

THORNGUARD

A SOLITAIRE ADVENTURE FOR
TUNNELS & TROLLS



The
TROLLISH
DELVER

THORNGUARD

Text and Trollish Delver Logo copyright © 2012 by Scott Malthouse

All illustrations within this book, including the cover, are public domain.

Tunnels & Trolls™, designed and written by Ken St. Andre, is a registered trademark of Flying Buffalo Inc. For more T&T products go to www.flyingbuffalo.com

First printing- May 2012



For more information on Trollish Delver Games go to:
www.trollishdelver.blogspot.com

THORNGUARD

Welcome to Thornguard, the capital city of Peakvale and the most vibrant city in the three kingdoms. The ruler, King Hobbletoe, is well known for his stance against the Urooks, who he sees as a threat to the kingdom, and he believes that humans and hobbs are the greatest of all the kindred. As a result, Thornguard relegates the leprechauns, fairies and elves to a lesser-status, many of them living in the slums and turning to crime to keep themselves alive.

This adventure is a little different to past solos because you have free reign over what you want to do in the city. There is no overarching quest; the adventure is what you make of it. You could become a city guard and hunt down criminals, or perhaps you would prefer a life of crime yourself and join the Thieves Guild. You may take up a career as a merchant, an adventurer or even a holy initiate, devoting your life to the Red Sun. Illegal actions may land you in prison, or even worse...on the business end of a noose. You can choose to buy property, from a small peasant house to a grand castle. Thornguard is your oyster.

It is recommended you have a character with 30 adds or fewer. Human and Hobb are thematically more viable, but any common kindred may be taken on this adventure. This solo has been designed for T&T 7.x edition, but you can easily adapt it for earlier editions.

KEYWORDS

Unlike other solo adventures, Thornguard uses a keyword mechanic. Your actions have consequences, and this is measured with keywords. Whenever you are given a keyword, note it down. You will also sometimes be asked to remove a certain keyword, so don't forget to do that.

GUILDS, TITLES AND JOB BOARDS

This solo gives you the chance to join a guild and gain access to jobs. The two guilds in this book are the Thieves Guild and the Merchants Guild. When you join a guild you gain access to that guild's job board, which is located at the back of the book along with instructions on how to use them. You can also gain access to the City Guard job board if you choose to join the guard. Whether you join a guild, the city guard or the Order of the Red Sun, you will be given a title. Sometimes, you will not be able to take a job or join a guild if you have a previous title, so you are able to quit that job and its title whenever you like. However, relinquishing the title means that you will no longer have access to that job board.

The Quest Board is available for anyone to use once you've been granted access, no matter what title you already have.

The Job and Quest boards have been created to add limitless play, as each job is randomised. One time you could be stealing a magical artefact from a nobleman, which may require a difficult DEX check, the next you could be robbing a peasant of a family heirloom, which might be an easy SPEED check. You also get a random treasure at the end of it, the amount depending on the difficulty of the job. During quests you may even have to fight monsters as well!

1

The wheels of merchant carts on the cobbled street below can be heard clearly from your room at the Cow and Butcher Inn, and it's exactly this sound that rouses you from your peaceful slumber. You sling your clothes on and stride into the common area where the elven serving lady is cooking breakfast for the early patrons who wandered in just after dawn. You notice that most of them are merchants by the looks of it, their skin leathery from travelling under the hot sun and their clothes bearing the emblems of kingdoms outside of Peakvale. You decide to start the day with a hearty breakfast and sit with the merchants for a chat and a joke. You learn that Hector, the human from the Kingdom of Spirewood, fell off his horse on the way to Thornguard and broke his left arm. He asks whether you might be able to help him set up his stall this morning. He says that if you help him, he will give you a 10% cut of all earnings until sundown.

Do you help him? Turn to 23

Do you decline and leave? Turn to 16

Do you attack him? Turn to 34

Do you heal his arm? Turn to 20

2

You tell Esther that you would like to join the guild. She shakes your hand and welcomes you aboard. You now have access to the Merchants Guild Job Board at the back of the book, which you can access any time during your adventure. You also gain the title of Merchant. You thank her and leave. Turn to 10.

3

You find Marian in her little bookshop on Candle Row. The bell rings as you enter and she looks over to you and smiles; she is quite beautiful. You tell her that you're a delver looking for work. She chuckles and pulls out a small cork board from beneath her desk. You now have access to the Quest Board at the back of the book, which you can access anytime you want (just remember your current paragraph number). You thank Marian before leaving the shop. Turn to 10.

4

You sprint through the back door, down an alley and manage to outrun and evade the guards. Out of breath, you lie low for a while. You are now a wanted criminal, so it may not be safe to wander the streets. However, you may join the Thieves Guild, who may have work for you.

Do you join the Thieves Guild? Turn to 15

Do you go into the city? Turn to 10

5

"I am so glad you have come," says the initiate desperately. "Members of our order are disappearing during the night and I suspect a group of vampires may be behind this. Please, will you help us?"

If you want to hunt some vampires, turn to 13.

If you decline, but wish to pray, turn to 46

If you decline, but wish to enquire about becoming an initiate, turn to 24.

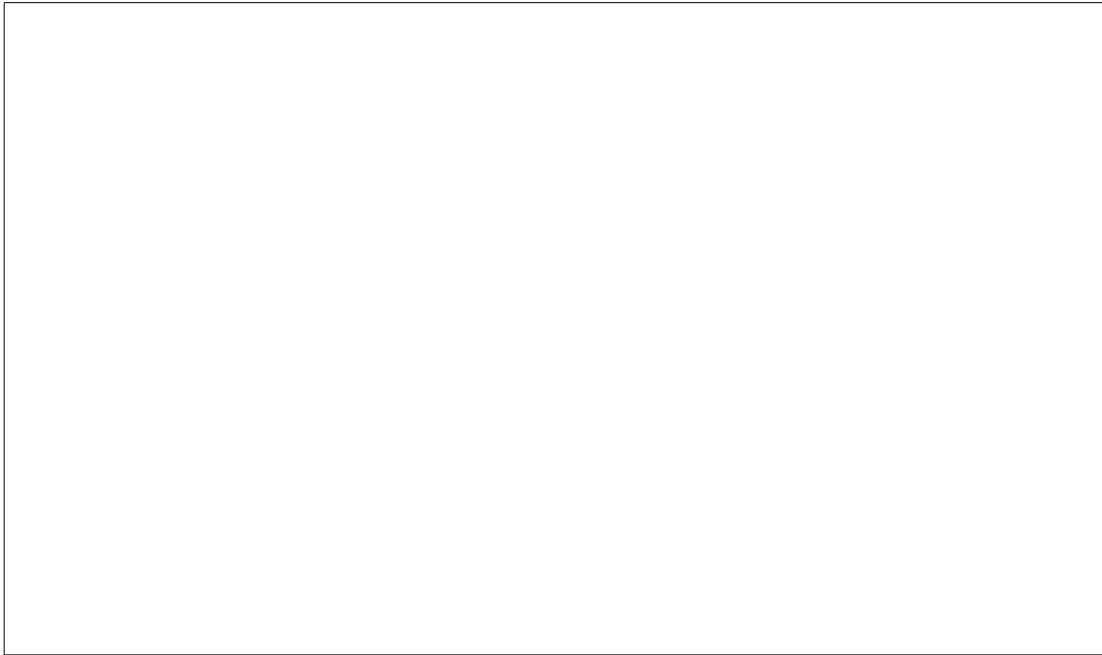
Or if you want to leave, turn to 10.

6

The guards immediately recognise you and quickly pile on you before you can get a hit in. Turn to 25.

7

This is your home, where you can store equipment. You can note down stored equipment in the box below or note it on your adventure sheet.



8

You don't have to wait for long until two guardsmen come barrelling through the inn door, their swords drawn. "Hands where I can see them!" One cries at you. The guards look well-armoured and might prove a challenge for you if you're inexperienced.

Do you fight the guards? Turn to 18

Do you go quietly? Turn to 25

Do you try and escape through the back door? Turn to 44

9

Roland leads you to his tavern, the Saucy Spoon, and shows you the door to the cellar. "Good luck down there," he says in a serious tone, "You're going to need it."

You open the door and descend into the cold, dark cellar. Crates and barrels are stacked all around and you can hear the dripping of some far off tap. The smell of ale fills your nostrils as you cautiously make your way through the cellar, trying to listen for any monkey sounds. Make a L1-SR on INT. If you succeed, turn to 37. If you fail, turn to 48.

10

You decide to head into the streets. Colourful market stalls have been set up and shoppers are out perusing their wares. Thornguard's market is the biggest and grandest in the kingdom, attracting people from all over to both buy and sell items from spices to exotic trinkets found in tunnels deep beneath the earth. There is a fat man standing in the centre of the market with a crudely-written sign reading 'Delvers Wanted- Good Pay'.

Do you talk to the fat man? Turn to 28
Do you look around the market? Turn to 32
Do you look for a job at the guardhouse? Turn to 49
Do you decide to join the Thieves Guild? Turn to 15
Do you decide to join the Merchants Guild? Turn to 40
Do you go to the Temple of the Red Star? Turn to 27



11

You attempt to swipe an item from beneath a merchant's nose, but you're spotted and in a matter of moments the city guard is descending on you from all angles. They grab you and escort you to the guardhouse. Note down the keyword **petty** and turn to 25.

12

Hector's bloody body drops to the ground. The other two merchants flee the inn in panic. You hear the serving lady escape through the back door. Note down the keyword **wanted**.

Do you leave the inn? Turn to 10
Do you stay here and wait? Turn to 8
Do you hide the body? Turn to 47

13

She tells you that the vampires have been seen around the side of the Saucy Spoon during the night.

She advises you go tonight and ambush them. If you manage to kill them, the order will pay you 100 gold pieces as a reward. Turn to 22.

14

You find the merchant that you helped earlier and enquire about your cut of the profits. He smiles and hands over 100 gold pieces and tell you to have a good day. Remove the **profit** keyword and turn to 10.

15

You arrive at the Thieves Guild, located in the slum district of Thornguard. All around you are peasants and thugs, mainly dwarves and leprechauns. You knock on the door and a wooden panel slides open, revealing a leprechaun with a badly scarred face. If you have the keyword **wanted** or **petty**, turn to 36. If not, you're told in no polite terms to leave or risk having your eyeballs replaced by crossbow bolts.

16

You tell him sorry but you're not interested. With that you get up and leave the inn, wandering into the cobbled street. Turn to 10.

17

After a painstaking wait, the captain of the guard arrives at your cell. He tells you that murder is a most grievous crime and carries with it the ultimate punishment: death by hanging.

The next day you there is a solemn mood in the air as you are walked to the gallows in the town centre. Many have gathered to watch you, including the serving lady, as you slowly walk onto the platform. A noose is placed around your neck and the last thing you feel is the drop. Your adventure is over.

18

You attack the two guards. They fight you individually. Guard #1 has MR 40 (5+20) and Guard #2 has MR 48 (5+24). They both have mail armour that absorbs 5 hits. They carry a Thornguard Longsword each (3+2), broken mail armour (5 hits), and 30 gold pieces. Lose the keyword **evidence**.

If you win, turn to 10.

19

The captain of the guard returns to your cell, a scowl across his face. He tells you that since your crime wasn't very serious, you must pay 10 gold pieces and then you will be allowed to leave.

If you pay 10 gold, turn to 45.

If you don't or can't pay, turn to 26.

20

If you have an Oh, Poor Baby! spell, then you may use this to heal the merchant's arm. If you do, turn to 38. If you don't, you may still help him with his stall and turn to 23. If you decide not to help him and leave the inn, turn to 10. If you decide to attack him, turn to 34.

21

You gain the title of **City Guard**. You now have access to the City Guard Job Board at the back of the book. You can choose jobs from the board anytime you like during your adventure, but remember your current paragraph number. Turn to 10



22

That evening, just as the sun is beginning to set, you wander over to the Saucy Spoon and walk down the alley to the east. It's a dirty and grimy place, which looks as good as it smells. You lie in wait for an hour until two women and a man enter the alley. They are as pale as the moon and wear black leather. Their yellow eyes flicker in the torchlight and you can see little fangs peeping out of the top of their lips. Roll a L1-SR on DEX. If you succeed, turn to 33. If you fail, turn to 50.

23

You agree to help the merchant. He leads you outside into the brisk cold of the morning and walks over to his stall, which is currently in pieces on the floor. It doesn't take you long to assemble it, and soon the merchant has a grand-looking stall. He is grateful for your help and tells you to return at the end of the day for your cut of the profits. Gain the keyword **profit**. He also tells you that you might be interested in joining the Merchants Guild, where you can make money from trading.

If you want to join, turn to 40.

If you want to explore the city, turn to 10.

24

She is thrilled that you want to join the Order of the Red Sun. She takes you into a small room for a short interview.

If you have the keyword **petty** or **wanted**, turn to 29.

If you have the keyword **blessed**, turn to 41

If you have a title, turn to 31

If you have none of these keywords or you already have a title, turn to 35

25

You are thrown into a cell where you await your punishment. If you have the key word **evidence** turn to 39. If you have the keyword **petty**, turn to 19. If you have neither of these, turn to 17.

26

The captain sneers and pockets the key to the cell door. "Well it looks like you'll be staying for a bit longer then." You spend a month in jail until you are released. Lose 5 CON from malnutrition and lose the **petty** keyword. Turn to 10.

27

The temple has been ornately crafted from marble and stone. A great stone statue of a women stands at the far end of the building and in front of it several people in white robes are kneeling in prayer. One of the temple initiates approaches you with a warm smile and greets you. If you have the keyword **chimpslayer** turn to 5. Otherwise, the initiate asks you what you want.

Do you tell her you wish to pray with them? Turn to 46.

Do you wish to become an initiate of the Red Sun yourself? Turn to 24

Do you leave? Turn to 10.

28

If you have the keyword **chimpslayer**, Roland greets you fondly but has nothing else to say. Turn to 10

If you haven't got that keyword, you approach the fat man and enquire as to why he's looking for a delver. He introduces himself as Roland, and tells you that his cellar has been overrun with enraged monkeys after a magical experiment went very, very wrong. He needs someone to go down there and take care of the monkeys. He tell you he will pay 100 gold pieces if you do this.

Do you accept? Turn to 9

Do you decline? Turn to 10

29

The initiate looks saddened that you are a known criminal and tells you that the order cannot accept those who are unlawful. She encourages you to turn yourself in at the guardhouse. You walk off into the street. Turn to 10.

30

You sprint out of the door and down an alley, but you trip over a homeless person and land flat on your face. Before you know it, you're being dragged to the guardhouse. Turn to 25.

31

The initiate shakes her head and apologises. "I'm afraid you cannot join the order just yet, for you are not devoted enough yet. You must first rid yourself of all current distractions." She wishes you well and sees you out of the door. Turn to 10.

32

The market is buzzing with activity as people flock to see what wares are available to purchase today. People from all walks of life are here, mingling with one another, from the leprechaun and elf peasants of the slums to the richer humans and hobbs. You see a parade of dwarves carting coal and iron ore from the mountains pass by, grim and sad looks on their bearded faces. Music is playing and jesters are dancing as you make your way through the hundreds of stalls, smelling spices, incense and food. You have never seen so much colour in your life, with bright oranges, blues and yellows adorning many of the stall fronts.

You find the following items of interest for sale

Suit of Drakeskin Armour (10 hits)	300gp
Legionnaires Falchion (3+5)	120gp
Kremm Potion (one use, restores 5 Wiz)	40gp
50ft silk rope	10gp
Thieves Gloves (optional +1 to Thieves Guild job board roll)	50gp
Deed for a peasant house (stores 5 items)	300gp
Deed for a modern house (stores 10 items)	500gp
Deed for noble house (stores 30 items)	1000gp
Deed for a castle (stores unlimited items)	10,000gp

If you buy a house/castle, you can visit it by turning to 7.

You may try to steal an item from the list that's not a Deed. If you do, roll a L4SR on DEX. If you fail, turn to 11.

If you have the keyword **profit**, turn to 14.

After you have finished shopping, turn to 10.



33

You quickly pounce from the shadows, catching the vampires by surprise. You get a free shot against one of them. Roll your HPT and deduct the total from the CON of your chosen vampire. The three vampires fight individually. They each have MR30 and if they score a spite damage, you must make a L1-SR on CON or reduce your CON by 3 on the count of having your blood drained. If you win, turn to 43.

34

You fling the table across the room and dive at the merchant, blood lust in your eyes. You must fight Hector of Spirewood. He has an MR of 20 (3d6+10) and carries 20 gold pieces, 1 day's trail rations and a Spirewood Dagger (2d6+4).

If you defeat him, turn to 12

35

The initiate shakes her head and apologises. "I'm afraid you cannot join the order just yet, for you must receive a divine blessing and be devoted only to the order." She wishes you well and sees you out of the door. Turn to 10.

36

The leprechaun opens the door and ushers you inside. "Word spreads quickly around here," he croaks. He leads you into a room filled with people talking, gambling and drinking. "We welcome you to the guild: we're in need of someone who can escape dodgy situations." He takes you to a large bulletin board. "These are all the jobs we've got going at the moment, so have a look and see what you fancy." You have gained the title **Thief Initiate** and now have access to the Thieves Guild

Job Board at the back of the book. Any time you wish to take a job, just consult the board.

You decide to head back into town. Turn to 10.

37

You suddenly hear a scuffling sound coming from around the other side of a pile of crates. You ready yourself as three crazed monkey leap out from behind the crates. Each monkey has MR10 and you must fight them at the same time. If you win, gain the keyword **chimpslayer** and turn to 42.

38

The merchant lifts his newly healed arm and thanks you profusely. He gives you 50 gold pieces for your trouble and leaves the inn to set up his stall. You decide that it's time for you to go as well. Turn to 10.

39

After a day, the captain of the guard returns to your cell and unlocks the door, telling you that they were unable to find the body and that, as an upstanding citizen of Peakvale, they will look the other way this time. You leave the cell and head back into the city. Turn to 10.

40

You arrive at a colourful building near the centre of the city with the inscription 'Merchants Guild' on it. You see all kinds of people walking through the door, even rare kindred that aren't usually welcome in Thornguard. It seems that the economy is the only place where King Hobbletoe can accept outsiders.

You venture into the hall and meet a woman called Esther, who is the leader of the guild.

If you would like to join, turn to 2.

If you decide it's not for you, turn to 10.

41

She sees that the Red Sun has already seen fit to bless you and so she welcomes you to the Order of the Red Sun. You have gained the title **Initiate of the Red Sun**. You now have access to the Initiates Inventory and Holy Order located at the back of the book. You thank her and leave the temple. Turn to 10.

42

You return to Roland and tell him that you have rid the cellar of the monkeys. He thanks you and hands you 100 gold pieces. He tells you that a hero like you should go to see Marian, the Questgiver, who always has something for delvers.

If you go to see Marian, turn to 3.

If you decide to leave, turn to 10.

43

The last vampire explodes in a cloud of dust that settles at your feet. You wipe vampire off your hands and torso before returning to the temple and meeting the initiate. She is pleased with you and hands you the 100 gold pieces as promised. You thank her before leaving to get a good night's rest. In the morning you awake and head outside. Turn to 10.

44

You try to lose the guards through the back door. Roll a L1-SR on SP. If you succeed, turn to 4. If you fail, turn to 30.

45

You hand over the money and the captain lets you out of the cell. Remove the keyword **petty** from your adventure sheet and head into town. Turn to 10.

46

You kneel with the others and begin praying to the Red Star, an ancient wizard from aeons gone by. You receive a blessing from her and you swear you feel a ghostly hand on your forehead. Note down the keyword **blessed**. Turn to 27.

47

You find a crowbar in the storage room and prize up the floorboards before throwing the body down the hole. You replace the floorboards and push a huge sack of flour on top of the loose boards. Note down the keyword **evidence**.

Do you leave the inn? Turn to 10
Do you stay here and wait? Turn to 8

48

Suddenly, a crazed monkey pounces on you from behind and takes a chunk out of your neck. Lose 4 CON. Two more scurry around the corner and glare at you with red eyes. You must fight 3 monkeys. Each monkey has MR10 and you must fight them at the same time. If you win, gain the keyword **chimpslayer** and turn to 42

49

You stroll into the guardhouse, where three guards are sat around a small oak table playing a gambling game with small bone tiles. If you have the keyword **wanted**, turn to 6. If not, and this is your first visit here, the guards tell you that you're in luck, as they desperately need a new recruit.

If you want to join the City Guard, turn to 21.
If you decide against it, turn to 10.

In your attempt to jump out and ambush the vampires, you trip over some rubbish and fall onto the ground. The vampires spin around and lick their lips. “Dinner time!” Says one of the women, as she draws closer to you. You get back to your feet and stand your ground against these demonic creatures of the night. You must fight the three vampires individually. They each have MR30 and if they score a spite damage, you must make a L1-SR on CON or reduce your CON by 3 on the count of having your blood drained. If you win, turn to 43.



JOB BOARDS

During your time in Thornguard, you will have chance to join a guild or get a job. This gives you access to one of the job boards. This offers a random and replayable way to make money, as long as you have the skills to carry it out.

To use the job boards, roll the dice indicated in the first column for every column on the table. The results will give you your next job. **Payment is multiplied by the Save type level to get your final payment total.** For example, if you roll a L2 SP save type and 50gp, your total payment will be 100gp. Once you have your results, you may choose to discard the job at a cost of 2 gold pieces. If you cannot pay, you must carry out the job. Each board has its own rules for failing a job, which usually results in the loss of money and/or HP. You only get paid once you've succeeded at your save roll.

Only delvers with specific job titles can take jobs on certain boards, but anybody can take a job on the Quest Board once it has been unlocked.

THIEVES GUILD JOB BOARD

Access Title: Thief Initiate

Result on 2d6	Stealing From	Item	Save Type	Payment
2	Farmer	Heirloom	L1 SP	30gp
3	Nobleman	Musical Instrument	L2 SP	40gp
4	Noblewoman	A Deed	L3 SP	50gp
5	Duke	Enchanted Weapon	L1 INT	60gp
6	Landlord	Magic Orb	L2 INT	70gp
7	Guards	Jewellery	L3 INT	80gp
8	Leprechaun Gang	A Toy	L1 DEX	90gp
9	Hermit	Painting	L2 DEX	100gp
10	Merchants Guild	Statuette	L3 DEX	110gp
11	Market	Magic Staff	L4 DEX/INT/SP	120gp
12	Palace	Animal	L5 DEX/INT/SP	130gp

Failure to carry out a Thieves Guild job results in the loss of 5 CON and 10 gold pieces.

CITY GUARD JOB BOARD

Access Title: City Guard

Result on 2d6	Target	Save Type	Payment
2	Thug	L1 SP	20gp
3	Gang Leader	L2 SP	30gp
4	Thief	L3 SP	40gp
5	Murderer	L1 INT	50gp
6	Arsonist	L2 INT	60gp
7	Assassin	L3 INT	70gp
8	Young Offender	L1 DEX	80gp
9	Robber	L2 DEX	90gp
10	Burglar	L3 DEX	100gp
11	Blackmailer	L4 DEX/INT/SP	110gp
12	Fraudster	L5 DEX/INT/SP	120gp

Failure to carry out a City Guard job results in the loss of 5 CON

MERCHANTS GUILD JOB BOARD

Access Title: Merchant

Result on 1d6	Commodity	Save Type	Payment
1	Textiles	L1 CHA	20gp
2	Spices	L2 CHA	40gp
3	Iron Ore	L3 CHA	60gp
4	Coal	L1 INT	80gp
5	Food	L2 INT	100gp
6	Potions	L3 INT	120gp

Failure to carry out a Merchants Guild job results in the loss of 20gp

QUEST BOARD

Result on 2d6	Quest Type	Location	Combat	Save Type	Payment
2	Retrieve a sceptre	Wishwell Tunnels	None	L1 STR	20gp
3	Kill a Troll	Temple of Gargan	None	L2 STR	30gp
4	Foil Assassination Plot	Palace Cellar	None	L3 STR	40gp
5	Slay a Necromancer	Darkwitch Hollow	None	L1 INT	50gp
6	Retrieve a magic orb	Forest of Lumian	Urooks - MR30	L2 INT	60gp
7	Find the lost treasure of Eboran	Fyre Castle	Pink Wurm – MR 40	L3 INT	70gp
8	Stop a crazed wizard	Tower of the Eight Winds	Black Orcs – MR 34	L1 DEX	80gp
9	Destroy an artefact	Dhezereth Mountains	Fire Goblins - MR20	L2 DEX	90gp
10	Cast a ring into an ancient fire	Greenwood Barrows	White Dragon – MR 50	L3 DEX	100gp
11	Hunt an evil witch	Willowmoss	Witches – MR 40	L4 DEX/INT/SP	110gp
12	Convince a dragon not to attack	Lowhollow	Ogres – MR 60	L5 DEX/INT/SP	120gp

Special rule: total payment is equal to saving roll level x payment + MR level.

Failure to carry out a quest results in the loss of 5HP and 5 gold pieces.

INITIATE OF THE RED SUN INVENTORY AND HOLY ORDER

As an Initiate of the Red Sun, you are expected to be a just and righteous member of society and devote yourself to the order. As an initiate, you cannot put your faith in worldly goods, so you are limited to 200 gold pieces. Any other money you acquire goes to the order. You also may only buy a peasant's home, as anything else would be too indulgent. You may not join any guild as an initiate or take on any other jobs apart from quests, for your life is now devoted to spreading the word of the Red Sun. You are automatically cut off from the order if you steal or murder. You may leave the order whenever you wish, but you must give back all equipment from the inventory.

You now have access to the inventory, which you may use as you wish. There is one of everything, unless stated otherwise, so once it's gone, it's gone for good.

Holy Sword of the Red Sun (4d6)
Holy Shield of the Red Sun (6 hits)
Holy Armour of the Red Sun (7 hits)
Enlightened Staff (2d6+4)
Sendrill (Riding Horse)
Health Elixir x 5 (heals 10 CON)
Holy Ring of the Red Sun (+5 adds against undead)