Game Rules

Quest Calendar: A Tollkeeper's Tale © Sundial Games 2025

The Most Important Rule

The game element of the Quest Calendar is meant to act as a guide (like a game master) for your single-player RPG adventure. This isn't a competitive game, so if a rule doesn't work for you, feel free to change it. ***Just have fun.***

~~Heroes~~ Villains

This game was designed as a single-player experience. You will play as a villain, making decisions for and acting as the main character of the story.
Before you begin the adventure within the Quest Calendar, browse through the villains presented and choose one to play. Consider their backstories, talents, skills, and abilities as they level up. Pick one that speaks to you and your own personal journey.

Character Stats


Strength
(STR)


Dexterity
(DEX)


Constitution
(CON)


Intellect
(INT)


Wisdom
(WIS)


Charisma
(CHA)

Strength, Dexterity, Constitution, Intellect, Wisdom, and Charisma are bonus modifiers used on various rolls throughout the year. Your health indicates your character's vitality. A low health means your character is close to death. Defense, Attack, and Damage are primarily used in combat but may have other uses while adventuring.


Max Health
(HP)
The amount of damage you can take before dying.


Defense
(DEF)
The bonus you receive when rolling to avoid getting hit by an enemy.


Attack
(ATK)
The bonus you receive when rolling to hit an enemy.


Damage
(DMG)
The dice you will roll to see how much damage to apply to enemies.

Dice

The game is played with 7 polyhedral dice. When asked to make a dice roll, you will see which die to roll indicated with a 'd' followed by the number indicating the sides of the die. Here is what those dice are:



If you are rolling d10, use the single d10 (ranged 0-9). The 0 (zero) on a single d10 (ranged 0-9) means 10.
If you are rolling d100, use a d10 (ranged 0-9) and another d10 (range 00-90) and add both results (e.g. "60"+"5" = 65). Here, a 0 (zero) or 00 (double zero) on a d10 means 0 (zero). (e.g. "70"+"0" = 70 and “00”+“4” = “4”), except when you roll both zeroes (e.g. "00"+"0" = 100).

Dice Rolls

Encounters will have you make dice rolls to accomplish tasks and allow you to add a modifier based on your character. Example instruction: Investigate the room. [roll d20 + Intellect]
If your character has a +2 for Intellect, roll the 20-sided die and add +2 to the result. If you get a 15 on the dice roll, add +2, and you will end with a result of 17.

Choices

Each page may present possible options for how you deal with the situation. Tasks meant to be done sequentially will be listed as numbers, such as 1, 2, 3. If you are meant to choose just one option, you will see the options listed alphabetically, such as A, B, C.

Abilities

Villains have various abilities. Some skills give you bonuses to specific encounters (e.g. Sneaky or Athlete), while others are used in combat (e.g. Smite or Fireblast). Each task may list a skill that you can use for a bonus. If you feel you should be able to use an ability but there is no reminder, use your best judgment. All abilities can be applied after you see the result of your roll, so that you may decide if you wish to use the ability to affect that roll.

Per Page Abilities

Some abilities are limited to a set number of uses per page (e.g., “Twice per Page: Add d6 to a single Damage roll”). This refers to the entire calendar page, regardless of the number of encounters or combats listed on the page.

Combat - Standard

In standard combat, you get one round to fight each enemy, or a set number of rounds to fight a single enemy. If you successfully hit with your Attack and then do enough Damage to the enemy, you avoid taking damage that round. If you do not hit or deal enough damage, then your Defense will help reduce incoming damage.

The enemy's stats will be presented as a series of icons and numbers:

Enemy 1: = 12 = 5 = 13 = 2/1 = 1

In each round:

1. **Roll Attack** (d20 + your Attack modifier)

   If your Attack roll equals or exceeds the enemy's Defense , you HIT. Otherwise, you MISS.

2. **Roll Damage** (Damage dice depend on the character and level).

   If you HIT and your Damage roll equals or exceeds the enemy's Health , the enemy DIES. If you MISS or the enemy does NOT DIE, it attacks you.

3. **Roll Defense** (d20 + your Defense modifier)

   If your Defense roll equals or exceeds the enemy's Attack , reduce your Health by the enemy's partial Damage (1 in the example above). Otherwise, reduce your health by the enemy's full Damage (2 in the example above).

4. **Earn a gold reward.**

   If the enemy DIES, earn gold .

Combat - Boss

There are encounters in which you must fight an enemy to the death. These will be explicitly described. Here, the enemy will have a high amount of health, and you will repeat the combat until you have reduced the enemy's health to zero. Until the enemy is defeated, you risk taking damage each round.

Boss: = 12 = 25 = 13 = d4/0 = 1

You may even be responsible for rolling the enemy's damage. Note the [d4] for the enemy's damage.

Damage Modifiers

Apply any modifiers to your Damage after your entire roll (and after doubling Damage).

Combat Difficulty

You may choose to play in 1 of 3 difficulties for combat:

Standard Mode

Roll the dice for ONE entire round at a time before deciding where to use abilities to modify the results for that round. Then proceed to the next round.

1. Roll Attack, Damage, and Defense for the round.
2. See the result for the round.
3. Decide to use an ability.

Easy Mode

Roll the dice for ALL rounds before deciding where to use abilities to modify the results of the entire page of combat.

1. Roll Attack, Damage, and Defense for all rounds.
2. See the outcome of all rounds.
3. Decide which abilities are more useful for any round.

This allows you to decide which rounds to use any of your abilities to maximize their effectiveness and minimize the Damage you will receive.

Hard Mode

Make each roll in a round and decide whether to use an ability before making the next roll.

1. Roll Attack.
2. See if your attack hits.
3. Decide to boost the attack.
4. Roll Damage.
5. See if the damage kills the enemy.
6. Decide to boost damage.
7. Roll Defense.

Example: After rolling the Attack and seeing that it does not hit, decide if you wish to boost that Attack before rolling the Damage.

Conditions and Afflictions

Several conditions can be inflicted upon your character. The calendar will indicate when this occurs.

Poisoned

If you are Poisoned: At the end of each page, including the page on which you become Poisoned, roll d20 + Constitution. If the result is 10 or less, reduce your health by 1. If the result is 11 or more, you take no damage but are still Poisoned and must roll again on the next page. Mark this on your character sheet. You can cure Poison with an Antidote or by taking a Rest. If you die and are resurrected, you are no longer poisoned. Becoming Poisoned while you are already Poisoned has no effect; you remain Poisoned.

Dealing with Death

Sometimes, the dice can be unforgiving with the fate of your character. It is likely that at some point along your journey, your character's health gets reduced to zero (0). The gods will resurrect you, but this comes at a price. Roll a d4:

Result of 1: The gods demand a price. Lose half (50%) of your gold, rounded up. If you have none, reroll the d4 again.
Result of 2: Suffer a debilitating Wound. Roll a d10:

1: Reduce your Strength by 1.
2: Reduce your Dexterity by 1.
3: Reduce your Constitution by 1.
4: Reduce your Intellect by 1.
5: Reduce your Wisdom by 1.
6: Reduce your Charisma by 1.
7: Reduce your Max Health by 2.
8: Reduce your Defense by 1.
9: Reduce your Attack by 1.
10: Take a -1 penalty to all Damage rolls.

A single Wound can be removed during a Rest. These may also be removed by an item called Dragon's Blood or through certain hero abilities. Since these injuries can be restored, note the injury down on your hero sheet.

Result of 3: Your body was looted while you were dead. Sacrifice one of your specialized equipment items. If you do not have one, roll the d4 again.

Result of 4: The gods are favorable. You are resurrected successfully, but death takes its toll. Mark all "Use per Rest" abilities as used until your next Rest.

Once you have been resurrected, bring your current health to half of your max value rounded up, remove any Poisoned or Cursed conditions, and resume the next encounter of the day with your modified stats.

Exploring - Cities and Open Areas

You may find yourself in a city to explore. The page will have various areas and encounters for you. You do not have to do these at all or in any particular order. We do, however, suggest that if you read the section, you commit to the encounter (even if you read ahead and discover there are no good outcomes).

Exploring - Dungeons

There will be pages where your hero will need to navigate a dungeon.

Using the image provided, move from the starting point ⊗ to an adjacent labeled area along the available paths. Once you land on an area you have not already encountered, look to the resolution page for the encounter details.

You may double back over an area to go somewhere else, but you do not need to resolve that area again.

You will be instructed on where you can stop. You are not required to stop. You may continue exploring if you wish to risk your hero's safety for more treasure.

Boons and Automatic Failures

When rolling a d20 to accomplish a task, a natural 1 (the dice lands on a 1) will always fail, regardless of any modifiers you may add to your result.

For an attack, you will miss the enemy.

For a task, you will always use the lowest resulting outcome described.

Conversely, you will earn a boon when you roll a natural 20 (the dice lands on a 20). You may use this boon to add a d4 on a future d20 roll.

You may only hold a single boon at a time. Rolling another natural 20 will NOT give you a second boon.



Copyright © 2025 Sundial Games LLC
All Rights Reserved

Disclaimer: While we strive to keep all content family-friendly, all of our art is subject to various degrees of personal opinions, and some content or scenarios may be found offensive or inappropriate to some players.

Sundial Games, LLC
support@sundialgames.com
954-478-8625
www.SundialGames.com

No portion of this may be reproduced - mechanically, electronically, or by any other means, including photocopying - without written permission from the publisher.

Stump



Big troll, small brain, huge appetite!

"*Why talk when you can smash?*"

Stump is big, loud, and not particularly bright. He does not need to be. His fists do all the thinking he requires. Rocks crack beneath his feet, trees bend when he passes, and travelers tremble when he looms over them. He likes it that way.

He and his brother Grump have always watched over the bridge, demanding tolls from anyone foolish enough to cross. Grump does most of the talking, which suits Stump just fine. He is there to loom, to glower, and if the situation calls for it, to smash. Smashing is his favorite part.

Despite his towering strength and skull, Stump is not entirely without sense. He knows how to push just hard enough to get what they need without stirring too much trouble. He listens to his brother, trusts his instincts, and understands that two trolls are far more terrifying than one. His loyalty to Grump is the only thing stronger than his fists.

The bridge belongs to them, and anyone who thinks otherwise will find out exactly how much damage Stump can do when he stops thinking altogether.

Stump Bonebreaker Troll

Artist: Ellen

© 2025

Stump

Gold:
Minions:
Notoriety:

Bonebreaker Troll Level: 1



Stats

Hp Max /19

Atk +3

Def +1

Dmg d8

Traits

Str +3

Int -3

Dex +3

Wis -3

Con +3

Cha -3

Abilities

Athlete — Add +2 to all rolls to overcome physical and athletic hurdles.

Stealthy — Add +2 to all rolls to sneak and remain hidden.

Sturdy — Once per Page: Reroll any d20 + Constitution roll and take the new result.

Brute — Once per Page: Add your Constitution modifier to a single Attack roll.

Squish it! — Once per Page: Add D4 to a single Damage roll.

Loot

Grump



He's got a face for scaring and a voice for yelling.

"My favorite food? Traveler stew!"

Grump is the thinker of the two, though thinking is a relative term when it comes to trolls. While Stump relies on fists, Grump relies on instinct, suspicion, and the occasional flash of "troll wisdom." He has been watching travelers for years, listening to their tricks, learning their ways. He may not be clever by normal standards, but compared to his brother, he is practically a scholar.

He is also never happy. The rain makes the bridge slippery. The sun makes the stones too hot. Some days, there are too few travelers, and other days, there are too many. Grump complains because that is what he does. It does not mean he will not fight if the situation calls for it. He would rather threaten and give sharp glares before resorting to brute force.

Grump watches, listens, and sizes up anyone who dares approach. He scratches his chin, narrows his beady eyes, and asks questions they are not ready for. He has a way of sniffing out deceit and rarely lets anyone pass without paying a toll. The bridge belongs to them, and Grump intends to keep it that way.

Grump Gutslurper Troll

Artist: Ellen

© 2025

Grump

Gutslurper Troll — Level: 1

Gold:
Minions:
Notoriety:



Stats

Hp — Max /21

Atk +3

Def +0

Dmg d10

Traits

Str +4

Int -2

Dex -2

Wis -2

Con +4

Cha -2

Abilities

Intimidating — Add +2 to all rolls to threaten and intimidate.

Investigator — Add +2 to all rolls to search and investigate.

Arrg! — Once per Page: Reroll any d20 + Strength roll and take the new result.

Rage — Once per Page: Add your Strength modifier to a single Damage roll.

Thick Skin — Once per Page: Add D4 to a single Defense roll.

Loot



A Tollkeeper's Tale - Page 1

Artist: Joemar Villarejo

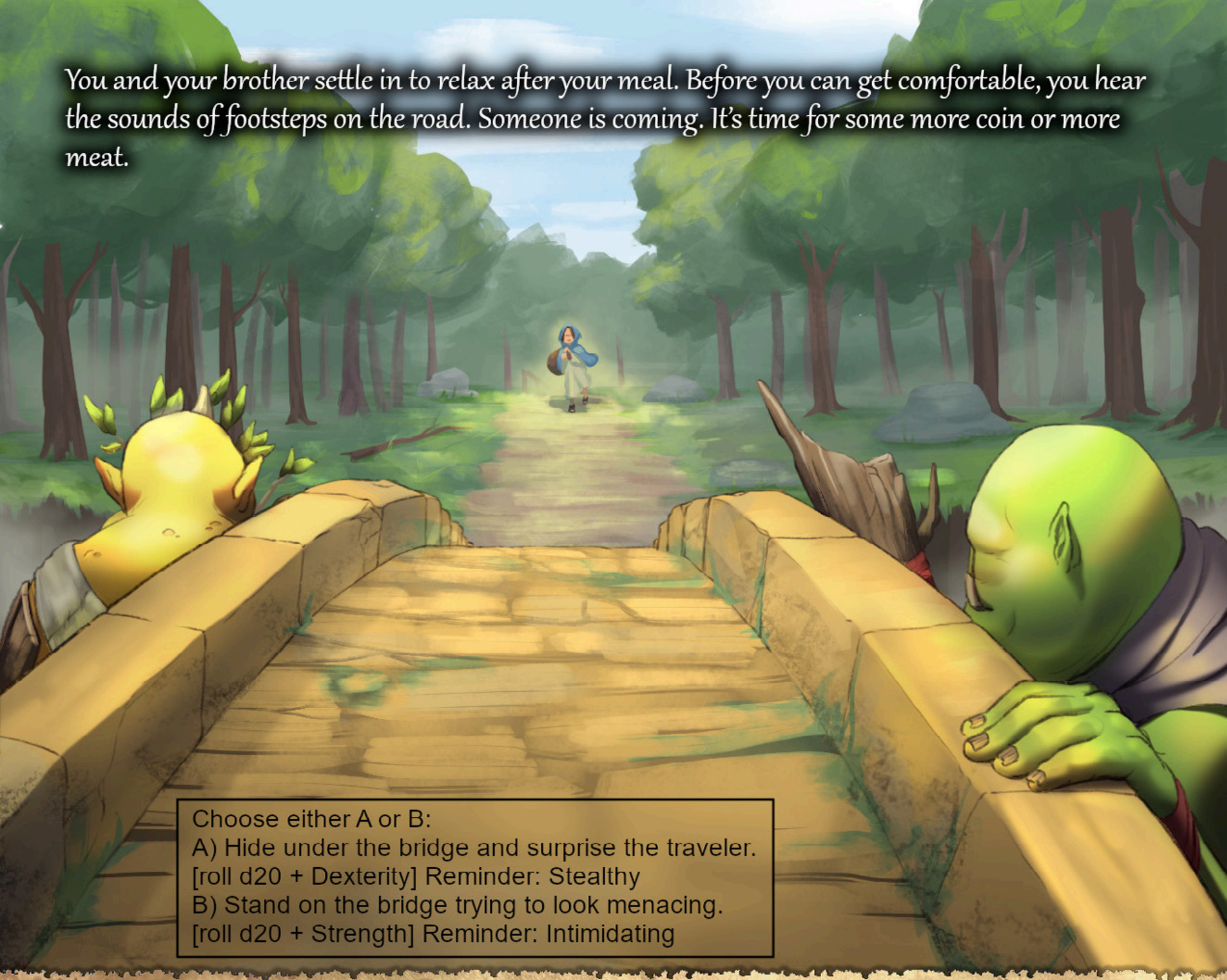
© 2025

1) Search for fish in the stream. [roll d20 + Wisdom]
You and your brother search the river for breakfast. The pickings are slim.
If the result is 10 or less: Your brother catches a fish before you do. He is greedy and will try to keep it for himself. You try to grab the fish from him. Take a -2 penalty to fight your brother (#2 below).
If the result is 11 or more: You catch a fish before your brother does. But he is greedy and will try to take it from you. He comes straight towards you, trying to take the fish. Gain a +2 bonus to fight your brother (#2 below).

2) Fight your brother for the fish. [roll d20 + Strength]
You both struggle to wrestle the fish out of each other's hands. "*Mother never liked you 'cause you're so ugly,*" your brother taunts.
If the result is 12 or less: As you struggle, the fish tears into two pieces. Your piece is obviously smaller but there's no point in fighting over such a small fish to begin with. Take a -2 penalty to use the fishbone (#3 below).
If the result is 13 or more: You rip the fish from your brother's hands, taking the fish and slapping him across the face with it. The back half of the fish falls off from the force of the blow, and you decide to let your brother keep it. Gain a +2 bonus to use the fishbone (#3 below).

3) Use a fish bone to pick teeth. [roll d20 + Dexterity]
The fish had less meat on it than you'd hoped, and it was stringy, too. Something hard is stuck between your teeth. You grab a fish bone to try to pick it out.
If the result is 8 or less: You prod and scratch at whatever is in your teeth to no avail. You have some sore gums where you stabbed yourself. Reduce your health by 1.
If the result is 9 or more: You dig around for a short while before getting the little bugger. It seems the fish had swallowed a coin, and that's what was stuck in your teeth. Gain 1 gold.

4) Scratch an itch. [roll d20 + Constitution]
After an unsatisfying meal, you make your way to sit down in the shade of the bridge, but you can't get comfortable. You have an itch in the middle of your back that you can't quite seem to reach.
If the result is 9 or less: You begin to scratch but can't reach. You try rubbing your back against the rough stonework of the bridge. You get the itch but scrape and cut yourself from the uneven stone. Reduce your health by 1.
If the result is 10 or more: You reach and stretch, managing to relieve the itch. But another itch appears on your belly, followed by one on your inner leg and a third in an impolite spot. Finally, you've scratched them all and can feel comfortable now.



A Tollkeeper's Tale - Page 2

Artist: Jason De Leon

© 2025

A) Hide under the bridge and surprise the traveler. [d20 + Dexterity] Reminder: Stealthy

If the result is 7 or less:

Finding a spot to hide is difficult for a troll of your size. You do your best to crouch under the bridge, but your big hand and forehead are clearly visible to the traveler as they approach. Take a -2 penalty to all rolls on the next page.

If the result is between 8 and 13:

You find a spot to hide your large frame. As the traveler approaches, you pop out of your hiding spot to scare them.

If the result is 14 or more:

You pick the best spot to hide. There is no way anyone could see you here. As the traveler approaches, you jump out with a roar. They jump with fright at the sight of your massive frame. Gain a +2 bonus to all rolls on the next page.

B) Stand on the bridge trying to look menacing. [roll d20 + Strength] Reminder: Intimidating

If the result is 8 or less:

You strike a pose that you hope will frighten the traveler. Your brother laughs at you. "*You look so puny. No one's gonna be scared if you stand there looking like a limp noodle.*" The traveler is confused by the two of you. Take a -2 penalty to all rolls on the next page.

If the result is between 9 and 14:

You strike a pose that is bound to frighten any who comes near. Your brother tries to mirror your pose. The two of you make a barricade that prevents any from passing. The traveler approaches and stops at your terrifying display.

If the result is 15 or more:

You flex your muscles and stand in the most menacing pose you can. "*Oi, that's a good one. Scare 'em up right nice, you will.*" Your brother tries to copy your stance. His is not as scary as yours is. The traveler approaches warily, obviously scared of your impressive muscles and size. Gain a +2 bonus to all rolls on the next page.



A Tollkeeper's Tale - Page 3

Artist: Yie Carillo

© 2025

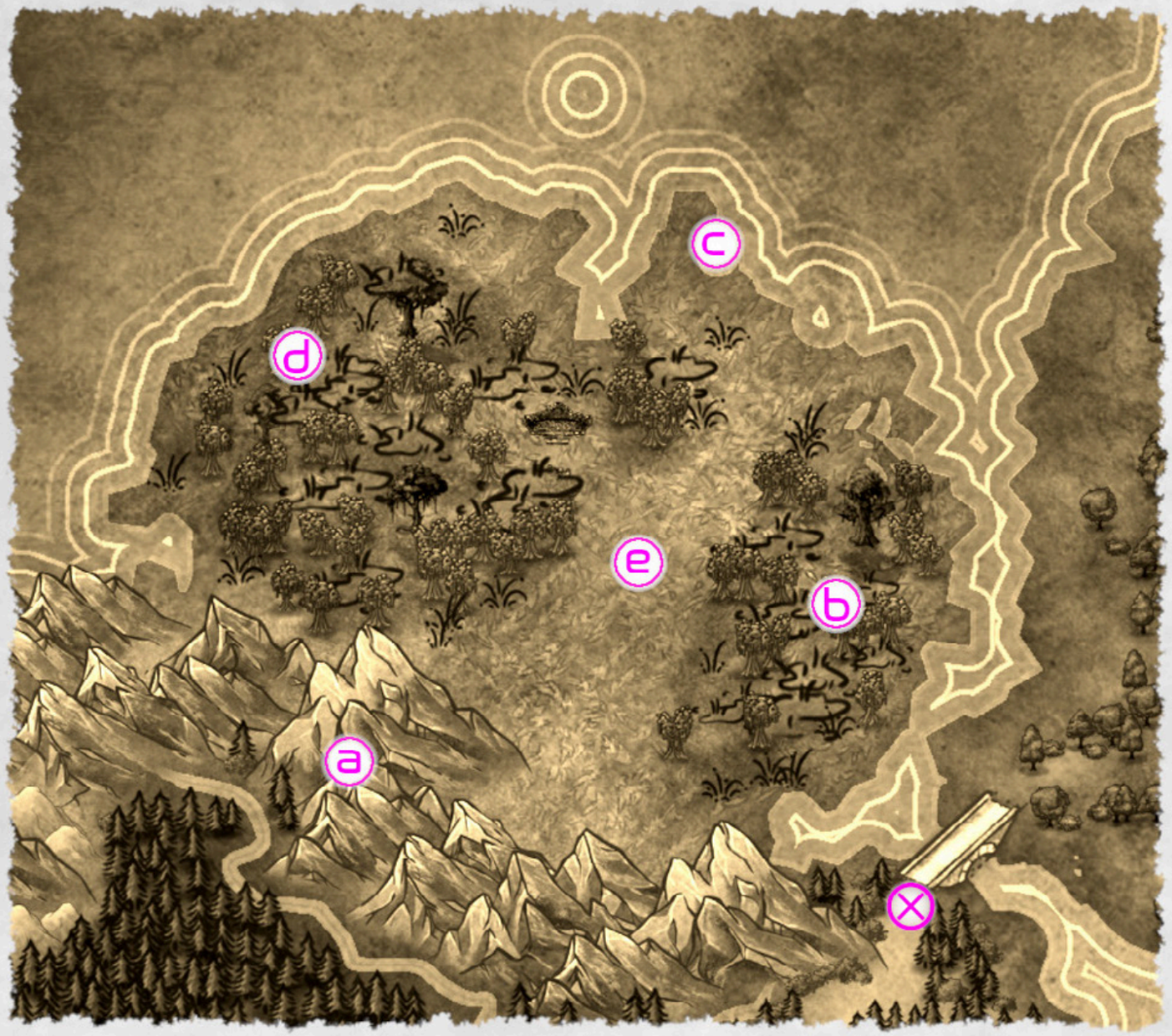
1-A) Intimidate the traveler. [roll d20 + Charisma] Reminder: Intimidating
You strike your most menacing pose and yell, “The toll is gold, or I eat you whole!”
If the result is 10 or less:
You burp as you begin to yell, causing your brother to burst into laughter. The traveler looks at you with confusion. You angrily thrust out your hand, and the traveler catches on to your intent. She hands over a coin. Gain 1 gold.
If the result is 11 or more:
The traveler reaches into her pack to pull out a purse. Her hands shake and tremble. You growl, and the traveler drops the bag into your hand. You gain 3 gold.

1-B) Attack the traveler. [roll d20 + Attack]
As soon as the traveler steps onto the bridge, you swing your great club at her.
If the result is 12 or less:
The traveler is quicker than you expected and dodges out of the way. You growl and swing wildly as the traveler backs away from both you and your brother’s attacks. She trips on a loose bridge stone and falls to the ground, dropping a coin as she lands. Gain 1 gold.
If the result is 13 or more:
Your club slams into the side of the traveler. You hear the crunch of ribs shattering as she crumples to the ground. You pick up her belongings. Gain 3 gold.

What is to be done with the traveler now that you have gotten your toll?
2-A) Spare the traveler.
You stomp and roar at the traveler, who begins to run. She crosses the bridge in a hurry, trying to avoid you and your brother as much as possible. She drops something to the ground. You pick it up and discover a treasure map.

2-B) Kill the traveler.
The traveler pleads with you to spare her life. Her cries die down after a couple of whacks of your club. This meal will be much better than the fish, and it's already tenderized. As you pick over her belongings, you find a treasure map.

The traveler carried a map. It must lead to a secret treasure. You and your brother set off to find it. More shiny things are always good. The map is difficult to read, and you will have to search the area for landmarks to follow the trail.



Begin at the '⊗' and navigate around the map. Visit each lettered area along your path. Explore and resolve each area you visit before you choose your next.

A Tollkeeper's Tale - Page 4

Artist: Thomas Bedran and Raymond Beckham via Inkarnate

© 2025

Area A:
You explore the mountainous region to the south. The scaley peaks are hard to navigate. You hear a loud crunching sound as a boulder falls from high above. Maybe you can catch it. [roll d20 + Strength]
If the result is 12 or less:
The boulder crashes into you, almost knocking you off the cliff. Reduce your health by 5.
If the result is 13 or more:
You catch the boulder and strain your muscles. Catching a rock of this size is no easy feat and it still hurts. Reduce your health by 2.

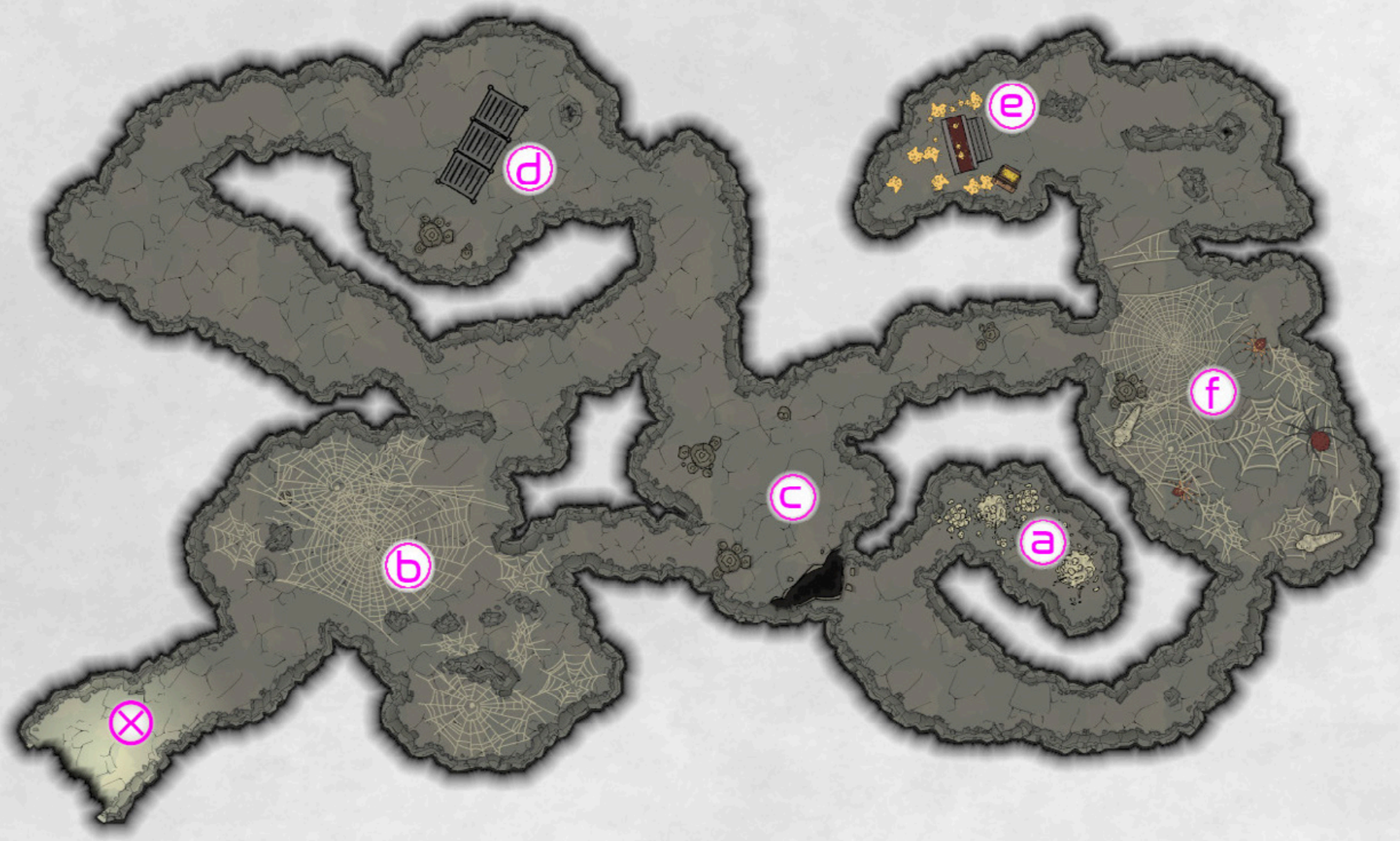
Area B:
You search the swamp next to the river for clues or markings on the map. [roll d20 + Wisdom]
If the result is 10 or less:
You fumble around the area while traipsing through bug-infested bogs. There's no sign of any treasure. These bugs bite and hurt. Reduce your health by 1.
If the result is 11 or more:
You navigate the swamp with ease, but find no trace of any landmarks on the map. You stumble across an abandoned camp with some supplies. Gain 1 Antidote.

Area C:
While searching the coast, you stumble upon a cave. The cave opening resembles markings on the map. This is the final area. Stop here or continue to explore before returning.

Area D:
In the northern swamps, you come across a pool of purplish water. It smells delicious and inviting. The color and smell are captivating. You drink down the intoxicating liquid. It burns like acid. [roll d20 + Constitution]
If the result is 10 or less:
The acid burns your throat causing you to gag and choke. Reduce your health by 3.
If the result is 11 or more:
The burning sensation goes away after a short while.

Area E:
You discover a fallen tree amongst the tall grass. Inside the trunk are mushrooms. You try to figure out what kind they are before eating them. [roll d20 + Constitution] Reminder: Investigator
If the result is 7 or less:
The mushrooms look suspicious, and you decide it's best to leave them alone.
If the result is between 8 and 15:
You can't quite identify what kind of mushrooms they are, but what can it hurt? You eat a couple and move on. Restore your health by 1. Take a -2 penalty on all rolls for the rest of the page.
If the result is 16 or more:
These mushrooms are safe to eat. You recall from a past experience that they make you feel all tingly inside if you eat enough. You and your brother gorge yourself on every mushroom you can find. Restore your health by 2. Take a -2 penalty on all rolls for the rest of the page.

When you reach the spot marked on the map, you find a small cave entrance. You and your brother squeeze into the opening. The cave mouth opens into a larger space with more room to move around.



Begin at the '⊗' and navigate around the map. Visit each lettered area along your path. Explore and resolve each area you visit before you choose your next.

Artist: Jak Saute via Dungeondraft

© 2025

Area A:
As you proceed through the room, you hear a crunch under your foot. The room is scattered with the remains of treasure hunters that have come before. Their bodies have dried out and are rotting. [roll d20 + Intellect] Reminder: Investigator
If the result is 10 or less: You find 1 gold amongst the remains.
If the result is 11 or more: You find a pouch of 4 gold on the remains of a former treasure hunter.

Area B:
You proceed into the darkness of the cave and find a stringy substance wrapping around your body. Spiders have woven their webs here. [roll d20 + Strength] Reminder: Athlete
If the result is 12 or less: The spiders' webbing is not strong enough to stop your hulking frame, but it does stick in all your unmentionable places. Take a -2 penalty to all rolls on this page.
If the result is 13 or more: You trudge through the webbing as if through air, pulling the strands away without a care.

Area C:
You approach a large chasm in the ground. You may choose to take another path to explore or try to jump the chasm. If you choose to jump, [roll d20 + Dexterity] Reminder: Athlete
If the result is 13 or less: You run and leap across the gap. It doesn't look like you will make it. You slam into the side of the chasm wall and manage to hold onto the edge to stop yourself from falling. You climb up with a few bumps and bruises. Reduce your health by 2.
If the result is 14 or more: You soar through the air across the gap and land safely on the other side.

Area D:
This cavern grows dark and foreboding as you step further inside. You hear loud scraping noises just as your foot sinks into the ground. A dart hits you in the stomach. Reduce your health by 1. [roll d20 + Constitution]
If the result is 10 or less: You are now Poisoned.
If the result is 11 or more: You resist the poison on the dart.

Area E:
This room holds a large altar to some god. Offerings and shiny objects litter the area. You take anything of value you can find. Gain 20 gold. You may stop exploring here.

Area F:
Several large spiders descend and attack as soon as you enter this chamber. [roll d20 + Attack]
If the result is 9 or less: You are driven off by the bites of the fearsome spiders. Reduce your health by 4.
If the result is 10 or more: You smash the spiders with your club and grab the spiders' egg sacks. They make excellent snacks. Restore your health by 2.

If you are POISONED: 
At the end of each page (including this one), roll d20 + Constitution.
If the result is 10 or less, reduce your health by 1.
You can cure Poison with an "Antidote" or by taking a Rest when available.



A Tollkeeper's Tale - Page 6

Artist: Miguel Pineda

© 2025

1) Argue with your brother about who speaks with the knight. [roll d20 + Attack]
You argue with your brother over who can best deliver the riddle. After a bit of bickering with your brother, you give up. Unable to convince him with words, you try to convince him with your club. [roll d20 + Attack]
If the result is 12 or less:
You miss your brother as he deftly sidesteps your attack. He bonks you on the head with his club and says, “Fine, you want it so bad? You tell your dumb riddle.” Reduce your health by 3. Take a -2 penalty to come up with a riddle (#2 below).
If the result is 13 or more:
With a swift smack of the club, you gently convince your brother to let you deliver the riddle. After a couple more rounds of convincing you are sure your brother will not interrupt you.

2) Come up with a riddle. [roll d20 + Intellect]
You have to think of a riddle now. Let’s see what you can come up with.
If the result is 5 or less:
You decide to be clever and quickly make up a riddle. The riddle you go with is: “Why is a raven like a writing desk?”
If the result is between 6 and 13:
You think long and hard. This is the best you can come up with. The riddle you go with is: “What's brown and sticky?“
If the result is 14 or more:
You remember a particular riddle you heard once. The riddle you go with is:

Big wet marble, full of goo,
Yummy in soup, good with stew.
Lurks in heads and rolls around,
Pop it out—it makes a sound.

Note down your riddle for later use.



A Tollkeeper's Tale - Page 7

Artist: Joemar Villarejo

© 2025

1) Deliver your riddle.

The knight stops and thinks for a moment. This is just the distraction you were looking for. You and your brother both raise your clubs, ready to strike him down. Before you can deliver the blow, the knight replies:

“Clever trolls. I cannot answer your riddle, for it is too difficult for my ignorant self. Please, before you end my life, may I ask of you one thing? Tell me the answer to your riddle. I beseech you.”

Solve your riddle from the previous page:

A) Why is a raven like a writing desk?
B) What's brown and sticky?
C) Big wet marble, full of goo, yummy in soup, good with stew. Lurks in heads and rolls around, Pop it out—it makes a sound.

If you cannot guess the answer to your riddle take a -2 penalty on all combat rolls below.

Answers: A) there is no answer and you must take the penalty, B) a stick, C) an eyeball.

2) Fight the knight.

You shout the answer out to the knight. While you pondered the riddle it seems the knight has prepared to fight.

Round 1:  =11,  =3,  =11,  = 2/1,  =1

The knight raises his lance to pierce you in the gut.

Round 2:  =11,  =4,  =10,  = 3/2,  =1

The knight rears his horse to deliver a hind kick.

If your Attack roll equals or exceeds the enemy's Defense , you HIT. Otherwise, you MISS.
If you HIT and your Damage roll equals or exceeds the enemy's Health , the enemy is STUNNED this round and cannot attack you.
If you MISS or the enemy is NOT STUNNED, it attacks you.
If your Defense roll equals or exceeds the enemy's Attack , reduce your Health by the enemy's partial Damage (f/P). Otherwise, reduce your Health by the enemy's full Damage  (F/p) .
Collect  gold for each round you stunned the enemy.

You deliver a blow that knocks the knight off his horse and sends him flying off the bridge to the water below. You move to the edge and see the knight landed on the soft mud of the riverbank.

Collect d4 additional gold if you dealt a total of 10 damage or more over both rounds.

You go down to the muddy riverbank but cannot see the knight. Where can he be? There are not many places around the bridge that he can hide. Search for the knight.



Begin at the '⊗' and navigate around the map. Visit each lettered area along your path. Explore and resolve each area you visit before you choose your next.

A Tollkeeper's Tale - Page 8

Artist: Jak Saute via Dungeon Alchemist

© 2025

Area A:
You peek around some trees and bushes. You disturb a nest of wasps.

Wasps:  =12,  =3,  =14,  = 2/1,  =1

Area B:
You find the footsteps of the knight leading to a bunch of rocks. (This is the final area. You may stop now and proceed to the next page, or you may continue to explore before returning here.)

Area C: River water
You search around the banks of the river and in the water. [roll d20 + Intellect] Reminder: Investigator
If the result is 12 or less:
As you wade into the water you slip and fall in the river. Your coin pouch falls off your belt and starts to flow downriver. You quickly chase it down and snatch it up. It feels a couple coins lighter. Reduce your gold by 2.
If the result is 13 or more:
You and your brother comb the river carefully but find no signs of the knight.

Area D: Side of the bridge
There is no sign of the knight on this bank of the river. However, the knight's loyal horse has come down to retrieve him. It is a hostile beast that rears up to kick you.

Horse:  =11,  =5,  =11,  = 2/1,  =1

Area E: Under the bridge
Under the bridge is a pile of bones and trash that you and your brother have accumulated. You shift the foul-smelling refuse around looking for the knight. [roll d20 + Constitution]
If the result is 12 or less: The foul smells of the pile turn your stomach and make you sick. Reduce your health by 2. You don't find the knight here.
If the result is 13 or more: The smells bother you, but you don't find the knight either.



A Tollkeeper's Tale - Page 9

Artist: Jason De Leon

© 2025

1) Fight the Knight

Combat for today will operate in the following ways:
- You will continue to repeat the combat round until you have dealt enough damage to defeat the enemy.

Knight:  =12,  =15,  =11,  = 2

If your Attack roll equals or exceeds the enemy's Defense  , you HIT. Otherwise, you MISS.
If you HIT and your TOTAL Damage equals or exceeds the enemy's Health  , the enemy is DEFEATED
If the enemy is NOT DEFEATED, it attacks you.
If your Defense roll is less than the enemy's Attack  , reduce your Health by the enemy's Damage  .

If you did not defeat your opponent, repeat the combat round until you die or the opponent is defeated (you've dealt a total amount of damage to meet or exceed the enemy's health).

Collect d10 gold for defeating the knight.

When you have defeated the knight: He lays bruised and bloody at your feet, but he is alive. He may be able to return to town if you leave him. It's been a while since the tale of you and your brother's might and fury was told. If you let him go to tell this story, others will respect your toll bridge more.

Decide to either:
2-A) Spare the Knight.
You tell the knight that he can go and tell everyone he meets that no one crosses the bridge without your permission. Everyone must pay the toll. Take a -1 penalty on all rolls on the next page.

2-B) Kill the Knight.
Your club falls on the body of the knight with a satisfying crunch. That felt good. You and your brother rifle through the knight's belongings, finding a hand-drawn map of the area and various scrolls and writings. Nothing of interest to a troll like you.



A loud noise is coming from down the road. You see a large force of humans, dwarfs, and elves approaching. You look at your brother, knowing that the two of you are no match for this force. You scramble to gather your meager possessions. This army will soon be upon your bridge, and they will not be kind to you if they find you.

Decide to either:
A) Hide. [roll d20 + Dexterity] Reminder: Stealthy
B) Run. [roll d20 + Dexterity] Reminder: Athlete

A Tollkeeper's Tale - Page 10

Artist: Yie Carillo

© 2025

A-1) Hide. [roll d20 + Dexterity] Reminder: Stealthy
If the result is 9 or less: You hide under the bridge, hoping that no one will look for you there. The army marches over the bridge, but it is narrow, and many crowd around the river, awaiting their turn to cross. They will see you eventually. Take a -2 penalty to slip away (A-3 below).
If the result is 10 or more: You remember the excellent spot that the knight was hiding in. You pull the boulder over you to block the army's view. Gain +1 bonus to slip away (A-3 below).

A-2) Stay Silent. You breathe slowly and silently, trying not to move as dust falls in your face. [roll d20 + Constitution]
If the result is 12 or less: You sneeze, drawing the eyes of some soldiers that pass. Take a -2 penalty to slip away (A-3 below).
If the result is 13 or more: You wait for the army to pass. It seems no one noticed you. Gain +1 bonus to slip away (A-3 below).

A-3) Slip away. You and your brother try to sneak out now that the army has passed, but your great size will always draw attention, and there may be stragglers. [roll d20 + Dexterity] Reminder: Stealthy
If the result is 14 or less: You are noticed by scouts who then fire a barrage of arrows at you as you slip into the woods. [roll d20 + Defense]
> **If the result is 12 or less:** You are struck as skilled archers rain dozens of arrows down upon your location. Reduce your health by 9.
> **If the result is 13 or more:** You dodge and weave to avoid many of the falling arrows, but you can't avoid them all. You are struck by several of the army's sharpest arrows. Reduce your health by 6.

If the result is 15 or more: You make it to the woods without being seen.

B-1) Run. [roll d20 + Dexterity] Reminder: Athlete
If the result is 9 or less: You bolt for the woods, but the army sees you. Your great size is not meant for speed, and the army is upon you before you get too far. Take a -2 penalty to avoid the army's arrows (B-2 below).
If the result is 10 or more: You bolt for the woods and make it impressively far before the army reaches the bridge. Gain a +2 bonus to avoid the army's arrows (B-2 below).

B-2) The army has spotted you and is trying to slow you with arrows. [roll d20 + Defense]
Repeat this roll 3 times.
If the result is 12 or less: You are shot with an arrow. Reduce your health by 3.
If the result is 13 or more: You dodge and weave, avoiding the arrows.

You make it into the woods and find a space to hide amongst the trees. The army continues to march along with no one following you. You're relieved for now but wonder where that army could be headed.