Random Solo Adventure
The Cave & the Treasure

by
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A FREE SOLO ROLE PLAYING GAME BOOK
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This free solo adventure is a promo item from PenguinComics.com.

It is based on our Random Solo Adventure-rules used in our interactive game books. The rules used in this book are however even more simplified.

In this adventure there is only one quest and there are only a few choices. We hope that you will enjoy this little game. It was written for fun - to entertain. If you like it - great! If not - we hope that you will enjoy our other books better.

Check out our Random Solo Adventure books at the official website:
www.PenguinComics.com
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You will need a paper (or a notepad on your computer), one six sided dice and a pencil (or the keyboard, if you use your computer).

Lets go through the rules quickly!

You are an adventurer on a quest to find a hidden treasure in the dungeons of Crossvallia. But you have to do so before the evil Orcinus, who is also on the hunt for the gold and gems.

Now – roll your dice. Write this value up as your **HIT POINTS.**

You also get a **DAGGER** with **WEAPON MODIFIER (WM) +1**.

In the adventure, if you meet someone that you have to fight, the battle works like this:

You always strike first.

Add your Weapon Modifier to your Hit Points.
Example: You have HP 3 and a Dagger with WM +1. That means you add 3+1 = 4.

Now you roll the D6. If you roll lower or equal to your total above, then you hit with your strike.
Your Opponent then removes 1 from its HP.

Now it is your Opponents turn. If you are meeting a Skeleton with HP 3 – and you just made a successful hit, as above, then a roll of 2 or lower is a hit for the Skeleton. Otherwise it will miss, and it is your turn again.

The fight goes on like this until one of you have 0 HP.

That's it!
Now go on with the adventure.

You are standing outside a large cave. The entrance is overgrown, but clearly someone has entered not so long time ago.

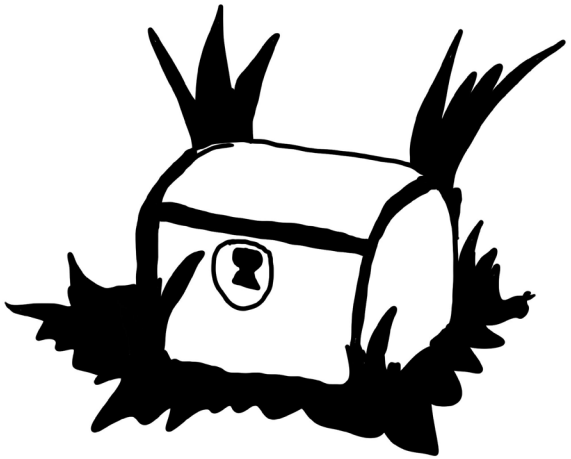
The moist and the molten air makes your head spin. To be honest – you may be better of forgetting the whole treasure and leave for home…

But you're not a coward!
So you continue…

But just outside the overgrown cave you can see a small chest. A wooden chest with some metal locks. It has been thrown into the bushes, and must have been hidden there for some time.

The wind increases. It's getting colder. The cave looks warmer…

Do you want to examine the chest – or continue into the cave?



The chest is small, but seems sturdy enough.

You can either try to break it open with your dagger,
or
simply drop it down on a large rock.

You can also leave it alone and enter the cave.

You pry the chest open with your dagger – it's easy and it opens immediately. But as soon as it cracks open, you hear something HISS!

A snake! In front of you is a small snake, but a very quick one!

Roll the dice.
If you roll lower or equal to your HP (without any Weapon Modifier!), then you manage to jump back and not get bitten by the snake.

If you roll over your HP, the snake bites you – remove 1 HP.

Either way, you now have to fight the little beast:

SMALL SNAKE HP 1

If you win, click here.

If you die – the adventure is over.

You lift up the chest and throw it onto a sharp rock. The chest splits open and an afraid, but scary looking, snake, swiftly slithers into the bushes beside the rocky road.

In the debris left over from the chest you can see a small gold bracelet.

You can either put the braclet on,
or
leave it and enter the cave.

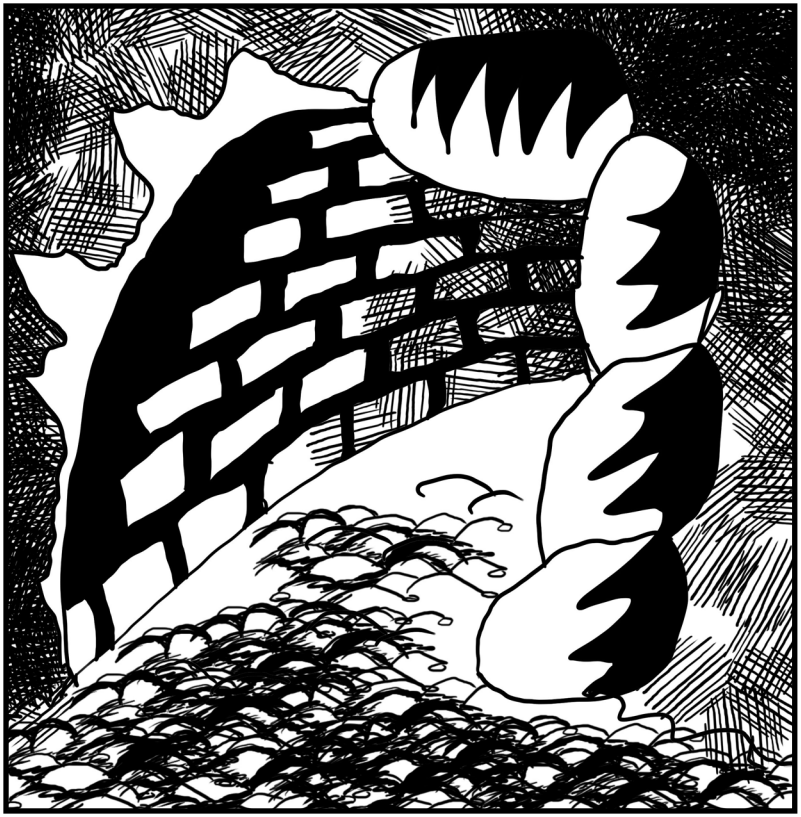
You see something shine inside the chest. It's a small gold braclet.

You can either put the braclet on,
or
leave it and enter the cave.

You put the braclet on.

It feels pretty good!
You feel stronger!

Add +1 to your Weapon Modifier and enter the cave.



The cave is dark, damp and sounds like it is going to fall apart any second.

A few meters in your eyes start to come to turns with the darkness, and you can see torches flicker against the walls.

As you turn around to see the cave opening – you see that it is gone!

A shiver of magic and fear goes through your body. This dungeon is not normal.

Things are changing!

You walk a few more steps and are now standing in one of the dungeon's corridors.

You look around, and then continue.

CORRIDOR

You are standing in a long corridor.

It is lit up by a few torches, but you can not see very far.

You have three choices:

Walk forward.
Walk to the right.
Walk to the left.

STRAIGHT ON

You walk and walk – it never seem to end!

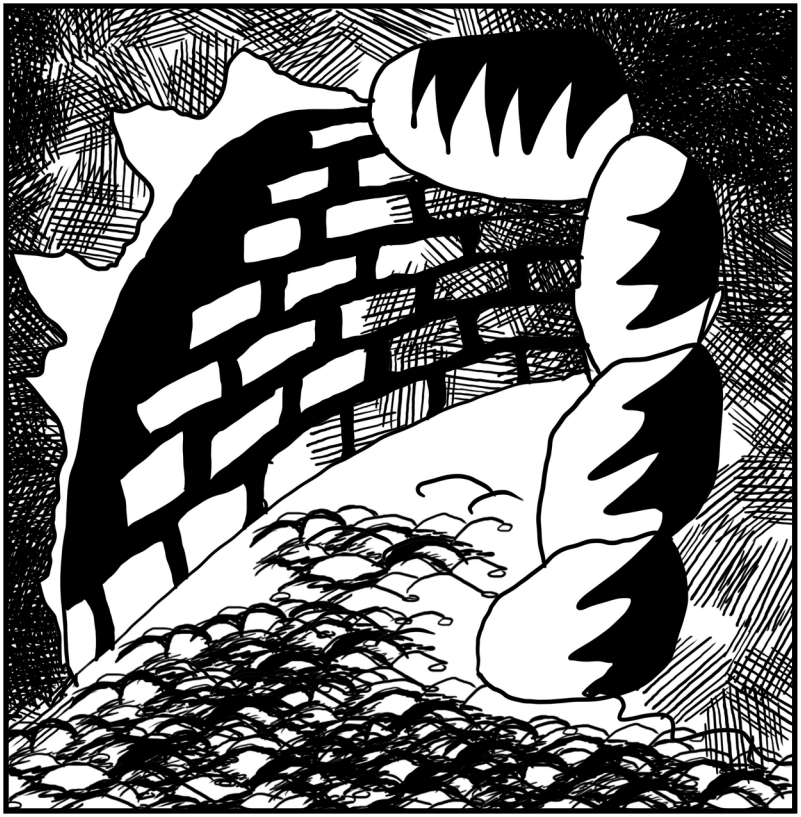
The corridor is long, straight and filled with spider web. Suddenly, it takes a small turn – and then ends by a wall!

So long for nothing?

You can examine the area if you want to – or walk all the way back to the corridor.

If you stay to examine – roll a D6.

1-5 You find a door!
6 Oh no! A trap!



TURN RIGHT

The corridor leads right, then turns left, then right again.

The lights shine on a larger, open, area.

Roll your D6.

1-4, You see a door.
5-6, A room opens up in front of you.

TURN LEFT

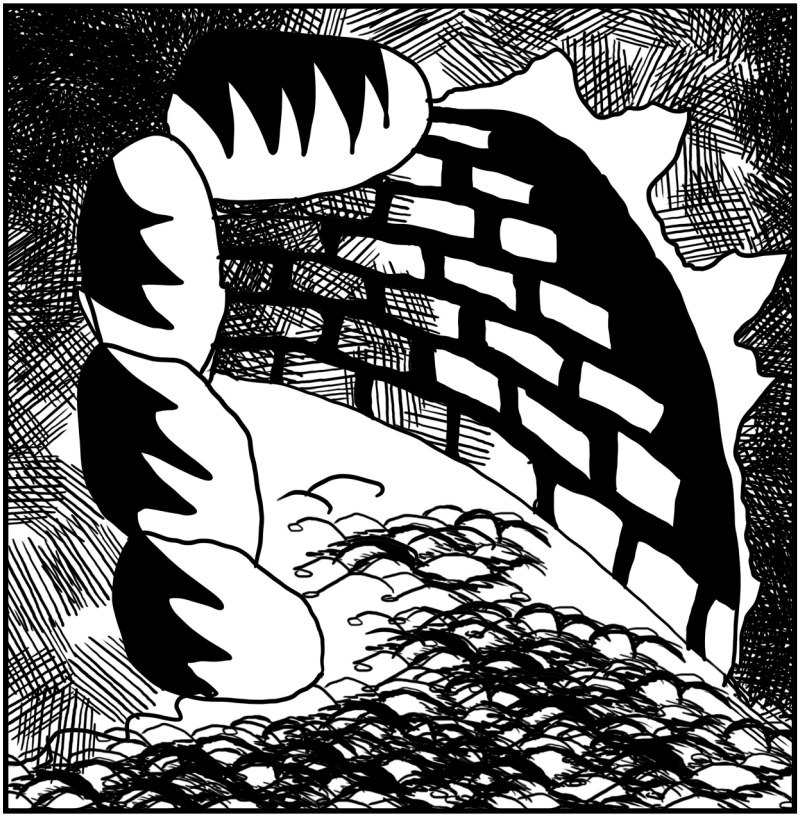
The corridor leads left, then straight, then down…

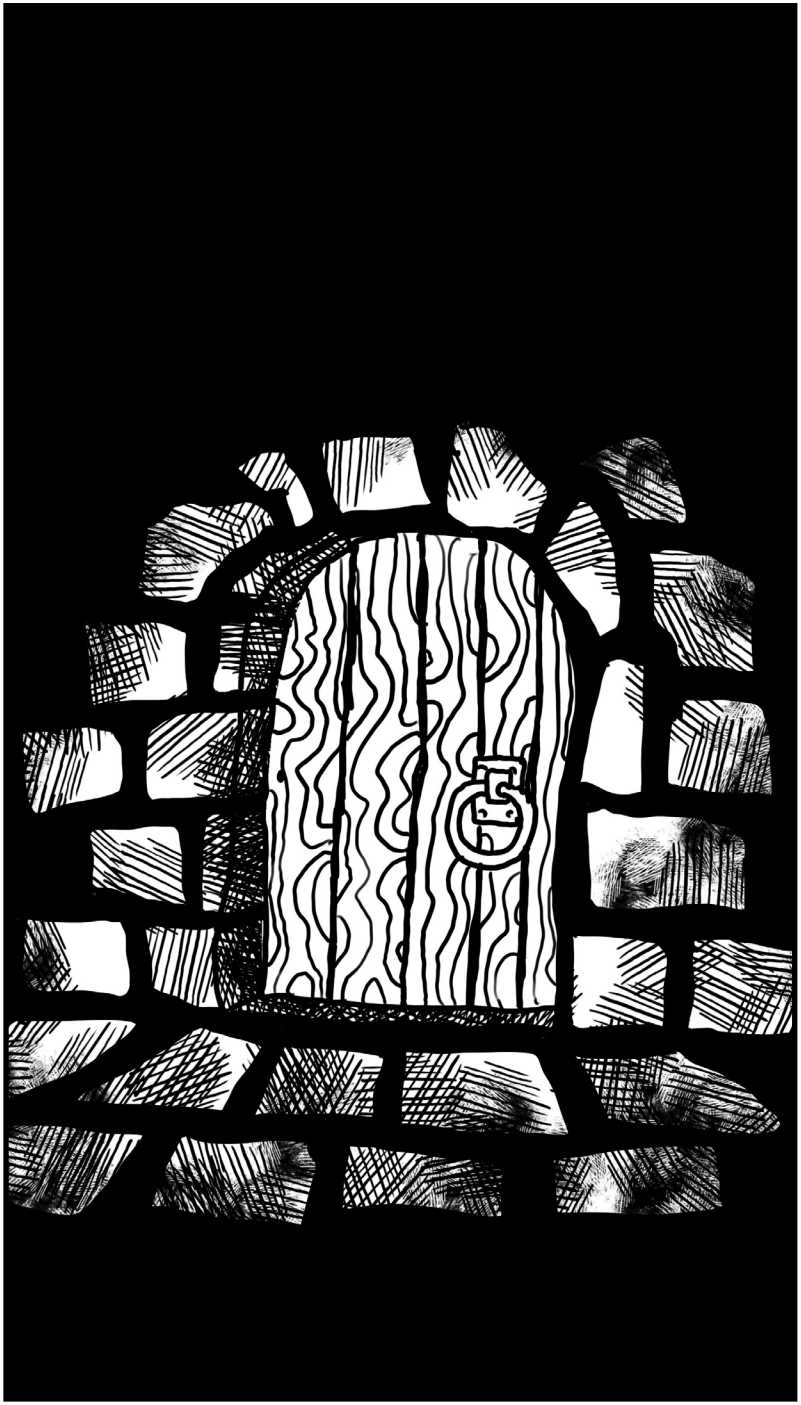
The it turns right, then left again.

There is something here…

Roll your D6.

1-4, You hear someone…
5-6, You can see a chest by the wall.





DOOR

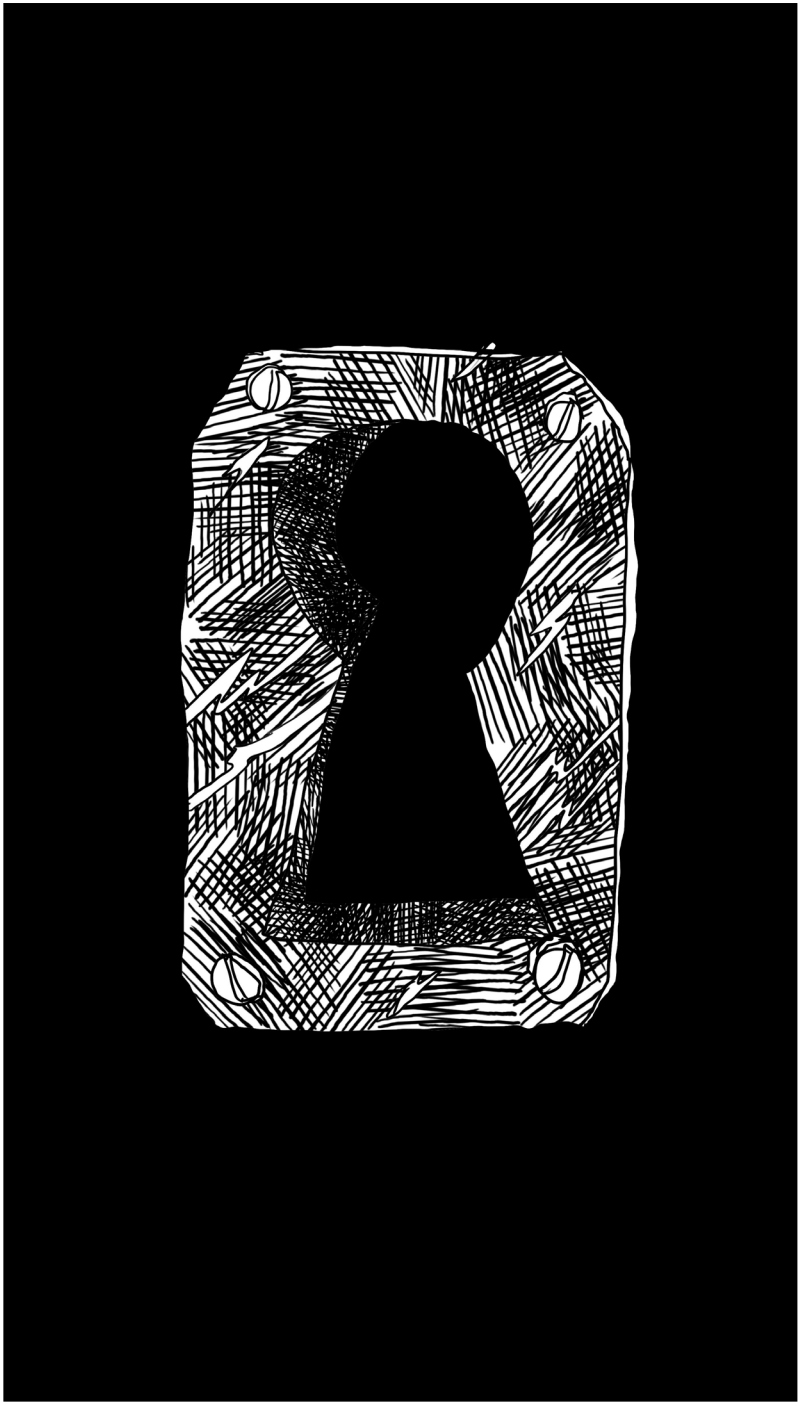
A wooden door is in front of you. It looks pretty sturdy.

From the look of it, this door can have been shut for years – maybe decades.

Roll your D6.

1-2 The door is locked.
3-6 It is open – do you enter?

Or walk back to the corridor.

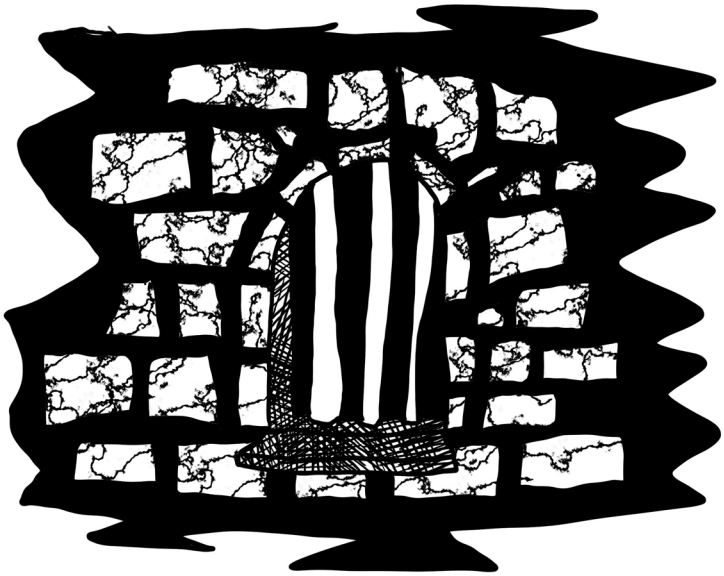


LOCKED DOOR

If you have a LOCKPICK, then you can use it to open the door.

If you want to do so, then discard the item and enter.

Otherwise, you have to return to the corridor.



ROOM

A dark room – large.

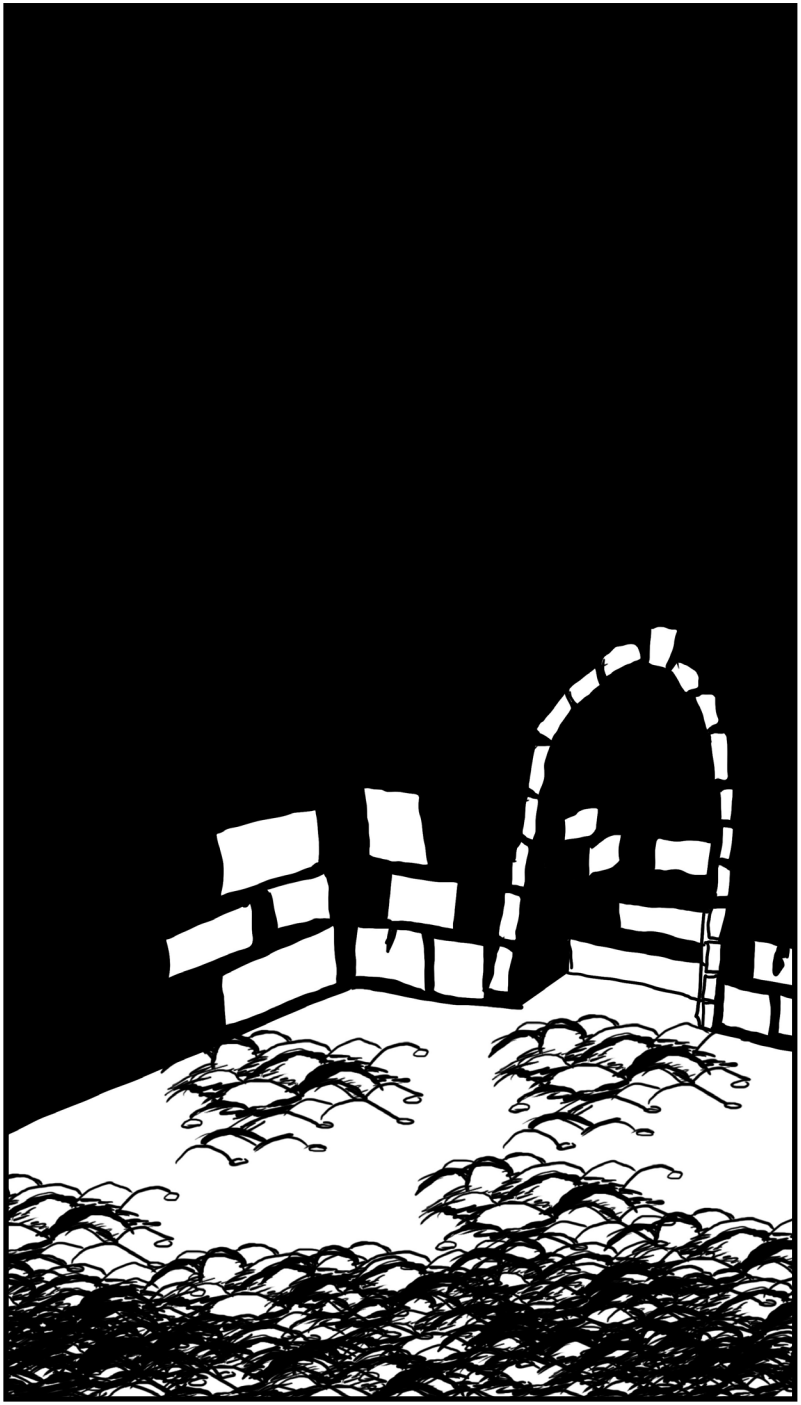
Shelves on the sides with books and old items – torches and oil lamps in the distance.

An old stingy smell, like from something rotten.

If you do not want to stay and examine what room this is – then quickly shut the door and return to the corridor.

Otherwise, roll your D6.

1-2	A small room.
3-4	A larger hall.
5	A merchant's office.
6	A dungeon!



SMALL ROOM

This is a small, really tiny, room with no windows – only rocky walls.

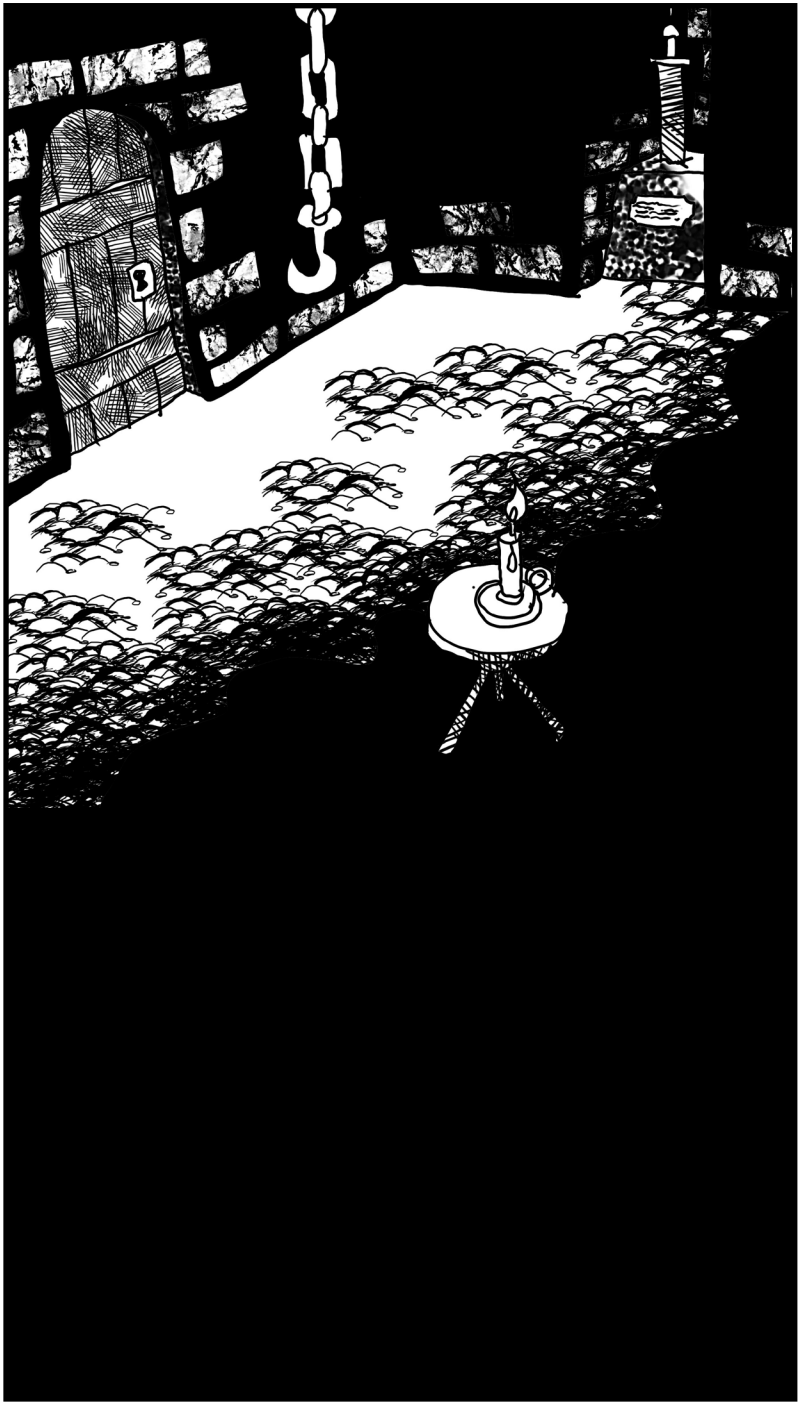
There's a lonely oil lamp on a shelf on the opposite room – but otherwise it looks empty.

Or is it?

If you want to leave the room – then do so and return to the corridor.

Otherwise, roll your D6.

1-3	You find a chest!
4-5	There's a hidden door!
6	The horror! A trap!



LARGER HALL

A very large hall with a long wooden table in the middle, shelves with useful artefacts, books written in unknown languages and some windows – leading where?

You have the bad feeling that someone is watching you…

Is there someone, or something, hiding in the shadows?

If you do not want to stay and find out – return to the corridor.

Otherwise, roll your D6.

1-3	Someone IS here!
4-5	You find a chest!
6	The horror! A trap!

MERCHANT'S OFFICE

A bearded merchant sits by a dusty desk, reading from a piece of pergament. As you enter, he looks up and glance at you through his thick, oily glasses.

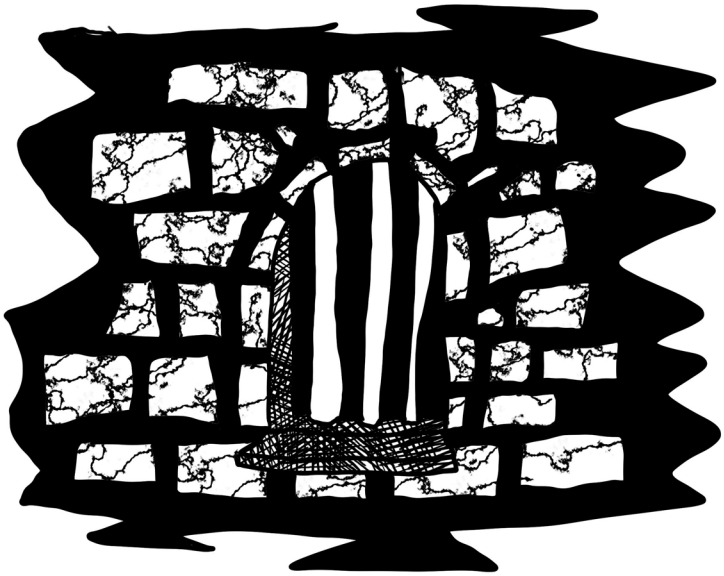
– *Do you want to trade?* he asks.

If trading, then deduct the amount of Gold according to the price list.
You can only buy one item and one weapon from the merchant.

Sword	WM +2	Gold: 3
Axe	WM +2	Gold: 5
Health Potion	HP +1	Gold: 3
Health Potion	HP +2	Gold: 5
Lockpick		Gold: 7

When you use the potion, add the HP modifier to your HP.
Then discard the item.

When done, go back to the corridor.



DUNGEON

The dungeon is not abandoned – someone is here!

You hear the rattle from bones and metal. You know what this means – ***a Skeleton rises up from the dead***.

You can either try to run back to the corridor,
or
fight the skeleton.

It is your choice!

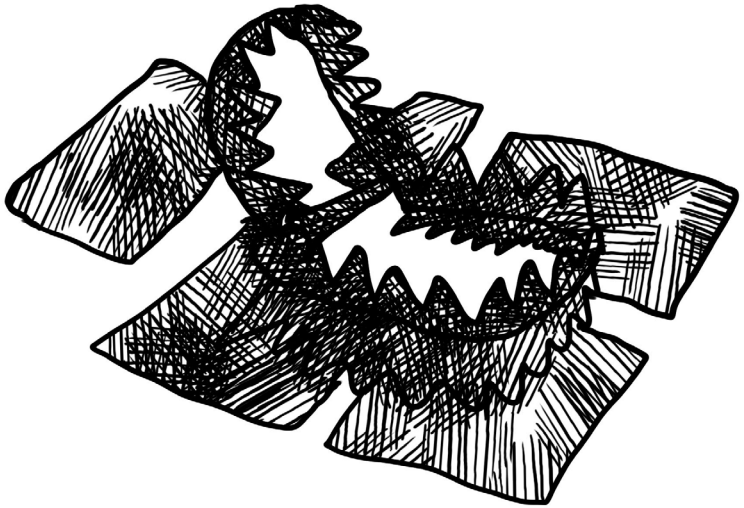
CHEST

In front of you is a moderatly large chest. It seems heavy, made of dark wood and with cast iron sidings.

Do you want to open it – or go back to the corridor?

If you open it – roll your D6.

1-4 You find a treasure!
5-6 Oh no! It's a trap!



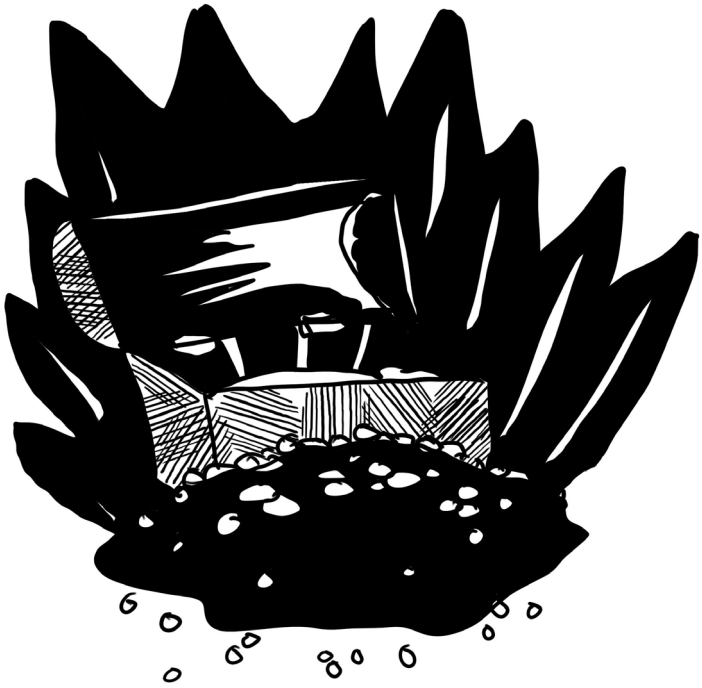
TRAP

The trap stings your arms, legs and face! You have no idea what hit you – but you know it hurts!

Roll your D6.

1-4, remove 1 HP.
5-6, remove 2 HP.

If you are still alive, then go back to the corridor.



TREASURE

A nice little treasure – sparkling of gems and gold – is in front of you.

But after looking through it even further, you can see that most is brass, copper and iron. Not much value here – just heavy to carry!

Roll a D6. This is the amount of GOLD you find. Write it up!

Now, roll a D6 again:

1-4 You find a Health Potion, HP+1. (If you use the potion during the adventure, then add 1 HP to your HP and then discard the item.) When you are done, go back to the corridor.

5-6 You find a Magic Crystal!

A MEETING...

Oh no – a SKELETON is front of you!

With rattling bones and cracked skull – you don't think this mess could do much damage.

But it moves swiftly and swings its blade convincingly.

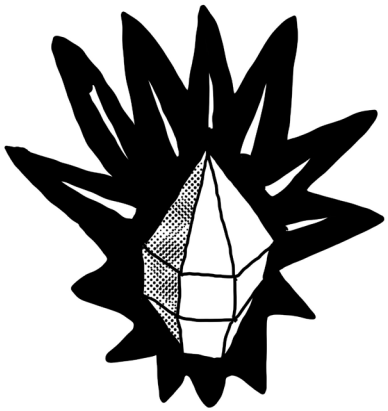
You can still run – if you decide to be a coward, then turn back to the corridor.

Otherwise, be a hero and fight!

SKELETON HP 3

If you are still alive, then roll a D6.

This is the amount of GOLD you find on the skeleton. When you are done, go back to the corridor.



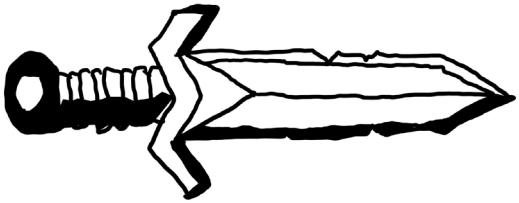
MAGIC CRYSTAL

In your hands is one of the Magic Crystals!

A legendary gem, craft by evil wizards, eons ago. Now, you have it in your hands.

If this is your THIRD Magic Crystal, then you are suddenly transported to – the *Crossvallia Treasure Dome.*

Otherwise, turn back to the corridor.



CROSSVALLIA TREASURE DOME

You are magically transported to the Crossvallia Treasure Dome – a wonderful room in the middle of the mountain.

Or at least, that's how it feels. In front of you is the large chest with the amazing treasure – all spilled out to your delight. Gems, gold, magic items – weapons, shields made of diamonds – and…

Oh no!

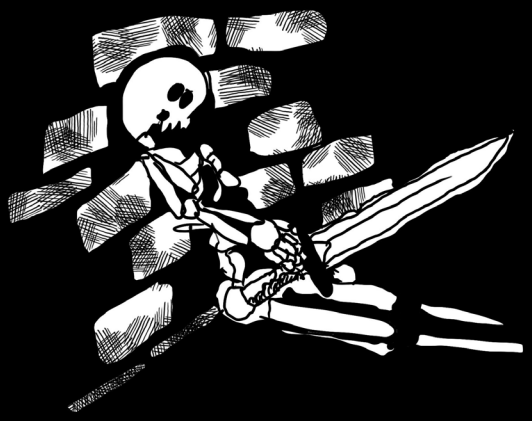
Orcinus! He has been on the hunt for the treasure as long as you have – but it can only belong to one of you.

You have to battle Orcinus for the treasure.

ORCINUS HP 5

If you win – collect your treasure…

The End



WIN?

Finally – you can collect your reward!

You fill your pockets, bags and hat with gems and gold. There are so many wonderful items.

But as you start to get ready to leave, you see that there are more than Orcinus dead body in here. And almost all of them have their pockets filled of gold.

And now – when you think of it – there is actually no door into this room. You were transported here by the Magic Crystals.

No wonder this treasure is still a legend!

There is obviously no way out!

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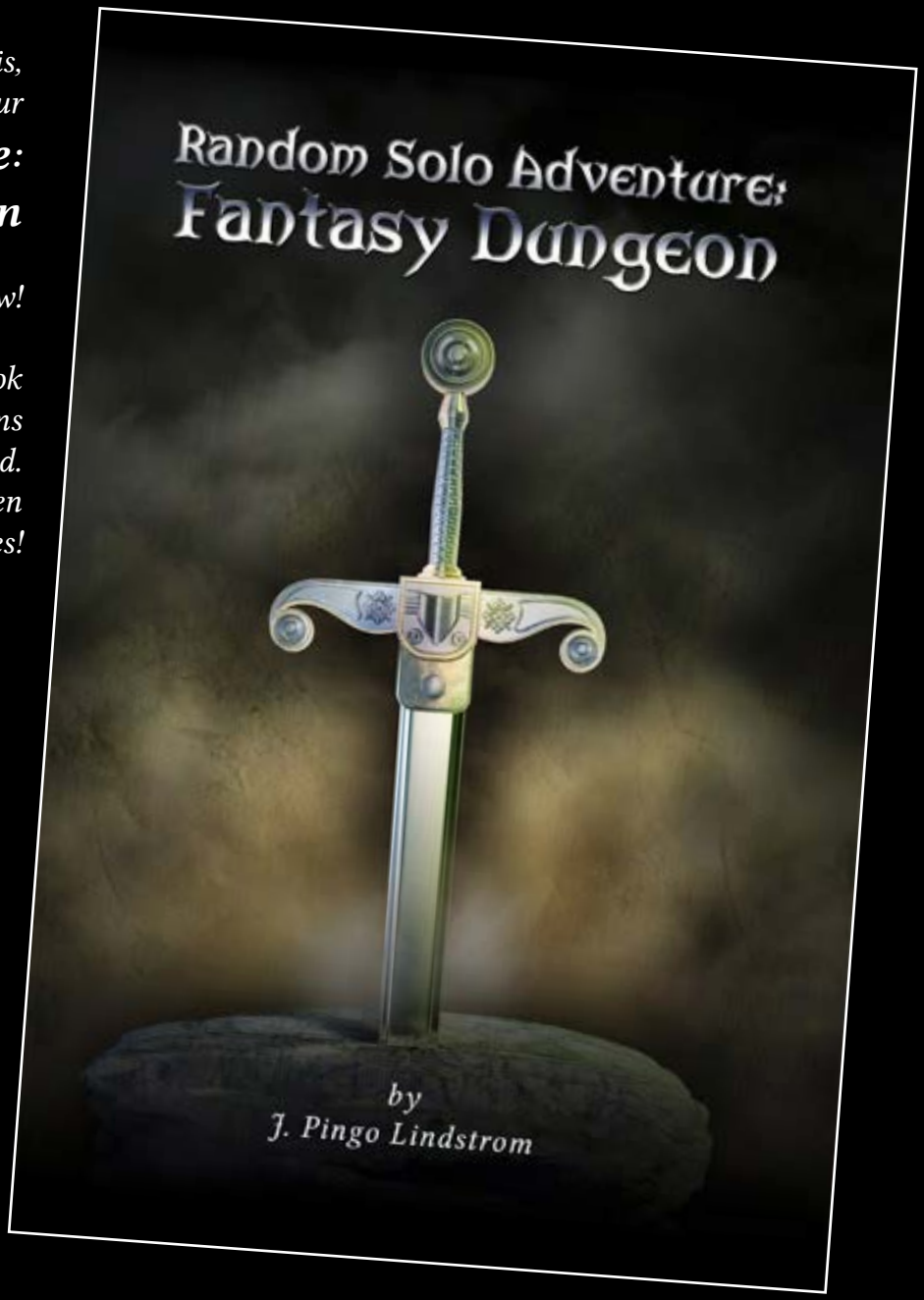

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