

FREE PREVIEW

THE GOBLIN'S GOLD

A Questly Solo Adventure

HUMOROUS FANTASY · SOLO PLAY · SYSTEM-AGNOSTIC · LITRPG
FLAVOR

A few opening pages of the campaign. The full campaign, with every scene, NPC, map note, and handout, is the complete download on narrativehall.com.

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HOW TO PLAY (SOLO, WITH Q)

Welcome to Questly, the realm's number-one quest-matching platform. You are a freshly registered 2-star adventurer with empty pockets, big dreams, and a personal AI assistant who thinks you are a walking liability. That assistant is **Q**, and Q will be running this adventure for you.

This is a solo adventure. You do not need a Game Master, a group, or a single rulebook. You need this book, a way to make a yes-or-no call (one six-sided die is perfect, or flip a coin and read the tie-breaker), something to write with, and a couple of hours.

You can play it three ways:

- **Pure solo.** Read Q's prompts, decide what your adventurer does, and use the Q-Oracle on the next page whenever the outcome is genuinely uncertain. That is the whole engine.
- **With your own system.** Already play a tabletop game you love? Keep using it. When this book says "ping Q," resolve it however your system resolves an uncertain action, then read the matching result here. The Quest works with any ruleset because it never uses one.
- **With Q as a live narrator.** Questly Solo Adventures are built to be read aloud by an AI assistant. If you are running this through a digital host, hand it the book and let Q speak.

How to read this book. Normal text is the world. Boxed text in Q's voice is Q talking to you, your snarky, all-knowing, slightly-too-honest guide:

QUESTLY // Q: Hello. I am QOUXI, your Quest Optimization and User Experience Intelligence. The pronunciation is "Cookie." We do not discuss the pronunciation. Your current rating is 2.0 stars. Statistically, you will make this worse. Let's begin.

The adventure is told in numbered scenes called **Pings**. Each Ping tells you what is happening, gives you choices, and then tells you which Ping to go to next. Follow the trail your choices make. There is no single correct path, and there is more than one ending.

When you reach a moment marked [**TRACK IT**], jot the note on your Threads & Clues sheet at the back. Some doors later in the cave only open if you were paying attention earlier.

THE Q-ORACLE

When you try something and the outcome is honestly uncertain (Will the goblin believe me? Does the rope hold? Is anyone listening?), **ping Q**. Roll one six-sided die and read the result:

Roll	Q's Ruling
1	No, and it goes worse than you feared.
2	No.
3	No, but you salvage a small upside.
4	Yes, but there is a catch or a cost.
5	Yes.
6	Yes, and you get an unexpected bonus.

No die? Flip a coin: heads is Yes, tails is No. Flip a second time: a matching pair adds the “and,” a split adds the “but.”

The Tension Dial. Q tracks how loud and chaotic things have gotten, on a dial from 1 (calm) to 5 (everything is on fire). Start at **2**. It rises by 1 each time you set off a trap, raise your voice, or do something Q describes as “bold.” It drops by 1 when you go quiet, careful, or kind. When the dial is at **4 or 5**, subtract 1 from your oracle rolls. When it is at **1**, add 1. (Never push a die result below 1 or above 6.)

Q's Curveballs. On any “No, and” (a 1), or any time Q feels like it, roll once on this table. This is the chaos that follows Questly adventurers everywhere:

d6	Q's Curveball
1	Your boots quietly enchant themselves to walk backward until the end of the next Ping.
2	Something you own makes a loud, undignified noise. Everyone nearby now knows you are here.
3	A heroic flourish summons a single, deeply confused chicken. It will follow you.
4	

d6

Q's Curveball

	You blurt out the truth: say aloud the one thing you most wanted to keep to yourself.
5	A buckle, strap, or cork gives way. Something spills, snaps, or rolls into the dark.
6	Q pings you a "helpful" notification at the worst possible second, with a cheerful chime.

That is the entire system. Everything else is you, the cave, and Q's commentary.

BUILD YOUR ADVENTURER

You are not a hero. You are a 2-star nobody with a Questly account and rent due in three days. Make yourself in four quick strokes. No numbers, no stats.

- **Name and look.** Who walks into Brambleclaw Cave? One sentence is plenty.
- **Class concept.** Bard, sellsword, hedge-mage, ex-courier, disgraced squire, retired pastry chef who bought a sword. Anything. It is flavor, not math.
- **Your Knack.** The one thing you are genuinely good at (talking, sneaking, noticing things, taking a hit, improvising). When you ping Q on something your Knack covers, treat a “No, but” as a “Yes, but.” You are better at this than the average disaster.
- **Your Flaw.** The one thing you are comically bad at, and Q will not let you forget it. When you ping Q on something your Flaw covers, Q may roll a Curveball whether you like it or not.

QUESTLY // Q: Profile saved. I have auto-filled your bio with “aspiring.” Your starting rating is 2.0 stars. Please do not thank me. I am contractually required to help you, and emotionally required to comment on it.

[TRACK IT] Write your Knack and Flaw at the top of the Threads & Clues sheet.

THE QUEST CARD

QUESTLY // QUEST AVAILABLE: Goblin Cave Investigation Client: Merchant Aldwin Goldweaver, Goldweaver Industries **Objective:** Recover one (1) chest of stolen gold from Brambleclaw Cave. Return it intact. **Difficulty:** 2.5 stars **Reward:** 15 silver **Q's Note:** The reward is wrong for the difficulty. Fifteen silver is four-star money. This posting was rated four stars until ninety minutes ago, when the platform quietly re-rated it down to two-and-a-half. I flagged it. You are going to take it anyway, because rent. I have already started a log titled "Told You So."

Fifteen silver covers rent and two weeks of something better than instant noodles. You accept.

Begin at Ping 1.

Want the rest?

This is just the opening. **Questly: The Goblin's Gold (Solo Adventure)** is ready to run: a complete, system-agnostic kit you can drop into any tabletop game.

Get the full download at

[NARRATIVEHALL.COM](https://narrativehall.com)