

# Locket Away

A solitaire adventure for use with USR

By Stuart Lloyd



Sample File



The  
TROLLISH  
DELVER

## Locket Away

Text copyright © 2012 by Stuart Lloyd

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

Many thanks to Nicky Elliott, my lovely wife and to Scott Malthouse for creating USR and his continued support.

The Unbelievably Simple Role Playing System (USR) was created by Scott Malthouse.

Published by Trollish Delver Games

May 2012



Welcome to Locket Away, a solo adventure using the [Unbelievably Simple Role Playing system](#) (available for free!) devised by [Scott Malthouse](#).

This adventure is designed for a starting character who is a hard boiled investigator in the dangerous and unpredictable fantasy city of Jailton. This will serve as an introduction to the USR rules.

## Solo rules

### Specialisms

As a starting character, you may pick three specialisms which each have a +2 bonus. The specialisms that are available to you in this adventure are as follows:

#### Action specialisms:

Intimidate: You can scare people into doing what you want

Throwing: You can throw weapons with deadly accuracy.

Dodge: You can get out of the way of danger fast.

#### Wits specialisms:

Astrology: You can read the stars or cards to get a glimpse of someone's future.

Secret signs: You understand the codes and signals that thieves and secret societies use.

Cold reading: You can pick up clues about someone's personality or life with a glance.

#### Ego specialisms:

Haggle: You can drive a hard bargain to get the best prices.

Con: You can convince someone of even the most blatant of lies.

Taunt: You can put someone down with a word.

Whenever, you are told to perform an attribute test, you may add the bonus from any specialism that appears in brackets after the instruction. For example, if you are trying to decipher a code you will be told to make a hard wits roll (secret signs). If you have the secret signs specialism, you may add its bonus to the roll.

## Combat

Initiative: Before combat you roll the initiative for both yourself and your opponent(s). You do this by rolling your action and wits die and doing the same for each opponent. You may also add your bonus for cold reading and/or intimidate if you have them to your initiative. Whoever rolls the higher initiative gets to attack first. The combatant who has rolled the next highest initiative goes next etc.

## Other actions in combat

In addition to your attack, you may perform an extra action each round. If you have one, you may throw a dagger at an opponent. If you do, you must make a hard action roll (throwing). If you make it, you will inflict 2 damage ignoring armour to your opponent. If you fail, you lose the dagger for the combat. If you have another dagger you may use that one to fight with. You may recover thrown daggers after the combat if you win.

You may also perform other actions in combat known as stunts. The stunts will be listed in each combat along with an attribute test and the effect of succeeding at that test. If you succeed, you may use the effect listed. If you fail, your opponent gets in an extra strike and you lose 1 hit point.

## Narrative points

You begin this solo with 1 narrative point which you may be able to use when instructed in the text. You may also use your narrative point to modify any die roll (even opponents') by +3 or by -3 (your choice). You come up with the reason for why you get such a favourable modifier. Maybe your opponent trips over at a vital point or you manage to win a gambling game by rolling six sixes.

## Equipment

You begin your adventure with the following items but you may find or buy other items of equipment later.

Dagger (+1 to attack).

Leather armour (-1 hits in combat).

## Attribute Tests

Throughout the adventure you will be asked to roll an attribute test. When you are asked to do this, roll the appropriate attribute die and add any relevant bonuses from specialisms. The target success rolls are below:

<b>Successful Roll</b>	<b>Difficulty</b>
2+	Easy
4+	Medium
7+	Hard
10+	Very Hard
14+	Impossible

## Background

The rain outside slams against the windows as you sip your ale. Another dark and stormy night in Jailton to reflect the dark and stormy crimes that its denizens commit. Another night for you to stay inside the Pickled Newt tavern in and drink yourself into oblivion with the last of your payment from your last case. You take another gulp of the watery ale as you stare at the door wondering when you'll get your big break. Then you see something that almost makes you drop your flagon.

A woman walks into the tavern drawing the eyes of everybody there. She wears a flowing red silk dress which accentuates the curves of her voluptuous body. Her long curled blonde hair bounces as she walks but keeps its perfect shape as she saunters towards the bar. She says a few words to the barman who, once he has stopped staring agape, points at you. The woman seductively glides across the floor towards your table and sits opposite you. When she opens her luscious lips to speak, you are rapt by the salacious sound of her voice.

'I have a little job for you and I'll see that you are well rewarded.' She says, giving you a wink. 'I also need your discretion. I am one of the mistresses of Prince Talos. He has treated me well but that may end soon and I may be executed. You see, the prince gifted me with a locket containing paintings of him and myself. Last night, that locket was stolen from me by three masked robbers. If anyone finds out about my, er, *connection* to the prince, my life will be in forfeit.'

'Why is that?' You ask 'Prince Talos is infamous for his lovers and his wife, Mildred has come to accept them.'

'It is not the fact that I am his lover that is the problem. You are right that Mildred can forgive many of his indiscretions. However, she would find it unforgivable that the prince has been with a peasant girl such as myself instead of with one of those blue bloods. I need that locket back for if Mildred finds out about me, I shall be executed on the spot. I can pay you two hundred and fifty gold pieces for your troubles as the prince is very generous with me as I am with him. I will give you fifty now and the rest upon returning my locket.'

How can you refuse? You agree on the spot and the woman produces a small bag of coins from her cleavage which she passes to you (*add 50 gold pieces to your adventure sheet*) and tells you what little she knows – she was attacked by three men in black masks who took her locket but who were then scared away by the city guard before they could take anything else. After listening to her account, you pull up your hood and head out into the storm to find this woman's locket.

Turn to [1...](#)