to take you into the band as one of his motley men (er, goblins). If you accept, go to **9B**. If you decline, then you must leave Fishsquish Lake. Snorkin and the boys paddle you across the lake on a raft, lead you to a huge iron door, and unlock it with a spell that Snorkin knows. They escort you through it, and lock the door behind you. Go to **22D**.

10B Giant war frogs hop high and fast. This one was obviously trained to guard the treasure. To escape, you must make a second level saving roll on Speed (25-SPD). You may use a Dodging or Evasion talent if you have one. If you make the saving roll, then you safely eluded the monster and may slam the chamber door shut in its warty face – go to **16A**. If you fail the saving roll, you feel a thick, sticky tongue wrapping around your body like a cable and find yourself in combat. Go to **16B**.



10C You have slain the devilfish, a practically impossible feat. Give yourself 4000 adventure points. Tiredly, you swim to shore. Go to **14D**.

10D Holding your breath, you swim desperately with the current. Then... light! You are tossed upon a grassy bank near the bottom of a cliff face out in the forest. You have escaped from Fishsquish Lake. Roll 1D6 and multiply by 100 to determine the number of adventure points you get, and go on your way to some new adventure. The End.

11A You are getting colder and colder – take 1 point off your Constitution for the ordeal. Small fish and crabs are nipping at your toes, and no goblins come. After a while you realize that they are waiting for you to make a move. If you would like to strike out and try to swim across the lake, go to **16D**. If you want to dive down and explore the bottom of the lake, go to **19B**. If you'd like to make a break for the door you came in by, go to **25C**.

11B If you are now King (or Queen) of the goblins, go to **15A**. If you are just one of Snorkin's flunkies, return to **9B**. If neither of those conditions is true, you'd better get out of here, go to **16D**.

11C Arrows have swished by, narrowly missing you in the deep gloom. You realize these little fellows mean business, and you'd better do something quick. If you want to run away, go to **25C**. If you'd like to dive quickly into the lake, go to **19C**.

11D Each goblin gets $1D6 + 4$ adds in combat and has a CON of 8, and there are 3 of them armed with crude stone daggers. (They are only 1D6 weapons.) You may use only your natural weapons ($1D6 +$ your personal adds) or a dagger. Fight one combat round. If you best them, go to **14B**. If they beat you, go to **5A**. If they kill you, go to **13D**.

11E You are now a member of Snorkin's band – judging from the general air of poverty and lack of clothing, it is a ragtime band. They lead you around the lake and show you a narrow path hewn on a cliff face that leads to a maze of filthy warrens where they all hang out. After a few days you begin to hear about Snorkin's fabulous treasure. All the other goblins are very proud of it. Go to **12A**.

12A Snorkin decides that he can trust you enough to show you his treasure. He invites you into his warren, and in the back beneath a pile of old fish bones in a turtleshell box is the fabled hoard: 1 gold piece, half a silver piece, 9 bent copper pieces with tooth marks in them, a broken mirror, an enchanted dagger (worth $1D6 + 1$) that glows in the dark when you say “Glitterglim”, and 3 back issues of the Goblin Gazette. If you feel yourself fired by greed, go to **5D**; otherwise, go to **9B**.

12B Feeling like a malevolent hippopotamus, you come up under their raft. Shrill cries of terror and 3 splashes indicate that you have dumped them all into the suds with you. If you wish to ignore them now and keep swimming, go to **18A**. If you want to climb on the raft and paddle it away with your hands, go to **14E**. If you wish to attack the three goblins in the water, go to **11D**.

12C Make a first level saving roll on Constitution. If you make it, go to **22B**. If you miss it, go to **1B**.



12D A flying tackle from behind brings you down as you dash for the exit. It is Snorkin, and he's very mad. Several other goblins come up, and they pummel you unmercifully. Reduce your Constitution to half its current level. They then take your semi-conscious form and throw it down the garbage pit. Go to **21C**.

13A Make your second level saving roll on Luck (25 - LK). If you make it, go to **24C**. If you miss it, go to **7D**.

13B A few days later you have sent all your minions out fishing on the farthest parts of the lake. You pack up the goblin hoard, leaving behind the 3 copies of the Goblin Gazette, and sneak ashore. On the way to the exit, you pass the unknown shaft. If you wish to climb down it, go to **8B**. If you bypass it, and leave by the way you first came in when you found Fishsquish Lake, go to **6B**.



13C The voice says, "Halt!! Who goes there? Only us goblins are allowed at Fishsquish Lake." If you are a goblin, and would like to join your kindred, go to **20A**. If you are not a goblin, but would like to try talking to them, go to **9A**. If you want to take them by surprise by running forward and diving into the lake, go to **19C**. If you have the ability and wish to make a light so you can see better, go to **5C**. If you'd like to duck low and scurry off into the darkness, go to **25C**.

13D You are dead – time to go back to the rulebook and make up another character. You can of course play another solitaire adventure for beginning characters, like Buffalo Castle, for example. But why not try Naked Doom, Saving Fang, or Deluxe Deathtrap Equalizer, all personal favorites of mine because I wrote them? I wish you better luck in the rest of your adventuring. The End.

13E Having slain the guardian you may loot the treasury. Take 88 adventure points for the fight, and you may take treasure equal to 1/2 your strength rating times 100. Take your ill-gotten gains and go to **16A**.

I4A Battered unconscious, the breathing reflex takes over, and suddenly you are coughing and spitting. Thrashing and flailing instinctively, you don't even know that you are drowning, and suddenly everything goes black. Go to **18B**.

I4B The goblins have Constitutions of 8. For each one that you have killed, take 22 adventure points. The survivors split and swim in different directions. As you are savoring your triumph, and treading water, a mighty tentacle wraps around your legs and drags you under. You just have time to gulp some air. Go to **24B**.

I4C For days you have been searching through the forest where Goblin Lake is rumored to be. Now you think you have found it – the entrance to the underground domain is through a small cleft with a stream trickling out of the scrub-covered hillside. Your sense of smell is quite keen, and you detect other goblins at a distance. So you crawl in. It's tight going at first, even for a little guy like yourself. Before long the tunnel branches, but you stick with the stream. It gets so dark that even you can't see anything, but then the darkness begins to weaken, and a very dim light from the walls themselves enables you to make out your surroundings. Go to **23E**.

I4D You are back on the marshy shore. If you wish to go exploring, you set out cautiously. Go to **8B**. If you're ready to leave, go to **6B**.

I4E You quickly discover that the raft is tied to something. If you wish to cut the rope, go to **3C**. If you wish to pull yourself along the rope and find out where it leads, go to **7C**.

15A Being king of the Fishsquish goblins proves to be rather dull. Once in a while a delver or monster tries to invade your territory, and you get some combat or trading action, but mostly the time is spent fishing, swimming, rafting around the lake, or entertaining your minions with stories of the outside world. After six months you decide to do something to break the boredom. If you wish to dive for treasure at the bottom of the lake, go to **1A**; if you wish to explore the pit, go to **8B**; if you decide to leave, 2D6 worth of goblins will accompany you – they loved your stories of the outside world. (You can roll up these goblins using the rules, and take them with you as followers). Gather any treasure you may have, and your companions, and go to **6B**.



15B You bypass them. Give yourself 5 experience points for forbearance and charity. In a few more minutes you can make out a shoreline sloping up before you. You climb out and explore it. There are no water weeds here, just a fairly large landing of solid stone. At the far end of the stone you locate a large iron door, but it is shut. If you would like to try and push it open, make a third level saving roll on Strength (30 – STR). If you were able to push hard enough to open it a crack (it wasn't locked – just heavy), go to **19A**. If not, you will have to swim back across the pond. Go to **25A**.

16A You soon find a back door and exit into the monster-crowded streets of Khazan. Take 500 adventure points for your exploits at Fishsquish Lake, and good luck with your further adventures. The End.

16B The giant war frog attacks you. It has a monster rating of 88 – giving it 9D6 and 44 adds in combat. If you win, go to **13E**. If you lose, and it kills you, go to **13D**. Note: the frog has no weapons except its own body. As it takes damage, its number of attack dice will go down. It always gets dice based on monster rating plus 1/2 the rating in adds. So, if you do 20 points of damage to the frog, the monster rating would go to 68 and on the next combat round it would get 7D6 + 34 combat adds.

16C You live successfully, though not always peacefully, with the goblins for several months, but finally you get bored with it all, and slip back out the same way you came in. Take 100 adventure points for all your unchronicled adventures underground, and if you had Talents for Swimming, Fishing, and Boating, they all have improved by one point. End of Adventure.

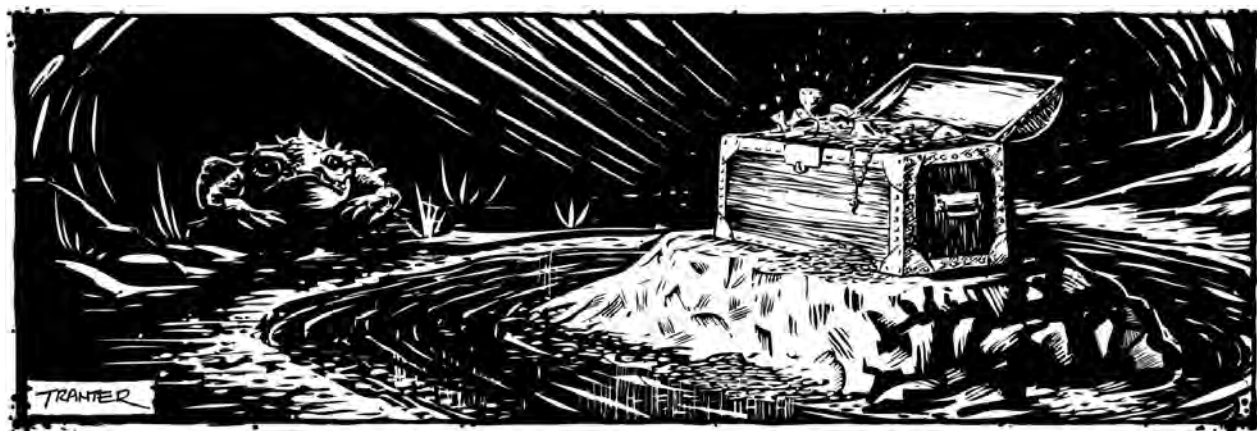
16D You move out with a smooth breaststroke. The lapping of the waves, and the squeaking of goblin voices cover the sound that you make. As you swim, you spot a small raft with 3 goblins on it. You decide to dive below them. If you wish to come up beneath them and dump them into the lake, go to **12B**. If you decide to swim right past them, go to **15B**.

16E As you grope over the bony hands of a skeleton, you feel a metallic ring. You slip it off the bone, and onto your own finger. Immediately, you feel tremendous. The ring is enchanted, and it doubles all of your attributes (but only while you wear it). You decide it's time to get some air. Go to **17B**.



17A You try the door. Though it has a massive lock, it isn't locked. With some effort you push it open and creep inside. Inside there is a pool of water with a small artificial island in the center, and on that island is a large treasure chest with the lid open wide. It is filled to overflowing with gold and silver coins, along with some jeweled silver chalices and golden platters. There is far more here than you could possibly carry. Several hundred coins are scattered around on the floor and in the water.

You wade through the shallow ring of water to the island, and begin picking out gold coins and small jeweled items. While lost in this delightful undertaking, you hear a mighty GARRUMPH! Out of the deeper darkness behind the treasure leaps a giant guardian frog to attack you. It has talons on its front paws, and a fanged mouth big enough to swallow a sheep at one bite. Fortunately, its croak alerted you in time to do something. If you'd like to flee, go to **10B**. If you pull out your weapon and fight, go to **16B**.



17B You reach the surface and take a breath of air. Aaahh, that feels great! If you are a goblin, or if you have a Talent for Swimming or Diving, and wish to dive again, go to **23D**. If you are a goblin, or if you have a Talent for Swimming, and wish to swim to shore, go to **11B**. If you are not a goblin, or don't have the aforementioned Talent, you start to swim for the other shore, hoping it is there. Go to **16D**.

18A Give yourself 10 adventure points for the prank you played. Go now to **15B**, but ignore the line about forbearance and charity.

18B You awaken on a rocky section of lake beach that you've never seen before. It's a small alcove completely cut off from the rest of the lake shore by sheer cliff walls on both sides. Every bone and muscle in your body hurts – a dull, throbbing agony that has you whimpering with pain, and gasping for breath. In fact, you have only 1 Constitution point left. Some ribs are certainly broken, and you probably have a skull fracture. You can't even count the lesser injuries, and your lungs feel like water-soaked leather.

Luckily, there is nothing in this alcove to threaten you, and you are able to rest and recuperate. Monsters like yourself either heal quickly, or die young – you heal quickly. In a day you can crawl around. You find and eat the lichen that grows on some of the stones. It tastes terrible, but it helps you regain strength. In three days you are able to splash small minnows out of the lake and devour them. Slowly, you get your strength and constitution back. Each day, roll 1D6 and subtract 2 to the result to see how many CON points you recover. If you have a series of bad rolls that takes your CON to zero or less, then you weakened and died – go to **13D**. If you recover normally, you will reach a point where you have regained half your Constitution – that's as far as you can go in this little alcove.

Eventually you will have to swim back to the main part of the lake. When you have recovered enough, you will be able to swim along the edge of the lake and come out not far from where you entered this adventure. The best thing you can do is escape from this grotto by going to **6B**.

18C A shiver of terror shakes your body and a sense of doom fills your heart as a vast shadow detaches from the bottom of the lake and mighty tentacles reach out for you. One wraps around your legs. Go to **24B**.

19A The door swings open and a hallway is before you. A hundred feet away you see a large stairway arching above a crystal clear pool, and at the top of the stairs are 2 bronze doors from beneath which you can see glints of daylight. You can walk out of the caverns of Fishsquish Lake if you wish, or you can re-enter and continue your adventures. If you wish to exit, go to **22D**. If you reenter the lake, go to **25A**.

19B It is dark and cold, but you can dimly make out that something lies on the bottom. Swimming close, you find bones and old rusty armor. You realize that there may be treasure down here, but that only great good luck would enable you to find it. If you wish to try a corpse at random while your air lasts, go to **5B**. If you'd rather just swim back to the surface, go to **17B**.

19C You leap forward and hear a shrill cry of alarm. There is a hissing in the air that denotes arrows, but they're all behind you as you reach the shore and throw yourself into the water. It's icy cold, and faintly luminescent. There are some low weeds and rushes around the edge. If you wish to hide in the weeds and try to ambush a goblin, go to **11A**. If you wish to start swimming for the opposite shore, go to **16D**. If you wish to dive deep and explore the bottom of the lake, go to **19B**.



20A You quickly explain that you, too, are a goblin and give them your name. An old geezer goblin named Beendeet recognizes you, and recounts how you left this very lake to seek adventure several years ago. Then you are surrounded by friendly goblins who pound you on the back and urge you to come on down to the lake and get acquainted. There are too many to resist, and you want to see if the old home grotto has changed much, so you go along with them. Go to **3A**.

20B This Mogul the goblin has a good life. His house is well furnished with low couches draped with fine cloths brocaded in purple and gold. There are low tables with bowls full of ripe fruit and ripe fish. The aroma might make a man queasy, but to goblin nostrils the house is sweetly scented. Dozens of large fat blue flies buzz from one landing spot to the next.

On your way out, you notice one very dark room off to the side of the main passage. A heavy wooden door with an ornate lock shuts it off from the rest of the manse. Lying just below the edge of the door is a single gold piece, apparently dropped there. It occurs to you that this may be Mogul's treasure room, and since the goblin wizard is not at home right now, this might be a good time to burgle it. If you'd like to try to rob Mogul, go to **17A**. If you just take the gold piece and continue on your way, go to **16A**.



21A You paddle across the lake and come to a stone landing. There are no weeds here, but in the far wall is a heavy iron door. If you would like to try and push it open, make a third level saving roll on Strength (30 – STR). If you were able to push hard enough to open it a crack (it wasn't locked – just heavy), go to **19A**. If you can't get it open, you turn and discover that something is towing the raft away from shore at a good speed. You're only a little perturbed – you didn't really need that raft. Go to **25A**.

21B Make a level 2 saving roll on your Dexterity (or your Talent for Swimming, if applicable). If you make it, you are able to swim away before the goblins can attack you – go to **16D**. If you miss the saving roll, you are attacked by 5 goblins swimming in the water. Each goblin has a stone or bone dagger and gets 1D6 + 3. You may only use a dagger to defend yourself if you have one – any larger weapon is dropped and lost. Fight one combat round. If you are wounded, go to **5A**. If you are slain outright, go to **13D**. If you best them, go to **14B**.



21C You find yourself falling. There is nothing but dark empty space around you, although now and then you carom off a rocky wall. On one of these ricochets you bang your head, and the stars come out. Finally, you hit bottom with a mighty crash. It almost kills you – reduce your Constitution to 1 point. Take double the damage in hits as adventure points, then, go to **25B**.

22A You are in the Goblin King's cave. There is a large pile of fish bones and other garbage at the rear. If you wish to investigate it, go to **4C**.

If this trash doesn't intrigue you, then you turn back to the raft, only to discover that it is rapidly moving away from you. If you want to dive in and swim after it, go to **25A**. If you don't know what to do, go to **23C**.

22B Give yourself the number you just rolled in adventure points and go to **14D**.

22C After several days as one of Snorkin's flunkies, your wounds (if you had any) are all healed, and you grow bored with flunkyness and all the fish you can eat. To liven things up you can go diving for treasure **19B**, challenge Snorkin for the kingship **24A**, sneak away and leave the lake go to **6B**, or climb down into the garbage pit to explore for treasure **8B**. Choose one of these options.

22D You have come out into "room" number 10 (the secret cave) of Buffalo Castle, whose famous coat of arms you recognize. You remember rumors according to which some tentacled monsters of Fishsquish Lake can swim through secret tunnels filled with water to reach a basin in one of the Buffalo Castle's rooms. Give yourself 1000 adventure points for this discovery and for having survived the dangers of Goblin Lake.

The left door opens onto a staircase that probably leads up to the castle itself. If you take these stairs, you will enter room nineteen of the castle (see paragraph **13C** of **Buffalo Castle**), but you won't be able to go back, as the door is enchanted. The right door opens onto a very long secret passage that leads to the Wizards' Quarter of Khosht. Whatever option you choose, the adventure goes on (elsewhere)! The End.

23A It's dark; the path is narrow and sometimes branches, but you keep walking. Make a first level saving roll on Luck four times. If you make all 4 saving rolls, take the numbers you rolled as adventure points and go to **11C**. If you missed one or more saving rolls, go to **7B**. You only get adventure points up to where you missed the saving roll. If you missed on your first try, then you only get a.p. for that one try.

23B Give yourself 100 adventures points for the theft. You have slipped past the guard, and are now in the tunnel that first led you in here. Go to **6B**.

23C As you are trying to decide what to do, all the troglodyte goblins of the lake shore come up on rafts. They have torches and can see you well, and several are aiming nasty little arrows at you. They are making a lot of noise, and you decide to duck out of sight to avoid being shot. You can either go back and look through the garbage at **4C**, or dive into the water and try to elude the goblins by going to **25A**. Pick one.

23D There must be something worthwhile down there somewhere. Taking a deep breath, you head for the bottom and aim towards a skeleton at random. Go to **5B**.



23E As you walk down the corridor the walls disappear and you come out into a fairly huge grotto. In the darkness you can hear the quiet lapping of water against stone, and you can make out the dim forms of reeds. Suddenly, a shrill voice squawks at you in Gobble, the language of the goblins. If you speak Gobble, go to **13C**; if not, go to **1C**.

24A All the goblins are very excited – they love these duels. Snorkin sneers confidently. As they lead you to the sacred dueling ground, which is beyond, but near a shaft leading sharply down out of the grotto, they explain the rules. You are both to be armed with tridents (2 dice), and the winner shall be the new king, but the loser will be exiled.

Fight the fight. Snorkin gets 2 dice + 15 adds and has a Constitution of 12. You get 2 dice + your adds, whatever they are. Stop at the end of the first combat round.

If you have been slain, go to **13D**. If you are wounded, but not slain, go to **6A**. If you have killed Snorkin, go to **6C**. If Snorkin is wounded, but not dead, go to **2A**.



24B You are facing a giant devilfish, and you're on its menu. Fight! You can only use your natural weapons or a dagger if you have one. The lake monster has a MR of 80 (9D6+40 It will always get dice plus adds based on its current monster rating, so if the MR goes down, the dice will go down for this beast.). If you beat it on the first combat turn, go to **4B**. If it beats you, go to **1D**.

24C "Eeeep! Urrk! Gleep! Argle!" SPLASH, SPLASH, SPLASH, SPLASH, and SPLASH! The Goblins ran away. You find their weapons, a bunch of puny little self-bows, but they didn't leave their arrows behind when they dived into the lake. If you wish to explore the lake shore, go to **8B**. If you want to dive into the lake and swim after them, go to **11D**.

25A You slip into the water and are swimming back across when suddenly a mighty tentacle wraps around your legs and drags you under. You turn to see what has attacked you, but all you see is a vast shadowy bulk below you and more tentacles coming up. It is a giant devilfish, and you're on its menu. Fight! You can only use your natural weapons or a dagger if you have one. The lake monster has a MR of 80 (9D6+40 The devilfish will always get its combat numbers based on its current MR). If you beat it on the first combat turn, go to **4B**. If it beats you, go to **1D**.

25B You are too weak and badly hurt to climb out of the garbage pit, but the bottom of the pit is larger than you expected, and there is a lot of organic material – certainly enough to eat and start regaining your strength. From time to time a half-eaten fish comes flying down the shaft. For each day in the pit, roll 1D6 and subtract 2 to the result to determine the number of CON points that you recover. If you have bad rolls and your CON goes to 0 or less, then you became ill and died anyway. When your CON reaches one half of its original value, you have improved as much as you can in these circumstances. Go to **2B** and try to climb out. If you find yourself here at **25B** for a second time, then you will die of your injuries, and go to **13D**.

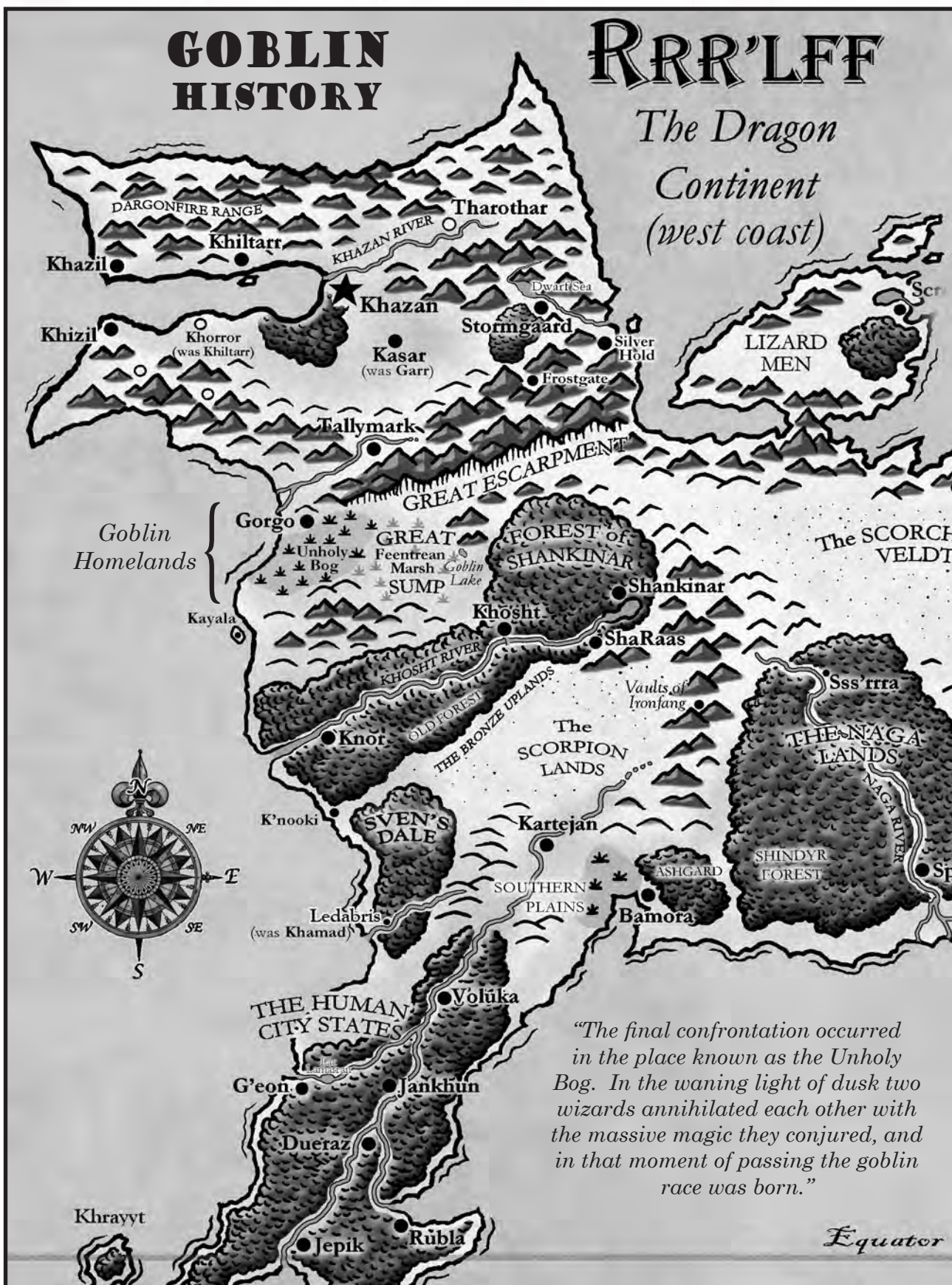
25C You decide to get out while the getting is good. A couple of little arrows whistle by your head. None hit, but in your haste to escape, you don't notice the pit opening before your feet until you fall into it. Go to **7D**.



GOBLIN HISTORY

RRR'LFF

*The Dragon
Continent
(west coast)*



A HISTORY OF GOBLINS



BY **BILL KERR**

ORIGINS

In the beginning were the Gates, and through the Gates came the Wizards. And in time the Wizards began to fight for Mastery of the World, a devastating war with little concern for anything or anyone.

In the early days of that Wizards War, before definite lines and alliances formed between the Masters, two great warlocks met in battle. For many weeks they played HUNT AND HIDE in the marshes known as the Unholy Bog, each first the Hunter, and then by circumstance, the Hider.

The final confrontation occurred in the place known as the Unholy Bog. In the waning light of dusk two wizards annihilated each other with the massive magic they conjured, and in that moment of passing the goblin race was born.

CHARACTERISTICS

The Feentrean Marsh in the center of the Great Sump is the traditional and unhal-
lowed birthing waters for the goblins. Any patch of marsh or swamp is suitable for the reproduction of goblins. Goblins start out as

little fleshy eggs attached to reeds or other water grasses below the surface. Incubated by warm water for thirteen weeks, they hatch and spend a portion of their young lives as bogwallers, a kind of tadpole-like creature, eating insects, small fish, and anything organic that they can catch. Bogwallers grow rapidly, and when they reach a foot in length, legs emerge and they metamorphose into land crawling creatures. At this age they are captured by adult goblins, who use them as amphibious hunting beasts while they continue to grow. In two years the tail is absorbed into the body, and the young goblin takes on the bipedal gait of the adult. During these two years of growth the young creature has also absorbed the rudiments of language and goblin culture—it begins to wear clothing and handle weapons. Growth slows as the goblin reaches four feet in height, and very few grow taller than a dwarf.

The theory that goblins were conceived in the last moments of a great battle would account for the racial need to avoid direct confrontation whenever possible. Most Goblins will flee from any conflict involving equal or greater opposition, though they can fight like cornered rats when there is no escape.

Fear of confrontation has caused goblins to develop great skills in stealth and hiding—they take advantage of every shadow, every crevice, every scrap of cover. Consequently, goblins can be very good spies if convinced to venture into enemy territory to gather information. Goblins don't care much about information, but bribery, threats, or magical compulsion can usually secure their services.

Goblins, though believed to be conceived from the byproducts of magic, have little magical talent. Most of them are not smart enough to master the intricacies of wizardry, and are just as happy to avoid anything magical unless it empowers them to bully others to their will. However, there have been a few notable goblin spellcasters including Mogul the Gobbling Wizard.

Tribal by nature, goblins learned what little culture they have from marsh-wandering urus thousands of years ago. The size of any tribe depends on the ability of the leader to bully others. The typical downfall of a leader comes either by skillful replacement (assassination), or else the tribe becomes too big for the leader to handle and fragments into smaller groups. Goblin tribes move occasionally, often because of assaults launched by their neighbors. Tribes spring up overnight, grow to various sizes, and develop warrens of grass huts above ground or small caves underground. One such tribe is led by the feared goblin warrior known as B'ris the Sticker.

Although they are always willing to fight among themselves, goblins are subservient to most other races. Trolls, ogres, uruks and others have a greater aptitude for bullying and an inherent fear factor based on



their superior size and natural weaponry. It is not unusual to find uruks or ogres leading large gangs of goblins. Vindictive in a cowardly way, goblins take solace when a personal bully has been soundly drubbed by someone, anyone, else, and may even torment the injured party while gloating over the wounds. Should the bully be capable of showing his wrath with such treatment, the weaker goblin will resort to his typical and highly effective survival strategy—RUN AWAY!

Goblins were recruited into the service of Lerotra'hh when a band of trolls was driven into the marshes by a company of elves during the Battle of the Cliffs. When the trolls were forced over the cliffs and into the marshes (the fall failed to kill any of them), they decided to retreat through the Great Sump that was home to the goblins.

During the trolls' retreat, they stumbled into a large goblin warren, and immediately recruited the inhabitants into the uruk sorceress's service—with just a little persuasion in the form of stomp and smash. With the added numbers of several hundred gob-

lins, striking from ambush with volleys of arrows, the Monster forces were able to rally and attack the unsuspecting and somewhat hampered elves that were in pursuit, thus turning the tide of battle and snatching victory from defeat.

Goblins (known as boglins in their own tongue) do not socialize much with other races, and, due to their preference of habitat, do not have to be concerned with other sentient races trying to usurp their territory. On occasion a nomadic tribe of uruks may pass close to the marshlands and cause some concern among the occupants. Uruks often raid and try to capture goblins to use as slaves, sometimes capturing or destroying entire small tribes. Conversely, war parties of goblins sometimes emerge from the swamp to wreak havoc on small human farms or villages of hobbs. Such forays, when successful, bring great prestige to the goblin leader in charge of the attack. During the last century many goblin tribes have relocated into various subterranean bogs near the cities of Khosht and Knor, and some have even taken up residence in the monster dominated cities of the north such as Khazan and Khizil.



A TYPICAL GOBLIN HERO

BY BILL KERR

B'ris the Sticker was a gofer and general sniveler to the great Boss Miggle the Sneak. Miggle would often bat B'ris about to show his superiority and to emphasize his commands.

"Get me some fishguts, ya snivelin' slimebucket!", he'd say and smack B'ris in the head. One day Miggle and B'ris visited an urukish tavern in the Red Uruk range to sell giant spider eggs. Miggle, under the influence of nine bottles of bogweed juice, insulted the host, and was soundly trounced. B'ris chuckled to himself from a nearby hiding place, rejoicing in Miggle's comeuppance and occasionally shouting, "Hit 'em in the nose!" to the uruk, or "Get off the floor, you simp!" to Miggle. Amid Miggle's shrieks for aid,

B'ris recognized the opportunity before him, and stealthily approached the uruk from behind wielding a broken bottle. The glass struck deep into the uruk's neck, and blood spurted from the wound. Before the uruk could react, B'ris struck twice more, and the monster went down with its neck nearly severed. Miggle, his subduer now subdued, shrieked at B'ris, weakly attempting to smack him for not coming to help sooner, and began a tirade of the sorrow that would befall B'ris once Miggle was better.

Fearful to the point of running away, B'ris had a second stroke of genius. Without a moment's hesitation, B'ris leaped behind the battered Miggle and slit his throat.

Miggle died, gurgling his curses. B'ris returned to the swamp and informed the tribe that he was now the new boss, and that "If you don't do what I say, I'll stick you just like I stuck that uruk that killed Miggle the Sneak." Then he would brandish his sticker, the jagged broken bottle top, and enjoy the groveling of his new minions.



B'ris, whose actions would be considered heroic among other goblins.

DELUXE TUNNELS & TROLLS

The items listed here were specifically made or updated for Deluxe Tunnels and Trolls. Most of these were made as part of the highly successful Kickstarter, which also means that the supplies of many of these items are very limited.

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RETURN TO GOBLIN LAKE



Wearing only a scaly lizard-skin loincloth, you easily slide through a crevice leading to the legendary subterranean caverns of the goblins. With a final grunt, you wade through icy water and cross the slimy rocks that block your way into the caves.

An ignominious death or fabulous wealth, enslavement or power beyond your imagination, what will you find when you adventure into Goblin Lake? One thing is certain: while there is life, there is hope!

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