

THIEF OF KASAR

A mini solo adventure for Deluxe Tunnels and Trolls

By Scott Malthouse

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Welcome to Thief of Kasar, a mini solo adventure for use with Deluxe Tunnels and Trolls (though it can also be used with 5th and 7th editions). This adventure is suitable for beginning delvers with no more than 30 adds, although you are restricted to only common kindred (no big monsters please - people tend to be put off by them).

Warriors are most appropriate for this adventure, however if you do want to use a wizard or rogue you will have to use what I call the 'spell honour system'. Simply put, if you feel like you could honestly use a specific spell in a certain situation then go ahead and use it.

Rules for Combat

In the first round of combat you can use a ranged attack, symbolising being at range as the enemy approaches. For subsequent rounds you must swap out your weapon and fight in melee combat. If you are casting a spell, you cannot attack in the same round. This means that the enemy may have a free attack against you, depending on the spell you're casting.

Keywords

Throughout the adventure you may come across keywords. When you do, note these down as they will affect future events in the adventure.

1.

After long days and nights of travel over hill and plain you have arrived in Kasar with weary legs and light pockets. A dwarf acquaintance from Stormgaard called Vizzin, informed you that Kasar would be an excellent place for you to make your mark as a delver - not least because of the high population of corrupt aristocrats and politicians. Entering the crowded town streets where dwarves, hobbs and elves rub shoulders, you spot the sign for The Winding Serpent, a pub Vizzin recommended for a mercenary like yourself.

The jolly wheeze of an accordion hits you when you enter the establishment, which smells at once of spice, booze and body odour. The haphazard musician, a curly-haired hobb, hops on the table, flailing around with his instrument while a group of punters clap and cheer the little fellow. You spot an elf laughing heartily at a furious human she just bested at a game of darts and a hooded figure sitting in the corner quietly drinking a glass of green liquid.

After ordering a mug of Gamesman's Pale, you are suddenly accosted by a brutish human whose left eye is covered with a black patch. He holds a scimitar up to your throat: "Where's my money, you punk?" He growls.

Ask what he's talking about - turn to 24
Hand over some money - turn to 13
Attack him - turn to 34

2.

You slay the hounds, but in the fray the servant has fled.

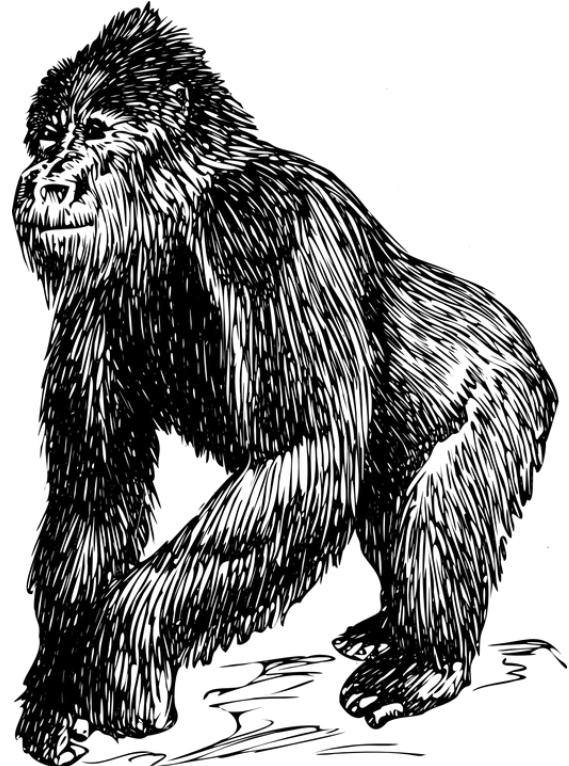
After going through the servant's entrance, you find yourself in a kitchen where a large pot of stew is boiling over a fire and several exotic vegetables have been diced up on a wooden chopping board. On one of the counters you find a bronze key. If you decide to pick this up, add it to your inventory. You creep out of the kitchen and along a seemingly-endless corridor. The house is garishly decorated, with golden busts of ugly men sitting on plinths and crude paintings hanging on the walls signed 'Pyra'. There is a room to your right with 'nursery' scrawled on the door, or a door straight ahead.

Go into the nursery - turn to 15
Open the door ahead - turn to 48

3.

Noticing a fine wire tying the two gate doors together, you deftly disarm a trap. Looking back, you see that the ground below you would have opened up, sending you plummeting to its depths.

You creep down the garden path, monitoring your surroundings. In the darkness you see something moving, and it's coming towards you. Before you know it, a frenzied gorilla is charging at you. It has MR 40 and you must fight it. If you win, turn to 40.



4.

You wait until the coast is clear and sneak in through the servant's entrance. You find yourself in a kitchen where a large pot of stew is boiling over a fire and several exotic vegetables have been diced up on a wooden chopping board. On one of the counters you find a bronze key. If you decide to pick this up, add it to your inventory. You creep out of the kitchen and along a

seemingly-endless corridor. The house is garishly decorated, with golden busts of ugly men sitting on plinths and crude paintings hanging on the walls signed 'Pyra'. There is a room to your right with 'nursery' scrawled on the door, or a door straight ahead.

Go into the nursery - turn to 15
Open the door ahead - turn to 48

5.

Make a L2SR-STR. If you succeed, turn to 11. If you fail, you must find another way in - turn to 31.

6.

You make short work of scaling the wall and athletically leaping down on the other side. You sneak across the lawn in the darkness, keeping to the bushes. Eventually you reach the side of the manse and spot a trapdoor to what appears to be a cellar.

Open the trapdoor - turn to 45
Find another way in - turn to 31

7.

The room is like a jungle, with different kinds of flowers and trees growing from the dirt floor. On the ground you find a machete (2d) and an old torch. Suddenly a huge venus flytrap erupts from the foliage and tries to grab you in its plant jaws.

Make a L2SR-DEX or LK. If you succeed, turn to 32. If you fail, turn to 17.

8.

Silently you approach the servant before hitting him on the back of the head, sending him tumbling to the ground. You quickly gather his clothes and slip them on. They don't fit great, but it will have to do. Note down the keyword **Disguise**.

After going through the servant's entrance, you find yourself in a kitchen where a large pot of stew is boiling over a fire and several exotic vegetables have been diced up on a wooden chopping board. On one of the counters you find a bronze key. If you decide to pick this up, add it to your inventory. You creep out of the kitchen and along a seemingly-endless corridor. The house is garishly decorated, with golden busts of ugly men sitting on plinths and crude paintings hanging on the walls signed 'Pyra'. There is a room to your right with 'nursery' scrawled on the door, or a door straight ahead.

Go into the nursery - turn to 15
Open the door ahead - turn to 48

9.

The goblin lets out its final whisky breath and slumps to the ground. You notice he carries a key on his belt. If

you take it, add the Goblin Key to your inventory.

You leave through a door at the end of the cellar and ascend a set of wooden stairs.

Turn to 48.

10.

After slaying the hounds, you descend into the darkness of the cellar.

The cellar is lit by a single burning torch. You find yourself surrounded by hundreds of casks, all labelled 'whisky'. You're surprised to see a portly grey goblin sitting on a stool sipping a glass of amber liquid and talking to himself. When you enter he leaps from his stool, knocking it over, and draws a short sword. He staggers towards you, one eye sagging slightly, while slurring that he's sworn to protect the mistress's whisky and he'll hit cut out your innards. You must fight the inebriated goblin, who has MR 18 (2d+9). If you win, turn to 9.



11.

You tear open the cellar doors with a loud CRASH! You realise that you may have been a bit too loud as two shapes emerge from the dark, bounding towards you. These are two huge hounds, foaming at the mouth. They have a combined MR of 60. If you win the combat, turn to 10.

12.

You find the door is locked. You're going to have to try brute force. If you have the keyword **Disguise**, turn to 26. If not, turn to 33.

13.

You frantically fish out all the money you have and drop it on the bar counter in front of you, hoping it's what he wants. He snarls at you and barks: "We agreed far more than that, you wretch." He takes the money. You see an opening to attack him.

If you attack him - turn to 34

If you try to run away - turn to 18

14.

Pyra falls to her knees, her staff broken. Blood covers her face and she is welling up with tears. "I just wanted to see him," she croaks before taking her last gasp of breath. You move over to the desk to see what she was writing. It is a letter addressed to

Bix professing her love for him. It says that she only stole his talisman so that he would come to her and perhaps she could express her true feelings. You sigh, thinking about what you've done. Next to the letter you see the talisman and grab it. At least you can fulfill your end of the bargain. You also notice a small box with a keyhole. If you have the Goblin Key, turn to 42. If not, turn to 35.

15.

Opening the door, you enter a room covered in dolls. Incredibly creepy dolls. An empty cot sits in the corner and all kinds of toys and trinkets litter the floor. Do you:

Explore the room - turn to 16
Leave and try the other door - turn to 48

16.

You don't fear mere dolls, so you begin to rummage around the room. As you're exploring you hear the pitter patter of tiny feet. Turning around slowly you're confronted with an army of porcelain dolls, each grinning maniacally from ear to ear. They suddenly leap on you. You must fight them as one creature of MR50 (5d+25). If you win turn to 20.

17.

You are caught in the jaws of the enormous plant, its teeth sinking into your flesh. You can feel it lifting you in the air and try as you might to prize open the mouth of the creature, you realise it's useless. You slowly bleed to death as the plant drinks your life force. You are dead. Close the book.

18.

You attempt to turn and run from the establishment, but you find yourself face first on the floor after one of the patrons sticks his leg out under you. Laughing, the brute looms over you, pointing his blade at your back. "Nobody cons Drevitt Black," he croaks. Before he can land the final blow, you hear a loud CRACK and Drevitt's body flops down beside you, his head twisted around. The pub turns silent as the cloaked figure you spotted before helps you up. He ushers you out of the pub and leads you to a squat house on a nondescript street. There he explains that his name is Bix and that you are now in his debt. Because of this, he has a task for you. He tells you that if you were to refuse he would hunt you down and have you cut to pieces, so you go along with it.

Bix tells you that something has been stolen from him and he needs it retrieving. His nemesis, an elf called Pyra, has taken a magical talisman

from him in the dead of night. He tells you to steal it back from Pyra's home - once you do it, you will be even and he will not pursue you. Not wanting to die, and assuming this is a reasonably simple task, you agree to his terms and set off to find the talisman. Record the keyword **Chains** Turn to 30.

19.

If you have the Bronze Key, turn to 28. If not, turn to 12.

20.

You smash the dolls until none remain. Getting up to your feet, you notice a bracelet beneath the cot. Grabbing it, you feel a surge of magic course through your veins. The locket can heal your Con by d6 three times. After that, it becomes a mundane locket. You leave the room and try the other door. Turn to 48.

21.

Make a L2SR-LK. If you succeed, turn to 3, if you fail turn to 39.

22.

Lifting the orb from its cushion, you reason that it must be made of emerald and valued at 200gp. If you have the keyword **Disguise**, turn to 50. If you do not, turn to 23.

23.

You hear a clanking behind you and turn around to see two suits of armour marching towards you at speed, spears in hand. They have a combined MR of 62 (7d+31). If you win turn to 29.

24.

You tell the man that you have no idea what he's talking about. He smirks and brings the hilt of his sword down on your skull. Make a L1SR-DEX. If you succeed, turn to 25. If you fail, turn to 47.



25.

You duck out of the way of the blow at the last second, putting your assailant off balance, sending him to the ground face-first. You can now attack him. He is MR 15 (2d+8) and carries a scimitar. If you defeat him, turn to 27.

26.

Make a L1SR-STR. If you succeed, go to 46. If not, turn to 36.

27.

The brute lies in a pool of blood at your feet. Suddenly you feel your arm being pulled and realise that the cloaked figure from the corner is dragging you out of the pub. You go along with him as he leads you into a festering alley behind the bar. He introduces himself as Bix and says he is looking for someone to help him with a job. He will be 300gp on completion of the job.

Bix tells you that something has been stolen from him and he needs it retrieving. His nemesis, an elf called Pyra, has taken a magical talisman from him in the dead of night. He tells you to steal it back from Pyra's home and you will get your reward. Since this is exactly what you came here to do, you agree to his terms and set off to find the talisman.

Turn to 30.

28.

You pull out the Bronze Key and find that it fits perfectly in the lock. Turning it, you open the door and find yourself in a bedchamber. A robed woman with red hair and a dagger at her hilt is sitting here writing what appears to be a letter. At the sound of you entering she spins around in shock and rises to her feet. "So, it looks like we have an uninvited guest in the house," she says, almost with glee. "Has Bix sent a little thief to do his dirty work? Such a shame." She picks a gnarled staff off of her bed and points it at you. "I'm afraid this is where your story ends."

You must fight Pyra. She is MR 40 (5d+20) and if she rolls three sixes or more she flings a fireball at you, doing an extra 2d6 Con damage. If you win, turn to 14.

29.

Pieces of armour litter the floor where you stand. You go to try the white door at the end of the room, hoping your adventure is nearly at an end. Turn to 19.

30.

You wait until dark before making your way down the winding lamplit streets of Kasar. You take the route

Bix told you and eventually find yourself at the gates of the manse belonging to Pyra. Do you:

Attempt to open the gate - turn to 21
Try climbing over the wall - turn to 37

31.

You scout around, trying to find another entrance. Skulking around the back of the manse you find that one of the windows is slightly ajar. Sliding it open, you climb inside and find yourself in a room covered in taxidermy animals. Deer heads hang on the walls and stuffed crocodiles, bears and hogs line the floors. You get a sickening feeling when one of the bears slowly turns to you and roars.

You must fight the taxidermy bear. It has MR 36 (4d+18). If you win, turn to 44.

32.

You roll out of the way before the flytrap's jaws snap around you and rush through the foliage. Eventually you find a wooden door. Turn to 48.

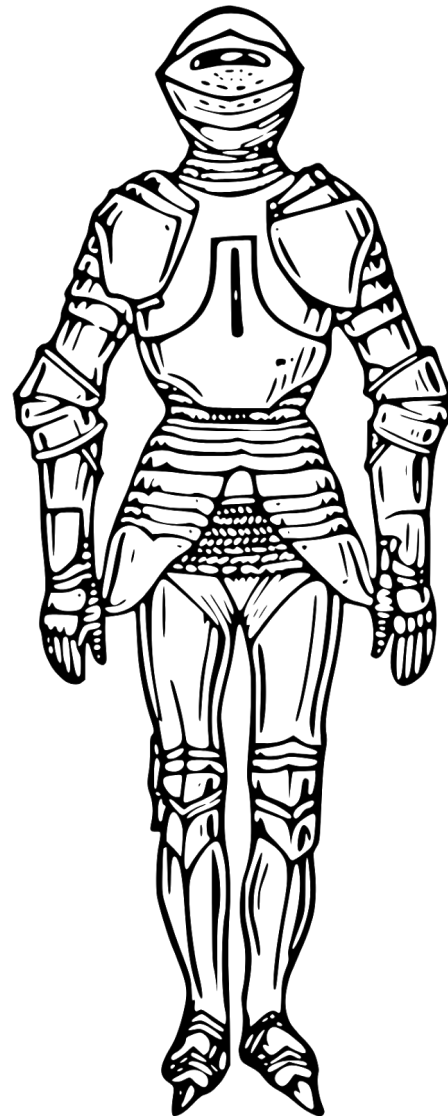
33.

You begin hammering at the door, but realise the two suits of armour flanking you have spring to life and are bearing down on you. They have a

combined MR of 62 (7d+31). If you win, turn to 26.

34.

You quickly knock his blade out of the way and engage the brute in combat. He has MR 20 (3d+10) and carries a scimitar. If you defeat him, turn to 8.



35.

You leave the manse and find your way through the winding dark

streets. You find Bix and deliver him the talisman, mentioning nothing of the letter. He thanks you. If you have the keyword **Chains** he tells you that you are now even and sends you on your way. If you do not have that keyword, he hands you a purse of 300gp and thanks you for your help. Your adventure ends here - gain 1000AP.

36.

Using all your strength you try to smash the doors down, but they won't budge. You try again and again, but to no avail. You have to face it - you tried and failed. Your adventure ends here as you leave the manse empty-handed. Gain 400AP.

37.

You try to scale the wall and drop into the garden on the other side. If you have a **rope** make a L1SR-STR. If you don't have one, make a L2SR-STR. If you succeed either, turn to 6. If you fail, you take 1d6 Con damage. You can try again or turn to 21 to try opening the gate.

38.

You try to sneak up behind the servant, but the crunch of stones beneath your feet alerts him. He cries out and blows a silent whistle. In seconds two huge slobbering hounds

bound towards you, melting out of the shadows. They have a combined MR of 60 (7d+30). If you win, turn to 2.

39.

You force open the iron gate and hear a small 'click'. The floor opens up beneath you and you fall into a dark pit, impaled on several glass spikes. Take 2d6 Con damage. If you survive you are able to climb out and continue down the dark garden path.

In the darkness you see something moving, and it's coming towards you. Before you know it, a frenzied gorilla is charging at you. It has MR 40 (5d+20) and you must fight it. If you win, turn to 40.

40.

The gorilla crumples to the ground in a black heap. You are beginning to wonder what you have got yourself into. You continue down the path and come to a side door in the manse - possibly the servant's entrance.

The door opens and a bearded man walks out carrying two sacks of refuse. Grumbling to himself he makes his way down the path.

Attack him and take his clothes - turn to 49

Sneak inside without him noticing - turn to 4

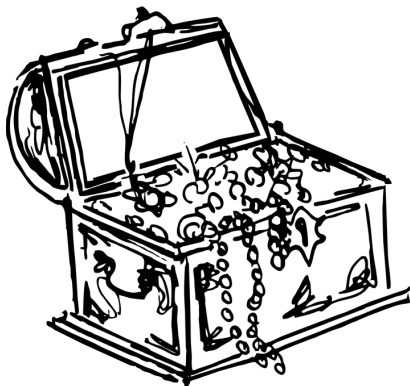
41.

You deftly pick the lock and open the cellar door. You are immediately hit with the pungent air of must from below. You creep down the stone steps into the darkness below.

The cellar is lit by a single burning torch. You find yourself surrounded by hundreds of casks, all labelled 'whisky'. You're surprised to see a portly grey goblin sitting on a stool sipping a glass of amber liquid and talking to himself. When you enter he leaps from his stool, knocking it over, and draws a short sword. He staggers towards you, one eye sagging slightly, while slurring that he's sworn to protect the mistress's whisky and he'll hit cut out your innards. You must fight the inebriated goblin, who has MR 18 (2d+9). If you win, turn to 9.

42.

You unlock the box and find a pouch of gems worth 150gp. Turn to 35.



43.

You eventually emerge from the foliage, finding a door. Turn to 48.

44.

You knock the stuffing out of the bear and notice a glinting object within its belly. Pulling it out, you discover a azure necklace. Examining it you realise that it has magical properties. When worn, you can cast a spell of confusion on an opponent, reducing their next attack by half. You can do this ten times before the magic is used up. Put the Necklace of Confusion in your inventory.

You leave the room and end up in a small chamber full of plants. You can:

Explore the room - turn to 7

Look for an exit - turn to 43

45.

You pull at the wooden doors but they're not budging. If you have a lockpick you may unlock the doors and turn to 41. If you don't, you can try force the doors open with brute strength - turn to 5. If you would prefer to find another way in, turn to 31.

46.

You smash open the door and find yourself in a bedchamber. A robed

woman with red hair and a dagger at her hilt is sitting here writing what appears to be a letter. At the sound of you entering she spins around in shock and rises to her feet. "So, it looks like we have an uninvited guest in the house," she says, almost with glee. "Has Bix sent a little thief to do his dirty work? Such a shame." She picks a gnarled staff off of her bed and points it at you. "I'm afraid this is where your story ends."

You must fight Pyra. She has MR 52 (6d+26) and if she rolls three or more sixes she flings a fireball at you, doing an extra 2d6 Con damage. If you win, turn to 14.

47.

The sword smashes into your temple, causing you to take 1d6 Con damage. Your vision is blurred slightly and there is a ringing in your ear. After recovering, you may attack him by turning to 34, or attempt to run away by turning to 18.

48.

You step into a large, plush room with a roaring fire and a large bearskin rug splayed out on the floor. More poor art covers the walls and two suits of armour flank a white door at the end of the room.

On the fireplace you spot a beautiful polished orb sitting on a little purple cushion. If you take the orb, turn to

22. If you exit through the white doors, turn to 19.

49.

Sneaking up behind the servant, you attempt to knock him out. Make a L2SR-LK. If you succeed, turn to 8. If you fail, turn to 38.

50.

You slip the orb into your pack and look around nervously to see if you have set off a trap. After waiting a moment, you discern that nothing has been triggered so you go to leave through the white door. Turn to 19.



