



# Shrats and Boglines and Trolls: Oh My

A Tunnels and Trolls Solitaire Adventure

Written by: Dylan Leng and Mad Roy Cram

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#1. For this adventure you will need a Warrior character. I would recommend a 3rd level fighter. After all you will be hunting for a troll.

You are sitting in the Red Bull Inn in the little hamlet of Dunkeep which is located on the edge of the Dismalfen Marshes. This vast swamp has a bad reputation. Most people avoid it if they can.



You have had a really bad week. You are almost broke. A gambler in the last Inn you stayed in got nearly all your money. And there is little chance of finding work for a soldier out here in the boondocks. But now, a group of citizens approach you. Their leader is the village headman. They buy you a pint of ale and make you a proposal. A Swamp Troll from the Marsh has been raiding the outlying farms of the community. At first he only took livestock, but now he is carrying off people as well. No one in Dunkeep is a trained warrior or fighter, and all fear the monster. But you are a Warrior and they offer you a thousand gold pieces if you will go into the swamp and kill the Troll. They also suggest that the Troll may have some treasure in his lair and you can keep any that you find there.

Not the best job, but a poor offer is better than no offer at all. And when they tell you the monster has just abducted a child, you decide to accept their offer. You tell them you will go Troll hunting. Go to #2.

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#2. The villagers supply you with three days worth of food, and fill your wineskin. They also provide you with a lantern and oil, but an old farmer warns you that using a light at night in the marsh may attract undesirable company. There are other dangerous things in the Marsh besides the troll. It is mid morning. The citizens take you to a path that leads to the area where the Troll was last seen. They wish you luck, and you set out. Now make a L1SR on your CHR. If you make it got to #4. If you miss it, go to #3.

#3. You arrive at the edge of the Marsh as the sun is going down. If you want to stop for the night, go to #7. If you want to press on in spite of the increasing darkness, go to #5.

#4. As you are leaving the village, you are approached by an old woman. She gives you an amulet on a chain and tells you how to activate its charm. "This will aid you in your battles with the creatures of the swamp," she says. "You can call on its power only three times so use it wisely." You thank her for her gift, and press on.

If you use the amulet's power it will increase your STR, DEX, and SPD by +6 each for that battle. Go to #6.

#5. To continue to search for the Troll in the dark, go to #8. To light your lantern to illuminate your way, go to #11.

#6. You follow the trail that leads into the Marsh. You can tell you are on the path used by some kind of predator; piles of gnawed bones and shreds of clothing lie cast aside at various places. Some of the bones are of human or humanoid kindred origins. You shudder, and continue on, keeping a watchful eye on the increasingly thick shrubbery and vegetation as you proceed to #3.

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#7. If you decide to make a campfire, go to #9. To camp in the dark, after you have eaten some of your rations, you nod off to sleep. Go to #10.

#8. Make a L2SR on your LK. If you missed it, go to #13. If you made it, go to #16.

#9. You gather some brush and make a small fire. You cook some of your food and enjoy a hot meal. You drink some wine, and it makes you sleepy. You nod off. Go to #12.

#10. You wake up as the sun rises over the horizon. You eat a quick breakfast, and set off again in pursuit of the Troll who has left you an easily followed trail. Go to #14.



#11. You light your lantern and proceed. After a short while you hear something nearby. You extinguish your lantern and draw your weapon. Make a L2SR on your LK. If you make it, go to #16. If you miss it, go to #18

#12. Make a SR on your LK. If you miss it, go to #17. If you make a level one save, go to #15. If you make level 2 or better, go to #10.

#13. As you proceed along in the darkness you suddenly sink up to mid thigh in a stinking bog. You need at least a L1SR on your DEX to keep from falling. If you make the SR, go to #19. If you miss it, go to #22.

#14. As you follow the trail, you begin to see very large footprints in the increasingly muddy ground. This makes it easy to follow the Troll. Follow him to #23.

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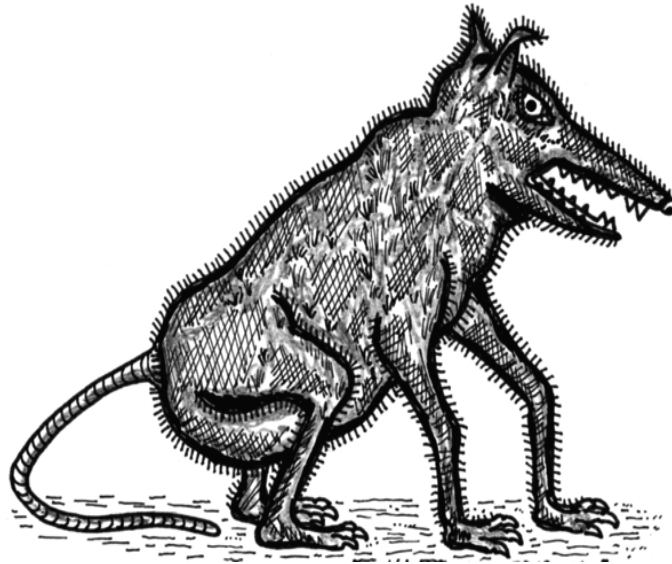
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#15. You are awakened by the sound of something snarling close by. It is a Shrat. This horrid creature is a shrew as big as a sewer rat. It has large teeth and a voracious appetite. Make a L1SR on your SPD. If you make it, go to #24. If you miss it, go to #20.

#16. As you continue along the path, you suddenly see a huge dark silhouette rise up a little ways down the trail from you. It is huge! It picks up a bag, and you hear muffled sounds of weeping from it. You crouch down. You decide that it is not a good idea to attack this creature in the dark. You will wait until dawn, and follow its footprints then. After the troll has departed, you climb a tree and get some sleep. When you awake, proceed to #23.

#17. You are awakened by the sound of croaking voices nearby. You struggle to get your weapon out and get to your feet as a Boglin – a swamp Goblin - emerges from the nearby shrubbery and charges. Go to #21.

#18. Fortunately you kept your balance, but you have now sunk up to your crotch in the nasty muck. You make a heroic effort to get back to solid ground. Roll a L2SR on LK. If you make it, go to #27. If you miss it, go to #22.

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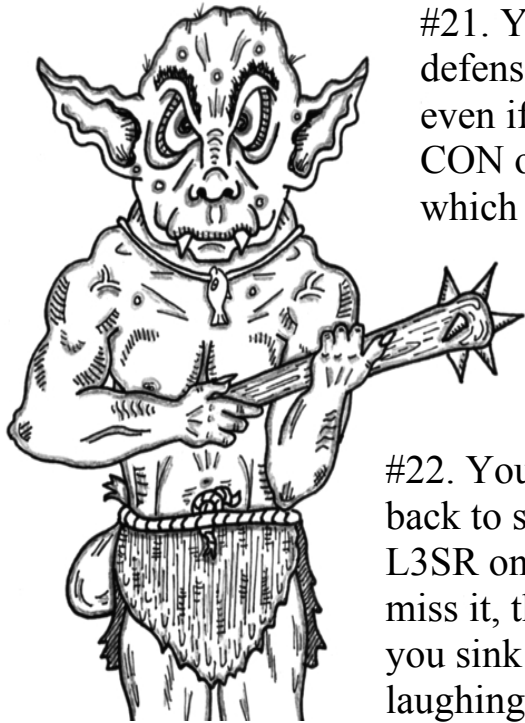


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#19. You are almost out of the muck, but it is very slippery footing. Make another L2SR on LK. If you make it, go to #27. If you miss it go to #22

#20. You were not ready when the Shrat leaped for your throat. You get no dice roll and your armor only counts for its base value. You do get your combat adds. Shrats get a monster rating of 9 each (one d6 plus 4 adds). Their saliva is toxic however, and any damage they inflict on your Con will be doubled. If you survive the initial attack, fight normally. But the rest of the Shrat family, (roll a d6 to see how many join their mother) come rushing out of the bushes now to join in the attack. Go to #24.



#21. Your initial combat roll only counts for defense. You do the Boglin only spite damage, even if your combat total exceed his. He has a CON of 16, and wears alligator leather armor which gives him 7 points protection. His weapon is a swamp blade (gets 3d6 plus 4 adds; needs STR 8 and DEX 10 to use. This one is worth 200 gold pieces). If you survive the attack, go to #25

#22. You make a last desperate lunge trying to get back to solid ground. This will require you to make a L3SR on your Luck. If you make it, go to #27. If you miss it, the bog sucks you down. Your last sight as you sink is a Boglin standing at the edge of the bog, laughing at you. Close the book.

#23. At the first light of day, you get your armor and weapon ready and follow the big water filled footprints. Before long you come to a small hill. There is a cave entrance in the hill; from a hole in the hill higher up smoke is rising. Ready for action you cautiously approach your quarry's lair. Advance to #28.

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#24. You came up ready to fight and get all your adds and dice rolls, and full doubled armor protection. The Shrat backs off just out of your reach, and lets out a high pitched screech. From the surround bushes 1-6 (roll a d6) additional Shrats come running and the battle is on! (See #20 for Shrat stats). Any wounded Shrat is 50% likely to run away. If any Shrat is killed, one of the other Shrats will grab it and run away with an easy meal. Don't forget that due to their venomous saliva any CON damage they inflict on you is doubled. If they kill you they will eat everything but your bones. If you win this conflict by killing or driving away the horrid little predators, go to #29.

#25. You now give battle to the Boglin with no disadvantage, but he is joined in the next combat round by his son, CON 12, 3 point leather armor, and a 3d6 war club (requires STR 5 and DEX 3). If they kill you, close the book. The Troll would have been too tough for you anyway. If you beat them, go to #30.

#26. The Troll expires at your feet. On his belt you find a leather purse containing 66 gold pieces and 6 gems whose value you can determine from the Random Jewel Value table in your rule set. You examine the lair. The troll-napped victim has a LK of 15. Make a L1SR on his Luck. If he misses it he is already dead and butchered, ready for the Troll's cooking pot. If you make his SR, he is alive and his grateful family will reward you with an additional 100-600 gold pieces (roll a d6 to see how much). You cut off the Troll's ugly big head so you will have proof that you actually slew the monster. Go to #31.

#27. You finally find some solid ground under your feet and manage to pull yourself out of the reeking muck. You stop to clean yourself up; then you go to #11.

#28. You carefully approach the cave entrance. Inside you can hear someone pleading for their life. The Troll is singing an ugly Troll song about crunching someone's bones. You weigh your options:

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To run in right now and attack the monster in his lair, go to #32  
To holler a challenge and make him come out to fight you, go to #33  
To climb up above his doorway, and then try to call him out, go to #33

#29. For each Shrat you killed you get 16 APs. By the time the sun comes up you will have recovered from the Shrat poisonous venom and get half your CON damage back, if any. Go to #14.

#30. You get 60 APs for beating the Boglins. You can use the swamp blade for a backup weapon if you wish. The Boglins had no money or other valuables, but the adult Boglin had a bottle of potion in his pack that will heal up to 7 points of CON damage if you drink it. You dress your injuries, if any (heals one CON point) and go back to tracking the Troll. Go to #14.



#31. You return to town with the Troll's head, (and the boy if he was alive). They dutifully pay you the 500 gold pieces they promised. Once your wounds are healed you can go on to other adventures with 500 APs in the bag. Good luck!

What's that you say? You were promised 1,000 not 500 gold? Look – the people here are poor and they're not very good with big numbers. If you want to insist go to #35 otherwise just ship out to their cheers of friendship.

#32. You dash into the cave and take the Troll by surprise. He has a monster rating of 60 (7d6 + 30 adds and his thick skin takes 5 points damage per turn). His first combat roll counts only for defense; no damage to you. However he is no slacker and will do his best to kill you starting in the second combat round. (I hope you used the village crone's amulet. If you

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didn't it is too late now). If he kills you, he eats well today. You for the main course, and the child for supper. If you kill the big monster, go to #26.

#33. "Come out and fight me, you great mass of buzzard dung!" you shout.

And out he comes, ready for action. (MR = 60 i.e. 7d6 + 30 adds, and leathery skin gets 5 points like armor each round. (I hope you used the old woman's amulet; if not it is too late now). If you kill him, go to #26. If he kills you, that's an occupational hazard for Warriors. Nice try!

#34. You climb up over the cave entrance, and invoke the village Crone's amulet (+6 to STR, DEX, and SPD). You holler a challenge, and when the Monster comes running out, you attempt to jump on him. You need a L2SR on LK to do this. If you make it you get a free attack, and the Troll gets no dice roll; only his adds and his leathery skin count for his defense in the first round. In subsequent rounds fight normally.

If you missed the SR on LK, you landed on the ground (ouch!) and take CON damage equal to the margin by which you missed the saving roll. If still alive, fight the Troll normally after that. If you lose the battle, too bad. If you win, go to #26.

#35. When you become belligerent, the headman whistles and suddenly all the friendly faces turn sour. You see pitchforks and mattocks being held by determined peasants with anger in their eyes.

"He's as bad as the Troll!" one says.

"Perhaps he is the troll in disguise!" another wildly speculates.

Then they turn on you like a pack of dogs. As a group, they have an MR of 70 and you have to fight now. It only takes 5 points of damage dealt by you to put one of them down and if you make a L1 SR on LK it will be the headman, in which case most will turn and run while others beg you to stay and become their leader. That's up to you but in any event you can have another 200 APs for taking them all on. This really is the end!

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*"Some trolls live under bridges and hope to  
avoid goats traveling in packs of three.*

*Others live in forests and should hope to  
avoid solo delvers determined to carve out  
their fame and fortune from a troll's hide.*

*You are that delver - the one trolls have  
nightmares about when they're not dreaming  
of goats.*

*A short quest spun by a young writer with  
death in his sights. The troll's or yours, that  
is the question!"*