

ASSAULT ON THE GOBLIN HOLD

A SOLITAIRE ONE-PAGE MINI-BOOK ADVENTURE

DESIGNED FOR THE 2013 ONE-PAGE DUNGEON CONTEST

“VILE HUMAN!! How dare you enter this sanctum with your filth!” the goblin mage bellows, “No matter, you shall be the easiest cleansing of recent memory.”

8K

Rip this tab off when it is defeated.

blue
3D6.

This hallway leads back to 4Q.

START
What are you?

An Illuminator, seeking redemption?

Start with 9BlueD6 and 3RedD6.

A Battler, seeking fame and fortune.

Start with 5BlueD6 and 5RedD6.

Go to 1A.

7G

The Goblin King stares down at you from his throne. He comments, “I know you are here for the infant, I’m not surprised that the Village Elders would go back on their word.”
“No matter, you shall not touch the prince as long as I am alive.”

Make cuts on red lines. Fold on dashed lines as shown below.



You may roll all of your dice against the Goblin King.

When you defeat the Goblin King, rip off his head. Keep it in a safe place.

The doors lead to 8K.

Cut on all solid red lines.

Go to 6T

8

7

In front of the wooden door, slowly rotting away, leans a young goblin guard, apparently still groggy from the post-raid celebration of the village. He stirs awake as you walk near, and looks around for other nearby goblins. The fear in his eyes is real, as he realizes that he is alone, as you enjoin him in battle.

Rip this tab off when the guard is defeated.



For each hit scored on the obstacle, discard one of its dice. Discarding all dice of an obstacle defeats the obstacle, and you may continue.

For each hit scored on you, discard a die of your choice from your collection. You have failed when you have lost all of your dice.

The obstacle scores a hit on you with every 6 they roll.

During each round of a fight with an obstacle, roll one color set (red or blue) of your dice, and the obstacle’s dice. You score a hit on any dice you roll with a 6, or a 5 or 6 on a die that matches the color of the obstacle. If any amount of blue dice roll a 1, discard 1 blue die immediately.

1A You approach the goblin stronghold, determined to rescue the stolen infant. The Village has agreed to pay you handsomely for the infant’s return, and in these times, money is hard to come by.

You hold up the head, and thrust it forward to the closest goblin and exclaim “Look what I have done to your leader. What do you think I will do to you?”

As if on cue, they all bow down in fear, slowly backing up in a small huddle in a dark corner.

Go to 2B and rip off the tab there.

Cut on all solid red lines.

Cut on all solid red lines.

Go to 3S.

Destroy his tab to gain 3BlueD6 and 2RedD6.

“You fight skillfully for a humanoid,” Diminacas hums approvingly.

The large, heavy doors lead to 7G.

6T

6

The door leads to 3S.

Cut on all solid red lines.

If this tab is not ripped, do not enter the door.

Sneaking down the stairs, you find a room with a squadron of goblins. You may return up the stairs, or battle them.

Or, if you have the head and wish to reveal it to the squad, go to 6J.

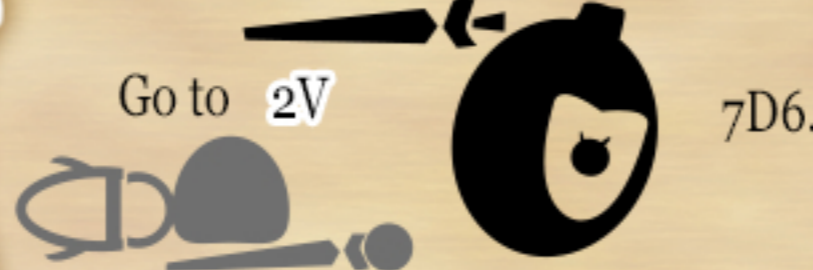
Rip off the tab if you defeat the squadron.

25D6.

This stairway leads back to 4Q.

2V

The goblin mage lies dead in a corner, bloody handprints leaving proof of him crawling from the hallway.



The form of a headless Goblin King swings his mighty broadsword at you, his body animated by magic! If you defeat this vile creature, you can escape to the outside world. If not, you will become forgotten...just another nameless adventurer who disappeared into the night. When fighting the dead king, roll all of your dice.

You note the single horn on his forehead.

Go to 3B.

A single candle lights this room, which is otherwise filled with heavily miledewed barrels. As your eyes adjust to the darkness, you notice a ripple in the air in the corner...as if there was a field of invisibility protecting something.

5H



The door leads to 3S.

Rip tab when field is defeated.

The sword glows with magical power. It rises in the air of its own accord, and a voice emanates from it.

“You have awoken Diminacas, the Singing Sword. Defeat me, and I shall do your calling!”

Rip this tab if you have defeated Diminacas.



Go to 5W.

3D6.

This door leads to 5H.

The glistening slime on walls in this passage lend credence to the musty, damp smell in the air.



Rip the tab if you defeat the rock fall. You may optionally wish to fight the rock fall in this passage.

3S



Cut on all solid red lines.

3B

The infant appears! Go to 5N.

Rip the tab to take the infant.

Cut on all solid red lines.



This hallway, which leads to 8K, is eerily lit with magical torches that burn a hideous green flame.

Cut on all solid red lines.

Cut on all solid red lines.

These rabled stairs lead down to 2B, a dark place that seemingly flickers by torchlight, and echoes with a series of goblin grunts.

The stench of raw horse and dung fills your nostrils as you enter the great hall, indications of a just-finished celebratory goblin meal. Empty kegs of ale are haphazardly strewn about.

This hallway returns you to the outside world.

Rip this tab off if you have the infant.

This door leads to 2B.

Go to 4Q

3

4

4Q