



SOLOQUEST



BROTHERS BY BLOOD

SOLOQUEST

BROTHERS BY BLOOD

Credits

Author: Brandon Neff
Editor: Mark Plemmons
Art Director: Mark Plemmons
Graphic Design: Steve Johansson
Cover Illustration: Ben McSweeney
Cover Colors: Scott Kester
Interior Illustrations: Joe and Rob Sharp, Kevin Stephenson
Project Managers: Brian Jelke, Mark Plemmons
Production Manager: Steve Johansson
Kingdoms of Kalamar Design Team: David S. Kenzer, Brian Jelke, Steve Johansson, Jolly R. Blackburn, and Lloyd Brown III

Dedication: To my brother...

Table of Contents

Introduction2
Basic Game Rules3
Advanced Game Rules5
Other Systems Rules9
Brothers in Blood10
Pre-Generated Character Sheet76
Quick Reference Charts76-77
Opponent Statistics (d20)77
Advanced Game Character Sheet78
Random Dice Tables79-81

© Copyright 2006, 2010 Kenzer and Company. All Rights Reserved.

Kenzer & Company
511 W. Greenwood Ave.
Waukegan, IL 60087



Questions, Comments, Product Orders?
Phone: (847) 662-6600
Fax: (847) 680-8950
email: questions@kenzerco.com
Visit our website: www.kenzerco.com

This book is protected under international treaties and copyright laws of the United States of America. No part of this book may be reproduced, without the express written consent of Kenzer and Company. Permission is granted to the purchaser of this product to reproduce sections of this book for personal use only. Sale or trade of such reproductions is strictly prohibited.

PUBLISHER'S NOTE:

This is a work of fiction. Names, characters, places and incidents either are the product of the authors' imaginations or are used fictitiously, and any resemblance to actual persons, living or dead, events or locales is entirely coincidental.

With respect to trademarks: HackMaster is a registered trademark of Kenzer and Company. SoloQuest, the HackMaster logo and the Kenzer and Company logo are trademarks of Kenzer and Company. © 2006, 2010 Kenzer and Company. All rights reserved.

Introduction

Welcome, brave reader, you who hold the key to unlock a world of intrigue and high adventure! In the pages of this book, you are the hero, and the outcome of the story depends upon your actions and choices. You choose which door to open, what to say and how to respond to certain events. You see, this solo game book is divided into numbered entries. These entries further the story, present traps and foes to overcome, and provide you with important information. At the end of each entry, you may be prompted to make a decision. Once you choose your course of action, simply turn to the entry number associated with that decision.

For example, you always begin the story with entry #1. After you finishing reading entry #1, you will see three options. You may walk along the streets, enter the sewers or, possibly, take a third option that depends upon your Wisdom. (Be sure to read the rules chapter for more information about Wisdom and other attributes!) If you choose the streets, you turn the pages and begin reading again at entry #457. If you choose the sewers, you turn to entry #120. And so on. Do not read an entry unless the text tells you to do so.

Yes, the conclusion of the adventure and the survival of everyone involved rests upon your shoulders! Of course, if you take the wrong path, you can always play again! Even after you complete a game, feel free to try again because this book has more than one ending! Some endings are good, and some endings are bad. If you come to a bad end, simply play again from the beginning!

To play the Basic Game, you need only this book, along with a pencil and some paper to make notes, for they will be helpful in your journey.

For a more Advanced Game option, discussed in more detail below, you may also want to have some polyhedral dice. If you do not already have these dice, you should be able to purchase them at your local game store – possibly the same place where you bought this book!

Polyhedral dice come in a variety of shapes (polyhedrons), their name referring to their number of sides. These include the four-sided die (d4), six-sided die (d6), eight-sided die (d8), ten-sided die (d10), twelve-sided die (d12) and twenty-sided die (d20). You will be asked to roll them in certain combinations or to add modifiers. For example, 2d6+3 means you roll two six-sided dice and add 3 to the result. One exception, however, is the percentile roll (d%). This roll generates a number between 1 and 100. You may get a percentile roll by rolling a hundred-sided die (d100), or two ten-sided dice, designating beforehand which die represents the tens digit and which represents the ones digit. You can also roll 1d10 twice, placing the second number after the first. For example, if the rolls were a 7 and a 6, this is 76%. If your first roll is 0 and your next roll is 3, you have rolled 03%. If you roll a zero both times, that's 100%.

To begin, we must first discuss the rules that govern your success or failure as you progress through this book. If this is

your first time playing a solo adventure, use the rules outlined in the Basic Game. On your second play, you may want to use the Advanced Game rules. Experienced solo game book readers may, of course, opt to jump straight to the Advanced Game.

What Is Kalamar?

Kalamar, more appropriately known as the Kingdoms of Kalamar, is a vibrant campaign setting for your **HackMaster** (or any other medieval fantasy) roleplaying game, alive with rich characters, imminent danger, complex intrigue and exciting adventure, all awaiting your shaping hand. It is a robust and detailed world filled with many cultures, both human and demihuman. It is also a world rife with adventure possibilities, where fantastic creatures roam the wilderness, evil clerics worship evil deities hellbent on destruction, and the dead rise again to spread terror throughout the world. Here, complex political alliances mix with marauding bands of humanoids and technology and industry come face to face with magic and the fantastic.

In the Kingdoms of Kalamar campaign setting, dwarven warriors carry the body of a fallen leader deep into their underground mountain city, passing the tombs of kings dead for some thirty dwarven generations. Wandering Deji nomads explore the ruins of a fallen civilization deep within the massive Vohven jungle, and awaken a power none could expect. Bold adventurers set off into the Khydoban desert, seeking a country populated with undead and ruled by a powerful lich lord. Barbarian horselords war among each other for control of territory, while Slennish cultists kidnap the innocents left behind the lines. Xenophobic elves patrol the Lendelwood, guarding their ancient city against a threatened human assault. These adventures and more are yours when you step into the Kingdoms of Kalamar.

If you are interested in learning more about the Kingdoms of Kalamar campaign setting, be sure to visit the Kenzer and Company website www.kenzerco.com – as well as your friendly local game

THE RULES

To play this solo game book, it is important that you read and understand the rules of the game. New readers only need to read the Basic Game rules. If you are familiar with solo game books, or have already played one or more Basic Games with this book, you may wish to try the Advanced Game rules instead.

BASIC GAME RULES

The Basic Game rules describe how to read the entries in this book and the terms associated with them. You will also learn how to use certain abilities and skills, how to make attacks and cause damage to opponents and creatures, and more!

Rolling the Dice

If you already have a set of polyhedral dice (see the Introduction for more about dice), you may use them whenever the text asks you to roll a particular die. However, if you do not have dice, or you want to use this book somewhere that dice rolling would be difficult for you or distracting for your neighbors, simply use the tables in the back of this book.

For example, when the text asks you to “roll 1d6,” simply turn to the 1d6 table in the back of this book. Next, close your eyes and use a pencil or similar object to point to a spot on the table. The number you picked is the number you “rolled.” If your pencil lands on a line, or not on the table at all, simply close your eyes and pick again.

Time

Many of the entries have a Time value associated with them. In the Basic Game, you can ignore this entry. If you have to make a choice based on how much time has passed, always choose the option associated with the least amount of passed time.

Experience

Besides the Time value, many entries have an Experience Point (EP) value. This is a measure of your success, just like keeping score. Keep track of how many EPs you earn during your adventure, and compare your score with your friends or use your score as a goal for the next time you go through the adventure.

Equipment

You begin the game with a fine suit of leather armor, a deadly long sword, two daggers, a sap (a pouch full of lead weights used to knock out an unsuspecting opponent), thieves' tools and minor items such as flint and steel, a small black stone, and a tiny polished metal disk. During your adventure, you might find additional items that can aid you in your quest. Be sure to keep track of these items on a spare piece of paper. Some of these items may affect how you roll the dice so record that information as well. A few items may

have specific numbers associated with them. Be sure to write down the numbers in case you need to know them later! You might also find treasure! Like EPs, you should keep track of the amount of gold you find, and use it to compare scores at the end of the adventure. Though many of the opponents you defeat will leave weapons behind, there is no need for you to keep track of these, as your own sword is as good or better.

Mapping

You may want to draw a simple map of your path and surroundings as you make your way through the adventure. This can save you a great deal of time and frustration (and keep your character from walking in circles!). The map does not need to be fancy, just something to help you keep track of which doors you already opened and which way you turned.

Actions

At certain points in the story, you have the option to take an action. Many times, you can simply do it and other times you need to roll the dice to determine the outcome. For example, if you want to walk down a hallway, it is assumed you can do that without any difficulty. On the other hand, if you try to run along a tightrope while dodging a hail of arrows you have to put your trust in the dice. Die rolls fall into certain categories: Ability Checks, Skill Checks and random rolls.

Ability Checks

You make an Ability Check when you attempt to do something out of the ordinary, like lifting a heavy log or holding your breath for a long time. You have six different abilities: Strength, Dexterity, Constitution, Intelligence, Wisdom and Charisma. Which ability you use depends upon what you have to do. For example, lifting the heavy log requires a test of your Strength, while holding your breath for a long period requires a test of your Constitution. Your abilities are listed on Appendix A: Pre-Generated Character Sheet. Each ability is followed by a number. To make an Ability Check, roll 1d20. Your roll must be less than or equal to your ability score in order to succeed. If you fail, you must pay the consequences described in the text!

Skill Checks

At times, you may need to rely on the thieving skills that your character honed through years of practice. For example, moving silently to sneak past a vigilant guard, or using your lockpicks to open a treasure chest, all require a successful Thief Skill Check. On the Appendix A: Pre-Generated Character Sheet, you can see that your Thief Skill score is 45%. When you are asked to make a Thief Skill Check, roll d% and compare your result with your skill percentage. You must roll less than or equal to your skill score in order to be successful. Any failed roll is considered permanent. For example, if you are unable to open a lock, you may not attempt to open that particular lock again for the duration of the game.

In the Advanced Game, your character has scores assigned to individual skills. Perhaps you would prefer to be exceptionally skilled at picking pockets but not very talented when it comes to hiding in shadows. In the Advanced Game, you can customize your various skills. For the Basic Game, we assume that you are a well-rounded thief!

Random Rolls

This type of roll is for everything else. The text may ask you to roll a certain die and turn to a particular section depending on your result. Sometimes it is better to roll high and sometimes it is better to roll low. You never know what will be better, which is why we call it a random roll!

Damage

Sometimes your character may suffer a wound as the result of a failed check (for example, dropping that heavy log on your leg is going to hurt!). Your character has a certain number of wounds he or she can take before passing out. These are called your Hit Points, and they are abbreviated as 'HP'. Keep track of your Hit Points on a piece of paper, and add or subtract as the game dictates. When you run out of Hit Points, the game is over! In the Basic Game, you have 38 HP, as noted in Appendix A: Pre-Generated Character Sheet.

Healing

Besides the two healing potions you start with, you might find other items that can restore your Hit Points. However, your HP can never be raised above their starting level. For example, in the Basic Game, you start with 38 HP. Now, suppose that after a fierce battle, you have only 30 HP. Later, you find a vial of healing potion that restores 12 HP. You drink it, and heal back to the original 38 HP. The other four healing points are lost.

Combat

Think of a fight like the rounds in a boxing match, only each round lasts for a few seconds and there is rarely a break in the action! During a round, both you and your foe get a chance to attack each other and cause damage. In the Basic Game, your character always attacks first, followed by your opponent, unless otherwise noted. Then you attack again, then he attacks again, and so on until one of you has been defeated. You use the dice to determine whether or not you hit your opponent and how much damage is done. This involves a Combat Roll and a Damage Roll.

Combat Roll

To make a Combat Roll, roll 1d20+1. If your attack is successful, you proceed to make a Damage roll. Otherwise, it is your opponent's turn to attack! When your opponent makes a Combat roll, roll 1d20 for him (do not add +1 for your opponent's roll). If your opponent's attack is successful, make a Damage Roll against yourself.

Damage Roll

You have a razor-sharp sword that deals 1d8+2 points of damage with each successful attack. Every time your Combat Roll is successful, roll for damage and subtract that many Hit Points from your opponent's total. The type of dice your opponent uses for a Damage Roll against you is listed in the text. Combat continues round after round until one of you runs out of Hit Points and dies (if that is you, the game is over!).

Critical Hits and Fumbles

Critical Hits and Fumbles can easily turn the tide of a battle. Suppose you make your Combat Roll, and you roll a 20. (You must roll a 'natural' 20; rolling a 19+1 does not count.) Not only does this mean you have hit your opponent, but you have scored a Critical Hit! Roll 1d10 and refer to Table 1-3: Critical Hits to see what special action takes place. As you can see, it is possible to defeat a mighty opponent with just one attack!

If you Fumble, it can be equally devastating, except you are the recipient of the effects! If your combat roll is a 1, you have fumbled! Roll 1d6 and refer to Table 1-4: Fumbles.

In the Basic Game, the hero (you) can make both Critical Hits and Fumbles. Opponents can only make Fumbles (if your opponent rolls a natural 20 on his or her Combat Roll, treat it as a normal hit, not a Critical Hit).

Table 1-3: Critical Hits

1	The tip of your weapon digs deep into your opponent! Add 1d4 points of damage.
2	You spot an opening and slice through your opponent's defenses! Add 1d4+2 points of damage.
3	You parry your foe's attack and slice your weapon across its arm! Add 1d6 points of damage.
4	Blood sprays from your foe's leg as you drag your weapon along its thigh! Add 1d6+3 points of damage.
5	Your foe howls in pain as your weapon slices deep into a joint! Add 1d8 points of damage.
6	A lightning-fast thrust drives your weapon into a vital organ! Add 1d8+4 points of damage.
7	Your devastating attack splatters blood into your foe's eyes! Your foe automatically misses his or her next combat roll. (You attack twice in a row.)
8	You deliver a gut-wrenching groin shot to your opponent! Your foe automatically misses his or her next combat roll. (You attack twice in a row.)
9	Your foe collapses in pain as steaming entrails spill from a nasty gash in its abdomen! Combat ends.
10	You cleave your foe's skull, putting an end to any fighting spirit it might have had left. Combat ends.

Table 1-4: Fumbles

1	You lose your footing and stumble during your attack! Your opponent may add 1 to its next combat roll.
2	You are momentarily stunned as you lose control of your weapon! Your opponent may add 2 to its next combat roll.
3	Your attack bounces harmlessly off your opponent and slices open a wound in your leg! Take 1d6 points of damage.
4	You wince in pain as you pull a muscle in your back during your attack! Take 1d4 points of damage.

- 3 You are baffled as you lose total control of your weapon! You automatically miss your next combat roll. (Your opponent attacks twice in a row.)
- 4 You wince in pain as you pull a muscle in your back during your attack! Take 1d4 points of damage.
- 5 Your attack bounces harmlessly off your opponent and slices open a wound in your leg! Take 1d6 points of damage.
- 6 You rush at your foe and manage to trip over your own legs, striking yourself! Take 1d8 points of damage.

Multiple Opponents

If at any time you are faced with multiple opponents, simply fight them one at a time. Combat continues until you run away, defeat all the opponents or fall in battle.

Encountering the Same Enemy Twice

It is possible that you may retrace your steps through certain areas. If that should happen, ignore any foes or obstacles (including locks and traps) that you have already overcome.

Special Combat Rules

Two special combat circumstances work to your advantage. These are the Escape Roll and Backstabbing Roll. If you find them too complicated, then do not use them! However, they can be very helpful for you, so think carefully before you decide not to use them.

Escape Roll

If things start to look grim, it might be in your best interest to run away and fight another day. Instead of making your Combat Roll, you may attempt to escape. Your opponent has the opportunity to block your escape by making a normal Combat Roll. If your opponent succeeds, you suffer damage as normal, and you may then attack or try to escape again. If your opponent's Combat Roll is unsuccessful, then you have managed to slip away!

Backstabbing Roll

If you can sneak up behind an enemy without being detected, you might be able to strike it in a vital area and inflict a tremendous amount of damage! If, during the course of your adventure, you are given the opportunity to attempt a backstab, you must do two things.

First, you need to make two successful Thief Skill Checks – the first check determines how well you hide in the shadows, and the second check gauges your ability to move silently behind your foe. If you fail either of those two rolls, your opponent spots you, and combat begins. If you succeed with both Skill Checks, then you make an immediate Combat Roll, adding +4 to your roll. If you succeed, roll two damage rolls and add them together! Not only is your opponent a sitting duck, but you just might take it out before it knows what hit it!

Besides a long sword, you are also armed with a sap (often called a blackjack). This is a leather pouch filled with heavy

lead weights. A well-placed blow on the back of the skull can render an opponent unconscious. If you would rather quietly neutralize your opponent without taking their life, use your sap instead of your sword when backstabbing. Your sap deals 1d6+2 points of damage.

ADVANCED GAME RULES

The Advanced Game uses the same rules from the Basic Game, with a few additions and alterations. The main difference is that rather than use the pre-generated character, you create your own!

Character Generation

In this book is a blank character template. It is similar to the Appendix A: Pre-Generated Character Sheet, except all the relevant scores have been left blank. I recommend you copy the template onto a blank sheet of paper rather than write in your book. If you do write in the book, be sure to use a pencil!

The hero of any good story needs a name. This could be your own name, or any name you want – the choice is yours. Write the name in the first blank. Using dice rolls, we now determine your character's skills and abilities.

Abilities

Your abilities represent your character's physical and mental attributes. Abilities are measured on a scale from 3 to 18, with a score of 11 being average. A higher score indicates a higher level of development. The scores are not listed in order of importance. In general, for this game book, you may want to assign your highest score to your Dexterity. To determine your scores, roll 3d6 six times and record the results on some blank paper. These are your scores. Next, read the descriptions of the six different abilities. You must decide which ability receives which score.

Strength (Str)

Strength represents your muscular development and your ability to use it. As a thief, Strength is not necessarily your highest priority. However, if you want to be a great fighter, you might want to be sure that Strength is your second greatest ability. A high Strength score gives you a better chance of striking your opponent and causing damage! In the blank next to Strength, write one of your six scores. Using the following table, note any bonuses or penalties that correspond with your Strength score and write them in the appropriate blanks.

Strength Score	Combat Roll Modifier	Damage Roll Modifier
3-6	-2	-3
7-9	-1	-2
10-11	0	0
12-15	+1	+2
16-18	+2	+3

SoloQuest

When you make a Combat Roll or Damage Roll, you always add or subtract the appropriate Strength modifier!

Dexterity (Dex)

This is the bread-and-butter ability for a good thief. For a thief, this is your Prime Requisite - the most important ability for your particular calling in life. You should assign your best score here. Dexterity is a measure of your agility and coordination. A high Dexterity score grants you a better chance of avoiding an attack aimed in your direction and allows you to react more quickly in any tense situation. Any thief worth his salt must have a score no lower than nine. Choose one of your remaining scores (it must equal to or greater than nine) and refer to the following table to record your results:

Dexterity Score	AC Modifier	Reaction Modifier
9	+1	+1
10-11	0	0
12-15	-1	-1
16-18	-2	-2

You might have noticed that a high Dexterity score results in negative modifiers. That is not a misprint. The lower your Armor Class, the more likely you are to avoid being hit in combat, and the better your Initiative Roll (see below) will be.

Constitution (Con)

Constitution is measurement of your fitness, health and ability to withstand stresses to your body. A high Constitution means that you have more Hit Points at your disposal. Write down your score and refer to the following table for your HP modifier:

Constitution Score	Hit Point Modifier
3-6	-6
7-9	-4
10-11	0
12-15	+4
16-18	+6

In a moment, we will determine your Hit Points. Remember to use this modifier!

The remaining abilities do not have corresponding modifiers. That is certainly not to say they are not important, but for the sake of this game, they do not require modifiers.

Intelligence (Int)

Intelligence represents your education, memory and problem-solving ability. This helps you to overcome a mental challenge! Assign one of your remaining scores to this ability.

Wisdom (Wis)

Wisdom is a measure of your common sense and judgment. This is not knowledge you learn from studying books, but

from life experiences. A high Wisdom score helps you avoid dangerous situations. Assign one of your remaining scores to this ability.

Charisma (Cha)

Charisma represents your leadership abilities and how others perceive you. A high Charisma score helps you get your way when dealing with others! Assign one of your remaining scores to this ability.

Hit Points (HP)

In the Basic Game, we said that your Hit Points represent how many wounds you can endure. A thief typically avoids fighting whenever possible, and your Hit Point score reflects that fact. A few of the opponents you may face in this adventure may have more Hit Points than you. Thank goodness for your shrewd ability to backstab!

Each character has a minimum of 26 Hit Points, plus more 2d6 Hit Points, plus or minus the number of Hit Points indicated by your Constitution modifier. For example, let us say that you have a Constitution of 14 (which gives you +4 HP). Your total Hit Points equal $26+2d6+4$. If your 2d6 roll gives you a 3 and a 5, then your character has a total of 38 Hit Points ($26+3+5+4 = 38$).

Armor Class (AC)

This is a combination of the armor you wear and your Dexterity modifier. The lower your AC, the harder you are to hit! In this adventure, you wear finely crafted leather armor. While it does not protect you as well as a full suit of shining metal armor might, it allows you to move quietly. Leather armor grants you a base AC of 8. Apply your Dexterity modifier to this, to determine your AC. For example, if your Dexterity modifier is -2, your AC is $8-2=6$.

Thief Skills

In the Basic Game, we said you were a well-rounded thief. Now you have the chance to specialize. Instead of a single score to represent your many talents, we assign individual scores to seven specific skills. You begin with the following base scores:

Thief Skill	Base Score
Pick Pockets	15%
Open Locks	10%
Find Traps	5%
Remove Traps	5%
Move Silently	10%
Hide in Shadows	5%
Detect Noise	15%

You have 135 percentage points to add as you see fit to each skill. However, you may not add more than 60 points to any one skill. Perhaps you envision yourself to be a lock-picker extraordinaire? Just add 60 points to your 10% Open Locks base score. You now have a 70% chance of picking open a

lock. Perhaps you would rather be a silent assassin, lurking in the shadows? You will want to add the bulk of your points to your Move Silently and Hide in Shadows skills. Assign all 135 percentage points and record the scores on your character sheet.

Equipment

Just like the Basic Game, you begin with a fine suit of leather armor, a deadly long sword, two daggers, a sap (a pouch full of lead weights used to knock out an unsuspecting opponent), thieves' tools and minor items such as flint and steel, a small black stone, and a tiny polished metal disk. You also receive extra items as you discover them during your adventure. Some items you find may have a specific number associated with them. Record this number beside the item, for you will need to know it later.

Congratulations! You just created your very own character! However, before you begin your quest, we need to address some changes to the rules as set down in the Basic Game, and explain new rules used in the Advanced Game.

Rolling the Dice

As in the Basic Game, you may use polyhedral dice, or the tables in the back of this book. For example, when the text asks you to "roll 1d6," simply turn to the 1d6 table in the back of this book. Next, close your eyes and use a pencil or similar object to point to a spot on the table. The number you picked is the number you "rolled." If your pencil lands on a line, or not on the table at all, simply close your eyes and pick again.

Mapping

Just as in the Basic Game, you may want to map your progress on paper. In the Advanced Game, you are up against a time limit, and a good map can make the difference between success and failure.

TIME

In the Basic Game, we ignored elapsed time. In the Advanced Game, the amount of time that passes can have a drastic impact on the outcome of the story. Many of the text entries are associated with a time value. It is important that you maintain a tally of the elapsed time. You should use a calculator or a piece of scratch paper to track your time. You can also mark elapsed time on your character sheet.

Since the elapsed time is so important, it is advisable that you do not explore every room or open every door. Plan your moves wisely and do not to linger too long in any one area.

Experience

Just like in the Basic Game, entries with an Experience Point (EP) value are a measure of your success, just like keeping score. Keep track of how many EPs you earn during your adventure, and compare your score with your friends or use your score as a goal for the next time you go through the adventure.

Actions

The Advanced Game incorporates the same rules regarding actions as explained in the Basic Game. When there is a chance of failure, you are asked to make an Ability Check, a Skill Check or a random roll.

Ability Check

The rules regarding Ability Checks are the same in the Advanced Game. Roll 1d20 and compare the result with the pertinent Ability Score. Your roll must be less than or equal to your Ability Score to be successful.

Skill Checks

When you must perform a Thief Skill Check, roll the appropriate thieving skill based on the text. Roll d% and compare your result with the pertinent score. Your roll must be less than or equal to your score in order to be successful. Any failed roll is considered permanent. For example, if you are unable to open a lock, you may not attempt to open that lock again.

Random Rolls

The rules regarding random rolls are the same in the Advanced Game. Roll the required die and turn to the entry indicated by your result.

Damage

The rules regarding damage are the same in the Advanced Game. Subtract any damage you sustain from your Hit Points and do the same for your opponents.

Healing

The rules regarding healing are the same in the Advanced Game. Items that allow you to heal damage can never raise your HP above their starting level.

Combat

In the Basic Game, your character always attacked first. In the Advanced Game, you might not be as fortunate. Before your first Combat Roll, you must determine who attacks first. This is called the Initiative Roll.

Initiative

You determine Initiative (who attacks first) by rolling 1d10 and adding or subtracting your Dexterity reaction modifier. Roll 1d10 for your opponent. The person with the lowest score attacks first. This attack order remains until the battle is over.

Combat Roll

To make a Combat Roll, roll 1d20 and add your Strength modifier to the result. Compare this total with your opponent's Armor Class (listed in the text as AC) and refer to Table 1-1: Character Combat Table.

Table 1-1: Character Combat Table

If Enemy's AC is:

10	9	8	7	6	5	4	3	2	1	0	-1	-2
----	---	---	---	---	---	---	---	---	---	---	----	----

then You need:

8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	----	----	----	----	----	----	----	----	----	----	----

Find your foe's Armor Class along the top row and then read the corresponding number on the bottom row. You need to roll this number or better in order to successfully hit your opponent. For example, your enemy has an AC of 4. You need to roll a 14 or better on the 20-sided die. If your attack is successful, you proceed to make a Damage roll. Otherwise, it is your opponent's turn!

When your opponent makes a Combat Roll, you roll 1d20 and refer to Table 1-2: Adversary Combat Table.

Locate the Hit Dice (HD) of your opponent along the top row and cross-reference it with your AC. Your opponent needs to roll this number or better to score a hit on you.

Damage Roll

Instead of rolling 1d8+2 to determine how much damage you inflict with your long sword, roll 1d8 and apply your Strength modifier to damage. Write this number down next to your long sword on your character sheet.

Critical Hits and Fumbles

In the Advanced Game, both you and your opponents can make Critical Hits or Fumbles. If the 20-sided die comes up a '20', that counts as a Critical Hit. If you roll less than 20, but your modifiers raise it to 20 or higher, that is considered a normal hit, not a Critical Hit. A Fumble occurs the same way. A die roll of '1' is always a Fumble, just as a natural die roll of '20' is always a Critical Hit. Whenever you roll a '20' or a '1' for yourself or your opponent, refer to the Critical Hit or Fumble table in the Basic Game section.

Multiple Opponents

If at any time you face multiple opponents, roll Initiative for each opponent. As in the Basic Game, you fight them

one at a time. Combat continues until you escape, defeat all the opponents or fall in battle.

Encountering the Same Enemy Twice

It is possible that you may retrace your steps through certain areas. If that should happen, ignore any foes or obstacles (including locks and traps) that you have already overcome.

Escape Roll

The rules regarding the Escape Roll are the same in the Advanced Game. You may attempt to escape instead of making your Combat Roll. If your opponent scores a hit on its Combat Roll, it blocks your escape and you suffer any damage caused by its hit. If your opponent misses its Combat Roll, you escape without suffering any damage!

Backstabbing Roll

In the Basic Game, you had to make two successful Thief Skill Checks in order to attempt a backstab. In the Advanced Game, you must specifically make a successful Hide in Shadows and a successful Move Silently skill check. As per the Basic Game, if you are successful, make a combat roll and add +4 to the result. If that results in a hit, make two damage rolls and add them together.

If your opponent still has Hit Points remaining after a backstab, roll Initiative and begin combat as normal. If you fail either one of the Thief Skill Checks or the Combat Roll, you have lost the element of surprise. Roll Initiative and begin combat!

Besides a long sword, you are also armed with a sap (often called a blackjack). This is a leather pouch filled with heavy lead weights. A well-placed blow on the back of the skull can render an opponent unconscious. If you would rather neutralize your opponent without taking their life, use your sap instead of your sword when backstabbing. To determine the damage you deal with your sap, roll 1d6 and add any Strength modifier to damage.

This completes the Advanced Rules section. If you want even more complexity, you may disregard the Advanced

TABLE 1-2: ADVERSARY COMBAT TABLE

YOUR AC	OPPONENT'S HIT DICE									
	<1-1	1-1	1	1+	2	3	4	5	6	
AC 9	10	9	8	7	6	5	4	3	2	
AC 8	11	10	9	8	7	6	5	4	3	
AC 7	12	11	10	9	8	7	6	5	4	
AC 6	13	12	11	10	9	8	7	6	5	
AC 5	14	13	12	11	10	9	8	7	6	
AC 4	15	14	13	12	11	10	9	8	7	
AC 3	16	15	14	13	12	11	10	9	8	
AC 2	17	16	15	14	13	12	11	10	9	
AC 1	18	17	16	15	14	13	12	11	10	
AC 0	19	18	17	16	15	14	13	12	11	
AC -1	20	19	18	17	16	15	14	13	12	

Rules and use the standard HackMaster rules as outlined in the HackMaster Player's Handbook (available at your friendly local game shop or bookstore). If you are a fan of the current Dungeons & Dragons game rules, this gamebook works with that system as well.

OTHER SYSTEMS RULES

Using the HackMaster System

The Basic and Advanced Rules in this gamebook are fully compatible with the rules outlined in the HackMaster Player's Handbook. This combination provides you with the ultimate gaming experience. Use your own judgment to resolve any conflicts that might arise. Roll up a new 3rd level Thief or Assassin character (or use an existing character of comparable level) and begin.

Using the Dungeons & Dragons d20 system

For the most part, you should not have any difficulty adapting this solo adventure to the Dungeons & Dragons d20 system. You may roll up a new 3rd-level rogue character instead of using the Advanced Game character creation system. However, a few modifications are required, and some of the more difficult rules to apply in a solo game book (such as multiple types of attacks, attacks of opportunity, or effects that last over a period of time) may be, or have been, omitted. Use your own judgment to resolve any conflicts that might arise.

Armor Class (AC) – Using these rules, a higher AC is better than a lower one. Your leather armor gives you AC 12, plus (or minus) your Dexterity modifier. If you find items that improve your AC (such as a ring of protection), your AC increases by the indicated number, rather than decreasing.

Combat – You will find usable d20 combat information for each opponent in Appendix D: Opponent Statistics (d20), referenced by the text entry number. Use any d20 rules that exist for Critical Hits. Ignore Fumble results. Use the d20 sneak attack rules in place of Backstabbing.

Initiative – You determine Initiative (who attacks first) by rolling 1d20 and applying your Dexterity modifier, plus any other abilities (such as the Improved Initiative feat (+4 to initiative)). Roll 1d20 for your opponent and add his Initiative modifier, as noted in Appendix D: Opponent Statistics (d20). The person with the highest score attacks first. This attack order remains until the battle is over.

Combat Roll - To make a melee Combat Roll (known in d20 as an attack roll), roll 1d20 and add your Strength modifier, plus any other bonuses. If your attack roll is equal to or greater than your opponent's AC, you proceed to roll damage. Otherwise, it is your opponent's turn to attack! When your opponent makes an attack roll, roll 1d20 for him and add his attack modifier (noted on Appendix D: Opponent Statistics (d20) as "Atk.") If your opponent's attack is successful, roll damage against yourself.

Skill Checks – Most of the skill checks you need to roll are at DC 20. There are, however, a few entries that require you to perform a more difficult task or to perform it during a stressful situation. If you are asked to add 10% to your Thief Skill Check, assume a DC 25. If a situation should arise that does not have a DC associated with it, assume DC 20.

Advanced Game Skill	d20 Skill
Pick Pockets	Pick Pocket
Open Locks	Open Lock
Find Traps	Search
Remove Traps	Disable Device
Move Silently	Move Silently
Hide in Shadows	Hide
Detect Noise	Listen

*Hoist the mug of foamy ale!
For we've braved the stormy sea!
And behold, we did not fail,
So pass the buxom wench to me!*

Merry voices fill the tavern, as the warm light of the fire gleams in a sea of smiles and spilled ale. The cheers of the patrons swirl around the hall while the crew of the Griffon toast the portly innkeeper and begin the next verse. Their vessel docked earlier this evening and, after unloading the cargo, the crew quickly swarmed into the Boar's Tusk tavern to enjoy an evening of revelry. With all the commotion and laughter, no one seemed to notice the slender figure slowly ascending the stairs to the sleeping quarters.

You have treaded these stairs countless times, both as a patron and on your own private business. This night, it was the latter. As you mentally navigate the stairs, you take a deep breath to block out the noise from the activities below. You choose your steps carefully, avoiding disastrous creaks that would betray your presence.

You cock your head to one side, listening intently as you reach the landing at the top of the stairs, then retrieve a small disk of polished metal from your pocket and carefully angle it to see the reflection of the dimly-lit hallway around the corner. You nod as you see the subtle movement of a figure gently swaying to the music below. You put away the disk and pull your soft cloak over your head. One guard – just what the Guildmaster expected.

You inch into the safety of the shadows and creep towards the guard. Utilizing this slow and methodical approach, you stop only a few paces away. Your fingers dig silently into one of your many pockets and produce a small black stone. You flick it past the guard and down the hallway. As the stone clatters on the wooden floor, the guard turns toward the sound and reaches for the hilt of his sword. Suddenly, darkness falls upon him before he can draw his blade, and his unconscious body begins to fall. You ease him gently to the floor and stuff your trusty blackjack back into your

belt. One well-placed hit is all it usually takes, and this time was no different.

You spend a moment to study the door your fallen opponent guarded. Your hand slips into another pocket and retrieves a small metal pick and a flat pin. Seconds later, the door lock is sprung. You dribble a few drops of oil from a flask onto the hinges and gently ease the door open. You hear not a sound as you make your way across the room, lit only by the light of the moon streaming in the window. You stop at a chest on the floor near the foot of the bed. The sleeping form in the bed continues dreaming as you open the chest and search through the contents inside. You slip an ornate amulet into your pocket and pause before closing the chest. Your contract was for the amulet and nothing more. You take one last longing look at the wealth of valuable items inside and close the chest. This is guild business, and you have been a member of the Shadowed Fist thieves' guild long enough to know that guild business comes first. Had it been your decision, the sleeping man would awake in the morning to discover his chest completely emptied. But, as they say, there is honor among thieves.

You slip back down the stairs unnoticed and mingle with the throng still toasting one another's bravery at sea. You stop at the bar for a mug of ale and raise it towards your two allies, your other 'eyes' during the mission. They hoist their mugs in return and smile as you step out into the night.

You carefully make your way west along the Dock Road towards Fiddleback Lane, keeping a wary eye out for any signs of trouble. Lately, tensions have been rising between your guild and a rival thieves' guild known as the Black Blades. The Shadowed Fist controls the northern side of Zoa, including the port and the profitable smuggling trade that passes under the dock master's gaze. The City Watch is aware of the guild presences in town, but bribes go a long way to ensure the prosperity of both parties. The Blades seem increasingly eager to expand their own territory, south of Harbor Road, and claim a share of the smuggling

profits. This obviously did not sit well with the Shadowed Fist.

Although you are still a mere cutpurse working your way up the ranks, your brother holds a position of leadership within the Fist. In fact, he frequently sits in council with the Guildmaster. Through him, you learned that several Blade spies were seen recently in the network of sewers running under the city. Apparently, the Blade spies were discovered north of the Devil's Fork, an underground river used to convey the sewage out to sea. This places them in Fist territory. It seems that the Blades are becoming very bold, indeed!

Both the Fists and Blades use the sewers from time to time to travel to various locations in town, and even you have used them once to complete a difficult mission. In fact, your guild headquarters lies in a subterranean complex, connected to the sewers by means of a concealed entrance. Your brother occasionally alludes to the fact that the Blades have a similar arrangement, but you have never explored far beyond the dank sewers of your own guild. After all, the sewers can be dangerous places, and more than one member of the Shadowed Fist guild has entered and never returned.

You cling to the shadows as you approach Fiddleback Lane. You glance down the street and notice a few members of the City Watch heading your way, their blue cloaks swirling in the gentle breeze blowing in from the bay. Wisely, you duck into the shadows and wait silently for them to pass. Due to the impending feud between the two guilds, the Watch has orders to arrest any suspicious persons found roaming the streets at night. After several tense minutes, the four chainmail-clad members of the Watch pass and you head north down Fiddleback to Trader's Crossing. You turn left and arrive at the Greater Good Warehouse, a front for Shadowed Fist smuggling operations. You rap your fist on the door, giving the appropriate cadence for the entry code. A reply knock is given and you respond with two more quick raps. The door opens and you scurry inside. You head to a back corner of the warehouse and lift the lid off what

appears to be a storage crate. Inside is a ladder leading down a secret shaft to the Shadowed Fist guild.

After a quick debriefing, you place the amulet in the hands of a guild boss. He claps you on the back and pays you a handful of coins for your trouble. You thank him and head towards your brother's chambers, eager to tell him of your successes. When you open his door, your mouth drops open in horror at what awaits. Your brother, Orin, is lying on his stomach, a pool of blood forming beneath him. In the corner of the room lies what must be the now-dead body of Orin's assassin, your brother's sword thrust cleanly through his ribcage. You cry for help and rush to your brother's side. You roll him over and see, thankfully, that he still draws breath. However, he is unresponsive and bleeding badly from a deep gash in his stomach.

"Send for the Guildmaster!" you cry as two members of the guild come to your aid. Within moments, the Guildmaster and several assistants rush into the room bearing healing ointments and bandages.

"What happened here?!" he cries.

"Master, I came to see my brother and found him in this state. His assailant lies in the corner!" you reply, pointing at the dead assassin.

The Guildmaster walks over and examines the slain intruder intently. Finally, he raises his hand and a silent hush falls over the gathering crowd at the chamber entrance.

"This man wears the garb of the Black Blades. Those disgraceful dogs have brought war to our very gates. Brothers of the Shadowed Fist! Their actions this night will not go unpunished! Everyone be on their guard. I will hold council with my advisors and make preparations for a raiding party to repay the Blades with wrath and death. This night we strike back!" bellows the Guildmaster.

Cheers erupt from the men in the room as they scatter to spread the news throughout the guild. The Guildmaster, machinations of revenge coursing through his mind, storms out of the room. However, your thoughts

are with your brother, barely clinging to life.

"Tell me, Fellik, have you determined the extent of his wounds?" you implore of the thief caring for your brother.

"Orin has been badly wounded. We can stop the bleeding, but I fear that we are dealing with more than that. His wounds bear the bitter scent of poison! It appears that his foe's blade was dipped in cirenten, a rare and powerful mixture that incapacitates its victim before draining his life. Orin is not dead, he is merely unconscious. Nevertheless, there is little hope he will survive the night. His only hope is to receive a dose of the cirenten antidote," he explains.

"Where can I find the antidote?" you plead. "Do we have any here in the guild?"

"Alas, no. This is not a poison used by our guild. The Blades specialize in rare toxins. If the Blades use it, thy must also have its counter-poison. I am afraid the only place you are likely to find the antidote is in the Black Blades stronghold."

"Master is making preparations to raid the Blades tonight! We can collect the antidote then!" you excitedly reply.

"Yes, that is true. However, your brother may have but two hours to live without the antidote. I expect the Guildmaster will not strike until a plan is set and preparations made, and this may take several hours in itself. I dread to tell you this, but I am afraid that Orin's condition is beyond our help," laments Fellik.

"Then I will waste no more time and set out now for the Blades hideout - alone if I must. If they could sneak one of their own into our stronghold, surely one of us can sneak into theirs and pilfer the antidote! I have no other choice!" you whisper, tears welling in your eyes.

"Don't be foolish. You do not even know where their hideout is! Your brother's life is at an end. Do not throw yours away! Besides, the Guildmaster will see you swiftly punished if you should return. You run the risk of tipping our hand to the Blades and spoiling our raid!"

"Orin would do the same for me if our roles were reversed. Our bloodline binds us together stronger than any oath of allegiance. If I can save my brother's life, I will gladly accept whatever punishment the Master deems appropriate!" you reply.

"Very well, then. At least, I can offer you some advice. All I know of the Black Blade hideout is that it lies to the south, beyond Narrow Lane. If you take to the streets, avoid the Watch at all costs. Any lengthy delays may cost your brother his slim chance at recovery. Once you cross over Harbor Road into the southern part of town, you are in enemy territory, so be wary of Black Blades as well! The sewers might prove a faster route, but also more dangerous. Should you manage to gain entrance to the Blades' hideout, you can identify the antidote by its scent and appearance. It should smell bitter, like this poison does now. However, the poison is dark blue, like the sea at noon. I believe the antidote will be a clear liquid. It is a good thing you are still armed, for you have no time to retrieve provisions. Here, take these healing potions. I have a feeling you will need them. Go now with haste and courage and fare well!"

Fellik hands you two cloth-wrapped vials of healing potion (heal up to 10 HP each), then holds his right hand in front of his chest, fist clenched, and places his left hand on top.

You place the potions in a pouch and repeat the sign of the Shadowed Fist to your comrade, nodding in thanks. You pause for one last glance at your brother, lying lifeless on the floor. You take a deep breath to steady your resolve before embarking on the most dangerous mission of your life.

Record the healing potions on your character sheet.

If you wish to examine the assassin's body, **Go to 456**. If you do not wish to waste this time, you hurry towards the streets or the sewers.

If you choose to go along the streets, **Go to 457**.

If you choose to enter the sewers, **Go to 120**.

2) *Time: 6 minutes*

This long corridor runs north and south. To the north, it turns west. You hear the faint sounds of running water to the south where the passageway continues into the darkness. If you have been here before, and succeeded in your Intelligence Ability Check here, **Go to 199**. Otherwise, make an Intelligence Ability Check.

If you succeed, **Go to 90**.

If you fail, **Go to 199**.

3) *Time: 1 minute*

The door is locked! You must pick the lock to open the door.

Make a Thief Skill Check to open the lock.

If you succeed, **Go to 454**.

If you fail, you stamp your foot in frustration and head back to the intersection. **Go to 286**.

4) *Time: 1 minute*

Standing near the western end of a 70-foot-long corridor running east and west, you see three doors in the south wall.

To open the western door, **Go to 186**.

To open the middle door, **Go to 205**.

To open the eastern door, **Go to 51**.

To head east down the corridor, passing the doors, **Go to 304**.

To go west and follow the corridor as it turns south, **Go to 36**.

5) *EP: 2*

"Wait!" you cry, "I care not for my own life but I would do anything to save my brother. On my way here I found something that is of interest to the both of us!" The Guildmaster again beckons for silence and allows you to explain your findings. Swallowing hard, you compose your thoughts and explain what you saw.

"I examined the body of the assassin before I left. I am not certain he was a Black Blade as he did not have your brand on his arm!" The Guildmaster seems surprisingly interested in your comments. He leans in close and

whispers "Are you certain? Was there any marking?"

You emphatically shake your head 'no,' sensing that perhaps this information might spare your life for the time being. "Is that all you found? Not all thieves adhere to the branding code, although your guild, as well as our own, follow its precepts," states the Guildmaster, exposing his own arm and the black dagger permanently inked there. "I can assure you that we did not order your brother's death. Certainly, I would know if one of the Blades attempted such a thing."

Go to 437.

6) *Time: 1 minute*

The door is locked. You remove your tools and try to gain access to the room. You peer inside the lock in hopes of seeing the tumblers.

Make a Thief Skill Check to find a trap.

If you succeed, **Go to 203**.

If you fail, **Go to 463**.

7) *Time: 1 minutes*

This corridor runs east and west approximately 40 feet. To the east is a four-way intersection. At the western end, you see a small lever near the north wall.

To head east to the intersection, **Go to 321**.

To pull the lever to the west, **Go to 161**.

If you already know the secret of the north wall at the west end of the corridor and wish to use it, **Go to 247**.

8) *Time: 1 minute*

This door is locked! Make a Thief Skill Check to open the lock.

If you succeed, **Go to 66**.

If you fail, you mutter a curse and put your tools away, and **Go to 28**.

9) *Time: 6 minutes*

Crawling on your belly, you manage to make your way through the cave.

After 40 feet or so, it opens up enough that you can walk upright. It is far too dark in here to see where you are going, and you must slowly grope your way around the sides of the cave.

Your hand brushes something small and waxy. You hold it to your face to take advantage of your other senses and catch the scent of beeswax. It is a candle! You retrieve flint and steel from your pouch and strike a spark to light the wick. Within seconds, a soft orange glow illuminates the cave.

Make an Intelligence Ability Check.

If you succeed, **Go to 389**.

If you fail, **Go to 441**.

10) *Time: 1 minute*

This 30-foot-long passageway runs north and south before turning east at each end.

Make a Wisdom Ability Check.

If you succeed, **Go to 52**.

If you fail, **Go to 323**.

11) *Time: 5 minutes*

You stand at a four-way intersection between Fiddleback Lane, running north and south, and DockMarket Lane, running east and west. You know that following Fiddleback Lane to the north reaches Trader's Crossing, also heading east and west. To the south, Fiddleback Lane ends just after it crosses Harbor Road.

While you are contemplating your options, you slink into a darkened corner and wait for a Watch patrol in the distance to depart. When it is safe to emerge from the shadows, you continue on your way.

To head north towards the four-way intersection of Fiddleback and Trader's Crossing, **Go to 402**.

To head east along DockMarket Lane, **Go to 275**.

To head south towards Harbor Road, **Go to 322**.

To head west on DockMarket Lane, **Go to 306**.

12) *Time: 3 minutes*

This corridor runs north and south about 30 feet. To the north, the sewer turns and heads east. To the south is a three-way intersection. Other than the constant drip of sewage trickling down the walls from small drains in the ceiling, this corridor seems rather quiet.

To continue south to the intersection, **Go to 53**.

To head north and turn east, **Go to 36**.

13) *Time: 10 minutes*

You slowly step into the charred remains of the building, now nothing more than a blacked skeleton of stout beams and stone. The air is very still and solemn. You continue searching for several minutes, unsure what you expect to find. Just as you decide to leave, a sharp pain pierces your thigh. You clutch your leg in pain and are shocked to see a black-shafted arrow quivering in your flesh. You look up, estimating the direction the arrow came from and see two shadowy figures atop a stone wall, slender bows clearly visible in the moonlight. You struggle against the pain in your leg to draw your own blade and prepare to face the ambushing thieves.

Rather than descend to engage you in swordplay, the men greet you with another hail of black arrows, which you avoid with a dodge as they clatter harmlessly against a soot-covered section of an inner wall. Suddenly, a shrill whistle breaks the still night air. At once, your assailants disappear into the shadows. You follow their lead and roll backwards behind a low wall, the now-splintered arrow burning with every breath. You sit quietly, hoping the Watch will pass by you unnoticed. Lose 6 hit points from the combat.

Go to 477.

14) *Time: 2 minutes EP: 2*

You place both hands on the wall and push. At first, nothing happens. Then, once you overcome the initial resistance, the section of wall easily slides inward to reveal a hidden chamber! You peer inside and discover a cask of

refreshing water! You drink heartily (heal up to 5 HP).

Go to 71.

15) *Time: 1 minute*

This small room measures roughly 10 feet wide by 10 feet long. You see a door in the east and west walls.

To open the east door, **Go to 28**.

To open the west door and return to the main corridor, **Go to 232**.

16) *Time: 2 minutes*

The door is locked. You realize that you should try to find traps on the door – just in case.

Make a Thief Skill Check to find a trap.

If you succeed, **Go to 44**.

If you fail, **Go to 37**.

17) *Time: 3 minutes*

This section of corridor runs north and south for probably 60 feet. To the north is a four-way intersection. Some 30 feet south of that intersection, you see a door on the western wall. At the far southern end, the corridor turns and heads west.

Make a Thief Skill Check to detect noise.

If you succeed, **Go to 64**.

If you fail, **Go to 41**.

18) *Time: 2 minutes*

You follow the Ivory Crawl to the west. In the distance ahead, you see the western wall of Zoa, with its many guard towers. You decide it is better to head back.

Go to 196.

19) *Time: 2 minutes EP: 10*

The lock is no match for your skills! You carefully place your tools back into your pouch and head into the small room. There is a makeshift cot against the east wall and a small chest in the corner. This must have been a hideaway for Fist members using the sewers for

difficult missions. Inside the chest, you find a carefully wrapped piece of dried meat and a **Ring of Protection**. While you wear it, the ring lowers your AC by one, making you more difficult to hit in combat! Be sure to record this on your character sheet. If you are playing the Basic Game, you may subtract 1 from your opponent's combat rolls. If you want, you may eat and rest here for 10 minutes to heal 5 HP.

When you are ready to leave, return to the northern intersection, and **Go to 86**.

20) *Time: 1 minute*

This small room looks nearly identical to the first, but with a door in the east and west walls.

To open the east door, **Go to 24**.

To open the west door, heading back to the entry room, **Go to 200**.

21) This must be the 'blob' the Orcs feared! What was it they said would prevail? Of course, fire!

If you have the magical flash pot, **Go to 245**.

If you do not have the flash pot, **Go to 67**.

22) *Time: 6 minutes*

You trudge through the waist high waters for several minutes. After about 120 feet, a large portcullis, designed to keep sea beasts from accessing the sewers, bars your progress. The bars are as thick as your arm, but several of them have been bent and twisted out of position. Beyond the bars, the river continues a short distance before splitting into three separate streams. Each stream then enters directly into Reanaaria Bay through a cave worn in the rocks. Squinting your eyes, you see the moonlight reflecting off the waves of the sea through the central cave. Rather than trudge out towards the cool night air, you turn and fight the current back to the sewers.

Go to 30.

23) *Time: 4 minutes EP: 10*

The faint but unmistakable creak of rope to the southwest draws your attention. You carefully work your way around several buildings and do your best to avoid stepping on any loose stones or refuse that might betray your presence. In the moonlight, you discern the source of the sound and you inhale sharply. Not far away is a tall tree near a guardhouse. Swaying from a limb high above the leaf litter is a dark form, his neck caught in the hangman's noose!

As of late, the City Watch has not been tolerable to the Zoan underworld. While public beatings were commonplace, hangings were not. Perhaps you knew this thief! You approach cautiously and examine the body. By your estimations, he has not been hanging here for more than a few hours and probably died before nightfall. A dark brooch, shaped like a small dagger, binds his cowl. It is one of the Black Blades!

Even though this thief is an enemy, it could have easily been you dangling

there. It certainly serves as a reminder for you to avoid the Watch this night. It is not proper for a thief, even an enemy, to be displayed in death like this. Drawing your blade, you hack through the stout rope and ease the body to the ground.

Make an Intelligence Ability Check.

If you succeed, **Go to 455.**

If you fail, **Go to 405.**

24) *Time: 2 minutes*

This 10-foot-wide (north to south) by 20-foot-deep (east to west) room contains various excavating tools covered in what seems to be several years of dust and grime. Aside from the tools, this room contains a very annoyed Snake!

Basic Game Combat: You attack first. Roll 1d20+1. You must roll a 12 or better to hit the Snake; if you hit, you deal 1d8+2 HP of damage. The Snake must roll a 9 or better on 1d20 to hit you; if it hits, the Snake deals 1d4 HP

of damage. The Snake has 30 Hit Points.

Advanced Game Combat: Snake (AC 6; HD 2; HP 30; Damage 1d4)

If you defeat the Snake, **Go to 46.**

If you escape, **Go to 20.**

25) *Time: 2 minutes*

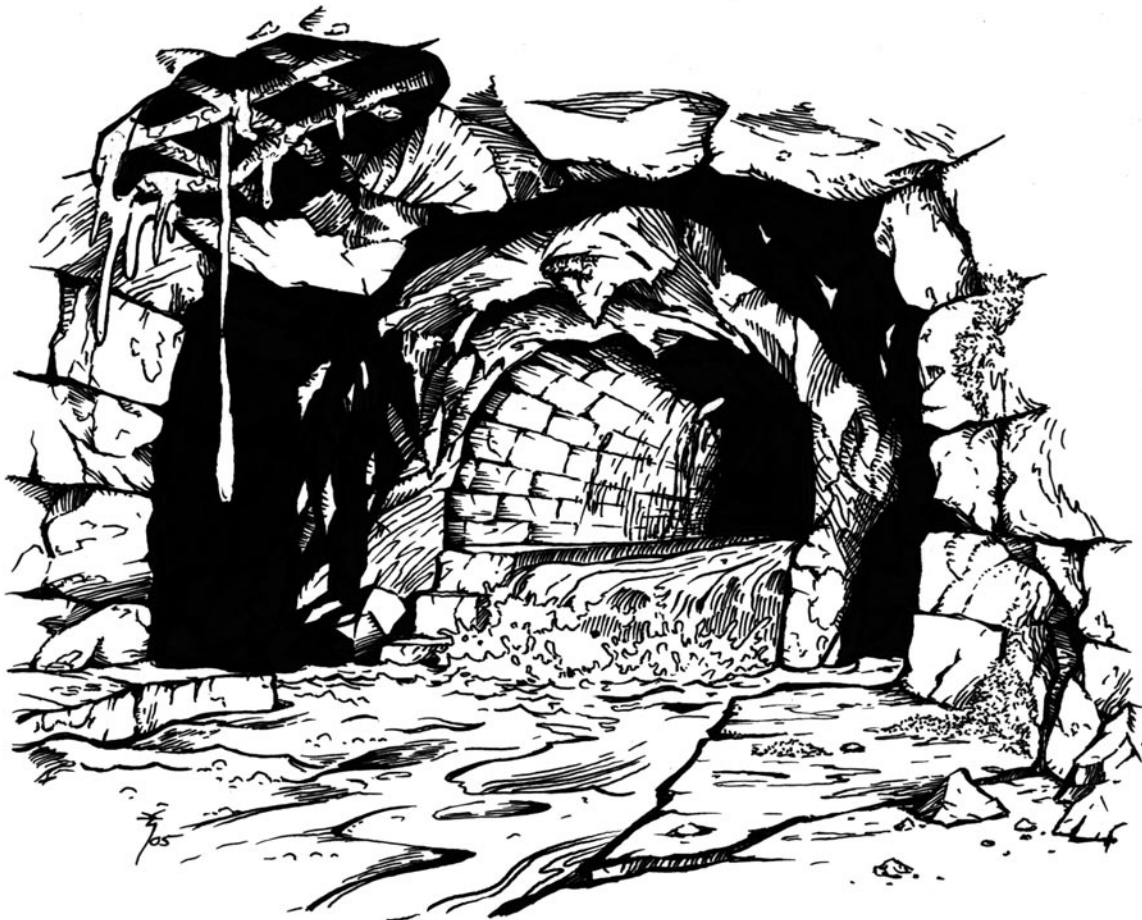
You are at a four-way intersection. Bone Alley heads north and south, and darkened alleyways branch off to the east and southwest. The sounds and smells of the harbor come from the east.

To head south on Bone Alley, **Go to 103.**

To head north on Bone Alley, **Go to 299.**

To head southwest through the unknown alley, **Go to 494.**

To head east through the unknown alley, **Go to 516.**



26) *Time: 2 minutes*

This small room contains long picks and other implements used to clear obstructions in the sewer. Judging by the fine coat of dust that blankets everything in sight, it is doubtful that any work crews have braved the sewers in years. You quickly rummage through the tools looking for anything useful, but nothing catches your eye.

Go to 412.

27) *Time: 3 minutes EP: 15*

You examine the lair of the vanquished Otyugh and find several items that it did not care to eat, including 35 gold coins and a **potion of healing** (up to 10 HP)! There is nothing else of value here.

You head south and turn west, and Go to 132.

28) *Time: 2 minutes*

This 40-foot-long corridor runs north and south. There is a door in the center of the east wall and two doors in the west wall, one at the north end and one at the south end.

To enter the eastern door, Go to 128.

To enter the northwest door, Go to 8.

To enter the southwest door and head back towards the main corridor, Go to 15.

29) *Time: 2 minutes*

You head west down Harbor Road until you notice a City Watch checkpoint erected in the street. This is one of many, set up recently to question people traveling the streets at night.

You decide it is safer to head back, and Go to 327.

30) *Time: 4 minutes*

The subterranean "Devil's Fork River" stretches out before you. It is here that the sewers converge, and the waste meets the currents and is carried away. To the east, the river flows out to Reanaaria Bay through three coastal caves, spewing their contents like a watery trident striking the sea. This is also the mid-point between the two

guilds. To the south is Black Blades territory and, somewhere within, their hideout. The river is only a few feet deep and the current is very mild.

To head north into the sewers controlled by the Fists, Go to 116.

To head south into the sewers controlled by the Blades, Go to 227.

To try to wade upstream to the west, Go to 117.

To wade downstream to the east, Go to 22.

31) *Time: 3 minutes*

You continue your progress down Goodfellows Lane. Suddenly, you notice a shadowy figure to the west. It seems to be darting down a side street not far from where you crouch in the darkness. Perhaps you are getting close to the Black Blades hideout!

To head east, Go to 221.

To head west, Go to 216.

32) *Time: 2 minutes*

This 40 foot section of corridor runs east and west. The eastern end turns and heads north. At the west end, several metal rungs in the wall lead up to a large sewer grate.

To head east and turn north, Go to 112.

If you decide to climb through the sewer grate, you scale the rungs and emerge into the brisk night air, as you Go to 196.

33) *Time: 1 minute*

You pass a large shop, shutters locked tightly over the windows.

Roll 1d6 for luck.

If you roll a 1, Go to 517. Otherwise, you choose your path.

To head east on Tallow Alley, Go to 398.

To head west on Tallow Alley, Go to 160.

34) *Time: 1 minute*

You hear footsteps from somewhere nearby!

Make an Intelligence Ability Check.

If you succeed, Go to 38.

If you fail, Go to 74.

35) *Time: 2 minutes*

This four-way intersection does not smell as foul as some other corridors you encountered. To the north, the corridor ends at a solid wall after just 20 feet, a steady trickle of water and moonlight dancing down the stones from a small grate in the ceiling. To the west, you see another four-way intersection some 30 feet away. To the east, the corridor ends after nearly 30 feet, a rusted portcullis standing guard in the southern wall. Looking south, the corridor ends after about 20 feet, turning west through an archway.

To head west to the next intersection, Go to 162.

To head south and turn west through the archway, Go to 209.

To head east to the portcullis, Go to 204.

36) *Time: 1 minute*

As you round the corner, you notice several spiders, some with bulbous abdomens the size of an egg, scurrying along the ceiling. They scuttle around for a moment and then disappear into various cracks and crevices in the walls.

To go south, Go to 12.

To go north and then east, Go to 4.

37) *Time: 2 minutes*

You peer inside the lock and everything appears to be safe. You insert your lock picks and start coaxing the tumblers into position. You are quite surprised when a stinging spurt of acid sprays out of the lock! Make a Dexterity Ability Check!

If you succeed, Go to 195.

If you fail, Go to 183.

38) *Time: 1 minute EP: 5*

The footsteps are coming from the rooftop of a candle shop! You look up just in time to see a Black Blade Sentry leap at you, sword in hand!

Basic Game Combat: You attack first. Roll 1d20+1. You must roll a 12 or better to hit the Black Blade Sentry; if you hit, you deal 1d8+2 HP of damage. The Sentry must roll an 8 or better on 1d20 to hit you; if he hits, the Sentry

deals 1d8+2 HP of damage. The Sentry has 34 Hit Points.

Advanced Game Combat: Black Blade Sentry (AC 6; HD 3; HP 34; Damage 1d8+2)

If you defeat the Blade Blade Sentry, **Go to 423**.

If you escape, **Go to 56**.

39) *Time: 2 minutes EP: 10*

You press your ear against the door and hear a deep, rumbling voice barking orders at someone.

“How dare you pathetic dogs disobey me? Give me your tokens... Look, a blackened fist. You are supposed to be on the other side! It is nearly time and you lot need to be in position. Go where you have been ordered and send a runner to report back to me if you see anything suspicious.”

You hear footsteps approaching the door! You quickly duck back into the hallway and slink into the shadows. When the door opens, two broad-shouldered Orcs rush through and walk towards the northwest corner, muttering to one another in their own language. Before the door closes, you spot a cloaked figure standing in the room, his back to you. With a deep thud, the door closes.

If you ambush the two Orcs before they exit through the door in the northwest corner, **Go to 336**.

If you would rather wait silently for the Orcs to leave, **Go to 63**.

40) *Time: 4 minutes*

This corridor runs east and west approximately 50 feet. To the west, the corridor turns and heads north. To the east, the corridor turns and heads south. There is something suspicious about the east end of the corridor, just where it turns south. If you already know the secret of the east wall, **Go to 328**. Otherwise, make a Thief Skill Check to detect traps.

If you succeed, **Go to 340**.

If you fail, you shrug your shoulders and continue, and **Go to 468**.

41) You stand in the corridor, pondering your next move.

To head south and turn west, **Go to 304**.

To open the door in the west wall, **Go to 355**.

To head north towards the intersection, **Go to 121**.

42) *Time: 2 minutes*

This section of corridor runs north and south approximately 30 feet. To the north, the corridor ends and you may only turn east or west. To the south is a four-way intersection. There is door on the western wall of this corridor, approximately 10 feet from the northern end.

To head south, **Go to 214**.

To head north, **Go to 76**.

To open the door, **Go to 109**.

43) *Time: 3 minutes*

This dark stretch of Guardsman Road is lined with imposing statues dedicated to law and order. You keep to the shadows in order to avoid being seen.

Make a Thief Skill Check to detect noise. If you succeed, **Go to 23**. Otherwise, you continue on your journey.

To head north, **Go to 196**.

To head south, **Go to 327**.

44) *Time: 2 minutes EP: 2*

You peer into the lock and see a tiny spring near the last tumbler. Clearly, this lock is trapped!

You may make a Thief Skill Check to remove the trap.

If you succeed, **Go to 59**.

If you fail, **Go to 37**.

If you would rather not risk it, go to the northern intersection, and **Go to 86**.

45) *Time: 2 minutes*

You head west on Goodfellows Lane for a short distance until you spot a City Watch checkpoint in the distance ahead. This is one of several, set up recently to question people traveling

the streets at night. It would be unwise to go that way, so you head back.

Go to 216.

46) *Time: 2 minutes EP: 75*

The Snake strikes at your leg and you meet its head with the edge of your blade, carving out a large gouge. Turning the blade in your hands, you slide down through the neck, decapitating the Snake. Seeing nothing of interest in the room, you head back the way you came.

Go to 20.

47) *Time: 2 minutes*

This corridor runs north approximately 40 feet before ending at a stone wall. There is a mound of stinking refuse piled up against the northern wall.

If you already encountered the mushroom Shrieker, **Go to 27**.

Otherwise, **Go to 48**.

48) *Time: 3 minutes*

As you near the mound, you detect a faint shimmer of movement. You freeze instantly, hidden in the shadows. You see a small stalk with two bulbous eyes rise up from the mound and scan the piles of garbage. Suddenly a long, thorny tentacle lashes out and pulls a scoop of garbage towards the eye stalks. A huge dagger-filled mouth opens and engulfs the rotting meal. You have heard of this beast over mugs of ale with your friends. It is a terror of the sewers known as an Otyugh!

Fortunately, it does not seem to notice you as it continues feeding. It is a very formidable foe for a lone thief, but does not appear to be fully grown. You just might be able to sneak in and backstab the foul thing!

If you decide to fight the Otyugh, you may attempt a backstab on your first attack. Whenever the Otyugh scores a successful attack roll, subtract any damage and then make a Strength Ability Check. If you succeed, proceed with combat. If you fail, the Otyugh engulfs you with its tentacles and constricts you for an additional 1d6

points of damage. Combat then continues as normal.

Basic Game Combat: You attack first. Roll 1d20+1. You must roll a 15 or better to hit the Otyugh; if you hit, you deal 1d8+2 HP of damage. The Otyugh must roll a 5 or better on 1d20 to hit you; if it hits, the Otyugh deals 1d8 HP of damage. The Otyugh has 41 Hit Points.

Advanced Game Combat: Otyugh (AC 3; HD 6; HP 41; Damage 1d8)

If you defeat the Otyugh, **Go to 27.**

If you escape or decide not to fight the Otyugh, you head back south and turn west, and **Go to 132.**

49) *Time: 2 minutes EP: 2*

You grip one of the rusted bars firmly and brace your foot against another, willing your muscles to overcome the resistance. You struggle and strain for a moment and then a few flakes of mortar crumble down from the ceiling around one of the bars. You have shifted them enough to slip through!

Go to 204.

50) *Time: 2 minutes*

You see that this 50-foot-long hallway runs east and west, forming a three-way intersection at its midpoint with a corridor heading north towards a four-way intersection some 15 to 20 feet away. Looking to the east and west of the corridor in which you stand, you see a door at each end. There is also a door at each end in the north wall.

To open the door in the east wall, **Go to 232.**

To open the door in the northeast wall, **Go to 222.**

If you enter the door in the west wall, **Go to 126.**

To open the door in the northwest wall, **Go to 308.**

To head north, **Go to 181.**

51) *Time: 4 minutes*

This door does not have a lock, nor is it completely closed. You push it

open and find what appears to be a mummified Hobgoblin! The wretched, shriveled beast appears to have been dead for quite some time. Behind the Hobgoblin's remains, you see the dried corpses of several rats and what you guess was once a thief. Suddenly, you realize that what you thought to be wrappings are actually thick webs! This is the work of a Giant Spider! Perhaps you should leave quickly.

Go to 4.

52) *Time: 1 minute*

You have a strange feeling that you are being watched. You scan the corridor, but everything looks calm and normal - then you think to look up. Clinging to the ceiling is an enormous green-yellow blob! Suddenly, a plump pseudopod shoots towards you! You roll out of the way, as the Ochre Jelly splashes down behind you. As you regain your footing, you hurl a dagger at the blob, hoping for the best. The dagger

penetrates the creature, but seems to have done no damage!

If you listened to the Orcs' conversation, **Go to 21.**

If you did not listen to the Orcs, **Go to 330.**

53) *Time: 2 minutes*

You stand at an intersection of three corridors. To the east, the corridor is very dark. You cannot see more than about 20 feet. To the south, the corridor ends after 30 feet and turns east. To the north, the corridor continues for 40 feet or so before turning and heading east.

To head south and turn east, **Go to 315.**

To head north, **Go to 12.**

To head east into the darkness, **Go to 309.**



54) *Time: 3 minutes EP: 5*

It seems strange that an empty room would be locked like this, so you give the room a more thorough search. You tenacity pays off when you spot a stone that looks out of place with its surroundings. You slide the stone out of the wall and discover a secret compartment! Inside you find 5 gold coins and a bandage soaked in **healing salve** (heal up to 5 HP). You stuff the loot in your pouch and leave.

Go to 28.

55) *Time: 1 minute*

Judging by the enormous pile of decaying foodstuffs and the sealed portal above you, this small room appears to be a dumping ground for whatever building sits above you.

If you would like to examine the food pile, **Go to 197**.

If you would rather leave this room, **Go to 297**.

56) *Time: 1 minute*

You stand in the streets of the Artisan District, pondering your next move. Looking around again, you see a three-way intersection. Running east and west is Tallow Alley. To the north is an alley heading to Narrow Lane.

To head east on Tallow Alley, **Go to 244**.

To head west on Tallow Alley, **Go to 33**.

To head north through the small alley, **Go to 257**.

57) *Time: 2 minutes EP: 2*

Besides the darkness, you also notice that the sounds of trickling water are barely perceptible here. Stretching your hand out towards the trickling sound, you feel that one of the walls seems plugged with some sort of wispy material.

Go to 325.

58) *Time: 3 minutes*

This section of Artisan's Way connects with the southern border of the Artisan's Square. There are pleasing aromas emanating from the buildings

in this section of the square, many of which specialize in exotic perfumes and tinctures and the fragrant breeze wafting through the area is revitalizing.

Roll 1d6 for luck. If you roll a 1, you must **Go to 349**. Otherwise, you may travel north or south.

To head north towards the center, **Go to 146**.

To head south, **Go to 144**.

59) *Time: 2 minutes EP: 5*

With sweat beading on your forehead, you carefully compress the spring. You insert a second tool into the lock and manage to block the spring. With the trap out of the way, you attempt to open the lock.

Make a Thief Skill Check to open the lock.

If you succeed, **Go to 19**.

If you fail, you shake your head in disgust and head to the northern intersection, and **Go to 86**.

60) *Time: 2 minutes*

This small, dark room is filled with the sickly sweet stench of death. In the corner, you see the skeletal remains of a large creature. You are not sure what it is, but it must have been here for some time.

To examine the bones, **Go to 475**.

If you would rather leave, **Go to 418**.

61) *Time: 8 minutes*

Groping your way through the darkness, you travel roughly 10 feet before the corridor turns and heads north. As you slowly trudge north, the blackness feels as though it is reaching out to encircle you. You take a deep breath and step forward another 20 feet. Your hand brushes against something rough and sticky, like a taut strand of rope. You quickly retract your hand, but the vibrations have already betrayed your presence. You sense a large shape shuffling slowly towards you.

Make a Dexterity Ability Check!

If you succeed, **Go to 334**.

If you fail, **Go to 470**.

62) *Time: 1 minute*

This sewer corridor runs east and west for about 20 feet. The west end turns and heads south. The east end has a large iron portcullis in the northern wall. In the ceiling near the portcullis is a trash chute that leads to the City Watch jailhouse. With all the recent troubles, it would be foolhardy to try to climb to the surface using that particular chute right now. On the other hand, you might be able to bend one of the iron bars enough to slip through the portcullis.

Make a Strength Ability Check.

If you succeed, **Go to 49**.

If you fail, or if you would rather not bother, you shrug your shoulders and head south, and **Go to 127**.

63) *Time: 1 minute*

You press your back against the wall and stifle your breathing to remain concealed. The Orcs seem too preoccupied to notice you and they head west through the door. After you are sure they have moved on, you weigh your options.

To enter the room, **Go to 472**.

Otherwise, to enter the northwest door, **Go to 8**.

To enter the southwest door, **Go to 15**.

64) *Time: 2 minutes EP: 2*

You hear a faint scratching noise coming from the side of the door. You press your ear up to the door and listen for a few more seconds. Suddenly, the scratching stops.

Go to 41.

65) *EP: 5*

"Wait!" you cry, "I care not for my own life but I would do anything to save my brother. On my way here I found something that is of interest to the both of us!" The Guildmaster again beckons for silence and allows you to explain your findings. Swallowing hard, you compose your thoughts and explain what you saw.

"In my pouch you will find a letter. I found it on my way here. I do not

entirely understand the meaning of it, but it is signed by my Guildmaster.”

With a look and a gesture, the Guildmaster orders a thief to empty the contents of your pouch and hand him the letter. The Guildmaster studies the letter very carefully before rendering a decision. “This letter seems to indicate that we are not to blame. I can assure you that we did not order your brother’s death. Certainly, I would know if a Blade attempted such a thing.”

Go to 437.

66) *Time: 2 minutes EP: 2*

You have a tough time getting the last tumbler into position, but as soon as it slides into place, you turn the lock and the door opens! At first glance, this small 10’ by 10’ room appears empty.

Make an Intelligence Ability Check.

If you succeed, Go to 54.

If you fail, you find nothing of interest and Go to 28.

67) *Time: 2 minutes*

Without fire, your best chance at survival is to run! The Ochre Jelly blocks the corridor to the north, so your only hope is to run south and turn east!

Go to 426.

68) *Time: 4 minutes*

You stay close to the buildings lining the sides of Trader’s Crossing. Most everyone has closed up for the night and the comforting shadows help conceal your determined progress. You pause every now and again when you hear voices in the distance, fearful of running into the City Watch, but your luck holds out and you find yourself all alone. A darkened street branches off to the north. Then, a wooden sign advertising a barrel maker’s storefront, swaying gently in the gentle breeze, catches your attention. You remember that, just north of this building, is a small east and westbound alley known as Split Barrel Alley.

To head north through the alley towards Split Barrel Alley, Go to 445.

To head east along Trader’s Crossing, Go to 402.

To head west along Trader’s Crossing, Go to 387.

69) *Time: 1 minute EP: 2*

By the look of things, there may have been a brawl or a robbery here. Any minute now, the Watch may send a patrol your way. You decide that being caught is certainly not in your best interests, so you decide to wait for a lull in the City Watch movement and leave.

Tavern Alley runs to the east and west, while Artisan’s Way travels north and south. Because of the guards, you avoid the northern path.

To go west on Tavern Alley, Go to 376.

To go east on Tavern Alley, Go to 305.

To head south along Artisan’s Way, Go to 136.

70) *EP: 5*

“Wait!” you cry, “I care not for my own life but I would do anything to save my brother. On my way here I found something that is of interest to the both of us!” The Guildmaster again beckons for silence and allows you to explain your findings. Swallowing hard, you compose your thoughts and explain what you saw.

“I examined the body of the assassin before I left. I am not certain he was a Black Blade as he did not have the Thieves’ Brand on his arm!” The Guildmaster seems surprisingly interested in your comments. He leans in close and whispers, “Are you certain? Was there any marking?”

You emphatically shake your head ‘no,’ sensing that perhaps this information might spare your life for the time being. “Is that all you found? Not all thieves adhere to the branding code, although your guild, as well as our own, follow its precepts,” states the Guildmaster, exposing his own arm and the black dagger permanently inked there.

“Wait, that is not all. In my pouch is a letter I found on my way here. I do not entirely understand the meaning of it, but it is signed by my Guildmaster.”

With a look and a gesture, the Guildmaster orders a thief to empty the contents of your pouch and hand him the letter. The Guildmaster studies the letter very carefully before rendering a decision. “This letter seems to indicate that we are not to blame. I can assure you that we did not order your brother’s death. Certainly, I would know if a Blade attempted such a thing.”

Go to 437.

71) *Time: 1 minute*

This short corridor runs north and south approximately 30 feet before turning to head east at either end.

To head south and turn east, Go to 150.

To head north and turn east, Go to 81.

72) *Time: 1 minute*

The corridor runs east and west about 50 feet. The eastern end turns to the north, while the western section ends at a solid stone wall.

Make a Wisdom Ability Check.

If you succeed, Go to 107.

If you fail, you find nothing of interest and head back to the northern intersection, and Go to 114.

If you already know what is strange about the west wall, Go to 173.

73) *Time: 3 minutes EP: 35*

Blood pools around the twitching corpse of your fallen foe as you sheath your blade. You search the room and find a few scraps of inedible food and 3 gold coins!

You decide to return to the intersection to the north, and Go to 86.

74) *Time: 1 minute*

You are not sure where the footsteps are coming from, so you whirl around, sword in hand. Unfortunately, you turn your back to the Black Blade Sentry crouching on the rooftop of the candle shop. He dives at you, his sword leading the way!

The Sentry gets a free attack!

Basic Game Combat: The Black Blade Sentry attacks first. When you attack the Sentry, roll 1d20+1. You must roll a 12 or better to hit the Sentry; if you hit, you deal 1d8+2 HP of damage. The Sentry must roll an 8 or better on 1d20 to hit you; if he hits, the Sentry deals 1d8+2 HP of damage. The Sentry has 34 Hit Points.

Advanced Game Combat: Black Blade Sentry (AC 6; HD 3; HP 34; Damage 1d8+2)

If you defeat the Sentry, **Go to 423**.

If you escape, **Go to 56**.

75) *Time: 1 minute*

You carefully push aside the grate and emerge from the dank sewers into the brisk night air. You pause for a moment to ascertain your location, grateful to breathe in the fresh air.

Go to 274.

76) *Time: 3 minutes*

This corridor runs east and west, and seems to be approximately 70 feet long. To the west is a four-way intersection. In the middle of this corridor's southern wall, probably 40 feet from the western intersection, a passage branches off and heads south. At the far eastern end of this corridor, 30 feet further along, you see that this corridor turns south.

To head west to the intersection, **Go to 121**.

To take the south passage, **Go to 42**.

To follow this corridor east and then south, **Go to 218**.

77) *Time: 4 minutes*

You are at an intersection where Tavern Alley, heading west, meets Coin Lane, heading north and south. From the east, the smells of the Zoan harbor assault your senses. You wait patiently in the darkness while a City Watch patrol heads your way.

Make a Thief Skill Check to hide in the shadows! If you fail, **Go to 477**. If you succeed, the patrol passes and you continue on your way.

To head north on Coin Lane, **Go to 521**.

To head south on Coin Lane, **Go to 119**.

To head west on Tavern Alley, **Go to 322**.

78) *Time: 1 minute EP: 10*

A sudden calm falls over you and your sincerity is rewarded with a sense of hope. Swelling with gratitude, you silently offer up your thanks before you continue your quest with renewed haste and vigor. You may subtract 20 minutes from your elapsed time, or regain 2 Hit Points (you may only choose one option).

Go to 105.

79) *Time: 2 minutes*

This dimly lit section of sewer runs north and south. If you heard a noise coming from this section of the sewer, **Go to 415**. Otherwise, you decide to head south or north.

To head south, **Go to 125**.

To head north, **Go to 365**.

80) *Time: 2 minutes*

You push open the door to this room and are startled to see a Hobgoblin sleeping in the corner! He jumps to his feet and grabs his morning star as you unsheathe your sword. With a menacing snarl, he attacks!

Basic Game Combat: You attack first. Roll 1d20+1. You must roll a 13 or better to hit the Hobgoblin; if you hit, you deal 1d8+2 HP of damage. The Hobgoblin must roll a 10 or better on 1d20 to hit you; if it hits, the Hobgoblin deals 2d4 HP of damage. The Hobgoblin has 25 Hit Points.

Advanced Game Combat: Hobgoblin (AC 5; HD 1+; HP 25; Damage 2d4)

If you defeat the Hobgoblin, **Go to 73**.

If you escape, **Go to 86**.

81) *Time: 1 minute*

This short 30-foot-long section of sewer runs north and south. To the north, the corridor turns and heads east. To the south, it connects with another corridor running east and west. Peering down this second corridor, you see that to the west it turns south after

20 feet. You cannot see very far to the east, for it is quite dark.

To head east, **Go to 280**.

To head west and turn south, **Go to 71**.

To go north and turn east, **Go to 106**.

82) *Time: 3 minutes*

Something about the wall at the east end of the corridor seems strange. If you have been here before and know the wall's secret, **Go to 97**.

Otherwise, make a Thief Skill Check to find a trap.

If you succeed, **Go to 131**.

If you fail, you shrug your shoulders and head back, and **Go to 315**.

83) *Time: 2 minutes EP: 5*

You carefully trace the wire back to a small wooden box. Inside, you see a barbed dart resting on a compressed spring. With tools in hand, you press the spring in until you are able to flick the dart out of the way. With the trap disarmed, you continue on your way.

Go to 212.

84) *Time: 2 minutes EP: 2*

You manage to move the grate cover aside and peer into the dark sewers. An iron rung ladder leads down into the stench below. You descend into the murk while your eyes adjust to the darkness.

As soon as your feet touch down on the slimy tiled floor, you hear a low growl to the south. Your reflexes take over and, in a split second, your long sword is out. Suddenly, a Hobgoblin warrior rushes at you from the shadows, swinging a hand axe!

Basic Game Combat: You attack first. Roll 1d20+1. You must roll a 13 or better to hit the Hobgoblin; if you hit, you deal 1d8+2 HP of damage. The Hobgoblin must roll a 10 or better on 1d20 to hit you; if it hits, the Hobgoblin deals 1d6 HP of damage. The Hobgoblin has 25 Hit Points.

Advanced Game Combat: Hobgoblin (AC 5; HD 1+; HP 25; Damage 1d6).

If you defeat the Hobgoblin, **Go to 123**.

If you escape, **Go to 79**.

85) *Time: 1 minute*

As you enter this room, you spot a small image of a fist carved on the door. Clearly, someone from the guild has designated this room as a Shadowed Fist stash. While the dusty room appears empty, you suspect that it has a false floor tile covering a secret stash.

To search for the floor tile, **Go to 465**.

To leave without searching, **Go to 412**.

86) *Time: 1 minute*

You are at a four-way intersection. To the east, the corridor runs 20 feet before turning to the south. To the west, the corridor also runs 20 feet and turns south – at that turn, you also see an iron portcullis in the western wall. Some 30 feet to the north is another four-way intersection. To the south, the corridor runs 30 feet to yet another four-way intersection. Before the intersection, there are two doors in the southern corridor, one on either side.

To head west and examine the portcullis, **Go to 224**.

To head west and turn south, passing the portcullis, **Go to 118**.

To head east and continue south, **Go to 142**.

To head north to another intersection, **Go to 214**.

To head south to another intersection, passing the doors, **Go to 114**.

To go south and enter the east door, **Go to 16**.

To go south and enter the west door, **Go to 80**.

87) *Time: 4 minutes*

This corner of Artisan's Square connects the northern and eastern sides. The ground in front of a master sculptor's gallery is filled with marble statues. The statues depict many of the former magistrates and rulers of Zoa. You laugh to think that these statues should be toppled and the image of the Guildmaster of the Shadowed Fist erected in their place!

To head west along the northern side of the square, **Go to 397**.

To head south along the eastern side of the square, **Go to 395**.

88) *Time: 4 minutes*

This corridor runs north and south approximately 60 feet. At each end, the corridor turns east.

To head south, **Go to 132**.

To go north, **Go to 297**.

89) *Time: 4 minutes*

With the moonlight as your guide, you carefully maneuver through the shadows along DockMarket Lane. You soon cross a main boulevard known as Artisan's Way, where you see a City Watch patrol to the south and the north – you immediately realize it is better not to use that particular road, and continue.

Knowing that the Watch could be anywhere, you squat behind a rain barrel and scan your path again. DockMarket Lane heads east and west. To the south is a darkened alley.

Make a Thief Skill Check to detect noise.

If you succeed, **Go to 110**.

If you fail, **Go to 264**.

90) *Time: 4 minutes EP: 10*

You find a crumpled piece of parchment on the floor. You unfold it and read the following:

The situation is ripe and the time has come to claim sole control of the town. The final step is to drive them into frenzy by assassinating one of their own. Make them feel vulnerable and they will be quick to act! This will set the stage for the assault. Go now and earn your wage.

~Veloan



Veloon. That name is very familiar and dear to you. Now the name tastes like ashes in your mouth. Rather than calling Veloon by his given name, you have always opted for a more respectful title: Guildmaster.

You read the letter repeatedly, trying to understand the implications of what you read. Presumably, the assassin left this letter here before he entered the Fist hideout. Could your own Guildmaster be behind your brother's fate? There will be time for questions later. First, you need to find the antidote! You fold the letter and place it in your pack.

Record "Crumpled Letter" on your character sheet along with the number 65, and then **Go to 199**.

91) *Time: 1 minute EP: 2*

With manual precision honed through years of practice, you flick the dart free from the spring and extract it from the lock. You then turn your attention to the lock itself.

Make a Thief Skill Check to open the lock.

If you succeed, **Go to 178**.

If you fail, you mutter a curse and head back to the intersection. **Go to 181**.

92) *Time: 1 minute*

You push against the door, which is slightly ajar, and peer into the small room. Two Orcs sit on the floor, their red eyes glistening under their war helms. Cruel looking hand axes lie on the floor near their legs, and both Orcs breathe heavily. From the looks of things, they are recuperating after a battle! In your entire life, you have never heard any reports of Orcs in the city sewers. Fortunately, they have not noticed you. While your grasp of the orcish tongue is crude, your dealings with half-Orc pirates have given you a few words of their guttural language.

If you want to talk to the Orcs, **Go to 381**.

If you want to sit back and listen, **Go to 194**.

To charge into the room and attack, **Go to 177**.

To skulk back into the shadows and head north to the four-way intersection, **Go to 162**.

93) *Time: 2 minutes*

You stand at the intersection of Trader's Crossing and Quickstep Alley. You see a few sailors stumbling to the east towards Trader's Cove, one of the seedier parts of the dock where many sailors spend the time drinking and gambling under the open stars. Fighting the instinctive impulse to relieve them of their valuables, you wait for them to pass. If they spot you, they might raise a commotion - something you certainly do not want. Fortunately, they pass by without incident.

To head north on Quickstep Alley, **Go to 137**.

To head south along Quickstep Alley, **Go to 167**.

To head west along Trader's Crossing, **Go to 189**.

To head east towards Trader's Cove, **Go to 96**.

94) *EP: 2*

"Wait!" you cry, "I care not for my own life but I would do anything to save my brother. On my way here I found something that is of interest to the both of us!" The Guildmaster again beckons for silence and allows you to explain your findings. Swallowing hard, you compose your thoughts and explain what you saw.

"I found a brooch belonging to a Black Blade on the assassin's body! If you look, it is in my pouch. You tell me that your guild is not responsible, yet how can you deny this?"

With a look and a gesture, the Guildmaster orders a thief to empty the contents of your pouch and hand the brooch to the Guildmaster. He holds it close, carefully examining the blackened clasp. After a few tense seconds, his voice breaks the silence.

"This is not one of ours. We etch a small identification sigil on the back and this has no such sigil. I fear it is a forgery. If the assassin wore this, then he was not a member of this guild!"

Therefore, I can assure you that we did not order your brother's death. Certainly, I would know if a Blade attempted such a thing."

Go to 437.

95) Beads of sweat drip from your brow as you kneel to study the flash pot frame. You tried this sort of thing once before, and everything went smoothly, for the most part, but that was with a deactivated pot. Any wrong movement now could result in disaster.

You gently twist and tug and the pot comes free! You breathe a sigh of relief and begin to stand. Then, just before you hear the click, and the pot reduces your face and upper torso to ash, you notice you had been kneeling on the live end of the trip wire. Ironically, you did the same thing when practicing with the dud, only this time the result of your failure is a fiery death.

Your quest ends here. Why not try again?

96) *Time: 5 minutes*

You head east towards Trader's Cove. By day, this part of Zoa is a bustling market on the edge of the docks. By night, it becomes a den of debauchery, serving a bit of everything to the pirates and sailors here on shore leave.

As you skulk forward, you hear a loud voice, followed by an even louder crash, from around the corner of a building up ahead. Two bodies roll into your view, trading punches as they grapple together. One of the combatants, a dwarf, bites his foe on the forehead, much to the delight of a gathering crowd. This is sure to alert the City Watch, so you decide to head back to the west before they arrive.

Go to 93.

97) You know that the southern end of the east wall is actually a secret door!

To head east through the door, **Go to 132**.

To go west down the corridor, **Go to 315**.

98) You know that the southern end of the western wall actually holds a secret

door! Pondering your next move, you look around again to note that this corridor runs north and south approximately 60 feet. At each end, the corridor turns east.

To head west through the secret door, **Go to 315**.

To head north, **Go to 88**.

To head east and turn north, **Go to 47**.

99) *EP: 5*

“Wait!” you cry, “I care not for my own life but I would do anything to save my brother. On my way here I found something that is of interest to the both of us!” The Guildmaster again beckons for silence and allows you to explain your findings. Swallowing hard, you compose your thoughts and explain what you saw.

“I examined the body of the assassin before I left. I am not certain he was a Black Blade as he did not have a Thieves’ Brand on his arm!” The Guildmaster seems surprisingly interested in your comments. He leans in close and whispers to you. “Are you certain? Was there any marking?”

You emphatically shake your head ‘no,’ sensing that perhaps this information might spare your life for the time being. “Is that all you found? Not all thieves adhere to the branding code, but clearly your guild, as well as our own, follow its precepts,” states the Guildmaster, exposing his own arm and the black dagger permanently inked there.

“That is not all. In my pouch is a Black Blades brooch, taken off the assassin’s body! You tell me that your guild is not responsible, yet how can you deny this?”

With a look and a gesture, the Guildmaster orders a thief to empty the contents of your pouch and hands the brooch to the Guildmaster. He holds it close, carefully examining the blackened clasp. After a few tense seconds, his voice breaks the silence.

“This is not one of ours. We etch a small identification sigil on the back and this has no such sigil. I fear it is a forgery. If the assassin wore this, then he was not a member of this guild!

Therefore, I can assure you that we did not order your brother’s death. Certainly, I would know if one of the Blades attempted such a thing.”

Go to 437.

100) *Time: 2 minutes*

Mindful of the voices you hear on the other side of the door, you peek through the keyhole rather than barge straight in. This large hallway is filled with thieves. By all accounts, you would wager most of the Black Blades have gathered in this one room, facing your direction. With his back to you, a tall dark-haired thief is addressing the crowd. His rich voice seems to demand attention and everyone is hanging on his every word. Judging by his stature and demeanor, he must be the Black Blades Guildmaster! He seems to be calming the group, assuring them that they are safe and that he has made arrangements to deal with a “new threat,” whatever that means.

With little warning, the door suddenly opens as the Guildmaster turns to leave. His eyes meet yours through the doorway and every muscle in your body tenses, ready to run. Yet, when you call upon them to act, your muscles do not respond, frozen with fear. Helpless, you stumble to your feet as two strong guild members rush through the door and pin you to the floor. You struggle mightily against their hold, but they prove the stronger. The sea of strange faces staring at you parts as the dark-haired Guildmaster stands above you, contemplating your fate. His eyes, wizened beyond their years, seem to judge you like a wolf might contemplate a wounded hare. Each second seems a lifetime and the loud sound you hear is the crashing thud of your heartbeat.

Unblinking, your eyes never look away from his. A hush sweeps through the crowd like a gentle stream as they await your judgment. The Guildmaster raises his right hand and makes a single gesture, slowly dragging his finger across his throat. Nodding in agreement, one of the thieves holding you down reaches for a blade at his belt. As the terrible fear of failure sinks its fangs

into your soul, your instincts take over and with a feeble voice you cry out, tears streaming from your eyes.

“I am here to save my brother!” you cry from aching lungs.

Go to 138.

101) *Time: 2 minutes*

This corner of Artisan’s Square connects the eastern and southern sides. There are pleasing aromas emanating from the buildings in this section of the square, many of which specialize in exotic perfumes and tinctures and the fragrant breeze wafting though the area is revitalizing.

Suddenly, the smells are the last thing on your mind, for stepping out of the darkness is a stout dwarf! Judging by his torn robes, he might be some sort of cleric or even one of those mysterious arcane spellcasters. His rag-like robes are splotted with blood and dark cuts and bruises adorn his dirty face. He reaches out to you, as if asking for help.

If you decide to give the dwarf some bandages or a healing potion, **Go to 312**. Otherwise, you ignore the dwarf, and he walks away slowly.

To head north along the eastern side of the square, **Go to 395**.

To head west along the southern side of the square, **Go to 144**.

102) *Time: 1 minute EP: 2*

You hear footsteps far to the west.

Go to 165.

103) *Time: 2 minutes*

You are at a three-way intersection. Harbor Road runs east and west while Bone Alley branches off to the north. Anything south of Harbor Road belongs to the Black Blades. You had best be on your guard for more than just the City Watch!

To head north on Bone Alley, **Go to 25**.

To head east on Harbor Road, **Go to 182**.

To head west on Harbor Road, **Go to 279**.

104) *Time: 6 minutes*

This large room measures 30 feet wide (west to east) by 20 feet deep (south to north) and is filled with huge piles of crates and casks of water. As you approach, you hear what sounds like several rodents or large insects scurrying towards the back wall.

To examine the crates, **Go to 184**.

To examine the casks, **Go to 155**.

If you would rather leave, **Go to 325**.

105) *Time: 1 minute*

Four paths stretch out from where you now stand. Harbor Road runs east and west while Artisan's Way runs north and south.

To head west on Harbor Road, **Go to 493**.

To head east on Harbor Road, **Go to 484**.

To head north on Artisan's Way, **Go to 495**.

To head south on Artisan's Way, **Go to 58**.

106) *Time: 3 minutes*

This corridor stretches east and west approximately 70 feet before turning southward at both ends. It is very dark down here, and you slow your pace in case something lurks in the shadows ahead.

To head east and then turn south, **Go to 185**.

To head west and then turn south, **Go to 81**.

107) *Time: 5 minutes EP: 5*

You notice that this wall seems to be lacking much of the slime and muck that coats the other surrounding walls. Perhaps this wall is not as solid as it appears! Finding the entrance to a secret door is much like finding a concealed trap.

Make a Thief Skill Check to find traps.

If you succeed, **Go to 188**.

If you fail, you shrug your shoulders and return north to the intersection. **Go to 114**.

108) *Time: 4 minutes*

You carefully work your way west on Narrow Lane. After a few minutes, you spot a City Watch barricade in the distance. They have been set up recently to question people traveling the streets at night. It would be very unwise to head in that direction, so you turn around and head east.

Go to 236.

109) *Time: 3 minutes*

You carefully push open the wooden door and find yourself in a dirty room, originally used for storage when the sewers were built. It is unlikely anyone has been here in many years. A pile of small, broken crates litter the western wall. The door in the middle of the east wall leads back to the corridor. There is also a door in the middle of the south wall.

To enter the south door, **Go to 241**.

To enter the east door, **Go to 42**.

To examine the crates, **Go to 326**.

110) *EP: 5*

Your keen ears detect the faint scrape of boots in a darkened alley to the south.

To head east along DockMarket Lane, **Go to 306**.

To head west on DockMarket Lane, **Go to 130**.

To investigate the sounds to the south, **Go to 292**.

111) *Time: 3 minutes*

This corridor runs about 70 feet east and west. With the aid of moonlight falling through small grates in the ceiling, you notice several footprints, all heading west.

Make a Thief Skill Check to detect noise.

If you succeed, **Go to 102**.

If you fail, **Go to 165**.

112) *Time: 1 minute*

This 30-foot-long section of sewer runs north and south. There is a door on the western wall. A wall of rubble blocks the north end. The south end turns and heads west.

To open the door, **Go to 276**.

To head south and turn west, **Go to 32**.

113) *Time: 3 minutes*

Ahead, where Artisan's Way crosses Tavern Alley, you see several men dressed in the garb of the City Watch milling about the entrance of a particular building.

Make a Wisdom Ability Check.

If you succeed, **Go to 69**.

If you fail, **Go to 175**.

114) *Time: 2 minutes*

This is another four-way intersection. The corridor to the east and west both run about 20 feet before turning to the north. The corridor to the south runs about 50 feet into the darkness. The corridor to the north runs about 20 feet to another four-way intersection. There is a door on either side of the northern corridor, about halfway to the next intersection.

To head south, **Go to 72**.

To head west and turn north, **Go to 118**.

To head east and turn north, **Go to 142**.

To head north to the intersection, passing the doors, **Go to 86**.

To head north and enter the west door, **Go to 80**.

To head north and enter the east door, **Go to 16**.

115) *Time: 15 minutes*

After you slip through the secret door, you descend quickly down a pitch-black cave towards the sound of running water. The cave narrows at the end and, crawling on your belly, you squeeze through the small opening and find yourself on the subterranean banks of the Devil's Fork River, flowing east towards the sea.

You follow the Blades as they enter the river and swim under an outcropping of stone that blocks the path. When you emerge on the other side, you ride the currents until you see two sewer entrances on either side emptying their contents into the river. Your guild lies to the north, and that is the course you must take.

Go to 139.

116) *Time: 4 minutes*

The passageway heads north and south for over 100 feet. You can hear the Devil's Fork River to the south.

To head south, Go to 30.

To head north, Go to 2.

117) *Time: 8 minutes*

Fighting against the current, you plow upstream. After 120 feet or so, the ceiling above you narrows so that you have to crouch with only your head above water. You eventually reach a large stone blocking your path. You might be able to hold your breath and swim underwater to the other side of the large stone. Judging by its size, you estimate you would have to swim underwater for about 20 feet against the current.

To try to swim for it, Go to 156.

If you would rather ride the current back to the sewers, add three minutes to your time and Go to 30.

118) *Time: 2 minutes*

This 40-foot corridor section runs north and south before turning east at each end. There is an iron portcullis in the west wall near the northern end.

To examine the portcullis, Go to 224.

To head south and turn east, Go to 114.

To head north and turn east, Go to 86.

119) *Time: 3 minutes*

You are at a three-way intersection. The Ivory Crawl runs east and west, connecting with a small alley known as Coin Lane, running north.

To head north on Coin Lane, Go to 77.

To head east on the Ivory Crawl, Go to 523.

To head west on the Ivory Crawl, Go to 320.

120) *Time: 4 minutes*

You quickly head towards the rear of the guild stronghold and the exit that leads into the sewers. There is normally a guild member stationed near the door, and you are surprised to find it unguarded and unlocked. Perhaps this explains how the assassin gained entrance! It seems odd that the Guildmaster would leave it unmanned, especially with all the recent troubles between the two guilds. You pull the door closed behind you and scurry into the sewers. It takes a moment for your eyes to adjust to the darkness. The only source of light is the moonlight that filters through the occasional sewer grate. The floors have a shallow channel running down their length. This channel conveys water and sewage towards the Devil's Fork River that runs under the city and empties into the sea.

You follow the raised platform along the wall, doing your best not to slip into the muck and slime that lazily flows through the channels, as you head south down a short corridor.

Go to 121.

121) *Time: 1 Minute*

You are standing at a four-way intersection. Your guild lies a short distance to the north. Unless you have the antidote, there is no reason to go back to the guild. You see that the western corridor seems to travel 30 feet before turning south. The eastern corridor seems to have two passages branching off to the south. You could also go directly south from here by using the southern corridor.

To use the southern corridor, Go to 17.

To take the western corridor, Go to 180.

To use the eastern corridor, Go to 76.

If you are returning with the antidote, Go to 303.

122) *Time: 2 minutes EP: 5*

You offer the wounded fellow one of your healing potions. He reaches out his hands to accept the wonderful gift, but as soon as his hands touch the vial, he vanishes into a fine mist. You take a step back, shocked at what you have just seen. You glance all around for the dwarf, but you are all alone. To the south, the sounds of an approaching patrol spur you onward. You place the potion back into your pouch and head back the way you came.

Go to 244.

123) *Time: 3 minutes EP: 35*

You wipe the blood from your sword and step around the slain Hobgoblin. You have no idea why a Hobgoblin would be roaming the sewers, but you are glad this one no longer poses a threat. You pause to catch your breath and then examine your surroundings. To the south, the corridor ends at a slimy stone wall. Several rusted rungs lead up to a sewer entrance, which you can use to exit onto streets above.

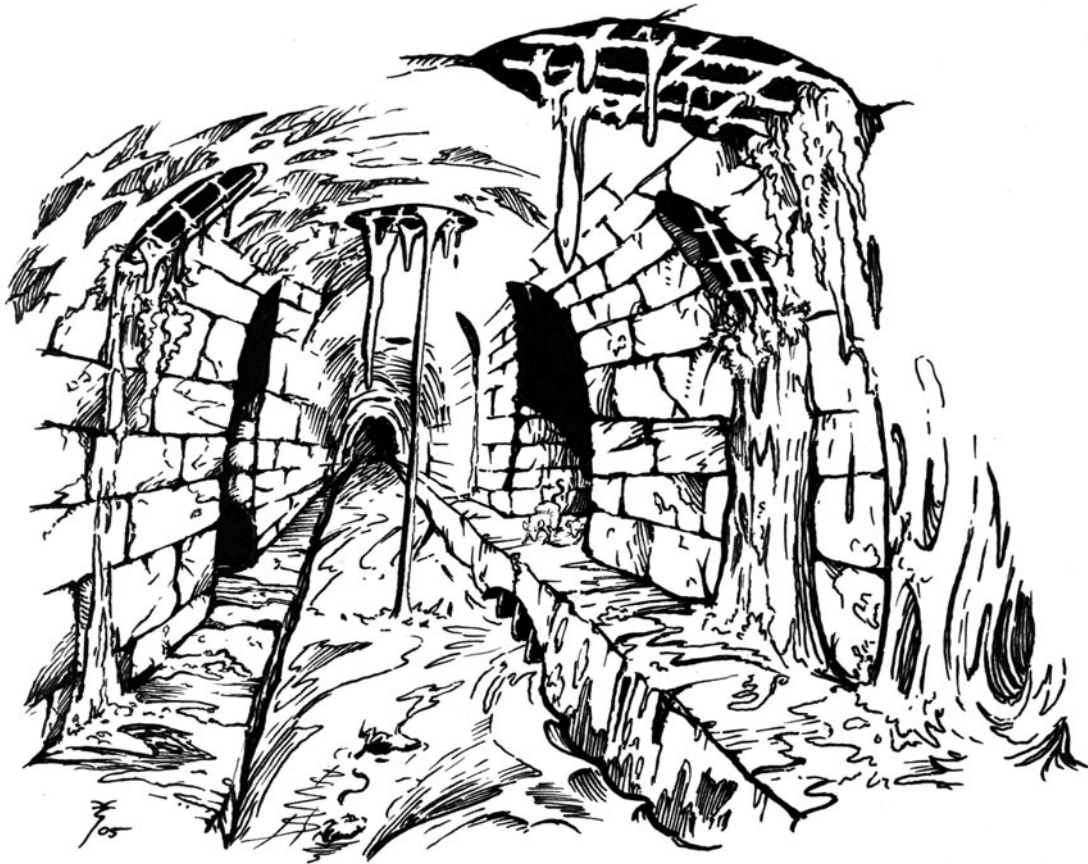
If you have had enough of the sewers and choose the streets, Go to 451.

If you choose to take the corridor to the north, Go to 79.

124) *Time: 3 minutes*

The door to this room proves difficult to open but, after a brief struggle, you manage to push past the door. When you enter this small room, you see why the door did not want to move; leaning against it is a lifeless corpse dressed in the black garb of a thief! There are no markings to denote which guild this man belonged to, and what remains of his face is beyond recognition. You examine the corpse and discover several nasty sucker-like wounds on his torso and large bite marks on both legs. It seems he barricaded himself in here to escape whatever attacked him and eventually succumbed to his wounds. You give an involuntary shudder and leave his remains in piece.

Go to 297.

**125)** *Time: 1 minute*

You cautiously head south and see a Hobgoblin blocking your way, his spear at the ready!

Basic Game Combat: You attack first. Roll 1d20+1. You must roll a 13 or better to hit the Hobgoblin; if you hit, you deal 1d8+2 HP of damage. The Hobgoblin must roll a 10 or better on 1d20 to hit you; if it hits, the Hobgoblin deals 1d6 HP of damage. The Hobgoblin has 25 Hit Points.

Advanced Game Combat: Hobgoblin (AC 5; HD 1+; HP 25; Damage 1d6)

If you defeat the Hobgoblin, **Go to 123.**

If you escape, **Go to 79.**

126) *Time: 2 minutes*

This 60 foot corridor runs north and south. At the north end, the corridor turns to head west. There is a door at the south end in the east wall. In the center of this corridor, a three-way intersection is formed with another corridor to the west.

To head south and enter the door in the east wall, **Go to 50.**

To head north to where the corridor turns west, **Go to 284.**

To head west, **Go to 169.**

127) *Time: 2 minutes*

This 30-foot-long section of sewer runs east and west. The east and west ends both turn and head north, the walls slick with slime and muck. During your one previous foray into the sewers, you used this route and you are somewhat familiar with your surroundings. After the western end turns north you will find another short east and west corridor with a portcullis on the northern side of the east end. It was here that you once crept through a drain in the ceiling to gain access to the City Watch post on Tavern Alley, and freed a fellow thief being held for questioning. That was the first and last time you had braved the sewers, until now.

To go east and turn north, **Go to 180.**

To head west and turn north, **Go to 62.**

128) You decide to open the door, and then decide to pause for a moment.

Make a Thief Skill Check to detect any noise.

If you succeed, **Go to 39.**

If you fail, you open the door and step inside, and **Go to 170.**

129) *Time: 1 minute EP: 5*

You examine the coins more closely and see that one of them is not a coin, but a token! It is inscribed with the symbol with which you are intimately familiar - a darkened fist. You have never seen such a token before, but mercenaries are often given such tokens to serve as a reminder of their loyalties. But why would these Orcs be working for the Guildmaster? Surely, he would have made the guild aware of this arrangement. At the least, he would have told your brother and Orin would most certainly inform you. What other secrets might the Guildmaster be keeping? You decide it is best to move along so you place the token in your

pouch, and then head north to the four-way intersection.

Record "Fist Token" on your character sheet along with the number 202 and **Go to 162**.

130) *Time: 2 minutes*

You are standing at the intersection of Guardsman Road, stretching to the north and south, and DockMarket Lane heading east and west.

To head north on Guardsman Road, **Go to 154**.

To head south on Guardsman Road, **Go to 317**.

To head east on DockMarket Lane, **Go to 89**.

To head west on DockMarket Lane, **Go to 298**.

131) *Time: 2 minutes EP: 10*

You discover that the east wall is a secret door! You locate the small pedal near the floor that allows you to slide the door open enough to slip through.

To head east through the secret door, **Go to 132**.

If you would rather not use the secret door just yet, **Go to 315**.

132) *Time: 2 minutes*

This corridor runs east and west for about 25 feet before turning north at each end. If you already encountered the Shrieker mushroom nearby, **Go to 190**. Otherwise, you must choose your path.

To head west and turn north, **Go to 88**.

To head east and turn north, **Go to 47**.

If you want to investigate this corridor's western wall, **Go to 153**.

133) *Time: 2 minutes EP: 5*

Your keen eyes spot the remains of a broken trip wire. The Fists laid numerous traps throughout the sewers to ward off any intruders. You follow the wire to a flash pot concealed in the stone near the floor. Anyone triggering this would be caught in a searing spout of magical flame and cinders. The pot is still quite active, but clearly, a

talented thief disarmed this trap. How long ago, you cannot discern.

If you would like to remove the flash pot from its stone frame and take it with you, **Go to 158**.

To head west to the four-way intersection instead, **Go to 35**.

To head back through the rusted portcullis instead, **Go to 62**.

134) *Time: 4 minutes*

This corner of Artisan's Square connects the northern and western sides. There are pleasing aromas emanating from the buildings in this section of the square, many of which specialize in exotic perfumes and tinctures and the fragrant breeze wafting through the area is revitalizing.

Roll 1d6. If you roll a 1-2, **Go to 349**.

To head east along the northern side of the square, **Go to 397**.

To head south along the western side of the square, **Go to 373**.

135) *Time: 5 minutes*

Along the great harbor wall surrounding the Sinking Bay are several small homes, rooming houses, and a few shops. All are closed at this late hour.

To head southwest along the wall, **Go to 244**.

To head northeast along the wall, **Go to 273**.

136) *Time: 2 minutes*

You are at an intersection. The path known as the Ivory Crawl runs east and west and Artisan's Way runs north and south.

To head north, **Go to 113**.

To head east, **Go to 320**.

To head south, **Go to 397**.

To head west, **Go to 295**.

137) *Time: 4 minutes*

You travel north along the alley for some distance, passing several familiar businesses on the way. You have been down this road many times in the past few months. Not far from here was

where you completed an important mission, earning the respect of many of your peers. Reminiscing, you fail to notice the City Watch approaching. By the time you see them, they are walking right towards you! Fortunately, they do not seem to be aware of you yet. You curse your carelessness and quickly head south back to the intersection of Quickstep Alley and Trader's Crossing.

Go to 93.

138) The Guildmaster reaches down and halts the thief from delivering your killing blow. A hush falls over the gathering throng. You ignore the harsh gaze of dozens of eyes burning your skin as you silently plead with the Guildmaster. Finally, his voice breaks the silence.

"I would speak with him first. Bind him and bring him into the meeting hall."

Go to 500.

139) Through the fetid muck of the sewer corridors, you cautiously work your way northward. Every now and then, the group pauses to investigate a possible trap or listen for foes around the corner. Fortunately, your journey is rather uneventful. Perhaps this is the calm before the storm, you think to yourself.

Suddenly, a thief gives a hand signal that something lurks in the corridor ahead. Two skilled bowmen step ahead into the darkness, while you wait silently, wondering what it could be. Your mental query is soon answered by the hissing twang of crossbow strings, followed by the guttural death cry of a Hobgoblin.

Moving on, several of the thieves and the Guildmaster confer from time to time, discussing which passages are correct. You know that ultimately it will be up to you to show them the way. You have only been down here once before this fateful night, and even then you had not gone very far before leaving through a grate in the ceiling. You hope that when the time comes, your knowledge will be useful.

After a few more minutes, you arrive at a familiar intersection. Assuring the Blades that your guild is a few yards ahead, the Guildmaster and two of his men follow you while the others remain back in the shadows. Approaching the secret door, you give the entry knock. After a lengthy wait, the knock is answered and the door opens a few inches. A pair of dark eyes meets yours through the door as you begin to speak.

Go to 143.

140) *Time: 1 minute*

You are standing at a four-way intersection. To the east, the corridor turns south at 30 feet. There is a door along the north wall, about 10 feet before it turns south. To the west, the corridor is very dark and you cannot see more than 20 feet into the darkness. To the south, the corridor ends at a three-way intersection some 30 feet away, with passages heading east and west. Roughly 20 feet to the north is another intersection with a passage to the east and, 10 feet further north, a passage to the west.

To head north to the first intersection, **Go to 185.**

To head south, **Go to 169.**

To head west, **Go to 240.**

To head east, **Go to 284.**

To go east and enter the door on the north wall, **Go to 200.**

141) *Time: 2 minutes EP: 2*

The door swings open and you glance inside the small room. On a shelf a few feet above the floor is a carefully wrapped bandage (it can be used to heal up to 4 HP). You place it in your pouch and continue.

Go to 4.

142) *Time: 2 minutes*

This 40 foot corridor runs north and south, turning west at both ends.

Make a Dexterity Ability Check.

If you succeed, **Go to 171.**

If you fail, **Go to 148.**

143) “Jaaril,” you speak, recognizing the thief, “I am not alone. Please inform the Guildmaster that I present him with a visitor who seeks council. I am honor bound to this end.”

Jaaril peers over your shoulder into the darkness, at the three men standing in the distance behind you. The tall man in the middle opens his palms in the sign of peaceful parlay. With his arms spread, the faint moonlight trickling through small street grates in the ceiling flicker and dance over the brooch fastening the cloak of the Black Blades Guildmaster. With a startled gasp, Jaaril looks at you for answers. You nod your head and quietly speak.

“By my throat, I swear that they are not our enemy this night. Now please, hurry. There is not much time!”

Go to 174.

144) *Time: 1 minute*

You are standing at the southern end of Artisan’s Square, a circuit of paths and alleys surrounding the intersection of Harbor Road and Artisan’s Way. Using the square, you can avoid entering the main intersection itself by traveling around it.

The Shadowed Fist controls the territory to the north of here while the Black Blades control everything to the south. If you venture south any further, you might have more than just the City Watch to contend with!

To head east along the southern side of the square, **Go to 101.**

To head north on Artisan’s Way towards the center of the square, **Go to 146.**

To head west along the southern side of the square, **Go to 356.**

To head south on Artisan’s Way, **Go to 438.**

145) *Time: 10 minutes EP: 500*

With deadly accuracy, you slide your blade deep inside the Otyugh and take its life. You drop to one knee to catch your breath and to honor your fallen foe. Triumphant, you rise and continue on your journey.

Go to 132.

146) *Time: 3 minutes EP: 5*

At the center of Artisan’s Square is the intersection of two of the great roads of Zoa. It is here that Harbor Road meets Artisan’s Way, the gateway to the Artisan District. A vast wealth of goods flows from this area. On the street corners where the two meet are ornate statues, welcoming visitors to the Artisan District. One statue features a long-deceased benefactor of Zoa, though your guild knew him as one of their greatest thieves.

If you have already sought out this statue, **Go to 105.** Otherwise, you quickly locate it and, caressing the smooth stone, you mentally plead with the spirit of this thief to grant you time and speed in your quest.

Make a Charisma Ability Check!

If you succeed, **Go to 78.**

If you fail, **Go to 105.**

147) *Time: 2 minutes*

You carefully trace the wire back to a small wooden box. Inside the box, you see a barbed dart resting on a compressed spring. With tools in hand, you press in against the spring and try to flick the dart out of the way. Before you can do that, the tool in your right hand slips off the spring, as the dart flies out and lodges in your hand! You pluck out the dart and feel the dull burn of venom as you massage the wound, hoping to express any toxic fluids. After a few moments, you shake your hand in pain and continue on your way. You lose 6 hit points.

Go to 212.

148) *Time: 1 minute*

One of the tiles you step on gives a distinct click. Instinctively, you realize the Fists placed this trap here to discourage intruders. However, it cannot tell friend from foe. The barbed tip sinks into your leg and causes 5 points of damage! You curse your slow reactions and vow to be more vigilant.

To head south and turn west, **Go to 114.**

To head north and turn west, **Go to 86.**

149) *Time: 1 minute*

The door is locked! Before you can retrieve your tools, you hear a great commotion coming from the other side of the door. Peering through the keyhole, you see a large room filled with thieves. Judging by the number present, you would wager that most of the guild is inside. Standing at the far southern end, a tall black-haired thief addresses the crowd. His powerful voice demands respect and attention. Judging by his stature and demeanor, he must be the Black Blades Guildmaster! He seems to be calming the group, assuring them that they are safe and that he has made arrangements to deal with a “new threat,” whatever that means. You do not wish to be caught eavesdropping out in the open like this, so you quickly move along.

Go to 259.

150) *Time: 2 minutes*

This 50-foot long corridor runs east and west. To the west, the corridor turns and heads north. To the east, the corridor ends at a stone wall.

To search the east end, Go to 187.

To head west and turn north, Go to 71.

151) *Time: 5 minutes EP: 50*

Your blade slips under the defense of the last Orc and pierces his black heart. His howl quickly turns to a whimper as his dying body crashes to the floor. You search their blood-splattered pouches and find 10 gold coins!

Make an Intelligence Ability Check.

If you succeed, Go to 129.

If you fail, you pocket the coins, heading to the northern four-way intersection, and Go to 162.

152) As soon as you reenter your guild, you beg leave to see your brother. Sprinting as fast as your legs can carry, you bolt to his chambers. Flinging open the door with all your might, you drop to your knees at the side of your brother’s bed. Fellik, washing his hands in a bowl, jumps at your sudden entrance.

“By the gods, welcome back! I heard a commotion in the hall. Someone said you had arrived with the Black Blades Guildmaster? You must tell me your tale and leave nothing out! But first, do you have the remedy?” asks Fellik.

Without answering, you hurriedly hand over your brother’s cure. Twisting off the stopper, you pour the clear, bitter liquid into Orin’s mouth. There is no response. You grasp your brother’s hands tightly and will him back to life. Several tense seconds pass, but still nothing happens.

Go to 449.

153) *Time: 1 minute*

You suspect that there might be a trap on the western end of this corridor. Make a Thief Skill Check to find a trap. If you succeed, Go to 176. If you fail, you find nothing out of the ordinary.

To head west and turn north, Go to 88.

To head east and turn north, Go to 47.

If you already know the secret of this corridor, Go to 98.

154) *Time: 1 minute*

You are standing at the intersection of Guardsman Road, stretching to the north and south, and Trader’s Crossing heading east and west.

To head north on Guardsman Road, Go to 256.

To head south on Guardsman Road, Go to 130.

To head east on Trader’s Crossing, Go to 387.

To head west on Trader’s Crossing, Go to 249.

155) *Time: 4 minutes*

Roll 1d8. If you roll 1-3, the water is contaminated with sewage and undrinkable. If you roll 4-6, the water is drinkable and you heal 2 of any lost HP. If you roll 7-8, you find a cask of incredibly refreshing water and heal 6 of your lost HP.

Go to 104.

156) You decide you want to try and swim underwater, holding your breath long enough to get past the rock.

Make a Constitution Ability Check.

If you succeed, Go to 157.

If you fail, you inhale a lungful of water and release your grip. When you surface, you choke for air and finally manage to regain your composure (lose 5 HP). Dejected, you ride the current back to your starting point. Add three minutes to your time, and Go to 30.

157) *Time: 3 minutes EP: 10*

You surface from the other side of the rock and continue heading west. After about 30 feet, however, you come to a large iron portcullis, with bars the size of your arm blocking your progress. Fortunately, several of the bars have been violently twisted out of place. You would hate to think of what could have done that to the portcullis! You slip through the portcullis and continue west.

Go to 282.

158) You attempt to retrieve the flash pot.

Make a Dexterity Ability Check!

If you succeed, Go to 278.

If you fail, Go to 95.

159) *EP: 5*

“Wait!” you cry, “I care not for my own life but I would do anything to save my brother. On my way here I found something that is of interest to the both of us!” The Guildmaster again beckons for silence and allows you to explain your findings. Swallowing hard, you compose your thoughts and explain what you saw.

“In my pouch you will find a letter. I found it on my way here. I do not entirely understand it’s meaning, but it is signed by my Guildmaster.” With a look and a gesture, the Guildmaster orders a thief to empty the contents of your pouch and hand him the letter. The Guildmaster studies the letter very carefully before speaking. “This letter

would seem to indicate that we are not to blame. Have you anything else?"

"I also found a brooch belonging to a Black Blade on the assassin's body! If you look, you can find it in my pouch. You tell me that your guild is not responsible, yet how can you deny this?" The Guildmaster picks up the brooch and holds it close, carefully examining the blackened clasp. After a few tense seconds, his voice breaks the silence.

"This is not one of ours. We etch a small identification sigil on the back and this has no such sigil. I fear it is a forgery. If the assassin wore this, then he was not a member of this guild! It seems these clues indicate that the Black Blades are not behind the assassination attempt, yes? I can assure you that we did not order your brother's death. Certainly, I would know if a Blade attempted such a thing."

Go to 437.

160) As you travel deeper into southern Zoa, the hair on the back of your neck prickles in anticipation. Surely, you must be nearing the very midst of Black Blade territory!

You stand now on Artisan's Way, with an inviting alley leading off to the east. A worn wooden sign marks it as Tallow Alley.

Roll 1d8 for luck. If you roll a 1, Go to 517. Otherwise, choose another path.

To travel north on Artisan's Way, Go to 233.

To travel south on Artisan's Way, Go to 527.

To head east on Tallow Alley, Go to 33.

161) *Time: 1 minute*

You gently pull the lever and a section of the wall opens up revealing a hidden cave to the north!

To enter the cave, Go to 247.

To leave the cave alone for now, Go to 7.

162) *Time: 2 minutes*

There is very little sewer muck running through the floor channels in

this four-way intersection. To the west, the sewer ends after 20 feet, likewise to the north. Judging by your surroundings, you must be at the northwestern end of the original sewer system. To the east, some 30 feet away you spot another four-way intersection. To the south, the corridor runs 20 feet and branches both east and west. About 10 feet to the south, in the west wall between this intersection and the next, you see a door.

To head east towards the four-way intersection, Go to 35.

To head south, Go to 209.

To enter the door in the west wall of the southern corridor, Go to 92.

163) *Time: 1 minute*

You are in the Black Blades hideout! Roll 1d6 for luck. If you roll a 1, you are spotted by a Blade Thief and must Go to 499. Otherwise, continue reading.

This corridor runs east and west approximately 40 feet. To the east is a four-way intersection. At the western end, you see a small lever near the north wall.

To head east to the intersection, Go to 321.

To pull the lever to the west, Go to 161.

If you already know the secret of the north wall at the west end of the corridor and wish to use it, Go to 247.

164) *EP: 10*

"Wait!" you cry, "I care not for my own life but I would do anything to save my brother. On my way here I found something that is of interest to the both of us!" The Guildmaster again beckons for silence and allows you to explain your findings. Swallowing hard, you compose your thoughts and explain what you saw.

"I examined the body of the assassin before I left. I am not certain he was a Black Blade as he did not have the Thieves' Brand on his arm!" The Guildmaster seems surprisingly interested in your comments. He leans in close and whispers, "Are you certain? Was there any marking?"

You emphatically shake your head 'no,' sensing that perhaps this information might spare your life for the time being. "Is that all you found? Not all thieves adhere to the Branding Code, but clearly your guild, as well as our own, follow its precepts," states the Guildmaster, exposing his own arm and the black dagger permanently inked there.

"I also found a brooch belonging to a Black Blade on the assassin's body," you claim. "If you look, it is in my pouch. You tell me that your guild is not responsible, yet how can you deny this?"

With a look and a gesture, the Guildmaster orders a thief to empty the contents of your pouch and hand the brooch to the Guildmaster. He holds it close, carefully examining the blackened clasp. After a few tense seconds, his voice breaks the silence. "This is not one of ours. We etch a small identification sigil on the back and this has no such sigil. I fear it is a forgery. If the assassin wore this, then he was not a member of this guild!"

"Wait, that is not all," you continue. "In my pouch you will find a letter. I found it on my way here. I do not entirely understand the meaning of it, but it is signed by my Guildmaster." The Guildmaster studies the letter very carefully before rendering a decision.

"This letter does indeed bear the name of your Guildmaster. However, he is not the author. His name appears at the bottom because he is the intended target! It would appear that whoever attacked your brother was supposed to strike your Guildmaster! Nevertheless, this is not our doing. I can assure you that we did not order your brother's death. Certainly, I would know if a Blade attempted such a thing."

Go to 400.

165) To the east, the corridor turns and heads south after about 20 feet. To the west, after about 40 feet, the corridor forms a three-way intersection with another corridor running north and south. You can hear running water to the north.

To head east and turn south, Go to 286.

To head west to the intersection, **Go to 185.**

To head north, **Go to 227.**

166) When he spots you working at the lock, his eyes widen in anger and he reaches for a wooden club. You shrink back into the cell, pleading for leniency. He grants you none. As the blows begin to fall, you know that he intends to do more than merely teach you a lesson. You cry out in pain and he kicks you in the ribs for good measure. Knowing that your life is now at stake, you summon every ounce of strength and drive your shoulder into the guard!

He is knocked off his feet, and you rush forward through the cell door towards the garbage chute. Grabbing your sword on the way out, you draw your blade in case you run into any more resistance. However, fortune smiles upon you, and you manage to dive down the chute into the dark and dangerous sewers beneath Zoa. The guard is not eager to follow you and his shouts echo down from above while your eyes adjust to the darkness. After a few seconds, you are ready to continue your quest. You lose 10 HP after your fight with the guard.

Go to 62.

167) *Time: 3 minutes*

After a quick walk through the shadows, you are at a four-way intersection where DockMarket Lane crosses Quickstep Alley. To the north, it ends at an intersection with Trader's Crossing. To the south, the alley winds through the maze of buildings. To the east, DockMarket Lane winds towards the Zoan port. It would not be wise to head towards the eastern docks at night as the City Watch maintains a large presence there, keeping the peace between the many vessels nestled together under the eye of the dock master.

To head north on Quickstep Alley, **Go to 93.**

To head south on Quickstep Alley, **Go to 523.**

To head west on DockMarket Lane, **Go to 521.**

168) *Time: 2 minutes*

Judging by the casks of exotic wines and spirits, this must be a food store-room. Being somewhat versed in the smuggling trade, you know that these items are intended for the distant black markets of Zha-nehzmish. Ever vigilant of your own guild's interests, you use the tip of your dagger to make small holes in several of the barrels and smile as the profitable contents trickle out.

Go to 341.

169) *Time: 3 minutes*

This muck-filled corridor section runs east and west approximately 80 feet. You see a four-way intersection some 30 feet to the north. Some 45 feet to the west, the corridor ends, but there is a door there in the north wall. Some 35 feet to the east, this corridor joins with another forming a three-way intersection with passages running north and south. About 15 feet before that intersection, there is a door in the northern wall.

To head east to the three-way intersection, **Go to 126.**

To open the door near the eastern intersection, **Go to 485.**

To head west and open the door in the north wall, **Go to 406.**

To head north towards the four-way intersection, **Go to 140.**

170) *Time: 1 minute*

You push the door open and step inside. In the center of the room, a cloaked man is arguing with two broad-shouldered Orcs. When you enter, the three of them look at you intently for a moment. The man's deep booming voice breaks the silence. "Well? What do you want?" You pause for a moment to consider the question.

Go to 476.

171) *Time: 1 minute EP: 2*

One of the tiles you step on gives a distinct click. Instinctively, you realize the Fists placed this trap here to discourage intruders, as you jump out of the way of a dart shooting out of a

tiny hole in the wall. Fortunately, your reflexes prove faster than the trap and the dart misses your leg and strikes the slimy wall.

To head south and turn west, **Go to 114.**

To head north and turn west, **Go to 86.**

172) *Time: 5 minutes*

True to your profession, you move with the shadows and pass unseen along the northern stretch of Fiddleback Lane. Passing several shops, boarded up for the night, you keep a wary eye out for any sign of the City Watch. After meandering in the darkness for a few minutes, you spot a City Watch barricade to the north. Lately they have set these up to question anyone wandering the streets after dark. You wisely decide to turn around and head back.

Go to 402.

173) You know that the south wall is actually a secret door!

If you want to use the secret door, enter and **Go to 40.**

If you would rather head east and turn north, **Go to 114.**

174) *Time: 2 minutes*

Barely a minute passes before several armed Fist thieves appear at the secret door, your Guildmaster behind them. He stares at you in disbelief and anger. "What have you done? You bring death to us all! You insolent fool!" cries your Guildmaster.

"No, Veloon. In fact, it is quite the contrary." The deep voice of the Black Blades Guildmaster comes to your defense. "If my men and I may be permitted safe passage into your guild, I can tell you of a sinister plot that your brave thief uncovered. However, we must make haste. I fear that an outside force wishes to scour the city of our presence this night and claim it for his own. Here - I give you my weapon as a token of peaceful negotiations."

"You are very bold to approach my doorstep, NightBlade. Certainly, you would not risk your life needlessly.

Very well, by the Thieves' Code, I accept your weapon and offer of parlay."

Go to 152.

175) *Time: 1 minute*

You observe the City Watch intently as you plan your next move. Suddenly, a loud voice from behind you breaks your concentration!

Go to 477.

176) *Time: 2 minutes EP: 10*

You do not find a trap, but you do find the opening mechanism for a secret door in the west wall at the end of this corridor!

To enter the secret door, **Go to 315**.

If you would rather head east and then turn north, **Go to 47**.

177) *Time: 1 minute*

As still as a whisper, you draw your blade and leap through the door. The Orcs snarl in rage and reach for their hand axes!

Basic Game Combat: You attack first, followed by the two Orcs. You must roll a 12 or better to hit either Orc; if you hit, you deal 1d8+2 HP of damage. Either Orc must roll an 11 or better on 1d20 to hit you; if either hits, the Orc deals 1d6 HP of damage. Each Orc has 24 Hit Points.

Advanced Game Combat: each of two Orcs (AC 6; HD 1; HP 24; Damage 1d6)

If you defeat the Orcs, **Go to 151**.

If you escape, go to the northern four-way intersection, and **Go to 162**.

178) *Time: 3 minutes*

This room measures roughly 20' by 20' and contains many cots and blankets. It was probably once a barracks for the sewer work crews, and has since been commandeered by the Black Blades. Other than dirty blankets and other refuse, you find only a cask with what appears to be water.

If you drink some of the water, **Go to 469**.

If you return to the intersection instead, **Go to 181**.

179) You stick to the shadows, hoping that you can follow the thief and learn more about this mysterious business. Then, suddenly, he is nowhere to be seen! His ability to evade pursuit must rival even your own. You shake your head in disgust, and return to the corridor outside the room where you encountered him.

Go to 28.

180) *Time: 5 minutes*

This dark, stench-filled corridor runs north and south for about 50 feet. The south end turns to the west while the north end turns to the east.

To head south and turn west, **Go to 127**.

To head north and turn east, **Go to 121**.

181) *Time: 1 minute*

You arrive at a four-way intersection. Looking to the east, the corridor ends after 20 feet, but there is a door near the end on the northern wall. To the west, the corridor likewise ends after 20 feet, and there is again a door on the north wall. To the south, the corridor ends after 20 feet and forms a three-way intersection with an east and west corridor. Some 40 feet to the north is another four-way intersection.

To open the door to the west, **Go to 382**.

To open the door to the east, **Go to 6**.

To head south, **Go to 50**.

To head north to another four-way intersection, **Go to 286**.

182) *Time: 4 minutes*

To the east, you see the end of Harbor Road and the start of the vast Zoan harbor. Ahead is a steep cliff-face leading down to the water. Directly beneath, where the land meets the sea are two dark caves. The Devil's Fork River empties into the harbor through those caves, and one other just north of them. The river conveys the sewage from under Zoa and exits those caves, like a filthy trident stabbing the sea. At

the moment, you can think of little reason to go there.

Peering south into the distance, you see the Sinking Bay, which houses the Zoan navy. You also see a dark alley to the south.

To head west on Harbor Road, **Go to 103**.

To enter the alley, **Go to 518**.

183) *Time: 1 minute*

The last thing your left eye will ever see is a searing white light. You clutch your eye to try to stop the stinging, but your eye is permanently scarred. Your clouded vision will forever remind you of your failure. You take 8 points of damage. You must also lower your Charisma score by 1 point. It almost seems unimportant now, but you continue to try to open the locked door.

Make a Thief Skill Check to open the lock.

If you succeed, **Go to 19**.

If you fail, shake your head in disgust and head north to the intersection. **Go to 86**.

184) *Time: 5 minutes*

Roll 1d10. On a roll of 1-3, you find nothing of value in any of the crates. On a roll of 4-6, you find 15 gold coins. On a roll of 7-9, you find 25 gold coins. On a roll of 10, you find 25 gold coins and a **healing potion** (heals up to 12 HP).

Go to 104.

185) *Time: 2 minutes*

You are at a three-way intersection with corridors stretching to the east, north and south. To the north, the corridor stops after 10 feet and turns westward. Some 20 feet to the south is a four-way intersection. The corridor stretches east for at least 50 feet.

To head north and turn west, **Go to 106**.

To head south to the intersection, **Go to 140**.

To head east, **Go to 111**.

186) *Time: 1 minute*

This small room holds nothing more than cobwebs and dust.

Go to 4.

187) You decide to search the east end of the corridor.

Make an Intelligence Ability Check.

If you succeed, Go to 370.

If you fail, Go to 467.

188) *Time: 2 minutes EP: 5*

Well done! You spot a loose stone and gently twist it. A soft thud from inside the wall confirms that you have found the mechanism. With a push, a section of the wall slides to your left, and you enter.

Go to 40.

189) *Time: 4 minutes*

To the east, the sounds and smells of the docks drift past your keen senses. While not immediately convenient to your guild's headquarters, the docks have always been the key to your guild's success. Sneaking past a small vending booth closed for the evening, you pause to listen for any sounds of the Watch. You hear several prominent footsteps to the east and you duck down, pulling your cloak around you, just in case. After listening more intently, you discern that the footsteps are receding to the south. Once you can no longer hear the steps, you count to ten, straighten up, and continue.

To the west, Trader's Crossing intersects Fiddleback Lane running north and south. To the east is another four-way intersection with Quickstep Alley, also running north and south.

To head west towards Fiddleback Lane, Go to 402.

To head east towards Quickstep Alley, Go to 93.

190) *Time: 1 minute*

You knew that the Shrieker would alert nearby monsters to your presence and now you have come face to face with certain doom! The creature before

you is little more than a giant round body with a gaping maw filled with a row of dagger-like teeth. A thick stalk rises above the mouth with several bulbous eyes trained on you. It stumbles forward on three thick legs and its two flailing tentacles, covered in cruel thorns, slash at you. You have heard about this terror of the sewers before, and it has a name: Otyugh! You draw your sword and prepare to attack!

Whenever the Otyugh scores a successful attack roll, subtract any damage and then make a Strength Ability Check. If you succeed, proceed with combat. If you fail, the Otyugh engulfs you with its tentacles and constricts you for an additional 1d6 points of damage. Combat then continues as normal.

Basic Game Combat: You attack first. Roll 1d20+1. You must roll a 15 or better to hit the Otyugh; if you hit, you deal 1d8+2 HP of damage. The Otyugh must roll a 5 or better on 1d20 to hit you; if it hits, the Otyugh deals 1d8 HP of damage. The Otyugh has 41 Hit Points.

Advanced Game Combat: Otyugh (AC 3; HD 6; HP 41; Damage 1d8)

If you defeat the Otyugh, Go to 145.

If you escape, Go to 88.

191) Fellik drops his shoulders and turns away, unable to face you. Choking back the tears, he struggles to find the proper words to convey his feelings.

"My dear friend, I am so sorry...so very sorry. This is not the correct counter-poison. I am afraid your quest was in vain and your brother's life is truly at an end. You fought valiantly to save him, but without the antidote, there is nothing more that can be done for him. I expect he has but a few minutes of life remaining. I will leave you to grieve with him."

Wiping away the tears welling in your own eyes, you run to your brother's side and drop to your knees, clutching at his arm. After all the courage you have shown this night, you can only whimper softly as you watch your brother's life slip through your grasp.

Your quest has ended. Why not try again?

192) *Time: 1 minute*

The door is locked!

Make a Thief Skill Check to open the lock.

If you succeed, Go to 412.

If you fail, you give up and Go to 218.

193) A large bevy of beetles, each one larger than your fist, are drawn to your scent. Their mandibles clacking in anticipation, you scream to try to frighten them away, but that only seems to excite them! They begin with the softest portions, your eyes and tongue, before they peel the flaccid flesh from your bones. As your life is stripped from you, your final thoughts are of your brother...

Your quest is at an end. Why not try again?

194) *Time: 4 minutes EP: 10*

You settle back on your heels and listen quietly to the two Orcs. You are only able to understand a few of the words, but it sounds like they are discussing something they fought nearby. One Orc keeps muttering what you think is "pool," but it might be "puddle." The other Orc keeps insisting they need to find "fire" and that "only fire will prevail." They both seem very anxious and frightened. You hate to think of what might have frightened these two brutes.

If you wish to talk to the Orcs, Go to 381.

If you would rather attack while they are still frightened and tired, Go to 177.

To leave, go north to the four-way intersection and Go to 162.

195) *Time: 1 minute*

You manage to turn your head before the acid lands in your eyes, but your cheek is not so lucky (you lose 5 HP). Acrid smoke rises from the scalded flesh on your face as you fight back the urge to scream. The scar will forever

serve as a reminder of your brush with disaster!

Make a Thief Skill Check to open the lock.

If you succeed, **Go to 19**.

If you fail, you put your tools away in disgust and head north to the intersection. **Go to 86**.

196) *Time: 2 minutes*

You find yourself standing in Guardsman Road, which runs north and south through this section of Zoa. A dark, inviting alley known to the locals as the Ivory Crawl, for its meandering path from the western edge of the Artisan's District to the Ivory Privy tavern on the eastern edge, leads off to the east and west. In the center of the intersection is a heavy sewer grate.

To head north along Guardsman Road, **Go to 317**.

To head south along Guardsman Road, **Go to 43**.

To head east on the Ivory Crawl, **Go to 295**.

To head west on the Ivory Crawl, **Go to 18**.

To lift the sewer grate, **Go to 473**.

197) *Time: 3 minutes EP: 10*

You plunge your hand into the decaying filth and choke back the urge to vomit. Other than decomposing matter, there is not much of interest in here. However, before you leave your eye is drawn to a dark purple shape hidden under several layers of table scraps. You gently slide off the muck to reveal a large purple mushroom. Suddenly, a howling wail bursts out from deep within the fungus. Your heart leaps into your throat as the constant screech echoes through the sewers. Surely, this racket will attract anything lurking nearby! You draw your blade and hew a huge chunk off it.

Two more similar stokes and the strange Shrieker mushroom is vanquished. You curse your foul luck and head back into the hallway.

Go to 297.

198) *Time: 6 minutes EP: 50*

You deflect a blow aimed at your head and follow it with a counter stroke. Your blade sinks into your final opponent's chest and steals his life. Exhausted, you lean against the wall for support as you catch your breath. After a few moments, you search the bodies of the Orcs and discover two gold tokens etched with a dark fist. You pause in thought. Mercenaries are often given tokens to serve as a reminder of their loyalties. But why would these Orcs be working for the Guildmaster? Surely, he would have made the guild aware of this arrangement. At least he would have told your brother, and Orin would most certainly inform you. What other secrets might the Guildmaster be keeping?

You then turn your attention to the slain thief. It is a common practice for guild members to tattoo an identification sigil on their arm. Your own left arm is inked with a small, dark fist, while the Blades brand their members with a small dagger symbol. You examine the body and find no such mark. Disgusted, you head back to the corridor.

Record "No Brand" on your character sheet along with the number 5, and **Go to 28**.

199) You stand in the corridor wondering which way to go next. You hear the sound of running water to the south.

To head north, **Go to 40**.

To head south, **Go to 116**.

200) *Time: 1 minute*

This filthy 10-foot-long by 10-foot-wide room has a door in the east wall. A door in the southern wall leads back the corridor.

To open the east door, **Go to 20**.



To open the south door and go to the four-way intersection, **Go to 140**.

201) *EP: 5*

It is a common practice for guild members to tattoo an identification sigil on their arm. Your own left arm is inked with a small, dark fist. The Blades, likewise, brand their members with a small dagger symbol. You examine the corpse and find no such mark.

Record “No Brand” on your character sheet along with the number ‘5’, and then **Go to 396**.

202) *EP: 2*

“Wait!” you cry, “I care not for my own life but I would do anything to save my brother. On my way here I found something that is of interest to the both of us!” The Guildmaster again beckons for silence and allows you to explain your findings. Swallowing hard, you compose your thoughts and explain what you saw.

“In my pouch you will find a token that I took from those that stood in my way this night.” With a look and a gesture, the Guildmaster orders a thief to empty the contents of your pouch and hand him such a token. He studies it carefully for several moments before rendering a decision.

“This is not a mercenary token, at least none that I am familiar with. We have found similar tokens on a party of Hobgoblins that strayed too close to our back door. Your token bears the sigil of the Shadowed Fist. The tokens we found near our very gates bore the sigil of the Black Blades. No, perhaps they are not tokens. I think they are troop movement markers, used to position soldiers. Regardless, I can assure you that we did not order your brother’s death. Certainly, I would know if one of the Blades had attempted such a thing.”

Go to 437.

203) *Time: 1 minute EP: 2*

You notice a tiny dart resting on a compressed spring positioned at the back of the lock.

You may make a Thief Skill Check to remove the trap.

If you succeed, **Go to 91**.

If you fail, **Go to 339**.

If you would rather leave this door alone, you head back to the intersection, and **Go to 181**.

204) *Time: 2 minutes*

The corridor runs east and west. There is a rusted portcullis on the southern wall at the east end. Some 20 feet to the west is a four-way intersection. You are not sure why, but something does not seem right here. You pause and carefully examine the walls for any traps.

You may make a Thief Skill Check to find a trap. If you succeed, **Go to 133**. If you fail, you just shrug your shoulders and continue.

To head west towards the intersection, **Go to 35**.

To head back through the portcullis, **Go to 62**.

205) *Time: 2 minutes*

This door is locked!

Make a Thief Skill Check to open the lock.

If you succeed, **Go to 141**.

If you fail, you place your picks back in your pouch and vow to work harder at your thief skills, as you **Go to 4**.

206) *Time: 1 minute*

You are in the Black Blades hideout! Roll 1d6 for luck. If you roll a 1, you are spotted by a Blade Thief and must **Go to 499**. Otherwise, continue reading.

This small room is outfitted with a cot and blanket and several personal effects. You find 3 gold coins in a small pouch. You take them and leave.

Go to 321.

207) *EP: 2*

“Wait!” you cry, “I care not for my own life but I would do anything to save my brother. On my way here I

found something that is of interest to the both of us!” The Guildmaster again beckons for silence and allows you to explain your findings. Swallowing hard, you compose your thoughts and explain what you saw.

“I examined the body of the assassin before I left. I am not certain he was a Black Blade as he did not have the Thieves’ Brand on his arm!” The Guildmaster seems surprisingly interested in your comments. He leans in close and whispers “Are you certain? Was there any marking?”

You emphatically shake your head ‘no,’ sensing that perhaps this information might spare your life for the time being. “Is that all you found? Not all thieves adhere to the Branding Code but clearly your guild, as well as our own, follow its precepts,” states the Guildmaster, exposing his own arm and the black dagger permanently inked there.

“In my pouch you will find a token that I took from those that stood in my way this night.” With a look and a gesture, the Guildmaster orders a thief to empty the contents of your pouch and hand him such a token. He carefully studies it for several moments before rendering a decision.

“This is not a mercenary token, at least not that I am familiar with. We have found similar tokens on a party of Hobgoblins that strayed too close to our back door. Your token bears the sigil of the Shadowed Fist, while the tokens we found near our very gates bore the sigil of the Black Blades. No, perhaps they are not tokens. I think they are troop movement markers, used to position soldiers. I can assure you that we did not order your brother’s death. Certainly, I would know if a Blade attempted such a thing.”

Go to 437.

208) Sweat pours down your brow as you work your trade on the cell lock. Your pounding heartbeat pulses through your brain and your hands, trembling with fear and excitement, lose their grip on the lockpicks and they tumble to the floor. With a curse, you pick them up and begin again.

However, before you can finish, the guard rounds the corner.

Go to 166.

209) *Time: 1 minute*

This 50-foot-long corridor runs east and west with a three-way intersection at the center, heading north 20 feet towards a four-way intersection. Looking north towards the intersection, you see a door on the western wall. To the west, the corridor ends and turns south. There is a large archway at the east end and, beyond that, the corridor turns north.

To head east through the archway and turn north, **Go to 35**.

To head west and turn south, **Go to 300**.

To open the door between here and the northern intersection, **Go to 92**.

To head north towards the intersection, **Go to 162**.

210) “In this box you will find the antidote to the cirenten poison. Administer the entire vial and hope that the wounding can be reversed,” instructs the thief.

With heartfelt thanks, you place the prize gently in your pouch. Gathering up your weapons and gear, you follow the Guildmaster and his band of thieves to a secret door.

“It is too risky for such a large group to travel above ground,” states the Guildmaster to the assembled band, “so let us enter the comforting dark of the sewers! Once we pass through the secret cave and down the Devil’s Fork River, we must be on our guard. When we arrive, our friend will present us to the Shadowed Fist. At that point, I want every man to sheath his blade and stand down. Now, we must hurry!”

Go to 115.

211) *Time: 3 minutes EP: 5*

You are able to disarm the device with your thieves’ tools. You carefully open the chest and find 30 gold pieces! You place the coins in a pouch and leave the room.

Go to 412.

212) *Time: 1 minute*

You stand in Goodfellows Lane, wondering which way to go.

To head west, **Go to 31**.

To head east, **Go to 438**.

213) “I believe you came here with a purpose, thief. You were prepared to sacrifice your own life for a small vial of liquid. In the process, you have quite possibly saved both our guilds from utter ruin. Allow me to repay the favor and present you with your prize.”

The Guildmaster gestures for one of his trusted thieves to approach and listen to your description of the wound and poison. With a quick nod, he dashes out of the room, only to return moments later with a small wooden box.

Go to 210.

214) *Time: 1 minute*

You are standing at a four-way intersection. You see another four-way intersection some 30 feet to the south.

To head south, **Go to 86**.

To head west, **Go to 337**.

To head north, **Go to 42**.

To head east, **Go to 365**.

215) *Time: 1 minute*

You begin searching for valuables, overturning several of the broken crates. Suddenly, a crate to your left begins moving on its own! It rolls out of the way and a Giant Rat attacks!

Basic Game Combat: You attack first. Roll 1d20+1. You must roll an 11 or better to hit the Giant Rat; if you hit, you deal 1d8+2 HP of damage. The Giant Rat must roll a 13 or better on 1d20 to hit you; if it hits, the Giant Rat deals 1d6-2 HP of damage. The Giant Rat has 11 Hit Points.

Advanced Game Combat: Giant Rat (AC 7; HD <1-1; HP 11; Damage 1d6-2)

If you defeat the Giant Rat, **Go to 265**.

If you escape, **Go to 355**.

216) *Time: 1 minute*

You are at a three-way intersection. Goodfellows Lane runs east and west. You also notice a small lane heading south around the eastern side of a large building.

To head east on Goodfellows Lane, **Go to 31**.

To head west on Goodfellows Lane, **Go to 45**.

To head south down the small lane, **Go to 236**.

217) *Time: 2 minutes EP: 2*

You offer the wounded fellow a strip of clean cloth to bandage his wounds. He reaches out his hands to accept your gift, his eyes welling with tears. Yet, as soon as his hands touch the cloth, he vanishes into a fine mist. You take a step back, shocked at what you have just seen. You glance all around for the dwarf, but you are all alone. To the south, the sounds of an approaching patrol spur you onward. You place the bandage back into your pouch and head back the way you came.

Go to 244.

218) *Time: 2 minutes*

You are standing in a section of corridor that runs north and south. To the north, the corridor ends and turns west. To the south, some 40 feet from the northern end, you think you see an intersection. There is a sturdy looking door in the western wall.

To head south, **Go to 365**.

To head north and turn west, **Go to 76**.

To enter the door in the west wall, **Go to 192**.

219) *Time: 3 minutes EP: 5*

You spring the lock and enter the small room. On the floor near the western wall is a small chest.

To open the chest, **Go to 316**.

To check the chest for traps first, **Go to 333**.

To leave this room, **Go to 412**.

220) You find yourself alone, but probably not for long. Working as though your life depended on it, which it does, you struggle to free your hands of their bonds. The ropes bite your skin and blood lubricates your wrists, allowing you to eventually slip out of the tight loops. You quickly untie your feet and begin to work at the lock. Your sword lies on a table beyond your reach, but the fools did not bother to remove your tool pouch. With a delicate pick in one hand and a small piece of bent metal to turn the lock once the tumblers give way, you pour all your will into the lock. You need to open the lock before the guard returns.

Make a Thief Skill Check to open the lock.

If you succeed, **Go to 269**.

If you fail, **Go to 208**.

221) *Time: 4 minutes*

You carefully work your way along this section of Goodfellows Lane. You are in Black Blades territory now, and you try to be extra careful. After all, you know how a Black Blade would be treated if caught wandering Fist territory at night. You see three members of the City Watch approaching from the west, so you duck into a small gap between two large buildings. After the patrol passes, you rise to leave.

Make a Thief Skill Check to find a trap.

If you succeed, **Go to 237**.

If you fail, **Go to 231**.

222) *Time: 2 minutes*

There are a few scraps of food on the floor of this room. Someone, or something, was here recently. You head back to the corridor.

Go to 50.

223) *Time: 5 minutes EP: 2*

You lunge to your left towards a dark gap between two buildings and swirl your cloak around you. The guards take a few steps out of the tavern and look in your direction.

“Did you see that?” one of them asks, uncertain. “Forget it,” replies the other, “your eyes must be playing tricks on you.”

The two men slowly work their way westward before turning south on Fiddleback Lane. Once they are out of sight, you breathe a sigh of relief and continue on your way.

To head east towards Coin Lane, **Go to 521**.

To head west to Fiddleback Lane, **Go to 11**.

224) *Time: 2 minutes*

The rusted bars run from the floor to the ceiling and you cannot seem to spot a mechanism that would raise them and allow you to pass. You tug on the bars and they seem to have a bit of give to them. Perhaps you can bend one enough to allow you to slip through!

Make a Strength Ability Check.

If you succeed, **Go to 253**.

If you fail, return to the intersection as you **Go to 86**.

225) You pardon the intrusion and begin heading back the way you came. After a few steps, you turn and see the stout fellow following you. You stop, and he walks up to you and stares at you again. You take a few more steps and he continues to follow.

“What is it you want?” you query. He answers only with silence and watchful eyes. Having this dwarf follow you on your quest is unacceptable. Even if you ignore him and try to leave, he continues to follow you. Judging by the damage to his leather armor, and the cuts and bruises on his body, others have used the blade to try to stop him. Perhaps you can just use intimidation to scare him away.

To threaten the dwarf, **Go to 238**.

If you have a healing potion, and offer it to the dwarf, **Go to 122**.

If you offer to bandage his wounds with a strip of clean cloth, **Go to 217**.

226) *Time: 2 minutes*

This section of corridor runs 30 feet north and south, turning east at the northern end. At the southern end, you see a door.

If you want to open the door, **Go to 228**.

If you want to go north and turn east, **Go to 406**.

227) *Time: 6 minutes*

This at least 100-foot-long section of sewer runs north and south. To the north lies the Devil’s Fork River. To the south, the corridor ends at a three-way intersection with passages running east and west, the stench of the sewers assaulting your senses.

To head north, **Go to 30**.

To head south to the intersection, **Go to 111**.

228) *Time: 2 minutes*

The door is locked!

Make a Thief Skill Check to open the lock.

If you succeed, **Go to 329**.

If you fail, you shrug in disgust, and **Go to 226**.

229) You roll to safety, but several of the barbs sink into your legs and back. Your heart racing in terror, you ponder your fate. The Fists had coated these barbs with snake venom, capable of paralyzing a man for hours. The resident vermin would likely consume anyone unfortunate enough to be paralyzed down here in the sewers!

Roll 1d6. Multiply the result by 10 to determine how many minutes you must lay exposed on the cold, fetid floors. If you are here for 30 minutes or less, your tense wait passes uneventfully (be sure to record the time you spent here). Finally, your limbs regain their strength, and you **Go to 466**.

If you are here for more than 30 minutes, **Go to 193**.

230) *Time: 1 minute*

As the fumes seep into your lungs, your eyes immediately begin to fill with tears and you feel the urge to vomit. Sensing imminent danger, you turn to flee to the west.

Go to 81.

231) *Time: 1 minute*

You stand to rise, but your right foot catches on an unseen trip-wire. You wince as a barbed dart lodges firmly into the back of your thigh. You are not sure why the Blades placed a trap here, but it must have been sound reasoning because it worked! Plucking out the dart, you anticipate the dull burn of venom that soon follows. Rubbing the wound to massage out any toxins, you continue on your way.

Lose 6 hit points, and then Go to 212.

232) *Time: 2 minutes*

This 60-foot-long corridor runs north and south. At the south end, there is a door in both the east and west walls. There is also a door at the far north end. There is a well-armored Orc standing in the middle of the hallway, gripping a spear. You freeze in your tracks and pause to see if he noticed you enter the hallway.

Did you recently kill a Shrieker mushroom nearby? If you did, Go to 262.

If you did not kill the Shrieker mushroom, Go to 439.

If you have already dispatched the Orc, Go to 386.

233) *Time: 5 minutes*

You are very close to the Black Blades hideout. Danger seems to lurk around every corner, as shadows dance along the cobbled surface of Narrow Lane and fill you with a sense of impending doom. You soon reach Artisan's Way, the name for the Zoan central road that traverses the Artisan District. A checkpoint to the north discourages you from heading that way.

Nevertheless, there are worse things in the Artisan District than the City Watch. You move very slowly, a few

feet at a time, to avoid being detected by the Blade sentries that must surely be nearby.

Roll 1d8 for luck. If you roll a 1, Go to 517.

Otherwise, to head east on Narrow Lane, Go to 257.

To head west on Narrow Lane, Go to 236.

To travel south on Artisan's Way, Go to 160.

234) *Time: 2 minutes EP: 25*

With the determination of a stalking cat, you choose your steps and carefully approach the sleeping Orc. Oblivious to your presence, you slowly draw your long sword. You carefully position the blade near his thick, muscular neck and gracefully pull the honed edge through muscle and vessels. You grip his leathery chin and force his mouth closed to silence his dying gasps as he drops his spear to clutch at the gaping wound in his throat. Within seconds, the foul business is at an end. Trying not to think about what you have just done, you clean the black blood from your blade and wonder why an Orc was guarding a section of the sewer? Clearly there must be some reason.

Go to 386.

235) *Time: 5 minutes EP: 45*

You finish off the last of the three men. You have never enjoyed taking a human life, but the life of your brother is at stake. You quickly run back to Trader's Crossing.

Go to 68.

236) *Time: 3 minutes*

You are at a three-way intersection. A small path heads north around the eastern side of a large building. A signpost, printed in Merchant's Tongue, indicates that the lane heading east and west is Narrow Lane.

Roll 1d8 for luck. If you roll a 1, Go to 517.

Otherwise, to head north, Go to 216.

To head east along Narrow Lane, Go to 233.

To head west along Narrow Lane, Go to 108.

237) *Time: 1 minute EP: 2*

Before you rise, you notice the moonlight glistening off a thread-like trip wire just a few inches from your right foot! You are not sure why the Blades would have placed a trap here, but you do not intend to become the next victim!

Make a Thief Skill Check to remove the trap.

If you succeed, Go to 83.

If you fail, Go to 147.

238) "Back off, or I will carve you up for the vultures!" you hiss as you draw your sword and point the sharpened tip at the dwarf.

The dwarf looks at you with a look of utter sadness and then his form begins to shimmer in the moonlight. You drop the tip of your sword as the dwarf's shape begins to vaporize. Suddenly it reforms into a nightmarish horror, and plunges a clawed fist deep into your chest! You fall backwards and watch in agony as your life is ripped from your body. The terrible visage of the creature towers above your view, his fiendish red eyes staring at you. Your pain is quickly brought to an end as you feel an icy grasp drag you into the darkness that is death.

Your quest ends here. Why not try again?

239) "Because of the attempt on my brother's life, the Fists are even now preparing a counterstrike. I left the guild in the hopes of finding the antidote to save my brother and, when they find out I have been captured, everything will be in jeopardy. I must tell you now that I feel the counterstrike is not justified. Based upon what I have found, I fear that my own Guildmaster may have staged the assassination in order to stir up the Fists to attack!"

The sharp words of betrayal drip from your mouth and pricked your heart with guilt and anguish. Expecting a look of shock and surprise

on the Guildmaster's face, you are instead amazed to see him calmly shaking his head.

Go to 242.

240) *Time: 2 minutes*

You tread lightly as you make your way down this dark section of sewer. Suddenly, you hear a loud chattering noise rushing towards you. You draw your sword just as you are attacked by three Giant Rats!

Basic Game Combat: You attack first. Roll 1d20+1. You must roll an 11 or better to hit any Giant Rat; if you hit, you deal 1d8+2 HP of damage. Each Giant Rat must roll a 13 or better on 1d20 to hit you; if it hits, a Giant Rat deals 1d6-2 HP of damage. Each Giant Rat has 11 Hit Points.

Advanced Game Combat: each of three Giant Rats (AC 7; HD <1-1; HP 11; Damage 1d6-2)

If you defeat the Giant Rats, Go to 324.

If you escape, return to the adjoining corridor and Go to 140.

241) *Time: 2 minutes*

The door is not locked, but it is difficult to open. You lean against it with all your weight and finally force it open. Inside, you notice a rack of masonry tool and several cots. It appears that construction workers once used this room when building the sewer. You rummage around but find nothing of value, so you head back to the first room.

Go to 109.

242) “No, you are wrong, but I know why you have been misled. You see, we have been aware of an unnamed threat against us for the last two days. Yet, even with our mutual distrust and animosity towards one another, we did not think it concerned your guild.”

“You see, many years before you were born, I served under Hew, a cruel Guildmaster in Bet Kalamar, as a member of the Hidden Hand. I will not share with you my reasons for leaving, but suffice it to say, Hew of the

Hidden Hand does not easily forgive or forget. His greed and hunger for power is legendary. Not content with his stranglehold over the trade in the Vast Kalamaran Empire, he turned his greedy eyes elsewhere. His vast networks now reach across the land as he seeks to lay claim to Reanaaria Bay!

I changed my name when I fled the Hidden Hand and came here for a fresh start, but now he is aware of his former pupil, and of the profits to be had here. He wishes to take what he feels is his, expanding his empire and crushing any who stand in his way.”

Go to 243.

243) “How does that involve my brother?” you query.

“Ah, you see, your brother was the first casualty in a grand scheme that, thanks to your efforts, has been revealed! I believe that Hew arranged the assassination in hopes of misleading your Guild to believe we were responsible. And, as

has apparently happened, he hoped to provoke you into attacking us!”

“And while the bulk of the Fists battle the Blades...” you state.

“...he will crush the handful of men left to watch over your own guild, then sweep towards our hideout to destroy what remains of both guilds while we wage a senseless war!” finishes the Guildmaster. “In just this one night he hopes to claim the underworld of Zoa for his own!”

Go to 246.

244) *Time: 3 minutes*

To the northeast and south, you see the harbor wall around the eastern Sinking Bay. A small alley, with a wooden signpost marking “Tallow Alley,” heads west through the maze of homes and candle shops. You also see a large rooming house on the edge of the city. Something about it arouses your well-honed thief instincts, but you are



not sure if it is danger or profit that beckons you.

To approach the building, **Go to 290**. If you have already investigated the building, you instead choose to avoid the building and go another way.

To head northeast along the harbor wall, **Go to 135**.

To head south along the harbor wall, **Go to 526**.

To head west through Tallow Alley, **Go to 378**.

245) *Time: 5 minutes EP:270*

You quickly reach into your pouch and produce the flash pot. As you unbind the leather strap, the Ochre Jelly slowly advances towards you. With trembling fingers, you free the pot and place it on the ground, aimed directly at your foe. Without a moment to spare, you tug on the tripwire and the entire section of sewer is lit by the magical flame that belches out of the pot. You shield your face from the intense heat and smoke as the Ochre Jelly is reduced to a pool of ash and acid. As quickly as it started, the flame abruptly dies and you wait for your eyes to adjust to the dark. You breathe a deep sigh of relief and continue.

To head south and turn east, **Go to 426**.

To head north and turn east, **Go to 255**.

246) An audible gasp falls over the meeting hall as the words sink in and fear begins to spread. Turning to face the crowd, the Guildmaster's loud voice brings hope. "We have one course of action!" Turning to you, he explains. "We must unite the Guilds. The Fists and the Blades must join to defeat this common enemy!"

Go to 260.

247) *Time: 1 minute*

You slip through the secret door and into the cave. You can hear what must be the Devil's Fork River to the north.

To head back into the Black Blades guild, **Go to 7**.

Otherwise, you step cautiously through the dark cave and arrive at the banks of the Devil's Fork! You slip into the water and ride the currents eastward to where it receives the flow from the sewers. Add 15 minutes to your time and **Go to 30**.

248) *Time: 1 minute*

The passageway runs north and south about 40 feet before ending at a stone wall to the south. You suspect there must be another secret door there. Finding a secret door is much like finding a hidden trap.

Make a Thief Skill Check to find traps.

If you succeed, **Go to 452**.

If you fail, you have no choice but to head back through the cave and ride the currents back to the sewers. Add 15 minutes to your time, and **Go to 30**.

249) *Time: 2 minutes*

You follow Trader's Crossing to the west. In the distance ahead, you see the western wall of Zoa, with its many guard towers. You decide it is better to head back.

Go to 154.

250) *Time: 1 minute*

You are in the Black Blades hideout! Roll 1d6 for luck. If you roll a 1, you are spotted by a Blade Thief and must **Go to 499**. Otherwise, continue reading.

This small room is outfitted with a cot and blanket and several personal effects. You find nothing else of value here and decide to leave.

Go to 321.

251) *Time: 4 minutes*

After a thorough scan of the corridor, you feel confident that there are no traps in the vicinity. You wipe the muck off your hands and take a step back to survey your options. Your heel lands on a slightly elevated floor tile and you hear a loud click! A barrage of venomous barbs fly out of slits in the walls and ceiling towards you!

Make a Dexterity Ability Check!

If you succeed, **Go to 474**.

If you fail, **Go to 229**.

252) *Time: 1 minute*

Besides the dried footprints, you spot a muddy handprint on a certain stone. Pressing gently, you smile as the secret door opens! You quickly step through.

Go to 385.

253) *Time: 1 minute EP: 5*

Your muscles tremble under the strain. Taking a deep breath, you pull with all your might and finally one of the bars succumbs to your will. You slide your lithe form through the opening.

Go to 297.

254) *Time: 2 minutes*

Everything seems normal in this dark section of sewer, so you continue into the darkness. Unfortunately, your foot catches on an unseen tripwire suspended an inch above the floor and you hear the gushing sound of noxious gas seeping into the corridor!

Make a Constitution Ability Check!

If you succeed, **Go to 230**.

If you fail, **Go to 268**.

255) *Time: 1 minute*

This short section of sewer runs east and west about 20 feet. At the east end, it turns north. At the west end, it turns south. There is very little slime and muck on the floor here, as though someone had recently cleaned it.

To head east and turn north, **Go to 300**.

To head west and turn south, **Go to 10**.

256) *Time: 2 minutes*

You follow Guardsman Road to the north for a short distance, until you spot a City Watch patrol heading in your direction. You decide that, under the circumstances, it is probably wise to head south.

Go to 154.

257) *Time: 2 minutes*

You are at a three-way intersection, with Narrow Lane running east and west, and a side alley heading south.

Roll 1d8 for luck. If you roll a 1, **Go to 517**. Otherwise, choose your path.

To head east on Narrow Lane, **Go to 507**.

To head west on Narrow Lane, **Go to 233**.

To head south through the alley, **Go to 398**.

258) *EP: 5*

You spot a small trap inside the lock. Any attempt to open this chest would result in a spray of acid from a small reservoir inside.

Make a Thief Skill Check to remove the trap.

If you succeed, **Go to 211**.

If you fail, **Go to 316**.

259) *Time: 1 minute*

You are in the Black Blades hideout! Roll 1d6 for luck. If you roll a 1, you are spotted by a Blade Thief and must **Go to 499**. Otherwise, continue reading.

You stand in a corridor running east and west for some 70 feet. The eastern end turns south, but about 20 feet before it does so, you see a door in the southern wall. The western end also turns and heads south. Some 10 feet from the western end is an archway in the north wall, through which you see another passage running north for 10 feet before turning to the west.

To go east and open the door in the southern wall, **Go to 149**.

To head east and turn south, passing the door, **Go to 362**.

To go west and turn south, **Go to 321**.

To go north through the archway, **Go to 440**.

260) *Time: 4 minutes*

Your bonds are quickly untied and the Guildmaster clasps your right hand in his, placing his left hand on your shoulder. His firm grip is powerful and reassuring.

“We must take the fastest route to your guild, and you must assure us of safe passage and parlay. Can you do this?” questions the Guildmaster.

“Aye, although I may not be welcomed when we arrive. On my life, I shall do my best.”

The Guildmaster orders a contingent of twenty swift and deadly thieves to ready their bows and blades in preparation for the sprint to the halls of the Shadowed Fist. He also places the charge of his guild in the capable hands of his council, with orders to fortify the doors and prepare the remaining men for the decisive battle. Turning back to you, he speaks.

Go to 213.

261) *Time: 1 minute*

The grate is not very heavy and you easily manage to lift it enough to allow you to crawl under it. There are several iron rungs heading down into the darkness. You quietly climb down and allow your eyes a moment to adjust to the dark.

Go to 281.

262) *Time: 1 minute*

The green-skinned Orc slowly turns his head towards you and snarls, stamping his foot on the ground. He grunts a few words in your direction as he charges. Your grasp of the orcish tongue is limited to dealings with half-Orc pirates that frequent the many taverns in town, but you are pretty sure you understand his body language well enough to know that he means you harm. In a flash, your blade is drawn to counter his attack! He steps back, spittle dripping from his jowls, brandishing a battle axe.

Any time you try to escape, he blocks your path.

Basic Game Combat: You attack first. Roll 1d20+1. You must roll a 12 or better to hit the Orc; if you hit, you deal 1d8+2 HP of damage. The Orc must roll an 11 or better on 1d20 to hit you; if it hits, the Orc deals 2d4 HP of damage. The Orc has 24 Hit Points.

Advanced Game Combat: Orc (AC 6; HD 1; HP 24; Damage 2d4)

If you defeat the Orc, **Go to 443**.

263) *Time: 10 minutes*

Once you arrive, you are pushed into a cell and the door clangs shut behind you.

“Call for the Captain! He will want to interrogate the prisoner!” orders the man who dragged you into the cell. He flashes you a sneering smile and heads down the hall to prepare the questioning room. You have been in this holding cell before, but not as a prisoner. You were sent here several months ago to rescue a fellow thief being held for questioning. If you can get the cell door open, you know that a trash chute in the adjacent room will drop you down into the sewers. That is how you gained entrance to the jailhouse to aid your ally. Now that will, hopefully, serve as your gateway to freedom once again.

Go to 220.

264) After several moments, you are confident that there is no one else around.

To head east, **Go to 306**.

To head west, **Go to 130**.

To head down the darkened alley to the south, **Go to 291**.

265) *Time: 2 minutes EP: 10*

Your killing stroke severs the Giant Rat’s spine. After a few spasmodic twitches, you are confident that you have bested your foe. You examine the crates but, sadly, find nothing of value. You head back through the archway.

Go to 355.

266) *Time: 5 minutes*

You find yourself in a small market square off the south side of Harbor Road. To the north, Harbor Road runs east and west. Across it, to the northwest, you see the entrance to Fiddleback Lane. Also, across the market, but to the northeast, you see the entrance to Quickstep Alley. To the south is a portion of the great harbor

wall, lined with guard towers, that encircles the Sinking Bay. You feel only a small twinge of caution about standing here below the towers, since any guards in them will likely be watching the harbor instead peering into the shadows where you stand. Still, you resolve to be careful.

To leave the market's northwest corner onto Harbor Road, **Go to 274**.

To leave the market's northeast corner onto Harbor Road, **Go to 279**.

To follow the harbor wall around to the southwest, **Go to 525**.

To follow the harbor wall east, **Go to 488**.

267) *EP: 2*

"Wait!" you cry, "I care not for my own life but I would do anything to save my brother. On my way here I found something that is of interest to the both of us!" The Guildmaster again beckons for silence and allows you to explain your findings. Swallowing hard, you compose your thoughts and explain what you saw.

"In my pouch you will find a token that I took from those that stood in my way this night." With a look and a gesture, the Guildmaster orders a thief to empty the contents of your pouch and hand him such a token. He carefully studies it for several moments before speaking.

"This is not a mercenary token, at least not that I am familiar with. We have found similar tokens on a party of Hobgoblins that strayed too close to our back door. Your token bears the sigil of the Shadowed Fist. The tokens we found near our very gates bore the sigil of the Black Blades. No, perhaps they are not tokens. I think they are troop movement markers, used to position soldiers. Have you anything else?"

"In my pouch you will find a letter. I found it on my way here. I do not entirely understand its meaning, but it is signed by my Guildmaster." The Blades Guildmaster studies the letter very carefully before rendering a decision.

"This letter would seem to indicate that we are not to blame. I can assure you that we did not order your brother's

death. Certainly, I would know if a Blade attempted such a thing."

Go to 437.

268) *Time: 8 minutes*

Thick fumes pour into your lungs and you immediately begin to vomit, choking back the poison. You stumble to the cold, slimy floor and struggle to regain your footing. Tears welling in your eyes, you fight back the urge to slip into unconsciousness. You roll into the floor channel and squirm in the sewage, desperate for a breath of clean air. Finally, you are able to belly crawl through the channel to safety where you lie still for several minutes, hoping to regain your strength. You lose 12 hit points. When you are able, you stand on the platform and head west, away from this infernal stretch of corridor.

Go to 81.

269) *EP: 5*

Sweat pours down your brow as your slender fingers coax the lock into submission. Your fingers, trembling with fear and excitement, nearly drop the picks, but you manage to retain your grip. Within seconds, the lock is sprung and you bolt from the cell. You grab your long sword from the table and sprint to the next room. Fortune smiles up you and you make it undetected. As you slide down the garbage chute into the filth below Zoa, you cannot help but smile as you think of the tongue-lashing the guard will get when the Captain arrives to interrogate you!

Go to 62.

270) *Time: 1 minute*

This 20' by 20' room contains broken crates and casks. There is an archway in the south wall.

If you heard the scratching or discovered the puddle nearby, **Go to 289**.

If you did not, **Go to 335**.

271) *Time: 3 minutes*

This area smells noticeably fresher than the rest of the sewers and the stream of filth flowing down the

channel in the floor seems to be picking up speed as it heads south. The corridor runs north and south approximately 30 feet. At the south end, the corridor turns and heads east. There is a door to the north.

To head south and turn east, **Go to 40**.

To go through the door, **Go to 315**.

272) *EP: 10*

"Wait!" you cry, "I care not for my own life but I would do anything to save my brother. On my way here I found something that is of interest to the both of us!" The Guildmaster again beckons for silence and allows you to explain your findings. Swallowing hard, you compose your thoughts and explain what you saw.

"I examined the body of the assassin before I left. I am not certain he was a Black Blade as he did not have the Thieves' Brand on his arm!" The Guildmaster seems surprisingly interested in your comments. He leans in close and whispers "Are you certain? Was there any marking?"

You emphatically shake your head 'no,' sensing that perhaps this information might spare your life for the time being. "Is that all you found? Not all thieves adhere to the branding code, but clearly your guild, as well as our own, follow its precepts," states the Guildmaster, exposing his own arm and the black dagger permanently inked there.

"In my pouch you will find a token that I took from those that stood in my way this night," you say. With a look and a gesture, the Guildmaster orders a thief to empty the contents of your pouch and hand him such a token. He carefully studies it for several moments before speaking.

"This is not a mercenary token, at least not that I am familiar with. We have found similar tokens on a party of Hobgoblins that strayed too close to our back door. Your token bears the sigil of the Shadowed Fist, while the tokens we found near our very gates bore the sigil of the Black Blades. No, perhaps they are not tokens. I think

they are troop movement markers, used to position soldiers.”

“Wait, that is not all,” you continue. “There is a letter in my pouch. I found it on my way here. I do not entirely understand the meaning of it, but it is signed by my Guildmaster.” The Guildmaster studies the letter very carefully before rendering a decision.

“This letter does indeed bear the name of your Guildmaster. However, he is not the author. His name appears at the bottom because he is the intended target! It would appear that whoever attacked your brother was supposed to strike your Guildmaster! Nevertheless, this is not our doing. I can assure you that we did not order your brother’s death. Certainly, I would know if a Blade attempted such a thing.”

Go to 400.

273) *Time: 3 minutes*

You find yourself with another choice of direction. A path along the harbor wall curves northeast and southwest around the eastern Sinking Bay, and a small path marked as “Narrow Lane” leads through the buildings to the west. Both paths west and southwest place you deep in the territory of the Black Blades.

To head northeast along the harbor wall, Go to 525.

To head southwest along the harbor wall, Go to 135.

To head west along Narrow Lane, Go to 507.

274) *Time: 2 minutes*

You are at an intersection with Fiddleback Lane running north and Harbor Road heading east and west. There is a large sewer grate near the northern edge of the street. Only slightly southeast of you, on Harbor Road, you see a small square. Here, the daylight hours find tiny market stalls, busy merchants and (hopefully) happy customers. At night, of course, it is deserted.

To go north on Fiddleback Lane, Go to 320.

To head east on Harbor Road, Go to 279.

To head west on Harbor Road, Go to 395.

To head southeast into the square, Go to 266.

To lift the iron grate and enter the foul depths of the Zoan sewer network, Go to 261.

275) *Time: 4 minutes*

This section of DockMarket Lane runs east and west. To the west, DockMarket Lane meets Fiddleback Lane running north and south. To the east, DockMarket Lane meets Coin Lane, also running north and south. In between Fiddleback and Coin, however, is the Boar’s Tusk Tavern, where you worked your trade only yesterday. How long ago that now seems! As you approach the warm glow of the tavern, two members of the City Watch step through the doors!

Make a Thief Skill Check to hide in the shadows.

If you succeed, Go to 223.

If you fail, Go to 477.

276) *Time: 1 minute*

The door is locked!

Make a Thief Skill Check to open the lock.

If you succeed, Go to 310.

If you fail, you give up, and Go to 112.

277) Suddenly, an enemy spear flies through the darkness and narrowly misses Fellik! He ducks though the entry while you stop to drag three wounded thieves inside, as another spear clanks into the stones near the entrance. Desperate to help your allies, you ignore the danger and pull your friends to safety. Once they are inside the guild, you draw your sword and prepare to defend your home.

There are four Orcs charging straight at you! You grit your teeth and brace for the charge. You feel the whoosh of crossbow bolts flying past your head towards the Orcs and silently thank Fellik for his good aim. Two Orcs fall, black bolts embedded in their chests. The other two stop and snarl, their courage suddenly tested. More bolts

whip past your head and strike the Orcs, one in the belly and one in the groin.

Confidently, you leap from your defensive position and weave a deadly pattern with your blade, knowing that Fellik will cover you with his crossbow. Blood spurts from fresh wounds as your blade slashes at throats and knee tendons. More black bolts rain from behind you and, in a few moments, your foes have fallen.

You turn back to thank Fellik for his fine marksmanship, but instead see a very familiar face.

Go to 344.

278) *Time: 2 minutes EP: 5*

Beads of sweat drip from your brow as you kneel to study the flash pot frame. You have tried this sort of thing once, and that was with a deactivated pot. Everything had gone smoothly, for the most part. Any wrong movement could result in disaster. You gently twist and tug and the pot comes free! You breathe a sigh of relief and gently bind the flash pot with a strip of leather, preventing any unwanted detonation before you continue down the corridor.

To head west towards the intersection, Go to 35.

To head back through the portcullis, Go to 62.

279) *Time: 3 minutes*

You find yourself on Harbor Road, heading east and west. You see a dark alley heading north, with a small wooden sign marking it as Quickstep Alley. Only slightly southwest of you, on Harbor Road, you see a small square. Here, the daylight hours find tiny market stalls, busy merchants and (hopefully) happy customers. At night, of course, it is deserted.

You also spot a shadowy figure on a distant building to the south, obviously traversing the buildings via the rooftops. You remind yourself that you are in Black Blades territory now and you wait for the thief to continue on his way before you continue on yours.

To head north on Quickstep Alley, **Go to 523**.

To head west on Harbor Road, **Go to 274**.

To head east on Harbor Road, **Go to 103**.

To head southwest into the square, **Go to 266**.

280) *Time: 4 minutes*

This section of sewer is noticeably darker than the rest. Wary of traps that might be set here, you carefully examine the walls and floor as you explore this 50-foot-long section of the sewer.

Make a Thief Skill Check to find traps, adding a 10% penalty to your roll due to the darkness.

If you succeed, **Go to 332**.

If you fail, **Go to 254**.

281) *Time: 1 minute*

The sewer corridor runs north and south approximately 30 feet. There is also a door at the southern end. To the north, the sewer turns and heads west. Directly above you is a large sewer grate leading to the streets above. Several rusted rungs scale the wall up to the grate.

To open the south door, **Go to 232**.

To head north and turn west, **Go to 418**.

To climb through the grate, **Go to 75**.

282) *Time: 3 minutes*

This section of river is only about 50 feet long. The east and west ends are blocked by a huge iron portcullis with bars the size of your arm. Several of the portcullis bars to the east are bent out of position, allowing someone to slip in and out. The bars to the west seem quite new as though they were recently replaced. Fortunately, you spot a small cave in the south wall, just above the water, with enough room for you to crawl through.

To crawl through the cave, **Go to 9**.

To ride the currents downstream and return to where you entered the river, add 4 minutes to your time and **Go to 30**.

283) *Time: 2 minutes EP: 50*

You last stroke cleaves the Snake in two! With nothing else of interest here, you decide to leave.

To use the door in the south wall, **Go to 241**.

To use the eastern door and return to the corridor, **Go to 42**.

284) *Time: 2 minutes*

You stand in a dank corner with one corridor heading south and another west. Looking west you see a door in the north wall about 10 feet away. Around 20 feet further west is a four-way intersection. The southern corridor, after about 30 feet, continues south or branches off west.

To take the southern corridor, **Go to 126**.

To head west to the four-way intersection, **Go to 140**.

To open the door, **Go to 200**.

285) *Time: 3 minutes EP: 35*

The Hobgoblin is no match for your skill with a blade. A quick stroke nicks his throat and blood pours freely from a deep gash. He drops his club to clutch his throat, and you end his misery with a quick thrust between his ribs. What business a Hobgoblin has in these sewers, you do not know. Whatever the case, he can answer questions no longer. You search his belongings and find 2 gold coins. With nothing else of interest in the room, you head back to the corridor.

Go to 315.

286) *Time: 1 minute*

You are at a four-way intersection. Looking east, the corridor ends after 20 feet, with a door on the far end of the northern wall. To the west, the corridor ends after 20 feet, but no door is visible – you note that it looks like an uncompleted passage. To the north, the corridor ends after 20 feet and turns west. To the south, you spot another four-way intersection roughly 30 feet away.

To head south to the next intersection, **Go to 181**.

To head east and enter the door in the north wall, **Go to 3**.

To head north and turn to the west, **Go to 111**.

287) *Time: 1 minute*

You are in the Black Blades hideout! Roll 1d6 for luck. If you roll a 1, you are spotted by a Blade Thief and must **Go to 499**. Otherwise, continue reading.

This 40-foot-long hallway runs east and west. Some 10 feet from the western dead end, there is a door in both the north and south walls. You can hear many voices coming from the door in the north wall. At the east end, this hallway turns and heads north.

To enter the north door, **Go to 100**.

To enter the south door, **Go to 407**.

To head east and turn north, **Go to 362**.

288) *Time: 1 minute*

You examine the east wall and it appears quite normal. You head back through the door and into the corridor.

Go to 226.

289) *Time: 2 minutes*

You have a strong suspicion that there is some creature hidden in this room. Clinging to the shadows, your wait is rewarded when you spot a glimmer of movement coming from behind a box of crates. The silence is broken by loud sniffing sounds as the largest rat you have ever seen lumbers towards a broken crate filled with dried meats. It seems so intent on its meal that it does not notice you!

If you would like to attack the Giant Rat, you may attempt a backstab on your first attack. See the Rules chapter for more information on special backstab rules.

Basic Game Combat: You attack first. Roll 1d20+1. You must roll an 11 or better to hit the Giant Rat; if you hit, you deal 1d8+2 HP of damage. The Giant Rat must roll a 13 or better on 1d20 to hit you; if it hits, the Giant Rat deals 1d6-2 HP of damage. The Giant Rat has 11 Hit Points.

Advanced Game Combat: Giant Rat (AC 7; HD <1-1; HP 11; Damage 1d6-2)

If you defeat the Giant Rat, **Go to 265.**

If you escape, or would rather sneak out of this room, **Go to 355.**

290) *Time: 2 minutes*

Near the darkened building is a plaque dedicated to sailors who have lost their lives in the defense of Zoa. The thought of your brother's mortality resting upon your shoulders sends a shiver down your spine and you turn to leave. As you spin around, your jaw drops in amazement! Standing before you is a stout dwarf! Judging by his worn leather armor, he might be some sort of mercenary or other fighter. His rag-like clothes are splattered with blood and dark cuts and bruises adorn his dirty skin.

"Thought I was alone out here," you mutter, more to yourself than to the dwarf.

The dwarf merely looks at you, his bloody hands clasped about his middle, making no move to speak.

Go to 225.

291) *Time: 1 minute*

You carefully head into the darkened alley. After a few dozen feet, it turns and heads east. As you round the corner, the comfortable silence is broken by a loud voice!

Go to 477.

292) *Time: 3 minutes*

Expecting to find someone in this alley, you inch your way into the darkness. Your efforts are rewarded when you spot three members of the City Watch standing near the corner, gazing in your direction. You crouch, like a cat ready to pounce, waiting to see if they spotted you. After a few moments, they turn around and face eastward. Your luck is with you this night! However, the alley is far too narrow to allow you to slip past them unnoticed, so you decide to head back.

To head east along DockMarket Lane, **Go to 306.**

To head west along DockMarket Lane, **Go to 130.**

293) *Time: 1 minute*

This small room has a door in the north wall and seems suspiciously clean compared to the rest of the sewer. Looking down, you spot several dried footprints heading across the room towards the east wall. Strangely, there is no door. You suspect there must be a secret here. (Finding the way to open a secret door is much like detecting a trap.)

Make a Thief Skill Check to detect traps.

If you succeed, **Go to 252.**

If you fail, **Go to 288.**

If you already found the secret of the east wall, **Go to 385.**

If you would like to enter the door in the north wall, **Go to 226.**

294) *Time: 2 minutes*

You bolt into the corridor and start to head north, surprised that your foes have not caught you. Then, surprisingly, you hear the southwest door slam shut. You come to a halt and look around. The corridor is empty! It appears that your enemy also decided to make a hasty retreat!

To re-enter the room to the east, **Go to 472.**

To enter the northwest door, **Go to 8.**

To enter the southwest door, **Go to 15.**



295) *Time: 6 minutes*

You are quietly walking down the Ivory Crawl when you spot a search lantern to the east! You quickly dart into the shadows and pray to Miazaar that you are not spotted. You wait for what feels like an eternity as the City Watch approaches.

Make a Thief Skill Check to hide in the shadows! If you fail, the City Watch scans the street with their lantern and the light falls squarely on your shadowy form, and you must **Go to 477**.

If you succeed, the Watch passes you by. Once they are long gone, you may continue on your way.

To head east, **Go to 136**.

To head west, **Go to 196**.

296) *EP: 2*

"Wait!" you cry, "I care not for my own life but I would do anything to save my brother. On my way here I found something that is of interest to the both of us!" The Guildmaster again beckons for silence and allows you to explain your findings. Swallowing hard, you compose your thoughts and explain what you saw.

"In my pouch you will find a token that I took from those that stood in my way this night." With a look and a gesture, the Guildmaster orders a thief to empty the contents of your pouch and hand him such a token. He carefully studies it for several moments before rendering a decision.

"This is not a mercenary token, at least not that I am familiar with. We have found similar tokens on a party of Hobgoblins that strayed too close to our back door. Your token bears the sigil of the Shadowed Fist. The tokens we found near our very gates bore the sigil of the Black Blades. No, perhaps they are not tokens. I think they are troop movement markers, used to position soldiers. Have you anything else?"

"I found a brooch belonging to a Black Blade on the assassin's body! If you look, it is in my pouch. You tell me that your guild is not responsible, yet how can you deny this?" The

Guildmaster picks up the brooch holds it close, carefully examining the blackened clasp. After a few tense seconds, his voice breaks the silence.

"This is not one of ours. We etch a small identification sigil on the back and this has no such sigil. I fear it is a forgery. If the assassin wore this, then he was not a member of this guild! Therefore, I can assure you that we did not order your brother's death. Certainly, I would know if one of the Blades had attempted such a thing."

Go to 437.

297) *Time: 1 minute*

This section corridor runs east and west for 25 feet, turning to head south at the western end. At the eastern end is the portcullis. There are two doorways in the northern wall, but the east doorway is missing its door.

To slip back through the portcullis at the east end, **Go to 86**.

To head west and turn south, **Go to 88**.

To open the west door, **Go to 124**.

To go through the east doorway, **Go to 55**.

298) *Time: 2 minutes*

You follow DockMarket Lane to the west. In the distance ahead, you see the western wall of Zoa, with its many guard towers. You decide it is better to head back.

Go to 130.

299) *Time: 3 minutes*

You are at a three-way intersection where the Ivory Crawl runs east and west and Bone Alley heads south. To the east, the Ivory Crawl ends shortly after the Ivory Privy, a high-class tavern and bathhouse. You know that not far beyond that building is the harbor. Surely, nothing worthwhile to your quest can come of going east.

To head south on Bone Alley, **Go to 25**.

To head west on the Ivory Crawl, **Go to 523**.

300) *Time: 3 minutes*

This hallway runs north and south approximately 40 feet. At the south end, the corridor turns and heads west. At the north end, the corridor turns and heads east. There are several very dead Orcs sprawled on the floor along most of the length of this corridor. Several of the corpses have deep acid burns on their flesh. Some are missing limbs and in some cases, even entire sections of their bodies appear to have dissolved away.

To head south and turn west, **Go to 255**.

To head north and turn east, **Go to 209**.

301) *EP:5*

"Wait!" you cry, "I care not for my own life but I would do anything to save my brother. On my way here I found something that is of interest to the both of us!" The Guildmaster again beckons for silence and allows you to explain your findings. Swallowing hard, you compose your thoughts and explain what you saw.

"I examined the body of the assassin before I left. I am not certain he was a Black Blade as he did not have the Thieves' Brand on his arm!" The Guildmaster seems surprisingly interested in your comments. He leans in close and whispers, "Are you certain? Was there any marking?"

You emphatically shake your head 'no,' sensing that perhaps this information might spare your life for the time being. "Is that all you found? Not all thieves adhere to the Branding Code but clearly your guild, as well as our own, follow its precepts," states the Guildmaster, exposing his own arm and the black dagger permanently inked there.

You continue with your defense. "In my pouch you will find a token that I took from those that stood in my way this night." With a look and a gesture, the Guildmaster orders a thief to empty the contents of your pouch and hand him such a token. He carefully studies it for several moments before rendering a decision.

"This is not a mercenary token, at least not that I am familiar with. We

have found similar tokens on a party of Hobgoblins that strayed too close to our back door. Your token bears the sigil of the Shadowed Fist, while the tokens we found near our very gates bore the sigil of the Black Blades. No, perhaps they are not tokens. I think they are troop movement markers, used to position soldiers.”

“That is not all,” you continue. “In my pouch you will find a Black Blades brooch, taken off the assassin’s body! You tell me that your guild is not responsible, yet how can you deny this?”

With a look and a gesture, the Guildmaster orders a thief to empty the contents of your pouch and hand the brooch to the Guildmaster. He holds it close, carefully examining the blackened clasp. After a few tense seconds, his voice breaks the silence.

“This is not one of ours. We etch a small identification sigil on the back and this has no such sigil. I fear it is a forgery. If the assassin wore this, then he was not a member of this guild! Therefore, I can assure you that we did not order your brother’s death. Certainly, I would know if one of the Blades had attempted such a thing.”

Go to 400.

302) *Time: 1 minute*

You push open the door to this small room and come face to face with a Hobgoblin! He grins wickedly at you and attacks with a morning star!

Basic Game Combat: You attack first. Roll 1d20+1. You must roll a 13 or better to hit the Hobgoblin; if you hit, you deal 1d8+2 HP of damage. The Hobgoblin must roll a 10 or better on 1d20 to hit you; if it hits, the Hobgoblin deals 2d4 HP of damage. The Hobgoblin has 25 Hit Points.

Advanced Game Combat: Hobgoblin (AC 5; HD 1+; HP 25; Damage 2d4)

If you defeat the Hobgoblin, **Go to 285.**

If you escape, **Go to 315.**

303) *Time: 3 minutes EP: 10*

With a triumphant sigh, you wipe the muck from your face and give the knocking code on the secret door.

Within seconds, it is answered and the door opens. A surprised thief peers through the opening and greets you.

“What were you doing in the sewers? The Guildmaster has been calling for you. In a few moments, we march to battle! He assumed you had run off to grieve for Orin. He will be quite interested to know that you have returned!”

“I have had no time for grieving this night, although if I do not hurry, my efforts may be in vain. I must return to my brother’s side!” you reply as you run past the guard and into the hideout.

As you near Orin’s chambers, Fellik steps from the room with a bowl of water and several towels. He nearly drops them in amazement when he sees you approaching.

“Well met, my friend! Tell me, did you manage to find the antidote?” he inquires.

Go to 313.

304) *Time: 6 minutes*

This long corridor runs about 70 feet east and west. To the east, it turns and heads north. To the west, it turns and heads south. There are three doors in the south wall. You think to yourself that this would be an ideal location for a good trap.

Make a Thief Skill Check to find a trap.

If you succeed, **Go to 338.**

If you fail, **Go to 251.**

305) *Time: 5 minutes*

You find yourself on Tavern Alley, so named because of the preponderance of drinking establishments that grace its path. The warm glow of fire beckons from frosted windows. The taverns are still busy at this time of night. If the situation were different, perhaps you and your brother would be sharing a mug of ale next to the fire while you recount the details of your mission. However, tonight there will be no revelry, not until you have completed your quest. There are a few people milling about in the streets in front of several taverns, and you are careful to avoid being spotted.

To head east, **Go to 322.**

To head west, **Go to 113.**

306) *Time: 5 minutes*

You pad softly along DockMarket Lane, remembering that there is a City Watch jailhouse not far from here. Naturally, you take every precaution as you make your way in the moonlight. At one point, you hear something moving to the west, so you slip between two buildings and wait in the darkness. A soft crash to the west draws your gaze, but still there is nothing to be seen. Rather than risk being caught, you remain hidden for several tense minutes.

Fearful of wasting any more time, you peer around the shop and see what has forced you into hiding: a sleek, black and white cat carrying a mouse in its small jaws, its feet padding along the street towards you. The cat pauses and stares at you for a moment, assessing the risk that you might pose to it or to its dinner. You breathe a sigh of relief and give the cat an acknowledging wink before emerging from the shadows while the cat continues towards its home.

To head east on DockMarket Lane, **Go to 11.**

To head west on DockMarket Lane, **Go to 89.**

307) *Time: 6 minutes*

This stretch of Goodfellows Lane is lined with homes and shops. As you pass one building, a dog begins barking from behind a wooden fence. You cannot see the dog, but he can certainly smell your presence! You hope to sneak by unnoticed, but soon hear the approach of a City Watch patrol to the west. You jump over a large rain barrel and hide in the shadows as the patrol approaches. When they arrive, they survey the area for a few minutes, and conclude that whatever startled the dog is long gone. After they continue on their patrol, you emerge from your hiding place.

If you previously helped the dwarf in the worn leather armor, **Go to 331.** Do

not choose this result more than once, even if you pass by here again.

Otherwise, to head east, **Go to 525**.

To head west, **Go to 438**.

308) *Time: 2 minutes*

This small room is empty, save for a few cobwebs. You head back to the corridor.

Go to 50.

309) *Time: 5 minutes*

You slowly creep through the darkness, your hands feeling their wall along the wall. After 30 feet, you notice a door in the north wall. The corridor also continues to the east.

Make a Wisdom Ability Check.

If you succeed, **Go to 57**.

If you fail, **Go to 325**.

310) *Time: 5 minutes EP: 5*

Your skilled hands guide the picks to the tumblers and position them. With a flourish, you turn the lock and the door opens! This large room appears to have once served as a relief area for the sewer crews, but judging by the fine layer of dust blanketing everything, it is doubtful that anyone has been here for some time. A quick search reveals a sealed cask. You break it open, and find it full of refreshing water. You may spend 10 minutes here to heal 6 HP.

When you are ready to leave, **Go to 112**.

311) *Time: 5 minutes*

Keeping yourself in the shadows, you move closer to the men and listen carefully.

"Aye, what you say is true! I have the tokens here in my pouch!" exclaims one of the men, patting a leather pouch stuffed under his belt.

"So it is true! I heard there were Orc mercenaries spotted in the harbor, but I thought it was nothing more than a drunken hallucination."

"Yes, I helped Aergaar dispatch two of the nasty dogs! We stopped them for questioning when their small craft

washed ashore and they answered our hails with arrows! So pass the word to the rest of the men to be on their guard."

One of the men trots off down the street while the other two step back and the man with the pouch comes to rest against a street post. From your vantage point, you can clearly see the pouch, holding the tokens the man mentioned, dangling invitingly from his hip.

To try to steal the pouch, **Go to 498**.

If you would rather not risk stealing the pouch, you slip away south to a dark alley running east and west, and **Go to 494**.

312) *Time: 3 minutes EP: 5*

You stretch out your hand to the wounded fellow, holding the item of healing in your hand. "Don't worry," you say. "I will help you." The dwarf smiles and, as his hand touches yours, he vanishes into a fine mist. You take a step back, shocked at what you have just seen. You glance all around for the dwarf, but you are alone.

Then, as you step forward, your foot kicks a small, soft object wrapped in rags similar to the robes of the mysterious dwarf. You bend down to pick it up. Unwrapping it, you find a strange stone key. Taking the key in your hand, you begin to get dizzy. You stumble against a nearby wall, sure that you have been poisoned. Then, without warning, both the dizziness and the key vanish.

If you are playing the Basic Game, you look down to find a well-wrapped bundle at your feet. Opening it, you find a **healing potion** (heals up to 12 HP). Record what you find on your character sheet. You may use the potion now, or place it in your pack for later. You may only use it once.

If you are playing the Advanced Game, you may take the potion OR choose to roll 1d10 instead. On a roll of 1-3, you magically regain 10 minutes on your elapsed time. On a roll of 4-6, you magically regain 15 minutes on your elapsed time. On a roll of 7-9, you magically regain 20 minutes on your elapsed time. On a roll of 10, you magically regain 30 minutes on your

elapsed time. Perhaps good deeds do have their own reward, after all.

Go to 101.

313) With relief, you hand an item to Fellik. Check your character sheet.

If you hand him the clear, bitter-smelling liquid, **Go to 503**.

If you hand him anything else, **Go to 191**.

314) *Time: 1 minute*

This door is locked!

Make a Thief Skill Check to open the lock.

If you succeed, **Go to 219**.

If you fail, you are unable to open this door, and **Go to 412**.

315) *Time: 5 minutes*

This corridor seems to run about 55 feet east and west. At the western end, it turns and heads north. To the east, the corridor appears to end. There are two doors in the south wall, each about 10 feet from either end of the corridor.

To head west and turn north, **Go to 53**.

To open the west door, **Go to 271**.

To enter the east door, **Go to 302**.

To investigate the far eastern end of this corridor, **Go to 82**.

316) *Time: 2 minutes*

Everything appears safe so you open the chest. Suddenly a glob of acid spurts out of the lock and lands on your hand! The acid sears your skin for 6 points of damage! You wince in pain and examine the contents of the chest. Inside you find 30 gold pieces! You place the coins in your pouch and leave the room.

Go to 412.

317) *Time: 6 minutes*

Guardsman Road runs north and south. Along the western side of the road, you spot a building that serves as a barracks for members of the city militia. It would be very unwise to alert them to your presence. In a matter of

seconds, you would have a dozen or more armed men to deal with. As such, you move as efficiently and silently as you deem appropriate. Twice you hide in the shadows as men enter and leave the barracks. The going is certainly slow and you will be glad to be rid of this place. You know that there is an intersection to the south where the twisting Ivory Crawl alley heads east and west off Guardsman.

To head north, **Go to 130**.

To head south towards the intersection, **Go to 196**.

318) *Time: 1 minute*

You are in the Black Blades hideout! Roll 1d6 for luck. If you roll a 1, you are spotted by a Blade Thief and must **Go to 499**. Otherwise, continue reading.

This small room is outfitted with a cot and blanket and several personal effects. You find nothing else of value here and leave.

Go to 321.

319) *Time: 2 minutes EP: 5*

You examine the gruesome remnants and conclude that these are the remains of a Hobgoblin warrior. While not uncommon in other lands, you have never heard of one roaming the Zoan sewers. Worse, where there is one, there may be others.

You decide to head back to the intersection, and **Go to 214**.

320) *Time: 6 minutes*

You stand at a four-way intersection, with a long stretch of the Ivory Crawl running east and west, and Fiddleback Lane running north and south. You hear a City Watch patrol approaching so you scurry into a shadowy alcove and wait for them to pass. After they have gone past your position, you continue on your way. There is a heavy sewer grate cover on the south side of the street.

To open the sewer grate cover, make a Strength Ability Check! If you succeed, **Go to 84**.

To head east on the Ivory Crawl, **Go to 119**.

To head west on the Ivory Crawl, **Go to 136**.

To head north on Fiddleback Lane, **Go to 322**.

To head south on Fiddleback Lane, **Go to 274**.

321) *Time: 1 minute*

You are in the Black Blades hideout! Roll 1d6 for luck. If you roll a 1, you are spotted by a Blade Thief and must **Go to 499**. Otherwise, continue reading.

You are at a four-way intersection. To the east, the hallway ends after 20 feet. There are two sets of doors in both the north and south side of that hallway. To the west, the hallway extends at least 40 feet before appearing to end. To the south, the hallway ends after 20 feet,

but there are two doors on the west wall and one door in the east wall at the far end of that hallway. To the north, the hallway runs about 20 feet before turning to the east. Facing east, you weigh your options.

To go east and enter the near door on the northern wall, **Go to 359**.

To go east and enter the far door on the northern wall, **Go to 206**.

To go east and enter the near door on the southern wall, **Go to 318**.

To go east and enter the far door on the southern wall, **Go to 408**.

To go south and enter the far door on the eastern wall, **Go to 250**.

To go south and enter the near door on the western wall, **Go to 447**.

To go south and enter the far door on the western wall, **Go to 388**.

To head down the hallway to the west, **Go to 7**.

To head north and east, **Go to 259**.



322) *Time: 4 minutes*

You find yourself standing in Fiddleback Lane, heading north and south. You hide behind several rain barrels while a City Watch patrol passes. After the men have passed, you emerge from your hiding place and continue.

To head north on Fiddleback Lane, **Go to 11.**

To go south on Fiddleback Lane, **Go to 320.**

To go east through Tavern Alley, **Go to 77.**

To head west through Tavern Alley, **Go to 305.**

323) *Time: 1 minute*

As you head down the corridor, you are suddenly aware of a burning sensation on the back of your neck. You reach back and feel a mucous-like blob dripping onto your skin. Looking up, you see an enormous green-yellow amoeba, at least 10 feet across, clinging to the ceiling. Before you can move, the entire blob detaches and drops, covering you in a shower of digesting jelly!

You run forward, slipping out from under the Ochre Jelly. As you regain your feet, you hurl a dagger at the blob, hoping for the best. Instead, the dagger merely slices off a small chunk of jelly, which seems begins moving towards you!

If you listened to the Orcs' conversation, **Go to 21.**

If you did not listen to the Orcs, **Go to 330.**

324) *Time: 3 minutes EP: 30*

Warm blood drips from your blade as you impale the last Giant Rat. After a few dying twitches, you extract your blade and clean it on their coarse fur. At the end of this 40-foot-long corridor, you spot the partially consumed remains of a Hobgoblin warrior. You quickly head back to the intersection.

Go to 140.

325) You stand in the darkness, pondering your next move.

To enter the door on the north wall, **Go to 104.**

To head east into the darkness, **Go to 61.**

To head back to the western intersection, **Go to 53.**

326) *Time: 3 minutes*

You turn over several of the crates, looking for anything of interest. Nothing much seems to catch your eye except for the coiled Snake under the last crate! The Snake hisses and strikes at you!

Basic Game Combat: You attack first. Roll 1d20+1. You must roll a 12 or better to hit the Snake; if you hit, you deal 1d8+2 HP of damage. The Snake must roll a 9 or better on 1d20 to hit you; if it hits, the Snake deals 1d4 HP of damage. The Snake has 30 Hit Points.

Advanced Game Combat: Snake (AC 6; HD 2; HP 30; Damage 1d4)

If you defeat the Snake, **Go to 283.**

If you escape, you use the door in the eastern wall, and **Go to 42.**

327) *Time: 2 minutes*

You stand at the intersection of Harbor Road running east and west while Guardsman Road heads north.

To go north, **Go to 43.**

To head east, **Go to 373.**

To head west, **Go to 29.**

328) You know that the east wall is actually a secret door!

To head east through the door, enter and **Go to 72.**

Otherwise, **Go to 468.**

329) *Time: 1 minute EP: 2*

The lock seems rather difficult but you finally manage to coax it open.

Go to 293.

330) *Time: 1 minute*

You draw your sword and slash at the Ochre Jelly, your stroke cleaving clean through its liquid body. Both halves quiver for a moment and then continue

advancing! One of the blobs shoots out a tentacle and strikes you for 12 points of damage! You wince as the acid secretions burn into your flesh. You are clearly no match for this foe. Your only hope is to make a run for it! The Ochre Jelly now blocks the corridor to the north, so you head south and turn east.

Go to 426.

331) *Time: 1 minute*

Suddenly, out of the corner of your eye, you think you spy the image of the armored dwarf fighter you helped earlier. Still, you are not sure. The figure vanished so suddenly you believe it might have been a trick of your imagination. Then, as you step forward, your foot kicks a small, soft object. You bend down to pick it up.

Roll 1d10. On a roll of 1-3, you find some **healing ointment** and bandages (heals up to 5 HP). On a roll of 4-6, you find a well-wrapped vial containing **healing potion** (heals up to 10 HP). On a roll of 7-9, you find a well-wrapped **healing potion** (heals up to 12 HP). On a roll of 10, you find 20 gold coins and a **healing potion** (heals up to 12 HP). Perhaps good deeds do have their own reward, after all.

Record what you find on your character sheet. You may use the ointment or potion now, or place it in your pack for later. You may only use it once.

To head east on Goodfellows Lane, **Go to 525.**

To head west on Goodfellows Lane, **Go to 438.**

332) *Time: 2 minutes*

Stretching across the floor like a thin strand of silk is a tripwire. You trace it back to the walls and find a tiny hole. You are not sure what sort of trap this might be and you decide to leave it alone. You step over the wire and take a few cautious steps into the darkness. Suddenly your foot strikes something firm and your body freezes in fear. You reach down and examine the object you kicked to discover that it is the body of a Hobgoblin! A sudden chill spreads over your body and you think it would

be wise for you leave this corridor before you find out what killed the Hobgoblin. You quickly scurry back to the west.

Go to 81.

333) *Time: 2 minutes*

You carefully search the lock and hinges for any sign of a trap mechanism.

Make a Thief Skill Check to find a trap.

If you succeed, **Go to 258**.

If you fail, **Go to 316**.

334) *Time: 1 minute*

You instinctively jump backwards just as a sticky strand of rope lands at your feet. Even in the darkness you can make out the two rows of eyes staring at you as the Giant Spider attacks!

Whenever the Giant Spider scores a successful hit, make a Constitution Ability Check. If you succeed, the Giant Spider deals damage as normal. If you fail, you take an additional 1d6 points of damage from the Giant Spider's poison.

Basic Game Combat: You attack first. Roll 1d20+1. You must roll a 14 or better to hit the Giant Spider; if you hit, you deal 1d8+2 HP of damage. The Giant Spider must roll a 7 or better on 1d20 to hit you; if it hits, the Giant Spider deals 1d8 HP of damage. The Giant Spider has 36 Hit Points.

Advanced Game Combat: Giant Spider (AC 4; HD 4; HP 36; Damage 1d8)

If you defeat the Giant Spider, **Go to 360**.

If you escape, you flee out of the darkness and back to the intersection, as you **Go to 53**.

335) You stand quietly in the room, pondering your next move.

To leave through the archway in the south wall, **Go to 355**.

To examine the broken crates, **Go to 215**.

336) *Time: 2 minutes*

Apparently, these Orcs bear a token with the Shadowed Fist symbol etched on it. You know that mercenaries are

often given tokens to serve as a reminder of their loyalties. But why would these Orcs be working for the Guildmaster? Surely, he would have made the guild aware of this arrangement. At least he would have told your brother, and Orin would most certainly inform you. What other secrets might the Guildmaster be keeping and who was this man in the other room? With your sword drawn, you quietly dart after the two Orcs, whom you see carry hand axes. Before they reach the door, you are upon them!

You may attempt a backstab upon one Orc. Because they are so preoccupied with their predicament, you need only make one Thief Skill Check to see if you can move silently into killing range. See the Rules chapter for information on the special backstab rules.

Basic Game Combat: You attack first. Roll 1d20+1. You must roll a 12 or better to hit either Orc; if you hit, you deal 1d8+2 HP of damage. Each Orc must roll an 11 or better on 1d20 to hit you; if it hits, the Orc deals 1d6 HP of damage. Each Orc has 24 Hit Points.

Advanced Game Combat: Orc (AC 6; HD 1; HP 24; Damage 1d6)

If you defeat the two Orcs, **Go to 471**.

If you escape, **Go to 294**.

337) *Time: 1 minute*

The corridor indeed ends at a slimy, brick wall. On the ground, you see the grisly remains of someone who recently met an untimely demise in the fetid reek of the sewers.

Make an Intelligence Ability Check.

If you fail, you head east back to the intersection and **Go to 214**.

If you succeed, **Go to 319**.

338) *Time: 4 minutes EP: 2*

Crawling on all fours, you examine the floor tiles. You spot one in particular that seems slightly elevated. A quick search of the nearby walls and ceiling reveal a nasty trap indeed! Anyone, or anything, stepping on this tile would trigger a spring-loaded barrage of deadly venom-tipped barbs from tiny slits in the walls and ceiling.

The Fists had a large store of venom, capable of paralyzing a man for hours. The resident vermin would likely consume anyone unfortunate enough to be paralyzed down here in the sewers! You sidestep the trap and continue on your way.

To head east and turn north, **Go to 17**.

To approach the three doors, **Go to 4**.

To head west and turn south, passing the doors, **Go to 36**.

339) *Time: 2 minutes*

Even a skilled thief can stumble from time to time. You insert a tool to try to flick the dart out of harms way and instead you bump the spring. The dart digs into your palm and begins to burn with poison! You lose 2d4 hit points. At least you can open the lock now.

Make a Thief Skill Check to open the lock.

If you succeed, **Go to 178**.

If you fail, you breathe a deep, frustrated sigh and head back to the intersection, as you **Go to 181**.

340) *Time: 2 minutes EP: 5*

You run your hands over the east wall and realize that with the slightest pressure, the wall shifts inward. You have discovered a secret door!

To head east through the door, enter and **Go to 72**.

Otherwise, **Go to 468**.

341) *Time: 1 minute*

You are in the Black Blades hideout! Roll 1d6 for luck. If you roll a 1, you are spotted by a Blade Thief and must **Go to 499**. Otherwise, continue reading.

This short hallway runs north and south approximately 20 feet. The southern end stops at a stone wall, but there are two doors on both the eastern and western walls. There is a door at the northern end.

To enter the near door on the eastern wall, **Go to 380**.

To enter the far door on the eastern wall, **Go to 347**.

To enter the near door on the western wall, **Go to 168**.

To enter the far door on the western wall, **Go to 367**.

To enter the north door and return to the main corridor, **Go to 427**.

342) With the antidote in hand, you begin the treacherous journey back to your guild! Time is slipping away and with every lost minute, so is your brother's life. Closing the door behind you, you head back to the hallway.

Go to 287.

343) You ponder your next move. Looking around again, you see that you stand at a three-way intersection with the sewer corridor running south, west, and north. You see what may be a four-way intersection some 30 feet to the west.

To head south, **Go to 79**.

To head west to the intersection, **Go to 214**.

To head north, **Go to 218**.

344) "Not bad, little brother," grins Orin, bow in hand. You run and embrace him as you both share a joyous moment of reunion. Looking into your eyes, your brother silently thanks you for your selfless sacrifice and you nod in acknowledgement of the fact that he would have done the same for you. Clapping your shoulder, he speaks.

Go to 346.

345) *Time: 2 minutes EP: 2*

You discover a puddle of warm liquid in the corner of the room. Upon closer inspection, you deem it to be recently voided rodent urine. You find nothing else of value.

Go to 355.

346) "I heard every word you spoke about what happened this night. The venom paralyzed my body, but not my mind. More Orcs are coming, you can be sure of that. The Shadowed Fists are no more, but we may yet escape.

We must abandon our home and take those who remain of our once proud organization with us.

Once the wounded are safely above ground, we are honor bound to help our new allies, the Black Blades. If what you say is true, they should be expecting the onslaught and will fare better than we have. If he still lives, I am certain our Guildmaster will listen to reason and call off his attack on the Blades, in defense against this common foe.

Times have changed, my brother, and when this night is over and our enemies are repelled, a new brotherhood forged in blood will own the shadows of Zoa. Let us prove our worth this night, and show both guilds what a few courageous thieves can do!"

Your quest has succeeded! Yet, more adventure still awaits you. Why not try again?

347) *Time: 1 minute*

This room appears to be the private quarters of a high-ranking member of the guild. Unfortunately, you find little more than a cot, desk and personal effects. After a quick search through a bundle of clothes, you head back.

Go to 341.

348) *Time: 10 minutes*

A sudden spasm seizes your back and you fall onto your side and begin convulsing. Every muscle in your body contracts and it feels as though your bones are going to shatter under the intense load. You begin coughing up a foul combination of blood and vomit and your world begins to grow black.

When you regain consciousness, you are still on the floor, drenched in your own sweat. Lose 20 hit points. You lay still for a few moments, grateful to be alive. When you finally regain your strength, you stumble out of the room and head back to the intersection.

Go to 181.

349) *Time: 4 minutes*

You spot an approaching patrol! You search frantically for a place to hide, crawling on your belly in the darkness

waiting for them to pass. The aromas that permeate this area, once pleasing, are now very strong. You clasp a hand over your face to hold back a sneeze that would spell certain doom. In the end, your body's needs overcome your will, and a loud sneeze erupts from your mouth. The guards turn at the sound and face you!

Go to 477.

350) You know that there is a secret door in the west wall!

To slip through the secret door and enter the Blades hideout, **Go to 401**.

Otherwise, **Go to 369**.

351) *Time: 1 minute*

A split-second before you open the door and bark your best orcish greeting, you reconsider your decision. Quite a few of your attempts at small talk with half-Orc pirates have nearly resulted in a brawl. Perhaps bursting into the room and striking up a conversation with two agitated Orcs is not the best strategy.

If you would rather listen to their conversation, **Go to 194**.

If you would rather let your sword do the talking and attack, **Go to 177**.

To leave them in peace, go north to the four-way intersection, and **Go to 162**.

352) Once you arrive, you are pushed into a cell and the door clangs shut behind you.

"Call for the Captain! He will want to interrogate the prisoner!" orders the man who dragged you into the cell. He flashes you a sneering smile and heads down the hall to prepare the questioning room. You have been in this holding cell before, but not as a prisoner. You were sent here several months ago to rescue a fellow thief being held for questioning. If you can get the cell door open, there is a trash chute in the adjacent room that will drop you down into the sewers. That is how you gained entrance to the jailhouse to aid your ally. Now that will, hopefully, serve as your gateway to freedom once again.

Go to 357.

353) You strain with all your might, but the iron portcullis resists your efforts. The hiss and pop of acid behind you spurs you on and you give one final push. Suddenly, the ceiling above the portcullis collapses! You are so exhausted by your efforts that you are unable to dive out of the way before the rubble crushes you. Oddly, the collapse does not end your life! You struggle to free your arms, but they are pinned beneath hundreds of pounds of stone. You try to move your legs and they move freely! You praise this stroke of luck and then you are seized with the horrible realization that your legs are exposed to the Ochre Jelly! The searing pain begins almost immediately but your screams of dying agony are quickly silenced as the Ochre Jelly seeps through gaps in the rubble to digest you.

Your quest ends here. Why not try again?

354) *Time: 1 minute EP: 15*

You dart your eyes back and forth, seeking another foe, as the echo of dripping water sounds nearby. Then, sure you are alone, you look around, curious about the source of the echo. You look at the water trough, now red with blood, and see that a good deal of water spilled over the sides onto the ground.

Suddenly, you realize where that dripping sound comes from, as you peer under the trough and see a cleverly concealed drain! You pull the trough aside and yank up the drain to see iron rungs heading down into the darkness. You have found the entrance to the Black Blades hideout!

Go to 460.

355) *Time: 1 minute*

This 20' by 20' room holds many broken crates. There is an archway in the north wall and a door in the east wall.

To walk through the archway, **Go to 270.**

To examine the crates, **Go to 430.**

To leave through the door in the east wall, **Go to 17.**

356) *Time: 4 minutes*

This corner of Artisan's Square connects the western and southern sides. There are pleasing aromas emanating from the buildings in this section of the Circle, many of which specialize in exotic perfumes and tinctures and the fragrant breeze wafting through the area is revitalizing.

Roll 1d6 for luck. If you roll a 1-2, **Go to 349.**

Otherwise, you may choose your path.

To head north along the western side of the square, **Go to 373.**

To head east along the southern side of the square, **Go to 144.**

357) You find yourself alone, but probably not for long. Working as though your life depended on it, and it very probably does, you struggle to free your hands of their bonds. The ropes bite your skin and your blood lubricates your wrists, allowing you to eventually slip out of the tight loops. You quickly untie your feet and begin to work at the lock. Your sword is lying on a table beyond your reach, but the fools did not bother to remove your tool pouch. With a delicate pick in one hand and a small piece of bent metal to turn the lock once the tumblers give way, you pour all your will into the lock.

Make a Thief Skill Check to open the lock before the guard comes back.

If you succeed, **Go to 269.**

If you fail, **Go to 208.**

358) *EP: 5*

You carefully tap each floor tile, listening for any difference in pitch. After a few moments, you locate the correct tile! You run your fingers along its edge and gently pull. The tile lifts out, exposing a small compartment. Inside is a vial of **healing ointment** that heals up to 8 HP! You may use the ointment now, or place the ointment in your pack for later. You may only use this ointment once. You replace the tile before leaving.

Go to 412.

359) *Time: 1 minute*

You are in the Black Blades hideout! Roll 1d6 for luck. If you roll a 1, you are spotted by a Blade Thief and must **Go to 499.** Otherwise, continue reading.

This small room is outfitted with a cot and blanket and several personal effects. You find nothing else of value here and decide to leave.

Go to 321.

360) *Time: 8 minutes EP:600*

With a deft stroke, you sever one of the forelimbs and the Giant Spider crashes to the ground. Wasting no time, you twirl your sword around and cleave the creature's head in twain. Hot fluid splashes your legs as the Giant Spider gives a dying heave. You stumble backwards and lie there quietly for a few moments to catch your breath. After a few minutes, you feel several small spiders crawling over your legs towards your torso. With a disgusted grimace, you stand and shake them off. You do not care to encounter any more spiders this night, so you turn and head back down the corridor.

Go to 325.

361) *EP: 10*

"Wait!" you cry, "I care not for my own life but I would do anything to save my brother. On my way here I found something that is of interest to the both of us!" The Guildmaster beckons for silence and allows you to explain your findings. Swallowing hard, you compose your thoughts and explain what you saw.

"In my pouch you will find a letter. I found it on my way here. I do not entirely understand the meaning of it, but it is signed by my Guildmaster." With a look and a gesture, the Guildmaster orders a thief to empty the contents of your pouch and hand him the letter. The Guildmaster studies the letter very carefully before speaking.

"This letter does indeed bear the name of your Guildmaster. However, he is not the author. His name appears at the bottom because he is the

intended target! It would appear that whoever attacked your brother was supposed to strike your Guildmaster! Nevertheless, this is not our doing. Have you anything else?"

"I found a brooch belonging to a Black Blade on the assassin's body! If you look, it is in my pouch. You tell me that your guild is not responsible, yet how can you deny this?" The Guildmaster picks up the brooch and holds it close, carefully examining the blackened clasp. After a few tense seconds, his voice breaks the silence. "This is not one of ours. We etch a small identification sigil on the back and this has no such sigil. I fear it is a forgery. If the assassin wore this, then he was not a member of this guild!"

"Wait," you cry, "there is more. In my pouch you will find a token that I took from those that stood in my way this night." With a look and a gesture, the Guildmaster orders a thief to empty the contents of your pouch and hand him such a token. He carefully studies it for several moments before speaking.

"This is not a mercenary token, at least not that I am familiar with. We have found similar tokens on a party of Hobgoblins that strayed too close to our back door. Your token bears the sigil of the Shadowed Fist, while the tokens we found near our very gates bore the sigil of the Black Blades. No, perhaps they are not tokens. I think they are troop movement markers, used to position soldiers. These clues would seem to indicate that the Black Blades are not behind the assassination attempt, yes? I can assure you that we did not order your brother's death. Certainly, I would know if one of the Blades attempted such a thing."

Go to 400.

362) *Time: 1 minute*

You are in the Black Blades hideout! Roll 1d6 for luck. If you roll a 1, you are spotted by a Blade Thief and must Go to 499. Otherwise, continue reading.

This 50-foot-long hallway runs north and south. At both the north and south ends, the hallway turns to head west. There is also a three-way inter-

section at the middle of this corridor, with a hallway heading off to the east.

To head north and turn west, Go to 259.

To head east, Go to 427.

To head south and turn west, Go to 287.

363) *Time: 2 minutes*

The mounds are a combination of animal and vegetable waste and you dig uneasily through a few piles with your boot. In a darkened corner, you spot a large purple shape that looks remarkably like a mushroom.

If you investigate the mushroom, Go to 417.

If you want to leave without investigating, Go to 181.

364) You wait anxiously for the antidote to do its work on your brother's body.

If more than 120 minutes have elapsed since you began your journey, Go to 383.

If you are playing the Basic Game, or less than 120 minutes have elapsed since you began your journey, Go to 434.

365) *Time: 2 minutes*

You are standing at a three-way intersection with the sewer corridor running south, west, and north. You see what may be a four-way intersection some 30 feet to the west. A few beams of lights shine down from a sewer grate above your head and illuminate the muck-streaked walls. If you have been here before, Go to 343. Otherwise, you think you might have heard a faint noise coming from the south.

Make a Thief Skill Check as you stop to detect noise.

If you succeed, Go to 377.

If you fail, Go to 343.

366) *EP: 25*

"Wait!" you cry, "I care not for my own life but I would do anything to save my brother. On my way here I found something that is of interest to the both of us!" The Guildmaster again beckons for silence and allows you to

explain your findings. Swallowing hard, you compose your thoughts and explain what you saw.

"I examined the body of the assassin before I left. I am not certain he was a Black Blade as he did not have your brand on his arm!" The Guildmaster seems surprisingly interested in your comments. He leans in close and whispers "Are you certain? Was there any marking?"

You emphatically shake your head 'no,' sensing that perhaps this information might spare your life for the time being. "Is that all you found? Not all thieves adhere to the Branding Code but clearly your guild, as well as our own, follow its precepts," states the Guildmaster, exposing his own arm and the black dagger permanently inked there.

"I found a brooch belonging to a Black Blade on the assassin's body! If you look, it is in my pouch. You tell me that your guild is not responsible, yet how can you deny this!"

With a look and a gesture, the Guildmaster orders a thief to empty the contents of your pouch and hand the brooch to the Guildmaster. He holds it close, carefully examining the blackened clasp. After a few tense seconds, his voice breaks the silence.

"This is not one of ours. We etch a small identification sigil on the back and this has no such sigil. I fear it is a forgery. If the assassin wore this, then he was not a member of this guild!"

"Wait, that is not all," you continue. "In my pouch you will find a letter. I found it on my way here. I do not entirely understand its meaning, but it is signed by my Guildmaster."

The Guildmaster studies the letter very carefully before rendering a decision. "This letter does indeed bear the name of your Guildmaster. However, he is not the author. His name appears at the bottom because he is the intended target! It would appear that whoever attacked your brother was supposed to strike your Guildmaster! Nevertheless, this is not our doing."

"Wait, there is yet more. In my pouch you will find several tokens that I took from those that stood in my way

this night.” The Guildmaster scoops up the tokens and examines them for several moments before finally speaking.

“These are not mercenary tokens, at least not that I am familiar with. We have found similar tokens on a party of Hobgoblins that strayed too close to our back door. Your tokens bear the sigil of the Shadowed Fist. The tokens we found near our very gates bore the sigil of the Black Blades. No, perhaps they are not tokens. I think they are troop movement markers, used to position soldiers. These clues would seem to indicate that the Black Blades are not behind the assassination attempt, yes? I assure you that we did not order your brother’s death. Certainly, I would know if one of the Blades attempted such a thing.”

Go to 400.

367) *Time: 1 minute*

This room appears to be the shared quarters of two high-ranking guild members. Under one of the cots, you find a small, unlocked chest. Inside are several personal items and a pouch with 10 gold coins! Once you transfer the gold to your own pouch, you slide the chest back under the cot and leave.

Go to 341.

368) *Time: 5 minutes EP: 70*

Having felled one foe, you parry the downward stroke of your last enemy and drag your blade across his wrists. Howling in pain, he drops his weapon and you deliver a well-placed kick to the knee, dropping your foe. You plant your sword hilt firmly against your midsection and drive the tip deep into his chest. Blood gurgling from his maw, the Hobgoblin whines in pain before dying.

Once you are confident he is dead, you remove the blade from his ribs and search the room. It appears your surprised the two beasts in the middle of a meal. After one whiff of their food, you decide you would better not eat it. You find a total of 5 gold coins in their pouches and head back to the sewers.

Go to 169.

369) *Time: 2 minutes*

This darkened hallway travels north and south roughly 30 feet. At the southern end is a ladder leading to the street above. To the west, the hallway ends abruptly.

To investigate the west wall, Go to 420.

If you already know the secret of the west wall, Go to 350.

370) *Time: 2 minutes*

The end of this corridor is filled with puddles of rotting waste. As you turn to leave, you notice a section of the north wall that seems to stick out slightly.

If you decide to press on this section of wall, Go to 14.

Otherwise, you head back to the west, and Go to 71.

371) *Time: 1 minute EP: 50*

You advance towards the wizard like a cat stalking a mouse. Once you are directly behind him, you level your sword and drive the sharpened blade deep between his ribs. The blade passes cleanly through his heart and he drops almost instantly, sliding off the tip of your sword. You wipe the blade on his cloak and instinctively pass your hand along his waist, feeling for his belt pouch.

With a confident tug, you relieve the dead mage of his belongings and drag his body behind a large cluster of rocks. You examine the contents of his pouch and notice two vials of liquid, one dark blue and the other quite clear.

“Ah, cirenten and its counter!” whispers a voice behind your back. You spin around and come face to face with the Black Blade that had spoken with you earlier.

“Fear not, my friend, I was sent back by my Guildmaster to make certain that you delivered your message. Let us go now before the reinforcements arrive!”

You stand silently for a moment, thrilled at your luck. Surely, this wizard was the one who orchestrated your brother’s assassination, and it is his

anti-venom that will cure your brother! Pocketing your prize, you both sneak into the sewer entrance and head north towards your home. You only hope that it is not too late.

Go to 480.

372) As you approach, you see the lifeless bodies of many of your friends piled up among the bodies of slain Orcs. You estimate the losses on both sides to be in the dozens. You rush ahead and see even more armored Orcs charging the secret entrance to your guild. The bodies of several slain thieves brace the entrance open, spears jutting from their once lively bodies.

Behind them, inside the guild, scores of thieves fire crossbow bolts towards the advancing Orcs. In a mad rush, the Orcs charge, accepting the stinging hail of bolts, and plow into the valiant thieves positioned near the entrance. Cruel axes cleave bone and flesh and the wails of the wounded and dying pierce your heart. Your companion begins firing bolts into the armored Orcs as you rush ahead, sword in hand.

Go to 374.

373) *Time: 1 minute*

You are standing at the west end of Artisan’s Square, a circuitous route of paths and alleys surrounding the intersection of Harbor Road and Artisan’s Way. Using the square, you can avoid entering the main intersection itself by traveling around it.

The Shadowed Fist controls the territory to the north of here while the Black Blades control everything to the south. If you venture south of here, you might have more than just the City Watch to contend with!

To head north along the western side of the square, Go to 134.

To head east towards the intersection of Harbor Road and Artisan’s Way, Go to 493.

To head south along the western side of the square, Go to 356.

To head west on Harbor Road, Go to 327.

374) The Orcs charge into the guildhall and, in a flash, they encounter the last defense of the Fists. You had been trained in the fine art of trap placement while serving the Fists and the flash pot had always been your guild's specialty. When an unsuspecting victim activated the trigger, the pot released a spray of magical fire capable of melting iron.

Judging by the intense flash and blast of heat, at least twenty flash pots had been set along the length of the hallway near the entrance as a last line defense against the invaders. Like a dragon's scalding fire, the abyssal furnace of the flash pots fills the corridor with a brilliant light and reduces the forty or so Orcs foolish enough to charge headlong into a thieves den into a pile of ash in mere seconds.

The stench of burning flesh and hair fills the hallway as you reach the entrance to your home. The few singed and smoking Orcs that survived the initial blast are quickly put to the sword as you work your way through the pools of smoking remains. Your new ally places a comforting hand on your back and speaks.

Go to 375.

375) "You must stay here and help the wounded. I will return to my guild and inform my master of what has transpired here. I fear that there may be more Orcs on the way. Fare well, my friend."

As your companion leaves, you sprint through the quiet halls of your guild, desperate for signs of life. It would appear that your Guildmaster took most of the guild deep into the sewers to attack the Black Blades. The thought of the horrible waste of life weighs heavily on you. You sprint to Orin's room and fling open the door. Fellik, standing guard over your brother, nearly drops his sword when he sees your face.

Go to 410.

376) *Time: 1 minute EP: 2*

By the look of things, the western end of Tavern Alley ends here at the Crying Coin tavern. Through the closed

shutters, you see the gleam of candlelight and the murmurs of some late night patrons – with probably at least one City Watch member among them. The scent of cheese and onions, as well as a powerful aroma of mead, drifts across your nose, and your stomach mouth drools in anticipation. However, you have no time to waste, so you decide to turn around and head east, back the way you came.

Go to 69.

377) *Time: 1 minute EP: 2*

You hold your breath for a few seconds and all you hear is the beating of your heart. You expand your senses beyond that rhythmic sound and hear a faint creaking sound coming from the darkness ahead to the south.

Go to 343.

378) *Time: 4 minutes*

You move along Tallow Alley, pondering how much business these candle shops take in, and trying to convince yourself that you have no time for petty burglary, especially in the Black Blades' territory.

Make a Thief Skill Check to detect noise.

If you succeed, Go to 34.

If you fail, Go to 391.

379) With the skill and agility that have helped you through many challenges, you glide silently over the floor tiles towards a sturdy wooden door at the end of a short hallway. You press your ear against the door, hearing only the rapid pounding of your heart. You will your senses to filter out the sound and listen through the door. After several seconds pass, you push open the door and slip into a long corridor running east and west.

Thankful that no guards had been posted outside your door, you head west.

Rushing down the corridor, you arrive at an intersection with a corridor running north and south. To the south, you hear the muffled voices of two men

talking about the commotion you caused.

Go to 384.

380) *Time: 1 minute*

This room appears to be the shared quarters of two high ranking guild members. You rummage through some personal items, but find nothing of interest or value.

Go to 341.

381) *Time: 1 minute*

You decide to talk to the Orcs. Make a Wisdom Ability Check! If you succeed, Go to 351. Otherwise, continue below.

You push open the door and confidently raise your right hand in the universal sign of parley. Clearing your throat, you stammer out your best-known Orc greeting. The two Orcs look at one another in amazement and reach for their blades! Before you can finish complimenting the fierce appearance of their tusks, they each hew their blades into your outstretched arm, severing your hand above the wrist! Warm gushes of blood pump rhythmically out of your fresh stump as you howl in pain. Before you can reach for your blade, the two Orcs flay you open. You stumble backwards into the corridor, your entrails draped over your legs like a morbid apron. The Orcs stand over you and with cruel precision, they end your life. Before you slip through the veil of darkness, your thoughts turn to your brother...

Your quest ends here. Why not try again?

382) *Time: 1 minute*

This door is not locked, but you can't seem to get it open. You take a step back and drive your shoulder into it.

Make a Strength Ability Check.

If you succeed, Go to 436.

If you fail, your impact rattles the door, but it does not budge, so you head back to the intersection, and Go to 181.

383) You sit by your brother's side, waiting patiently for the antidote to work. After several minutes, his breathing becomes very shallow with excruciatingly long periods of silence between each breath. You place a comforting hand on Orin's chest and feel his lungs rattle with each inhalation.

"No, my brother, do not leave me. I did my best!" you whisper, tears welling in your eyes.

He takes in another slow, shallow breath and it seems to almost instantly slip back through his mouth. His breathing continues this way for another minute or two, and then, mercifully, it stops. Your hand, still on his chest, can no longer feel his faint heartbeat.

Pleading with your brother for forgiveness, you witness his last few seconds of life. When it is finished, you rise and leave his room, weeping bitterly.

Your quest ends here. Why not try again?

384) "Aye, he was after our poisons! I wish the master would let us flay him open and cast him to the rats!" hisses one man.

"Fortunately, the poisons are safe here in this room. Come, Nidus, let us return to the meeting! We must make preparations for battle!" replies the other thief, followed by the closing of a door.

The poison room is near! Mustering your courage, you silently race across the corridor and head south. Peering around the corner, you see two doors, one in the north and south walls at the end of a short hallway. Stepping past the north door, you hear the Guildmaster's voice again, speaking to his men. Quickly, you stride towards the other door and step inside.

Go to 489.

385) *Time: 1 minute*

This fairly clean corridor runs north and south approximately 30 feet and is illuminated by oil lamps. To the north, you see a door in the eastern wall. At

the south end, you spot the mechanism used to activate a secret door in the western wall.

To open the door in the east wall, **Go to 440.**

To pass through the secret door in the west wall, **Go to 293.**

386) This 60-foot-long corridor runs north and south. At the south end, there is a door in both the east and west walls. There is also a door at the far north end. The corpse of the Orc you killed lies in the middle of the hallway.

To open the west door, **Go to 50.**

To open the east door, **Go to 15.**

To open the door at the north end of the corridor, **Go to 281.**

387) *Time: 3 minutes*

Having spent years honing your ability to travel unnoticed through the streets of Zoa, you glide effortlessly from shadow to shadow. All of the stores and warehouses have closed for the evening. Even as a child, you began your craft here, begging for coins from the travelers that frequented the many shops. As your confidence and skills increased along with your size, you were promoted from beggar to pickpocket. You could stroll into a crowd and come out with bulging pockets. But tonight, the streets are empty. Thinking back on those memories sends an involuntary shudder through your back; it was your brother who brought you into the brotherhood of the Shadowed Fist and helped train you all those years ago.

Your early successes brought both of you an incredible amount of praise, enough that your brother quickly advanced in the ranks. You were both still young and it seemed as though the very ends of the world were at your fingertips. Now, your brother's life is in your hands and it seems as though the world is crashing down around you.

With hope urging you forward, you continue along Trader's Crossing to reach Artisan's Way, a section of the Zoan central road that bisects the entire city. It is swarming with nearby

City Watch patrols and you quickly decide against using that particular road.

To head west, **Go to 154.**

To head east on Trader's Crossing, **Go to 68.**

388) *Time: 3 minutes*

You are in the Black Blades hideout! Roll 1d6 for luck. If you roll a 1, you are spotted by a Blade Thief and must **Go to 499.** Otherwise, continue reading.

This room, filled with crates, has a door in the east and north walls. A quick search of the crates reveals reams of cloth and bags of exotic beads, most likely pilfered from a caravan that passed through Zoa. These items can fetch an excellent price in the markets, but there are more urgent matters at hand, and you would need a pack mule to haul these stolen goods out of here.

To enter the east door and return to the intersection, **Go to 321.**

To open the north door, **Go to 447.**

389) *Time: 1 minute EP: 2*

You notice several wet footprints heading south. Someone else passed through here not long ago! You continue heading south.

Go to 441.

390) *Time: 5 minutes*

A sudden cold sensation begins at the base of your spine and slowly travels throughout your body. You lie down and begin to shiver uncontrollably. After a few minutes, warmth begins to ebb back into your body and you regain your strength. You lose 10 hit points. When you are able to stand, you leave this room and head back to the intersection.

Go to 181.

391) *Time: 2 minutes*

While you are scanning the streets, a Black Blade Sentry, hiding on a rooftop, leaps down at you, sword in hand! The Sentry gets a free attack!

Basic Game Combat: The Black Blade Sentry attacks first. On your turn, roll 1d20+1. You must roll a 12 or better to hit the Black Blade Sentry; if you hit, you deal 1d8+2 HP of damage. The Sentry must roll an 8 or better on 1d20 to hit you; if he hits, the Sentry deals 1d8+2 HP of damage. The Sentry has 34 Hit Points.

Advanced Game Combat: Black Blade Sentry (AC 6; HD 3; HP 34; Damage 1d8+2)

If you defeat the Sentry, **Go to 423**.

If you escape, **Go to 56**.

392) Time: 1 minute EP: 5

One of the stones in the wall is loose! You gently pull it out and find a secret compartment filled with 20 gold coins! You place the coins in your pouch and head back to the intersection.

Go to 286.

393) Time: 1 minute

You quickly compose yourself and explain that you were told to report back and tell him that all is well near the river. The man stares at you intently for several agonizing seconds.

“Ah, excellent work. It is nearly time, so hurry back and secure your position!”

You nod your head and turn to leave. As you near for the door, you hear his deep voice once again. “On second thought... I think you had better stay here.” You hear the clear ringing of a blade being drawn. You spin around and the Thief attacks!

Any time you attempt to escape, the Thief blocks your way.

Basic Game Combat: You attack first. Roll 1d20+1. You must roll a 13 or better to hit the Thief; if you hit, you deal 1d8+2 HP of damage. The Thief must roll a 7 or better on 1d20 to hit you; if he hits, the Thief deals 1d8+2 HP of damage. The Thief has 41 Hit Points.

Advanced Game Combat: Thief (AC 5; HD 4; HP 41; Damage 1d8+2)

If you defeat the Thief, **Go to 432**.

394) Time: 2 minutes EP: 5

Your hand finds the smooth panel that opens the secret door! You step through into a brick passageway.

Go to 248.

395) Time: 1 minute

You are standing at the eastern end of Artisan’s Square, a circuitous route of paths and alleys surrounding the intersection of Harbor Road and Artisan’s Way. Using the square, you can avoid entering the main intersection itself by traveling around it.

The Shadowed Fist controls the territory to the north of here while the Black Blades control everything to the south. If you venture south, you might have more than just the City Watch to contend with!

To head north along the eastern side of the square, **Go to 87**.

To head east on Harbor Road, **Go to 274**.

To head west on Harbor Road towards Artisan’s Way, **Go to 484**.

To head south along the eastern side of the square, **Go to 101**.

396) EP: 2

You suddenly realize that the corpse’s cloak is clasped near his throat with an iron brooch, shaped like the dagger symbol of the Black Blades. You remove the clasp and slip it into your pouch, before setting out to find the hideout of the Black Blades.

Record “Dagger-shaped Brooch” on your character sheet along with the number 94.

If you choose to search through town, **Go to 457**.

If you choose to go through the sewers, **Go to 120**.

397) Time: 1 minute

You are standing at the north end of Artisan’s Square, a circular route of side streets surrounding the intersection of Harbor Road and Artisan’s Way. You have often used this route to avoid entering that main intersection.

The Shadowed Fist controls the territory to the north of Harbor Road, running east and west through the center of the Circle, while the Black Blades control everything to the south. If you venture south of here, you might have more than just the City Watch to contend with!

To follow the square around to the west, **Go to 134**.

To follow the square around to the east, **Go to 87**.

To head north on Artisan’s Way, **Go to 136**.

To head south towards the intersection of Harbor Road and Artisan’s Way, **Go to 495**.

398) Time: 2 minutes

You are at a three-way intersection. Running east and west is Tallow Alley, home to exotic candle shops. You know that to the north is another small alley heading to Narrow Lane.

Roll 1d8 for luck. If you roll a 1, **Go to 517**.

Otherwise, **Go to 56**.

399) Time: 1 minute

With blood vessels bulging, you force your way through the iron bars. However, you also managed to cause a large section of the ceiling to collapse! Stones and rubble rain down around you as you roll away from danger. When the dust settles, you see that you have completely blocked off the portcullis!

Go to 112.

400) Time: 5 minutes

“Please, may I aid my brother? You may ransom me if you like, although I fear my guild will not pay for my return.” The Guildmaster looks at you through narrowed eyes, and speaks.

“Why should you say that?” he asks. “Every one of my Blades is dear to me and vital to our operations. In the pursuit of glory and honor, one must not overlook even the smallest of contributions. Why should your Guildmaster not feel the same? A

guild is a brotherhood and we look after our own. Tell me, why do you deem your life worthless?"

Since your first day as a member of the Shadowed Fist, you knew the Blades to be your enemy. Your hatred blinded you to the truth that they were, in fact, much like your own guild. Staring into the Guildmaster's eyes, you begin to understand. You glance out at the sea of faces staring at you and notice that the furrowed brows of hatred and ire that only moments earlier had sought your death now hold a shimmer of tolerance. It would appear that your sworn rivals are also learning a valuable lesson this night.

With a nod of acceptance, you turn your attention back to the Guildmaster. His words still ringing in your ears, your troubled mind weighs your options carefully. After all considerations, you feel that you have but one chance at freedom and life - not for you, but for Orin. Inhaling sharply, you pay this man the respect he deserves and offer him a chance to avert disaster.

Go to 239.

401) *Time: 1 minute*

You are in the Black Blades hideout! Roll 1d6 for luck. If you roll a 1, you are spotted by a Blade Thief and must Go to 499. Otherwise, continue reading.

This 30-foot long hallway runs north and south. At the northern end is a door in the west wall. To the south, you see what can only be the release mechanism for a secret door in the east wall.

To enter the door in the west wall, Go to 427.

To pass through the secret door, Go to 369.

402) *Time: 4 minutes*

You are standing at a four-way intersection. The path known as Trader's Crossing runs east and west, and is crossed by the north and south route of Fiddleback Lane. On the northwest corner where the two roads intersect is the Greater Good Warehouse, within which is a secret entrance to the

Shadowed Fist guild. You crouch behind several empty barrels while you scan the streets for any sign of the City Watch. It would be disastrous to have an unexpected meeting with a patrol right now, so stealth is of the utmost importance. Not wishing to waste anymore time, you start moving.

To head north along Fiddleback Lane, Go to 172.

To head south along Fiddleback Lane, Go to 11.

To head east along Trader's Crossing, Go to 189.

To head west along Trader's Crossing, Go to 68.

If you have found the antidote and wish to enter the guild, Go to 508.

403) *Time: 2 minutes EP: 2*

You hide yourself behind two dismantled crates, while the men turn

north into another alley, unaware of your location. You quickly rise and sprint southward, back to Trader's Crossing.

Go to 68.

404) *Time: 3 minutes*

You stand in a darkened east and westbound alley, pondering your next move, when you spot a City Watch patrol at the far corner of a nearby building! They seem to be quietly conversing among themselves.

To investigate what the men are saying, Go to 311. If you already investigated these men, you continue east or west through the alley rather than risk your fate again.

To head east through the alley, Go to 494.

To head west through the alley, Go to 523.



405) *Time: 1 minute*

Wrapping the body in its cloak, you press your palm on his chest and mutter a quick prayer to Miazaar to bear this thief to good company.

To head north, **Go to 196**.

To head south, **Go to 327**.

406) *Time: 3 minutes*

You are standing in a dank section of the city sewers. This corridor runs east and west a good 50 feet or so, turning south at the western end. At the eastern end of the corridor is a door on the southern wall.

To go through the door at the east end, **Go to 169**.

To head west and then turn south, **Go to 226**.

407) *Time: 2 minutes*

The shelves and tables of this large room contain dozens of large glass and ceramic bottles filled with colorful liquids. One shelf is labeled with a skull and bones, the common symbol for poisons and venoms. You survey the containers carefully before taking them down and examining them closely. One vial holds a sweet-smelling amber liquid. Another is silvery and smells of an iron forge. You whiff the cap of an intense red liquid and the scent of toasted almonds greets you. A bitter waft rises from a dark blue liquid. A clear non-aromatic liquid is next. You grab a small glass vial and remove the stopper of a bitter-smelling pale green potion. You next sample the bitter smell of a crystal clear fluid. The hazy yellow liquid smells like cinders and burning flesh. You only have room in your pack for one bottle. Record which vial (scent and color) you take on your character sheet.

Go to 464.

408) *Time: 1 minute*

You are in the Black Blades hideout! Roll 1d6 for luck. If you roll a 1, you are spotted by a Blade Thief, and must **Go to 499**. Otherwise, continue reading.

This small 10-foot by 10-foot room is outfitted with a cot and blanket and several personal effects. You find a small hunk of cheese and a half-eaten piece of bread near the cot. You quickly stuff them in your mouth and leave (heal up to 3 HP).

Go to 321.

409) The wizard, his spell completed, steps back and signals for the four Orcs to enter. The scout party advances, spears at the ready. After a few minutes, one of the dark cloaked men orders the bulk of the Orcs into the sewer. With grunts and roars of delight, the Orcs march into the sewers, thirsting for a battle. The full weight of what has happened begins to settle in the pit of your stomach. This invading force will decimate your guild unless they are warned!

The men standing around the tunnel entrance begin shouting that the second wave is due at any moment, and they head downstream in one of the wooden boats - probably to meet the incoming reinforcements. The one you identified as a wizard decides to stay back and rest. He stands near the river, seemingly deep in thought. Sensing that this is your only chance, you emerge from the river onto the northern sewer ledge, intent on stopping him from unleashing any more spells.

Make a Thief Skill Check to move silently behind the wizard!

If you succeed, **Go to 371**.

If you fail, **Go to 487**.

410) "Praise Old Lucky! I was about to skewer you, thinking you were an Orc come to finish me off! What has happened here?!" cries Fellik.

"There will be time for explanations in a moment," you reply as you reach into your pouch, "but first I would give my brother this!" You hand Fellik the antidote and a large smile erupts across his face. He uncorks the vial and administers the healing liquid to your brother.

Go to 413.

411) The Thief cries out for help! You curse your black luck as your hear footsteps rapidly approaching!

Go to 499.

412) *EP: 10*

You enter a rectangular shaped room, running 10 feet deep (east to west) and 30 feet wide (north to south). There are three doors along the western wall.

To enter the door to your left, **Go to 26**.

To enter the middle door, **Go to 85**.

To enter the door to your right, **Go to 314**.

To return to the corridor, **Go to 218**.

413) "It will take several minutes before we will know your brother's fate. Will you tell me what has befallen our guild?" You recount your entire journey while keeping a concerned eye on your brother. His condition seems unchanged and you begin to worry.

Go to 364.

414) Without skipping a beat, you lunge across the room and pick up what is left of your belongings. The thieves left you with your set of picks and tools, long sword, one dagger and an empty pouch. You gird your sword around your waist and listen at the door. When you are certain that there is no one on the other side of the door, you open it and duck into the well-lit halls of the Black Blades guild.

Go to 379.

415) *Time: 2 minutes*

Your keen sense of hearing has paid off! Expecting something in the darkness to the south, you carefully scan the terrain ahead of you. After a few breaths, you sense that something large is lurking to the south. Chancing a few steps closer, you make out the shape of a Hobgoblin! It does not seem to be aware of your presence. If you would like to head south and engage it in combat, you may attempt a backstab.

Basic Game Combat: You attack first. Roll 1d20+1. You must roll a 13 or better to hit the Hobgoblin; if you hit, you deal 1d8+2 HP of damage. The

Hobgoblin must roll a 10 or better on 1d20 to hit you; if it hits, the Hobgoblin deals 2d4 HP of damage. The Hobgoblin has 25 Hit Points.

Advanced Game Combat: Hobgoblin (AC 5; HD 1+; HP 25; Damage 2d4)

If you defeat the Hobgoblin, **Go to 123.**

If you would rather head back to the north, **Go to 365.**

416) “Point me the way out or I will end your life!” you hiss in his ear. The thief, wracked with agony, raises a shaky finger and points towards the south wall. You notice a small stone dial, of the kind used to unlock a secret door. True to your promise, you sheath your sword and head through the secret portal towards freedom.

At the eastern end of a long hallway, a rusty ladder beckons. Sheathing your sword, you ascend the rungs through a small shaft. At the top of the shaft is a small grate. You push the grate up and out of the way and wriggle your way through. Once you are free, you stand and breathe in a lungful of the night air before heading off through the streets of Zoa, anxious to return to your guild!

Go to 398.

417) *EP: 10*

You approach the strange mushroom and kick it with your boot. Suddenly, a blood-curdling squeal fills your ears. You jump back in horror and realize that the strange sound comes from the mushroom itself! As the shrill sound echoes off the walls, you realize that any hungry creatures lurking nearby will certainly be aware of your presence. You draw your blade and reduce the Shrieker to a heap of chunks. As quickly as it started, the sound abates. You leave the room and head back to the intersection.

Go to 181.

418) *Time: 1 minute*

This section of sewer runs east and west. To the east, the corridor turns and heads south. The passage west is a dead end, but as you look down it, you

see a door in the middle of the southern wall.

To head east and turn south, **Go to 281.**

To open the door, **Go to 60.**

419) Fellik places a comforting hand on your shoulder. “These things take time. Let us hope that your efforts were not in vain. If you were successful, his breathing should deepen soon, but he will remain unconscious for several minutes. Once he is alert, it will take time for his strength to return. We can do nothing more for him now except wait.”

You nod your head in agreement, hoping that the antidote is working. As a few silent minutes watching over your brother slip by, a messenger arrives at the door and calls your name.

“You have been summoned to the council room!”

Go to 509.

420) *Time: 2 minutes*

Running your hands over the smooth stones, you hunt for anything that might activate the opening mechanism for a secret door. Eventually, your efforts are rewarded when you locate a particularly smooth stone, worn from years of use. With a gentle twist to the right, the stone shifts in place and a portion of the wall slides free!

Peering inside, you see a well-lit hallway running north, roughly 30 feet long. You also see two cloaked men passing through a door in the west wall at the north end. You manage to hear the last few words of their conversation before they close the door behind them. It sounds like they are supposed to be guarding the secret door, but decided to slip away for a few moments to listen in on a meeting in the guild hall. You count to five after the door closes behind them, then pass through the secret door and into the Black Blades hideout!

Go to 401.

421) *Time: 1 minute*

You attempt to hide between some dismantled crates, pulling your cloak over much of your body, as the men rush down the street, shining the lantern in the distance. Just as they pass your position, one of the men draws his sword.

“Well, what have we here?! Trying to hide from the Watch, eh? Tie him up, boys!” shouts the leader. You sprint back to your feet and draw your blade, swishing it back and forth in front of you. The three men attack!

If you defeat the three Men, **Go to 235.**

If you are defeated, you are not slain, but rather the men hold you down and bind your arms and legs. They then escort you to a nearby City Watch post.

Go to 263.

422) *Time: 1 minute*

As the Thief begins pacing away from you, you slip from the shadows and attack! Attempt a backstab (this time, you only need to make one Thief Skill Check to see if you can move silently towards your foe, rather than two Thief Skill Checks).

Basic Game Combat: You attack first. Roll 1d20+1. You must roll a 13 or better to hit the Thief; if you hit, you deal 1d8+2 HP of damage. The Thief must roll a 7 or better on 1d20 to hit you; if he hits, the Thief deals 1d8+2 HP of damage. The Thief has 41 Hit Points.

Advanced Game Combat: Thief (AC 5; HD 4; HP 41; Damage 1d8+2)

If you defeat the thief, **Go to 462.**

If the Thief is still alive after two rounds of combat, **Go to 411.**

423) *Time: 3 minutes EP:250*

You hack at your opponent’s wrist and his sword clatters to the street, his severed hand still clutching the hilt. You swing a deadly uppercut and split your opponent open from belt to chin. He falls backwards into a water trough, trailing blood and entrails.

Make a Wisdom Ability Check.

If you succeed, **Go to 354.**

If you fail, **Go to 510.**

424) *Time: 10 minutes*

When you open your eyes, you are greeted by a dull buzzing sound in your ears and a painful lump on the back of your skull. You are unable to move your limbs, and as you glance down to survey your situation, you see that you are bound hand and foot. As your hearing returns, you realize that the buzzing sound is actually a flood of voices. Looking up, you see a large room full of men dressed in dark clothes. They stare at you, whispering to one another. A tall man stands in front of you. Judging by his stature and demeanor, you assume he must be the Black Blades Guildmaster. When he sees that you are awake and aware of your surroundings, his powerful voice fills the large meeting hall.

"I would speak with the prisoner now."

Go to 500.

425) The door opens into a short north and south corridor. At the southern end, a thief stands guard. With the speed of a viper, your sword is out and lunging for his chest. He sidesteps the blow and draws his own sword. The flames of rage and desperation fuel your attack as you advance on your prey. Before he can raise an alarm or call for help, you slash your weapon across his defenses and open a wicked gash in his sword arm. As his sword clatters to the floor, you rotate your hips, slamming the pommel of your sword across his forehead. Helpless, your opponent falls to the ground. The tip of your blade touches his throat.

Go to 429.

426) *Time: 1 minute*

This 40-foot-long corridor runs east and west. There is an iron portcullis on the southern side of the east end. The west end turns and heads north.

If the Ochre Jelly is chasing you, you sprint to the portcullis and tug with all your might. If you cannot bend these bars and slip through, you are a dead man! Make a Strength Ability Check! If you succeed, Go to 399. If you fail, Go to 353.

If you have already vanquished the Ochre Jelly and would like to force your way through the portcullis, Go to 433.

427) *Time: 1 minute*

You are in the Black Blades hideout! Roll 1d6 for luck. If you roll a 1, you are spotted by a Blade Thief and must Go to 499. Otherwise, continue reading.

This 70-foot-long hallway runs east and west. The west end intersects with another passage running north and south, while the eastern end stops at a door. Roughly 30 feet west of that door is another door, but in the south wall.

To enter the east door, Go to 401.

To enter the south door, Go to 341.

To head west to the intersection, Go to 362.

428) In one motion, you pivot on your heel and draw your sword. The thief is caught by surprise! You may make a backstab before the battle begins. If during the battle you try to escape, the thief blocks your path.

If you defeat the thief, Go to 432.

429) "Point me the way out or I will end your life here!" you hiss in his ear. The thief, wracked with agony, raises a shaky finger and points towards the south wall. You notice a small stone dial used to unlock a secret door. True to your promise, you sheath your sword and head through the secret portal towards freedom.

The portal opens into a small room with a door in the north wall. You open this door and enter the dark, fetid sewers of Zoa. Your guild is somewhere to the north and your brother's life depends on your haste.

Go to 406.

430) *Time: 2 minutes*

Make a Wisdom Ability Check. If you succeed, Go to 345. Otherwise, you rummage through the crates and find nothing of value.

Go to 355.

431) Slowly, you approach the meeting of sewers and river, keeping only your head above water. You sneak a glance at the torchlight and see several heavily armored figures wielding axes standing around a torchbearer. These certainly do not look like any thieves you have ever seen!

On either side of the group, you see the entrances to the sewers, heading north and south. It is here that the city waste trickles into the river and flows out to sea. The sound of the river dampens their voices so you carefully edge forward along the wall, out of the range of the torchlight. Finally, you can hear some of the conversation. The voices are very guttural and animalistic, and your heart skips a beat as you recognize the Orcish tongue. Having dealt with a variety of smugglers and pirates, you have some passing familiarity with this harsh language. You understand a few words and mouth them silently to yourself as you work the difficult translation. In horror, you begin to piece together the conversation. Three words in particular are repeated over and over: thieves, blood and death.

Go to 506.

432) *Time: 4 minutes EP:350*

The thief slashes at you with his sword and you sidestep the attack, plunging your blade deep into his chest. With a shudder, he watches in agony as his life gushes from the wound. You lean back against the wall to regain your strength before searching his body. It is a common practice for guild members to tattoo an identification sigil on their arm. Your own left arm is inked with a small, dark fist. The Blades brand their members with a small dagger symbol. You examine the slain Thief and find no such mark, then head back into the corridor.

Record "No Brand" on your character sheet along with the number 5, and then Go to 28.

433) *Time: 1 minute*

You plant your feet and throw your weight against the bars. They begin to

move and you push with all your might! Suddenly, the ceiling supporting the portcullis crumbles! You roll forwards as the rubble falls around you. When the dust settles, you see that you have completely blocked off the portcullis!

Go to 112.

434) “These things take time, my friend. We have done all we can for him.” Yet, Fellik’s words offer you little comfort as you notice your brother’s breathing deepen.

You warn Fellik that more Orcs may be on their way and there are likely wounded thieves that can use his healing skills. He encourages you to join him, citing the fact that your brother must rest to recover his strength, and your friends are in need. You do not wish to leave your brother, but your sense of duty compels you to follow Fellik.

Searching your guild halls, you find a dozen or so thieves that have not succumbed to their wounds. Fellik rushes about administering healing potions as you carry them back into the guild. After fifteen minutes or so, you hear the metal clank of something approaching from the sewers.

Go to 277.

435) The Guildmaster waves his hand, and two thieves pluck you from your chair, dragging you by the arms down the hallway and into a darkened room. They drop you unceremoniously in the corner and bind your legs with thick rope. Your captors place your sword and thieves tools on a table and dump your remaining possessions on the floor, laughing as they begin sorting out their share of your belongings. Once they are content with their pickings they leave in search of the implements of persuasion, locking the door behind them.

Go to 483.

436) *Time: 3 minutes EP: 2*

You slam your weight against the door and it breaks free from whatever rust was binding the hinges. This large 20’ by 20’

room is filled with putrid waste, clumped up in large piles around the room. There is a small shaft in the ceiling, probably leading to a refuse drain near an inn - or some other place that would produce abundant food wastes. The stench here is overpowering and you cover your face with your cloak.

To examine the large piles of waste, Go to 363.

To head back to the intersection, Go to 181.

437) *Time: 4 minutes*

The Guildmaster slowly rubs his stern jaw as he contemplates your fate. After a moment of intense thought, he exhales deeply and passes judgment.

“By all rights I should have you maimed and sent back to your keepers. However, it is in our best interest to hold you here until after we deal with an impending threat. Besides, what you have shown me is very interesting indeed! I anticipate we will find a use for you when the dust settles and the bargaining for territory begins.”

The Guildmaster waves his hand, and two thieves pluck you from your chair, dragging you by the arms down the hallway and into a darkened room. They heave you unceremoniously in the corner and bind your legs with thick rope. Your captors place your sword and thieves tools on a table, laughing as they begin sorting out their share of your belongings. Once they are content with their pickings, they leave, locking the door behind them.

Go to 502.

438) *Time: 2 minutes*

You are standing at an intersection. Goodfellows Lane runs east and west while Artisan’s Way, the name given to the Zoan central road as it traverses the Artisan District, heads north and south. A City Watch checkpoint to the south discourages you from heading that way.

To head north, Go to 144.

To head east, Go to 307.

To head west, Go to 221.

439) *Time: 1 minute*

You stay motionless, hiding in the shadows. Each second feels like an eternity, but the Orc gives no indication that he is aware of you. After a minute or so, you hear a soft rumble coming from the Orc. You listen intently and then smile as you realize that the Orc is asleep! You decide to dispatch this fellow before he wakes up and makes life difficult for you.

Make a Thief Skill Check to move silently up to the sleeping Orc.

If you succeed, Go to 234.

If you fail, Go to 262.

440) *Time: 1 minute*

This 20-foot-long section of corridor runs east and west and is illuminated by oil lamps. The floor here is very clean and the walls are free of the muck and slime that normally coats every inch of the sewers. There is a door at the west end and a large archway in the south wall, at the east end, opening into another well-lit corridor. You hear voices in the distance.

“Have you heard the rumors? Beetho said he saw an Orc patrol not far from here! Something strange is happening and I would wager the Fists are behind it all!”

“If there are Orcs in the sewers, they could be in here next! Could you imagine? Orcs finding their way into our hideout?! We need to stay alert and report anything suspicious!”

You realize that the Black Blades hideout is through the archway in the south wall!

To head south through the archway, Go to 259.

To open the door in the west wall, Go to 385.

441) *Time: 2 minutes*

The light from your candle leads you south another 80 feet or so through a winding passageway, until you suddenly run up against a stone wall! You suspect there might be a secret door here. Finding a secret door is much like finding a hidden trap.

Make a Thief Skill Check to find traps.

If you succeed, **Go to 394**.

If you fail, you have no choice but to head back down the cave and ride the currents back to the sewers. This takes roughly 12 minutes, and you must **Go to 30**.

442) You explore upstream and quickly discover a large iron portcullis barring your progress. Some 30 feet to the west is a similar portcullis, but its bars are bent out of position, allowing you to pass through them. You hear voices coming from the cave and you decide to follow the course of the river in search of freedom. After another 30 feet or so, the river runs under an outcropping of stone blocking your path. You slip into the current and swim under the outcropping. When you emerge from the water, you ride the gentle current to the east

Then, as you near the area where the sewers meet the river, you are quite surprised to see torchlight ahead. Shifting your weight, you manage to steer yourself to the wall and hold on against the current. Slowly, using what little handholds there are along the walls, you move cautiously forward. In all likelihood, the Blades are there waiting for you!

Go to 431.

443) *Time: 3 minutes EP: 35*

The Orc lunges at you with his spear and you easily sidestep his attack. His back exposed, you drive your blade deep in between his shoulders, severing his spinal cord. With a squeal, he falls forward in a dying heap. You search his body and find 5 gold coins. You have no idea why this Orc was guarding a sewer corridor, but clearly something important must be nearby.

Go to 386.

444) Your statement causes a nervous chatter to fall over the assembled thieves. The Guildmaster raises his hand, demanding silence and speaks again. "This is a bold accusation

indeed! For all I know you were sent here to assassinate me, although I should hope to have earned enough respect and notoriety to merit a more talented cutthroat than one such as yourself!"

The assembled guild erupts in nervous laughter and even a few cheers. Pausing for a moment to allow the mood to build amongst his thieves, the Guildmaster turns to address his gang.

"Earlier this evening I told you of a perceived threat against our guild. I believe this young cutpurse has verified that danger. Should we make an example of him and show the Fist that we are not to be trifled with? Perhaps we should escort this sorry fellow back to his home and inform our enemies that the Blades will not be intimidated!"

"No, please!" you plead, "May I be permitted to speak openly?"

The Guildmaster calls for silence and turns back to you. "Do not worry, young thief. While it is accepted practice to take your hands as punishment, we will let you keep them... we'll just take your fingers!"

Go to 501.

445) *Time: 6 minutes*

You head north between the buildings, quickly reaching Split Barrel Alley. The eastern part of the alley seems to be blocked by a jumble of broken crates and barrels, so you turn to head west. With the faint glimmer of moonlight as your guide, you work your way westward along Split Barrel Alley. The sounds of the busier nighttime streets are absent here, and you take caution not to alert anyone to your presence. Suddenly, the gruff voices of several men cause you to freeze in your steps. The City Watch is headed this way!

Peering around a building, you see three men approaching from the north. One of them holds up a lantern and spots you! "Ho, citizen! Present yourself!" he cries. Your reflexes cause you to immediately duck back into the shadows. With shouts of alarm, the three men charge! Turning east, you bolt down the street towards the dead

end, hopeful that you can find a good place to hide yourself.

Make a Thief Skill Check to hide in the shadows.

If you succeed, **Go to 403**.

If you fail, **Go to 421**.

446) You are standing in a short hallway heading west to an intersection. You tiptoe towards the intersection, hoping that there is no one stationed there to guard your door. With your back pressed firmly against the stone wall, you slide sideways and poke your head around the corner to the north. About 30 feet away and walking briskly towards you are two thieves carrying a whip and several other implements of torture. They give out a loud shout when they see you and charge!

Go to 448.

447) *Time: 3 minutes*

Judging by the neatly arranged items on shelves and in chests, this must be a storeroom for the items that the guild 'acquires' from travelers and merchants. Many of the items are too large to stuff in your pouch, but you do find a stout bag of 35 gold coins that shouldn't weigh you down or make too much noise, especially if you stuff the bag with a strip of cloth. Once you have helped yourself to the Black Blades private hoard, you continue on your quest. You see a door in the east and south walls.

To enter the east door and return to the intersection, **Go to 321**.

To enter the south door, **Go to 388**.

448) Having never been particularly partial to torture, you bolt to the west, straight through the intersection. Your own guild has employed torture from time to time and you are well aware of the specialized techniques used to extract information from the unwilling. After your first panicked strides, you realize that you are heading towards a dead end some 40 feet away! You curse your cruel fortunes and bolt towards

the dead end. At least you will put up a good fight before the end.

Go to 511.

449) You wait anxiously for the antidote to take effect.

If less than 120 minutes passed since you started your quest, or you are playing the Basic Game, **Go to 419**.

If more than 120 minutes passed since you started your quest, **Go to 383**.

450) After Fellik leaves, you sit in the still, quiet of the room, listening to your brother's lungs draw in air as his chest rises and falls. The tense seconds seem to drag on for hours before his breathing deepens. Soon his eyes flutter and he opens his mouth, gasping for air like a man drowning in the sea. He tries to sit up and you place a gentle hand on his chest to calm him. He looks at you and a huge grin erupts across your face.

Go to 453.

451) *Time: 1 minute*

You scale the short ladder up to the sewer portal and slowly raise the heavy, iron cover. Peering out into the quiet streets of Zoa, you scan the area for any signs of the City Watch. Once you are content that it is safe to exit, you slide the cover to the side and emerge from the foul sewers and into the brisk night air.

Go to 320.

452) *Time: 2 minutes EP: 12*

You discover that a section of the wall can slide to the right. You slide it open and light pours into the cave. You quickly extinguish your flame and peer through the crack. Standing a few feet away are two men in black cloaks having a heated discussion. Fortunately, neither one noticed you crack open the secret door, so you pause to listen.

"Listen, Caelin. It is your turn to guard the cave door. More than one Blade has gone missing in the past few days and we cannot afford to lose any

others! The Guildmaster is still investigating the appearance of Hobgoblins in our sewers. If they are using the back door, we need to guard it!"

"Aye, I would wager the Fists have hired the foul things to try and muscle us out of town!"

"You are probably right, so thus it falls to you to guard this door tonight. If you need any help, just ring the alarm bell."

You have found a secret entrance to the Black Blades Hideout! One of the men wanders off while the other begins pacing up and down the hallway, whistling a tune to himself. If you time it correctly, you should be able to slip through the door and backstab the thief while his back is turned. You had better finish him off quickly, or his cries will alert the entire guild!

If you choose to backstab the thief, **Go to 422**.

If you choose to head back through the cave and ride the currents back to the sewers, add 17 minutes to your time, and **Go to 30**.

453) "Well, little brother, if I am not mistaken, you saved my life. While my body was stricken, my mind could hear every word, and I know you risked everything to save me. Is there anything I can do to repay you?" smiles Orin.

You see in your brother the same drive and devotion that carried you through dark times in the past, as well as the terrible challenges of this night. He ponders his own question for a moment and then nods in total agreement when you voice your opinion.

"We share a bond that can not be so easily cast aside. Not even an assassin's knife can sever our blood-tie. You owe me nothing, Orin. It was an honor to defend your life," you reply, squeezing his arm. With a laugh, you continue, "Besides, that's what brothers are for!"

You have succeeded in your quest! Still, more adventure awaits you. Why not try again?

454) *Time: 2 minutes EP: 5*

The task proves difficult at first, but eventually you manage to coax the tumblers to slide into position and release the lock. Satisfied, you put your tools away and peer into the small room. Except for a few cobwebs, the room is empty. You think it strange that an empty room would be locked, so you decide to search a bit.

Make an Intelligence Ability Check.

If you fail, you find nothing of interest and head back to the intersection, and **Go to 286**.

If you succeed, **Go to 392**.

455) *Time: 1 minute EP: 5*

Any aid this fallen thief can offer might help you in your quest. You reverently pat down the body for anything that might prove useful. During your search, something catches your eye. It is not something that you see, but something you do not see; his left arm is bare. You look at your own left arm and study the small tattoo of a fist. This thief should have a small dagger etched into the skin of his left arm, but there is simply nothing there.

Record "No Brand" on your character sheet along with the number 5.

Go to 405.

456) *Time: 5 minutes EP: 5*

Instead of rushing off to find the Black Blades guild, you decide that it would be better to search here for any clues that might aid you in your quest. The assassin's lifeless body is clothed in black, his bearded face frozen in a painful grimace. His soft leather boots are crusted with muck. It is clear he must have come through the sewers.

Make an Intelligence Ability Check. If you succeed, **Go to 201**. Otherwise, **Go to 396**.

457) *Time: 3 minutes*

Sprinting through the Fist hideout, you head for the stairs that lead up to the Greater Good Warehouse. As you pass the thief guarding the entrance, you mutter something about "urgent guild business." He nods wordlessly

and opens the door leading into the brisk night air.

Go to 402.

458) *Time: 1 minute EP: 2*

You quickly compose yourself and explain that you were told to report back and tell him that all is well near the river.

"Ah, excellent work," he says. "Now, it is nearly time, so hurry back and secure your position!" As he heads for the door, the man turns his back to you. You may attempt a backstab.

If you attack, **Go to 428**.

If you want to leave the thief alone, **Go to 28**.

If you would rather follow the thief, **Go to 179**.

459) With the antidote in hand, you slip out the door and back into the hallway. As you close the door behind you, you can hear several voices coming from the room to the south. Whatever is going on in there, it sounds important. Perhaps they are preparing an ambush against the Fists! Your Guildmaster would be keenly interested in any information so you decide to approach the door and investigate.

Go to 100.

460) *Time: 2 minutes*

Not wishing to waste any more time, you climb down the ladder. About halfway down, you pause to allow your eyes to fully adjust to this new darkness and to calm your anxious mind. You have found the hideout, but in the scheme of things, this was the easy part. Now you must do the unthinkable and sneak through the hive of your enemy in an effort to save your brother. With a deep breath, you climb down the rest of the way.

Go to 369.

461) You cringe in anger as the man gives off a hearty laugh. Suddenly it all makes sense. The Black Blades did not assassinate your brother - agents of a group called the Hidden Hand carried

it out. They wanted your Guildmaster to think the Blades slew your brother and goad him into attacking the Blades.

While your guild sought a false revenge and assaulted the Black Blades, these mercenaries would rush in and destroy those who remained to guard the Fist guild. Then they would send reinforcements to the south and attack while the Fist and Blades were locked in combat with one another. They intended to finish off whatever was left of both guilds! In one fell swoop, the Hidden Hand was taking over the Zoan underworld!

Suddenly, you hear soft splashing behind you, to the west. You snap out of your reverie and see Blade pursuers quietly advancing towards you!

Go to 514.

462) *Time: 1 minute EP: 75*

The Thief crumples under the force of your attack. Easing his body to the ground, you quietly drag it through the secret door and into the cave.

Go to 163.

463) *Time: 1 minute*

Everything looks safe, so you insert a tool to try to open the lock. What you failed to notice, however, was the spring-loaded dart concealed at the back of the lock. You poke at the rear tumbler and instead you bump the spring. The dart digs into your palm and begins to burn with poison! Subtract 2d4 hit points. At least you can open the lock now.

Make a Thief Skill Check to open the lock.

If you succeed, **Go to 178**.

If you fail, you breathe a deep, frustrated sigh and head back to the intersection, as you **Go to 181**.

464) You have achieved the first part of your quest, locating the Black Blades poison stash! Have you discovered any special clues (items associated with a particular number) on your way here?

If you have, **Go to 459**.

Otherwise, **Go to 342**.

465) *Time: 5 minutes*

You kneel down and begin to examine the floor tiles. Finding the right tile is similar to finding a well-hidden trap.

Make a Thief Skill Check to find traps.

If you succeed, **Go to 358**.

If you fail, you leave the room in disgust, and **Go to 412**.

466) *Time: 2 minutes*

You are very grateful to be free from the effects of the poison.

To head east and turn north, **Go to 17**.

To head west and turn south, **Go to 36**.

To approach the three doors in the southern wall, **Go to 4**.

467) *Time: 2 minutes*

Besides puddles of rotting waste, there is nothing of interest here so you head back.

Go to 71.

468) You decide not to use the secret door just yet, as you stand in the corridor pondering your next move. Looking around you again, you note that this corridor runs east and west approximately 50 feet. To the west, the corridor turns and heads north. To the east, the corridor turns and heads south. There is a secret door in the east end of the corridor, just where it turns south.

To head south, **Go to 2**.

To head west and turn north, **Go to 271**.

To change your mind and use the secret door to go east, enter and **Go to 72**.

469) *Time: 1 minute*

You drink several gulps from the cask and suddenly feel very light-headed. You stumble to a cot and sit to regain your balance. Perhaps that was not water! You know that the Blades are proficient with certain toxins. Is it possible that you mistook a cask of poison for a cask of water?

Make a Constitution Ability Check.

If you succeed, **Go to 390**.

If you fail, **Go to 348**.

470) *Time: 1 minute*

You feel something grip your left ankle. Reaching down, you discover it is another thick strand of rope. Suddenly, you are tugged off your feet! You struggle to regain your footing and sense a huge shape directly above you. Even in the darkness you can make out the two rows of eyes staring at you as the Giant Spider attacks!

Whenever the Giant Spider scores a successful combat roll, make a Constitution Ability Check. If you succeed, make the normal damage roll. If you fail, you take an additional 1d6 points of damage from the poison. Due to the thick web latched to your leg, you cannot escape and must fight to the death.

Basic Game Combat: You attack first. Roll 1d20+1. You must roll a 14 or better to hit the Giant Spider; if you hit, you deal 1d8+2 HP of damage. The Giant Spider must roll a 7 or better on 1d20 to hit you; if it hits, the Giant Spider deals 1d8 HP of damage. The Giant Spider has 36 Hit Points.

Advanced Game Combat: Giant Spider (AC 4; HD 4; HP 36; Damage 1d8)

If you defeat the Giant Spider, **Go to 360.**

471) *Time: 2 minutes EP: 50*

You make quick work of the two Orcs. They seemed rather frightened during your attack. You don't normally instill that much terror in your enemies. Perhaps they mistook you for the man inside the room? You search their pouches and find two tokens with the Fist symbol etched on them. You place them in your pouch and continue.

Record "Fist Token" on your character sheet along with the number 202.

To enter the room the Orcs came out of, **Go to 472.**

Otherwise, to enter the northwest door, **Go to 8.**

To enter the southwest door, **Go to 15.**

472) *Time: 3 minutes*

You push open the door and stride confidently into the room. The man standing in the center of the room turns and you see that he wears the garb of a thief! You stare at one another for an instant before he speaks. "What are you doing here? You should be in position!"

Make a Charisma Ability Check.

If you succeed, **Go to 458.**

If you fail, **Go to 393.**

473) *Time: 1 minute*

Make a Strength Ability Check! If you succeed, you are able to shift the heavy grate cover, revealing an iron rung ladder heading down into the dark stench of the Zoan sewer network. **Go to 32.**

If you fail, you are unable to lift the grate and decide to continue on your way. A dark, inviting alley known to the locals as the Ivory Crawl, for its meandering path from the western edge of the Artisan's District to the Ivory Privy tavern on the eastern edge, leads off to the east and west.

To head north along Guardsman Road, **Go to 317.**

To head south along Guardsman Road, **Go to 43.**

To head east on the Ivory Crawl, **Go to 295.**

To head west on the Ivory Crawl, **Go to 18.**

474) You roll to safety, but one of the barbs sinks into your legs. Your heart racing in terror, you ponder your fate. The Fists had coated these barbs with venom capable of paralyzing a man for hours. The resident vermin would likely consume anyone unfortunate enough to be paralyzed down here in the sewers! Still, maybe one barb won't be too bad.

Roll 1d4. Multiply the result by 2 to determine how many minutes you must lay exposed on the cold, fetid floors (be sure to record the time you spent here). Finally, your limbs regain their strength and you continue.

Go to 466.

475) *Time: 2 minutes*

The bones appear normal, and you estimate this skeleton has probably been here for months. You mutter a solemn prayer to the spirit of whoever died here and head back to the corridor.

Go to 418.

476) *Time: 1 minute*

"I'm asking the questions," you reply. "What are YOU doing here?" The man glances at the two Orcs and draws his sword. The Orcs snarl in agreement and raise their clubs to attack.

Basic Game Combat: You attack first, followed by the Thief and the two Orcs. You must roll a 13 or better to hit the Thief; if you hit, you deal 1d8+2 HP of damage. The Thief must roll a 7 or better on 1d20 to hit you; if it hits, the Thief deals 1d8+2 HP of damage. The Thief has 41 Hit Points.

You must roll a 12 or better to hit either Orc; if you hit, you deal 1d8+2 HP of damage. Each Orc must roll an 11 or better on 1d20 to hit you; if it hits, the Orc deals 1d6 HP of damage. Each Orc has 24 Hit Points.

Advanced Game Combat: Thief (AC 5; HD 4; HP 41; Damage 1d8+2)

Each of two Orcs (AC 6; HD 1; HP 24; Damage 1d6)

If you defeat the thief and the Orcs, **Go to 198.**

If you escape, **Go to 28.**

477) *Time: 15 minutes*

"Halt in the name of the Watch!" cries a loud voice. You have been spotted by the City Watch! You leap from your hiding place and make a mad dash, hoping to lose your pursuers in the shadows. Once the whistles begin blowing, you know that other patrols will join the hunt. You make a heroic effort not to be caught, but in the end, rough hands grab at your cloak from behind and bear you to the ground. You kick at your assailants, but eventually your limbs are bound and you are dragged off to a nearby jail for questioning.

Go to 352.

478) EP: 2

As your enemies approach, you glance to your left and see a small metal lever built into the wall.

If you reach out and move the lever, **Go to 496**.

Otherwise, **Go to 512**.

479) Time: 6 minutes EP: 5

You do not spot any traps, but your keen eyes detect a faint twinkle, just where the slope down to the water begins. You stare intently at the spot and you think you can make out a human shape! You swing yourself over the wall and descend the steep slope down to the body. When you arrive, you see that it is not a human, but an Orc! Judging by his armor and weaponry, he must be some sort of mercenary. You quickly pat him down and find a pouch with 10 gold coins

and a strange token with the symbol of a fist etched into it! You have never seen such a token and decide to take it with you. You quickly scale the cliff-face and head back.

Record "Fist Token" on your character sheet along with the number 202, and **Go to 25**.

480) Time: 15 minutes

Traveling together, you discover the corridor filled with dead rats. These must be victims of the wizard's magical cloud. After journeying for several minutes, you hear the sound of battle up ahead. Your companion seems to know this section of the sewers and whispers that you are very close to the entrance to your guild. When you round the corner, you begin to recognize this section of the sewer from a previous foray into this stench. You lead your Black Blade ally towards your

secret entrance and the clang of steel you hear ahead.

Go to 372.

481) Time: 2 minutes

As you reach toward the mage to search him, the Blade bats away your hand. "There is no time for that!" hisses your new companion, "we must make haste!"

You quickly follow him into the sewer entrance heading towards your home. After a few paces, he hands you a small, wrapped item and explains that it is from his Guildmaster. He knew you would have a use for it. You open the cloth wrapping and find a vial of clear liquid. The thief looks at it and softly whispers, "It is the cirenten counter. The master said you needed it."

Your heart swelling with hope, you place your prize into your belt pouch and continue down the corridor.

Go to 480.

482) "Wait! We must hide his body to retain the element of surprise!" you whisper. You each grab an arm, dragging the mage into the southern sewers and hiding him in the shadows. Your thief training takes over and the urge to look through his pockets is almost unbearable.

If you put your hands in the mage's pockets, **Go to 497**.

If you choose not to stick your hands into his pockets, **Go to 481**.

483) Time: 15 minutes

Wrestling against the coarse rope binding your wrists, you wince in pain as your skin is rubbed raw, devoting all your will to the task. Your nimble fingers pick at the stout knot until, after what seems an eternity, you are able to loosen your bonds, ever mindful of the fact that at any minute you could be interrupted by a few zealous Black Blades intent on breaking a few of your ribs. Stinging drops of sweat coat your swollen wrists and you are able to slide free from the rope!

Go to 414.



484) *Time: 3 minutes*

This section of Harbor Road connects the main intersection with the eastern edge of the Artisan's Square. There are pleasing aromas emanating from the buildings in this section of the square, many of which specialize in exotic perfumes and tinctures and the fragrant breeze wafting though the area is revitalizing.

Roll 1d6 for luck. If you roll a 1, **Go to 349**. Otherwise, you may choose your path.

To head east on Harbor Road, **Go to 395**.

To head west on Harbor Road, **Go to 146**.

485) *Time: 2 minutes*

You push open the door to this room and come face to face with two ferocious Hobgoblins bearing morning stars. They growl out a war cry and attack!

Basic Game Combat: You attack first. Roll 1d20+1. You must roll a 13 or better to hit each Hobgoblin; if you hit, you deal 1d8+2 HP of damage. Each Hobgoblin must roll a 10 or better on 1d20 to hit you; if either hits, it deals 2d4 HP of damage. Each Hobgoblin has 25 Hit Points.

Advanced Game Combat: each of two Hobgoblins (AC 5; HD 1+; HP 25; Damage 2d4)

If you defeat the Hobgoblins, **Go to 368**.

If you escape, **Go to 169**.

486) *Time: 10 minutes*

At that instant, one of the human men steps towards the north sewer entrance and four Orcs step forward alongside him. He begins speaking in an arcane tongue, and you immediately recognize him as a wizard. A magical aura begins to swirl around his hands and they soon glow with a sickly, yellow light. Suddenly, the light begins to grow and drift away from the wizard, thickening into billowing clouds of gas that seep north into the sewer entrance. More and more vapors flow from the mage's hands and fill the corridor.

You do not know what sort of mystical power is bound to the gas, but

you are sure it does not bode well for your guild. You watch in awe for several minutes while the swirling clouds feel their way into the sewers. Finally, the glow fades and the last of the vapors fade into oblivion.

Go to 409.

487) You inch towards the wizard, your blade in hand. The wizard begins mumbling a few words to himself, and you think nothing of it. Suddenly he spins around and you feel a powerful field of energy swirling around your body. Every muscle in your body stiffens and you shout in horror as you realize you cannot move!

"Well, well...what do we have here? Perhaps you thought you would sneak up behind me and slit my throat, yes? I think not! Yes, I believe I shall leave you to the Orcs. They will be here in a moment, and would like nothing more than to practice their killing stokes on a real thief before they march into battle."

Go to 505.

488) *Time: 1 minute*

You find yourself at the great harbor wall surrounding the Sinking Bay, south of a dark alley. You feel only a small twinge of caution about standing here below its guard towers, since any guards in them will likely be watching the harbor instead peering into the shadows where you stand. Still, you resolve to be careful.

To head north through the alley, **Go to 518**.

To head west along the harbor wall, **Go to 266**.

To head east along the harbor wall, **Go to 519**.

489) The shelves and tables of this large room hold dozens of large glass and ceramic bottles filled with colorful liquids. A label on one shelf displays a skull and bones, the common symbol for poisons and venoms. You survey the bottles carefully before taking them down and examining them closely.

One bottle contains a sweet-smelling amber liquid. Another is silvery and smells of an iron forge. You sniff the cap of an intense red liquid and the scent of toasted almonds greets you. A bitter waft rises from a dark blue liquid. A clear liquid with no obvious smell is next. You grab a small glass bottle and remove the stopper of a bitter-smelling pale green potion. You next sample the bitter smell of a crystal clear fluid. The hazy yellow liquid smells like cinders and burning flesh.

Unfortunately, you only have room in your pouch for one large bottle. Record which liquid (scent and color) you take on your character sheet. You decide that you had best take your leave of this place before your captors discover that you have escaped.

If you decide to go east, **Go to 490**.

If you decide that the west route is faster, **Go to 491**.

490) *Time: 3 minutes*

You are not too concerned with how you leave, so long as it is quick and you make it out alive. Your instincts tell you the quickest exit will be to the east. Sprinting as quickly as you can, you follow the corridor back towards the way you came. At the far end of the hallway is a door, and you slow your pace, one hand gripping the hilt of your long sword.

The door opens into a short north and south corridor. At the far south end, a thief is standing guard. With the speed of a viper, your sword is out and lunging for his chest. He sidesteps the blow and draws his own sword. The flames of rage and desperation fuel your attack as you advance on your prey. Before he can raise an alarm or call for help, you slash your weapon across his defenses and open a wicked gash in his sword arm. As his sword clatters to the floor, you rotate your hips, slamming the pommel of your sword across his forehead. Helpless, your opponent falls to the ground. You rest the tip of your blade on his throat.

Go to 416.

491) *Time: 4 minutes*

You are not too concerned with how you leave, so long as it is quick and you make it out alive. Your instincts tell you the quickest exit will be to the west. Sprinting as quickly as you can, you dart down the hallway and turn left. Running northwards, you clutch the hilt of your long sword, prepared to fight your way out if necessary. At the end of the hallway, you turn left again and head west. Your legs infused with excitement, you dash down the long corridor. Near the end is a large arch in the north wall. You bolt through the archway and into another short corridor, a door barring your progress to the west. Drawing your sword, you throw the door open and charge ahead.

Go to 425.

492) *Time: 4 minutes*

"Wait!" you cry, "I am here by my own choice and not as an emissary of the guild I serve. I am not here to avenge my kin. I only came to steal back my brother's life from the assassin's dagger! By Miaazaar, I swear I mean you no harm!"

Staring deep into dark eyes that seem to pierce your very soul, you silently plead your case before your sworn adversary. The Guildmaster slowly rubs his stern jaw as he contemplates your fate. After a moment of intense thought, he exhales deeply and passes judgment.

"By all rights I should have you maimed and sent back to your keepers. However, it is in our best interest to hold you captive here until we have dealt with an impending threat that has recently come to our attention. In the meantime, you will be acquainted with the hospitality of the Black Blades. My men are quite good at extracting information from the willing and unwilling alike! For your own sake, I suggest you tell them what they wish to know!"

Go to 435.

493) *Time: 3 minutes*

There are pleasing aromas emanating from the buildings in this area, many of which specialize in exotic perfumes and

tinctures and the fragrant breeze wafting though the area is revitalizing.

Roll 1d6 for luck. If you roll a 1, you must **Go to 349**.

Otherwise, you may go east or west.

To head east towards the intersection of Harbor Road and Artisan's Way, **Go to 146**.

To head west, **Go to 373**.

494) *Time: 3 minutes*

This alley provides ample cover from the prying eyes and ears of the City Watch. You wait for a patrol to pass before you continue.

To head east, **Go to 25**.

To go west, **Go to 404**.

495) *Time: 3 minutes*

This section of Artisan's Way connects with the northern border of the Artisan's Square. There are pleasing aromas emanating from the buildings in this section of the square, many of which specialize in exotic perfumes and tinctures and the fragrant breeze wafting though the area is revitalizing.

Roll 1d6 for luck. If you roll a 1, you must **Go to 349**. Otherwise, you may travel north or south.

To head north, **Go to 397**.

To head south, **Go to 146**.

496) *Time: 10 minutes*

You slam the lever down with all your might. A soft thud echoes deep within the wall and a section of the stonework slides open revealing a pitch-black tunnel heading north. You instinctively rush into the comforting warmth and safety that the darkness provides. You run roughly twenty paces into the blackness and turn to face your pursuers. They pause at the opening and peer inside. Fearing a deadly blade hidden in the darkness, they nervously back away and call for help. You are resolved to be far away by the time help arrives so you cling to the rough surface of the cave wall and proceed into cave. After several feet, the ceiling begins to slope downward and eventually you are on your hands and knees. The ground

slopes downwards to the north towards the sound of running water. After crawling the last few feet on your stomach, you emerge from the cave along the banks of the subterranean river known as the Devil's Fork, its gentle current propelling it ever eastward.

Go to 442.

497) *Time: 2 minutes EP: 10*

In a flash, you retrieve a pouch and head into the northern sewer entrance towards your home. As you make your way through the muck-filled corridor, you sift through the pouch and spot two vials of liquid. One is dark blue and the other clear. Your companion looks at them and smiles.

"Ah, cirenten and its counter! A powerful poison indeed! You had mentioned to the Guildmaster that your brother was poisoned - perhaps this might help," he whispers.

Your heart swells with hope! With silent thanks to Miaazaar, you place the antidote in your own pouch and continue down the corridor.

Go to 480.

498) Make a Thief Skill Check to move silently towards the men.

If you succeed, **Go to 515**.

If you fail, **Go to 477**.

499) *Time: 1 minute*

"Intruder!!!" cries the thief, pointing in your direction. You immediately burst into action, desperate to evade pursuit. Looking back over your shoulder you see several Blade thieves chasing you, swords drawn. You round a corner and run headlong into another group of thieves. You skid to a stop and consider your options. Like a cornered dog, you prepare for the worst and reach for your sword. A blinding flash fills your eyes and you drop to your knees. You look up and see a stout thief preparing to swing again with his black-jack. Covering your head with your hands, you wait for the blow to fall.

Go to 424.

500) *Time: 5 minutes*

The Blade Guildmaster reaches for your left arm and bares it, revealing the small dark fist tattoo you received when initiated into the Guild so many years ago. "You are a long way from home, little thief. Let me guess...you are lost? Is that it?" questions the Guildmaster, his ever-tightening grip clutching your left wrist.

"No. I am not lost, sir," you mutter, wishing you were miles from this place. "I am here for my brother's sake."

"Tell me, then, who is your brother and why does it concern the Black Blades?"

"My brother, Orin, holds a high position in my guild. This evening I found him in his chambers with an assassin's poison coursing through his system. The assassin was slain and my brother left for dead. Yet, he might still live if I can secure the counter-poison and deliver it to him before he expires. Thus I have come to your very doorstep, seeking not vengeance but a chance at life, for the assassin and poison both belong to your guild!"

Go to 444.

501) Have you discovered any clues (items associated with a certain number) in your quest to save your brother? If not, Go to 492. If you have, add up the numbers for whatever clues you have found. Each number can be used only once (even if you found multiple items with the same number, you still only use that number once).

If you found one item, Go to the entry number associated with that item.

If you found two or more items, add up the numbers (remember, multiple similar items are counted only once) and Go to the entry number associated with that sum.

502) *Time: 15 minutes*

Wrestling against the coarse rope binding your wrists, you wince in pain as your skin is rubbed raw. Like a drowning rat, you devote all your will to the task. Your nimble fingers pick at the stout knot. After what feels like an

eternity, you are able to loosen your bonds, ever mindful of the fact that at any minute you could be interrupted by a few zealous Black Blades intent on doing you harm. Stinging drops of sweat coat your swollen wrists, and you finally escape your bindings!

Quickly, you lunge across the room and pick up what remains of your belongings. The thieves left little more than your set of lockpicks and thieves' tools, your long sword, and an empty pouch. You gird your sword around your waist and listen at the door. When you are certain that no one waits on the other side of the door, you open it and duck into the well-lit halls of the Black Blades guild.

Go to 446.

503) *EP: 10*

"Most excellent! You have done far better than I could have ever imagined. I only hope we are in time!"

Fellik uncorks the vial and administers the antidote to your brother while you kneel by his side, willing him back to health. His breathing remains unchanged after several seconds.

If more than two hours (120 minutes) elapsed since you began, Go to 383.

If less than two hours elapsed, or you are playing the Basic Game, Go to 504.

504) "Fear not my friend, these things take time," whispers Fellik, placing a comforting hand on your shoulder. We will know if a few minutes if he will recover. All we can do now is wait patiently."

While you wait, a thief appears at the door. He informs Fellik that the raid is underway and that he should take up a guard position until the men return. Seeing you kneeling next to Orin, the thief looks at you curiously for a moment, and then nods his head and offers his condolences. "I am truly sorry about your brother, but tonight the Blades will feel his wrath. Fare thee well, my friends!"

After the door closes, Fellik pats you on the shoulder and sighs.

"Well, Orin is in your hands now. I have done all I can. I must take up my position at the sewer door. After your brother regains consciousness, come and join me at the door!"

Go to 450.

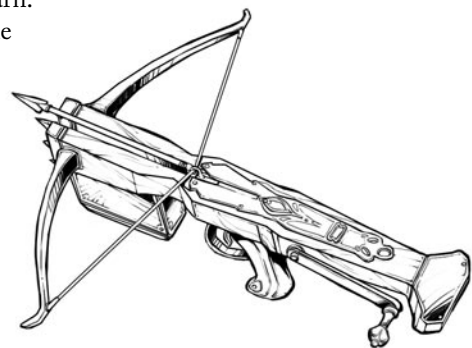
505) The wizard turns back to the river and glances downstream at the approaching torches. Suddenly, several dark crossbow bolts strike his ribs, and he collapses into the water, gasping for breath. He climbs up onto the bank, clawing at the ground in agony. Another arrow lodges into his spine and, as he dies, his magical hold over you is released. You stumble backwards into the arms of the Black Blade thief that saved your life. You recognize him as the same one that you spoke with minutes earlier.

"My Guildmaster wanted to make sure you delivered your message to your guild, and so I returned, hoping to be of assistance. Thankfully, I arrived in time! Quickly, now, the Orcs are coming up the river!"

Go to 482.

506) *Time: 6 minutes*

You hold tight to the river walls, hiding in the shadows and watch as dozens of Orc mercenaries splash into view, dragging long wooden boats up the gentle current. Each boat seems to hold a dozen or more soldiers. From your vantage point, they seem to be gathering in ordered groups near the sewer entrances. The last boat contains several humans in dark cloaks, who step out onto the sewer platform and survey the troops. You estimate over 80 foul Orc warriors have assembled here. Steam rises from their warm bodies as



they stand at attention, gripping their deadly black axes. One of the humans speaks, addressing the others.

"You see, Gaamlin, the way into the sewers has been opened and we are not expected. The Hidden Hand paid a hefty price for our services, and we would be wise not to disappoint. Our spies report that the majority of the Fists marched south seeking vengeance. Go now, take your force northward, and destroy whatever resistance you encounter. Once you have crushed the handful of men that remain, hold their guildhall and send what troops you can to the south. They can help the second wave finish off whatever remains of the Black Blades. Even as we speak, their guild should be under attack by the Shadowed Fist! Hurry now, the second wave will be here soon!"

Go to 461.

507) *Time: 8 minutes*

This section of Narrow Lane is eerily silent. The shadows seem to crawl along the buildings and walls. From your low crouch, you see a dark figure on a rooftop to the east - probably a Black Blade sentry. You must be near their hideout! You wait until the sentry moves farther to the south before you emerge from your hiding spot and continue.

Roll 1d8 for luck. If you roll a 1, **Go to 517**. Otherwise, you may travel east or west.

If you choose to go east, **Go to 273**.

If you choose to go west, **Go to 257**.

508) *Time: 3 minutes EP: 10*

With a triumphant sigh, you wipe the dirt from your face and give the knocking code on the secret door. Within seconds, it is answered and the door opens. A surprised thief peers through the opening and greets you.

"What were you doing in the streets? The Guildmaster has been calling for you. In a few moments, we leave to do battle! He assumed you had run off to grieve for Orin. He will be quite interested to know that you have returned!"

"I have had no time for grieving this night, although if I do not hurry, my efforts may be in vain. I must return to my brother's side!" you reply as you run past the guard and through the secret stairs into the hideout.

As you near Orin's chambers, Fellik steps out from the room with a bowl of water and several towels. He nearly drops them in amazement when he sees you approaching. "Well met, my friend! Tell me, did you manage to find the antidote?" he inquires.

Go to 313.

509) Your entire being wishes to stay with your brother, but Fellik reassures you that it will be some time before anything changes, and that he will call for you as soon as something happens. Regretfully, you take your leave and hurry to the guild council room. You are quickly ushered inside the warm chambers filled with Fists and Blades alike. As you take your seat, you glance around at the myriad maps hanging from the walls and rolled in piles on a shelf. You have been privy to those maps from time to time, but only when it concerned Guild business.

Stretched out on the central table is a large map of the sewer complexes. A large portion of the southern sewers is incomplete and one of the Fist members is scurrying to fill in the blanks with the help of a sandy-haired Black Blade. Your Guildmaster, Veroon, has a large smile on his face and seems pleased to see you. You had been worried that Veroon wanted to strip you of your rank and cast you out of the guild for your actions, and so you are quite surprised when first Veroon and then NightBlade begin to laud your valiant efforts! Unused to such praise, you feel your face flushing as you receive their compliments. They both inquire about Orin's condition, fully aware of the reason behind your efforts this night and assure you that his will be strong and he will soon recover.

Go to 520.

510) *Time: 2 minutes*

As you examine your slain foe, you fail to notice the footsteps, barely perceptible, sneaking up behind you. Peering into the bloody water of the trough, you see the reflection of a man standing behind you, a dark hood covering his face. Before you can turn, a blackjack crashes down on the back of your skull and you sink face-first into the filthy trough.

Go to 424.

511) With the shouts of your pursuers spurning you onward, you run towards the dead end and spin around, drawing your honed blade in one fluid motion.

Make a Thief Skill Check to notice anything (like finding traps).

If you succeed, **Go to 478**.

If you fail, **Go to 512**.

512) It is here that you make your final stand. With your back to the wall and your sword at the ready, you call to your enemies and invite them to test your mettle. More than eager to oblige you, they wade into battle. The next few minutes are a blur of sword strokes and counter-strokes. Beads of blood and sweat coat your brow. The ache in your sword arm is becoming unbearable, but you vow to fight until your last breath. Soon, enemy reinforcements arrive and you know that your time is short. The last word to leave your mouth is your brother's name, as you charge into the massing throng of Black Blades and pray your demise will be swift.

Your quest ends here. Why not try again?

513) *Time: 1 minute EP: 10*

What a bold move! With nerves of steel, you slide a hand close to the man's hip and pinch the bottom edge of the pouch. With your left hand, you pick up a small pebble and gently toss it away from you. When the stone clatters on the cobbles, the man turns to his left and the pouch glides effortlessly out from under his belt. You quickly cover yourself with your cloak while the men step towards the sound. With their

attentions elsewhere, you easily make your escape. Once you are safely hidden, you examine the pouch to find 15 gold coins and a token etched with the symbol of a fist. You transfer the items into your own pouch and slip away south to a dark alley running east and west.

Record “Fist Token” on your character sheet along with the number 202, and **Go to 494**.

514) *Time: 5 minutes*

With one hand holding fast to the river wall, you use your free hand to make the thief sign of friendship. You then meet their curious gaze and hold one finger to your lips while pointing towards the gathering army. The two Black Blades sent to capture you also move quietly along the river wall, one hand holding a drawn blade.

“Fist! What is the meaning of this!” whispers one of the Black Blades, nervously eyeing the rows of Orcs. “Is this some machination of the Shadowed Fists?”

You quietly explain what you heard, including your interpretation of the facts. The thief swallows hard and begins to whisper, his voice cracking. “Yes, this all makes sense. Our master knew that something terrible was brewing, and this certainly bodes ill for both guilds! Listen to me, we must warn the guilds or face destruction. We must inform our Guildmaster. Can you make it back to your guild ahead of these monsters?”

You nod your head confidently, although inside you feel a twinge of doubt creeping up your spine. The thief places a reassuring hand on your shoulder and whispers again.

“Consider yourself pardoned of your trespass against the Black Blades. Our enemy this night is the Hidden Hand and their hired henchmen. Go now with luck and speed. May Miazaar favor us this night!”

With that, the Blades quietly head back upstream. Once they are out of sight, you turn back to the large force gathering near the sewer entrance leading to your home. A flurry of

thoughts race through your head as you consider your course of action. Somehow, you must get past the Orcs and into that sewer entrance!

Go to 486.

515) *Time: 2 minutes EP: 5*

You have managed to sneak up to the guards without being noticed!

Make a Thief Skill Check to pick pockets.

If you succeed, **Go to 513**.

If you fail, **Go to 477**.

516) *Time: 5 minutes*

At the end of the alley, you see the vast harbor of Zoa. To the north are the docks and to the south is the Sinking Bay, where the Zoan Navy resides. Nearby, you know must be one of the three natural caves where the Devil’s Fork River empties out into the bay. The Devil’s Fork conveys the sewage out to sea through three sea caves, like a filthy trident stabbing the sea.

Make a Thief Skill Check to notice anything out of the ordinary (like finding traps).

If you succeed, **Go to 479**.

Otherwise, you decide to head back and **Go to 25**.

517) What happens next is a blur. One moment you are alone, the next moment two dark-cloaked men step out of the shadows right in front of you, swords drawn. Your own blade whines as you pull it from its scabbard. With that, the two men attack!

You manage to hold your own against the dark swordsmen, but after a few minutes, another arrives, and then another. Soon you are overwhelmed, but still you fight on. Eventually, a heavy net is cast over you and, as you struggle to cut yourself free, the men beat you down to the ground. You look up just as a blackjack slams into the bridge of your nose. Fortunately, you are unconscious as the men strip you of your belongings and then bleed you there on the cold cobblestone road.

Your quest ends here. Why not try again?

518) *Time: 2 minutes*

This short alley runs north and south. At the north end, Harbor Road runs east and west. At the south end, you see the great harbor wall of the Sinking Bay ahead.

To head north, **Go to 182**.

To head south, **Go to 488**.

519) *Time: 1 minute*

Ahead to the east, you see the vast harbor of Zoa, the waves lapping against the cliff face. To the north is Harbor Road, and even further north, the docks. To the south is the harbor wall surrounding the Sinking Bay, where the Zoan Navy resides.

You decide to head back to the west and **Go to 488**.

520) Your Guildmaster, Veroon, explains his plan. Both he and his former adversary, NightBlade, have set into motion the preparations for a massive ambush. Even as they speak, deadly traps are being laid throughout the sewers. Skilled archers are securing key positions, and runners await at the Black Blades hideout to prepare a rear charge.

A force large enough to challenge both guilds could not simply march through the streets unnoticed and unmolested, therefore the attack must come from the sewers. Using small boats, a substantial force could slip under cover of night into the sewers through the mouth of the Devil’s Fork River. This location is central to both guilds and is a perfect staging area for an assaulting force. Therefore, the guild will set its traps here. Quick runners will lure enemy forces down blackened corridors towards a murderous rain of arrows. As they attempt to retreat, they will be waylaid by hidden attackers.

Go to 522.



521) You stand at the intersection of DockMarket Lane, running east and west, and the northern end of Coin Lane.

To head east on DockMarket Lane, **Go to 167.**

To head west along DockMarket Lane, **Go to 275.**

To head south along Coin Lane, **Go to 77.**

522) As the details of the plan are worked out, you listen intently, knowing that you will likely be called upon to defend your comrades and livelihood. Every few minutes, you hear a large group of thieves passing by the council room and heading into the sewers.

Eventually, Veloon and NightBlade rise and announce that the time has come to take their positions. They say they are honored to have you at their side. Beaming with pride as you stand, the two men clasp you on the shoulder and you head towards the secret entrance to the sewers. On your way, you look towards your brother's chambers, hoping for news. Fellik sees you and shrugs his shoulders. It is still too early to tell. Bowing your head, you focus on the mission at hand and continue towards the sewer entrance.

Before opening the door, Veloon addresses the large group of fearless thieves, all of whom are prepared to follow him into the dark nightmare below the city.

Go to 524.

523) You stand at the intersection of Quickstep Alley, running north and south, and the Ivory Crawl, running west and northeast. You also see a darkened alley directly to the east.

To go east through the alley, **Go to 404.**

To head northeast on the Ivory Crawl, **Go to 299.**

To head west along the Ivory Crawl, **Go to 119.**

To head north along Quickstep Alley, **Go to 167.**

To head south along Quickstep Alley, **Go to 279.**

524) "My brethren and friends, for I consider you all as such, this night we abandon our differences with the Blades. For far too long, we have quarreled over trivial matters, even unto bloodshed. There is strength and power in numbers as well as wise leadership. Tonight we face a common foe and we are united! No longer are we opposing Fists and Blades, but we are all members of a mutual brotherhood. So, ready your blades, my brothers. Our enemy awaits! Like a knife in the dark, we will give them no quarter!"

Clasping NightBlade's wrist and raising both their hands in the air, Veloon continues. "We are brothers in trade and brothers in deed. Tonight let us be brothers in blood!"

Go to 528.

525) You find yourself at the western portion of the harbor wall. As you look warily at the guard tower nearby, you notice a burned out building, victim to a recent fire. A small lane also branches off to the west. Its wooden sign reads "Goodfellows Lane."

To enter the burned building, **Go to 13.** If you have already entered the burned building, you choose to go south or west instead.

To head south along the harbor wall, **Go to 273.**

To head west on Goodfellows Lane, **Go to 307.**

526) *Time: 4 minutes*

You carefully work your way south along the harbor wall. After a few minutes, you spot a City Watch barracks in the distance, with several guards milling around outside, playing cards by candlelight. It would be very unwise to head in that direction, so you turn around and head north.

Go to 244.

527) *Time: 2 minutes*

You head south on Artisan's Way for a short distance until you spot a City Watch checkpoint in the distance ahead. Worse yet, you see several persons dressed in dark clothes much like your own. It must be a meeting of the Black Blades and corrupt members of the City Watch!

Though your curiosity pains you, you realize you would be courting certain death to go that way, so you head north again.

Go to 160.

528) You take your position in a darkened corridor near the center of the sewers, unseen behind a secret passage that leads into the main corridor heading south to the Devil's Fork. Nearly thirty tense minutes pass as you sit motionless against the wall, waiting for the signal to tell you to slip through the door and ambush the invaders. Craning your neck, you hear a very faint high-pitched sound coming from the south, almost like a host of crickets. As seconds slip by, the sound grows louder and louder. One of the thieves quietly slides open the door and peers down the hallway.

At first, there is nothing to see, until a wave of rats comes scurrying down the hallway, intent on escape. Soft yellow tendrils of smoke creep along the sewer floor, like ghostly fingers probing the darkness. As the wisps of vapor pass over a group of sewer rats, the fumes instantly kill them. The thief quickly shuts the secret portal and turns, making a hand gesture in the silent language of thieves. You recognize the gesture as 'wizard.'

It seems to you that the invaders were trying to clear a path using powerful magic. Yet, the deadly cloud would soon dissipate. As soon as the air is safe again, two of your comrades will slip through the door and act as bait to lure the invading force deep into the sewers. Once the invaders pass your position, the remainder of your group will begin your pursuit.

After several minutes, the door opens and two thieves slip into the corridor. Within a minute, a hurled spear slams into the corridor wall between the two cloaked thieves. They give a shout of mock surprise before heading down the corridor. The telltale rattle of plate armor reverberates through the corridor as at least three dozen armored Orcs give chase, their black axes wielded by thick, leathery arms. This may be merely the first wave, for the council anticipated five times this number. Scoffing their attempts to take your guild by surprise, you stifle a laugh as your group slips through the portal and begins your hunt, clinging to the protection of the shadows.

After a minute or two, you see a warm red glow flashing in the darkness ahead. It appears that the Orcs stumbled into a series of flash pots prepared by the Fists to decimate the advancing force. The howls of the incinerated Orcs are the signal the archers have been expecting. Black-shafted arrows fly from all directions and pelt the disoriented brutes. They soon panic, hoping to escape the deadly barrage. You spot six Orcs headed in your direction, oblivious to your presence. Under cover of darkness, you draw your weapon and await your prey.

As the first Orc nears, you swing your blade low and take him at the ankle. Your honed weapon cleaves through leather, skin and bone and the maimed Orc falls in the muck-filled channel of the sewer floor. Thinking he had tripped, another Orc tries to help him up but is greeted by your sword deep in his throat. Hot, black blood gushes as your aim proves true. Your comrades then leap from the shadows and make quick work of the remaining Orcs. You all then sprint up the corridor towards the fading glow of the flash pots,

hoping to cut off any more panicking Orcs.

When you arrive at the trap site, you find the floors littered with slain Orcs, many with scalded skin and some little more than ash. You hear the sounds of battle ahead and so your group continues on, hoping to join the fight. When you arrive, you see two Orcs gleefully chopping their axes into a fallen thief, his broken bow lying at his side. Your comrades motion for you to finish off those two Orcs, while they take a side passage to the east. Overcome with rage, you rush ahead and drive your sword into the gut of one of the unsuspecting Orcs. He lets out a throaty bellow and backhands you across the corridor.

You lose your grip on your sword and slam into the wall. With the wind knocked from your lungs, you gasp for air as your foe falls on his back, blood spurting from the terrible wound in his side. The second Orc pulls his axe from the carcass of the thief and turns to face you. You struggle to your feet, drawing a small dagger from your belt. You easily dodge the first axe stroke and plunge your dagger into his leg. The Orc lowers his shoulder and plows into you, knocking you off your feet. Planting an iron-shod boot on your chest, the Orc snarls in anger as he raises his axe. Your eyes remain defiantly open, waiting for the killing blow to fall.

Suddenly, a thin black line flashes across the Orcs throat! The arrow passes cleanly through and the Orc drops his axe in surprise and pain. As the Orc turns towards the direction of the archer, another arrow thuds into his forehead and he stumbles backwards, falling on to the floor. The arrow still quivering violently, you can only stare in awe, amazed that you are still alive. In surprise, you turn towards the archer and see a very familiar face.

"Pick up your sword, little brother. I guess this means we are even!" laughs Orin.

Embracing your brother, you both share a joyful moment of reunion, grateful to be alive. The harsh sounds of battle to the south bring you back to

the situation at hand and you rush to pull your sword free from the dying Orc. Turning again to your brother, you smile at one another before you both head off into the darkness.

THE END.



APPENDIX A: PRE-GENERATED CHARACTER SHEET

Name:

Race: Human

Class: Thief

Strength 14

Dexterity 16

Constitution 13

Intelligence 12

Wisdom 13

Charisma 11

Hit Points (HP): 38

Thief Skills: 45%

Equipment

Long Sword (1d8+2 damage)

Sap (1d6+2 damage)

Leather Armor

Thieves' Tools

Experience Points (EP):

Gold Pieces (GP):

Items Found

APPENDIX B: QUICK-REFERENCE

CRITICAL HITS (BASIC AND ADVANCED GAME)

Roll 1d10 and refer to the following table:

Table B-1: Critical Hits

1	The tip of your weapon digs deep into your opponent! Add 1d4 points of damage.
2	You spot an opening and slice through your opponent's defenses! Add 1d4+2 points of damage.
3	You parry your foe's attack and slice your weapon across its arm! Add 1d6 points of damage.
4	Blood sprays from your foe's leg as you drag your weapon along its thigh! Add 1d6+3 points of damage.
5	Your foe howls in pain as your weapon slices deep into a joint! Add 1d8 points of damage.
6	A lightning-fast thrust drives your weapon into a vital organ! Add 1d8+4 points of damage.
7	Your devastating attack splatters blood into your foe's eyes! Your foe automatically misses his or her next combat roll. (You attack twice in a row.)
8	You deliver a gut-wrenching groin shot to your opponent! Your foe automatically misses his or her next combat roll. (You attack twice in a row.)
9	Your foe collapses in pain as steaming entrails spill from a nasty gash in its abdomen! Combat ends.
10	You cleave your foe's skull, putting an end to any fighting spirit it might have had left. Combat ends.

FUMBLES (BASIC AND ADVANCED GAME)

Roll 1d6 and refer to the following table.

Table B-2: Fumbles

1	You lose your footing and stumble during your attack! Your opponent may add 1 to its next combat roll. 4 – You wince in pain as you pull a muscle in your back during your attack! Take 1d4 points of damage.
2	You are momentarily stunned as you lose control of your weapon! Your opponent may add 2 to its next combat roll. 5- Your attack bounces harmlessly off your opponent and slices open a wound in your leg! Take 1d6 points of damage.
3	You are baffled as you lose total control of your weapon! You automatically miss your next combat roll. (Your opponent attacks twice in a row.)
4	You wince in pain as you pull a muscle in your back during your attack! Take 1d4 points of damage.
5	Your attack bounces harmlessly off your opponent and slices open a wound in your leg! Take 1d6 points of damage.
6	You rush at your foe and manage to trip over your own legs, striking yourself! Take 1d8 points of damage.

COMBAT ROLL TABLES (ADVANCED GAME ONLY)

Roll 1d20 and apply your Str modifier.

Table B-3: Character Combat Table

If Enemy's AC is:

10 9 8 7 6 5 4 3 2 1 0 -1 -2

then You need:

8 9 10 11 12 13 14 15 16 17 18 19 20

If your modified roll is equal to or better than the required roll, you've scored a hit! The rules regarding your opponents roll will now depend on your AC. Roll 1d20 for your opponent and refer to Table B-4.

Locate the Hit Dice (HD) of your opponent along the top row and cross-reference it with your AC. Your opponent needs to roll this number or better to score a hit on you! If the roll is equal to or higher than the number listed, your opponent has scored a hit!

YOUR AC	OPPONENT'S HIT DICE						
	<1-1	1-1	1	1+	2	3	4
AC 9	10	9	8	7	6	5	4
AC 8	11	10	9	8	7	6	5
AC 7	12	11	10	9	8	7	6
AC 6	13	12	11	10	9	8	7
AC 5	14	13	12	11	10	9	8

APPENDIX D: OPPONENT STATISTICS (d20)

Entry	Opponent	Init	Atk	AC	HP	Damage
24	Snake	+3	+4	17	4	1d2-2 plus 1d6 poison
38	Rogue (Sentry)	+2	+1	14	15	1d8+1
48	Otyugh	+0	+4	17	36	1d6
74	Rogue (Sentry)	+2	+1	14	15	1d8+1
80	Hobgoblin	+1	+1	15	18	1d8+2
84	Hobgoblin	+1	+2	15	18	1d6+1
125	Hobgoblin	+1	+1	15	18	1d8+1
177	Orc 1	+0	+3	13	15	1d6+3
177	Orc 2	+0	+3	13	15	1d6+3
190	Otyugh	+0	+4	17	36	1d6
215	Giant Rat	+3	+4	15	5	1d4 plus 1d6 disease
240	Giant Rat 1	+3	+4	15	5	1d4 plus 1d6 disease
240	Giant Rat 2	+3	+4	15	5	1d4 plus 1d6 disease
240	Giant Rat 3	+3	+4	15	5	1d4 plus 1d6 disease
262	Orc	+0	+3	13	15	1d8+3
289	Giant Rat	+3	+4	15	5	1d4 plus 1d6 disease
302	Hobgoblin	+1	+1	15	18	1d8+1
326	Snake	+3	+4	17	4	1d2-2 plus 1d6 poison
334	Giant Spider	+3	+2	14	22	1d8+3 plus 1d6 poison
336	Orc 1	+0	+3	13	15	1d6+3
336	Orc 2	+0	+3	13	15	1d6+3
391	Rogue (Sentry)	+2	+1	14	15	1d8+1
393	Rogue (Thief)	+2	+0	15	13	1d8
415	Hobgoblin	+1	+1	15	18	1d6+1
422	Rogue (Thief)	+2	+0	13	13	1d8
470	Giant Spider	+3	+2	14	22	1d8+3 plus 1d6 poison
476	Rogue (Thief)	+2	+0	13	13	1d8
476	Orc 1	+0	+3	13	15	1d6+3
476	Orc 2	+0	+3	13	15	1d6+3
485	Hobgoblin	+1	+1	15	18	1d8+1
485	Hobgoblin	+1	+1	15	18	1d8+1

APPENDIX C: ADVANCED CHARACTER SHEET

Name: _____

Race: Human

Class: Thief

Strength _____

Dexterity _____

Constitution _____

Intelligence _____

Wisdom _____

Charisma _____

Combat Modifier: _____ Damage Modifier: _____

AC Modifier: _____ Reaction Modifier: _____

Hit Point Modifier: _____

Hit Points (HP): _____

Armor Class (AC): _____

Thief Skills

Pick Pockets: _____

Open Locks: _____

Find Traps: _____

Remove Traps: _____

Move Silently: _____

Hide In Shadows: _____

Detect Noise: _____

Experience Points (EP): _____

Gold Pieces (GP): _____

Time Spent: _____

Items Found _____

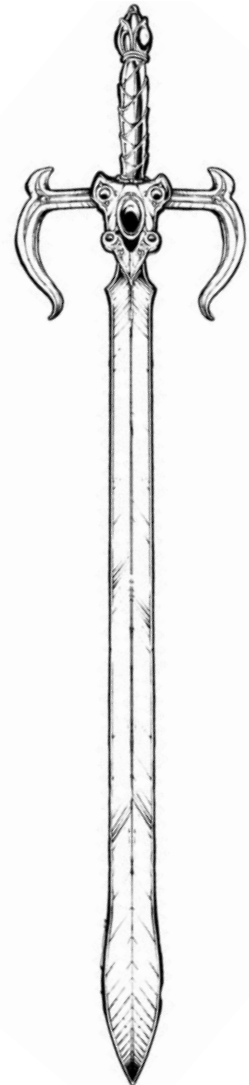
Equipment

Long Sword (damage: 1d8+modifier)

Sap (damage: 1d6+modifier)

Leather Armor (AC 8)

Thieves' Tools



Random d4 results

4	2	1	3	2	2	1	3	3	4	1	1	4	2	1	2	4	2	1	4
3	4	1	3	2	4	4	4	1	1	2	3	2	4	4	3	1	2	4	1
2	1	2	1	2	1	2	2	4	3	2	1	4	3	3	1	4	4	4	2
1	4	3	3	2	4	2	3	4	3	2	2	4	3	3	3	3	4	2	1
2	3	1	3	1	3	4	4	4	2	1	1	1	3	4	1	1	2	1	4
2	1	2	3	1	1	4	4	1	2	2	1	2	3	1	4	2	1	1	1
1	2	1	4	4	4	2	2	2	2	3	2	3	3	4	4	3	3	1	1
1	3	1	1	3	2	2	1	1	4	3	1	1	4	2	1	4	3	3	3
4	1	4	2	4	4	3	4	2	4	2	2	1	2	4	3	4	2	1	1
1	3	4	1	1	2	2	3	2	1	3	4	1	3	2	3	4	2	1	2
4	3	3	4	3	2	2	2	3	2	2	3	2	2	3	2	2	4	4	2
3	1	3	4	1	4	2	2	1	1	4	2	3	1	4	1	1	1	3	3
4	1	2	3	4	2	4	1	4	1	3	2	3	3	1	2	2	1	4	1
3	4	3	1	2	1	3	2	4	1	2	1	3	3	4	1	3	1	4	4
4	3	2	1	3	1	1	4	4	2	2	3	3	1	2	4	4	1	3	4
4	4	1	3	4	4	2	2	2	4	1	1	2	2	4	3	3	1	3	3
3	3	3	3	4	3	3	3	2	4	1	3	2	4	3	3	4	2	3	1
2	4	1	4	4	4	2	4	1	2	4	2	3	3	1	2	1	2	2	4
4	2	3	2	1	1	2	1	3	3	1	1	2	2	1	3	1	3	4	2
4	2	3	3	1	3	3	2	4	3	2	3	1	3	2	1	4	4	4	2

Random d6 results

6	3	3	2	2	3	1	5	3	5	6	1	1	2	6	3	5	2	4	4
6	2	1	5	2	4	5	3	5	2	5	4	2	1	1	2	6	6	4	6
4	2	4	2	5	2	2	2	4	2	6	6	2	3	4	5	6	3	5	6
5	6	1	5	3	4	3	5	6	3	3	1	2	6	3	2	1	4	1	2
1	2	2	6	4	5	2	3	6	4	1	5	3	1	4	2	3	1	2	3
3	4	3	5	5	5	5	1	3	2	4	5	1	3	4	2	3	2	2	1
6	2	2	2	6	6	3	1	4	2	5	4	5	4	3	4	5	1	5	2
3	2	6	3	5	6	5	5	2	4	1	1	4	6	5	4	1	5	2	4
3	2	5	5	5	5	6	1	3	1	1	1	1	3	6	5	6	1	2	1
6	1	3	1	5	3	2	5	6	6	3	6	6	3	1	5	6	3	2	1
6	4	5	5	2	2	1	6	2	3	6	6	6	5	4	6	4	6	4	1
2	3	1	5	5	3	3	4	4	5	5	1	1	5	6	6	5	6	4	1
3	3	5	4	6	6	2	6	4	5	4	1	3	6	2	6	4	5	3	5
1	4	3	6	6	3	4	3	5	3	1	2	2	6	4	1	4	6	6	3
6	4	2	4	4	1	5	2	3	6	4	5	2	6	6	3	2	2	4	4
2	1	6	3	3	5	1	4	1	1	2	1	2	6	2	6	1	3	5	3
6	6	3	4	5	2	5	3	3	2	1	1	5	2	5	5	1	2	2	4
1	5	3	3	2	4	5	6	2	5	2	2	4	4	5	4	2	4	1	1
4	6	3	2	3	6	5	4	5	6	5	2	2	4	3	2	4	5	3	2
3	1	5	4	2	1	1	6	6	4	5	4	2	5	1	1	6	5	5	1

Random d8 results

2	2	1	5	5	3	4	4	7	5	5	3	5	3	5	8	1	8	6	5
2	8	8	8	5	2	1	4	7	3	3	4	5	6	7	4	4	8	2	6
7	1	2	7	8	4	2	6	5	7	2	1	8	6	5	2	2	5	5	1
7	1	8	3	7	3	2	7	6	1	3	8	3	1	8	2	8	5	3	1
6	6	2	7	8	1	1	6	3	8	4	7	6	1	2	2	7	1	1	4
1	2	2	2	8	2	5	1	6	2	2	5	4	3	5	7	7	7	7	1
5	4	4	1	7	4	2	8	6	3	4	3	8	2	2	8	5	5	2	2
7	4	5	2	7	8	3	4	2	8	4	5	8	7	4	1	2	6	3	5
1	3	3	1	6	5	1	1	1	2	8	8	3	6	1	5	8	8	8	4
6	4	3	2	1	6	6	6	5	3	1	2	3	6	3	5	8	1	1	8
8	8	1	5	6	3	2	5	2	4	2	5	1	8	8	3	3	3	3	5
8	2	8	8	4	7	6	4	2	8	7	8	7	2	8	2	6	6	3	8
5	5	6	8	7	8	3	4	5	1	1	7	3	6	2	5	1	4	7	7
8	5	5	1	5	2	3	4	4	1	5	8	5	5	6	7	4	6	8	3
7	5	5	5	6	1	8	4	2	2	2	1	4	1	2	2	5	4	3	7
7	2	6	1	1	1	5	8	3	6	6	1	3	4	5	1	1	1	8	3
6	3	6	6	8	5	6	7	8	6	4	5	5	5	7	2	5	2	1	7
3	3	2	1	4	7	7	1	3	3	3	3	5	8	4	4	1	7	7	3
6	3	7	6	3	2	8	5	4	2	4	5	3	2	4	6	5	8	8	8
3	1	1	4	1	8	7	2	2	4	3	6	2	3	8	4	4	5	1	7

Random d10 results

7	3	10	8	7	5	3	6	7	4	6	9	6	2	5	1	1	9	10	4
10	6	4	5	5	5	8	7	6	5	8	5	5	5	7	6	8	3	2	5
6	6	10	4	7	5	8	9	4	4	8	2	5	7	4	2	8	6	7	9
9	4	2	4	6	9	9	1	10	8	8	7	4	1	6	2	9	9	9	1
1	3	4	6	3	4	10	4	1	4	1	1	4	7	10	2	2	10	6	4
6	6	8	5	10	9	10	10	9	1	9	9	10	6	10	9	8	2	9	8
3	10	1	3	2	3	1	3	4	3	3	5	9	3	7	9	4	3	9	3
6	2	10	10	7	8	5	10	9	5	2	7	8	8	2	7	3	6	9	7
7	8	3	7	10	2	8	6	9	10	9	3	8	7	1	4	7	7	3	7
2	1	6	5	8	7	10	3	6	4	9	2	3	6	6	8	9	4	1	8
6	9	1	5	7	2	5	7	6	7	10	5	9	6	9	6	9	7	7	4
5	6	5	7	1	7	9	2	9	5	7	7	4	1	8	5	8	6	7	3
9	1	4	10	2	8	3	10	8	3	10	10	4	7	7	5	5	10	1	3
4	1	2	3	4	1	6	1	6	10	7	7	5	8	6	4	2	5	6	9
10	7	3	5	1	3	2	1	8	4	6	2	7	2	8	3	2	10	7	9
1	7	10	1	8	10	4	1	5	2	9	9	1	9	4	8	8	1	1	8
1	9	6	9	10	7	4	4	6	5	2	1	9	10	8	5	1	7	6	7
1	2	1	8	1	2	3	1	9	3	6	2	5	2	1	4	9	6	5	10
1	1	7	7	6	5	4	1	10	3	4	1	5	2	5	6	9	3	1	1
6	4	1	3	1	2	3	2	10	4	6	1	3	4	9	5	8	3	2	2

Random d12 results

6	12	6	5	5	12	4	10	2	1	3	4	12	4	1	4	1	6	7	6
5	7	12	2	7	2	3	6	10	4	4	10	4	12	10	5	9	3	4	9
1	12	7	5	8	12	7	4	9	5	9	3	2	9	12	6	5	7	7	2
7	5	9	2	9	8	7	9	3	2	6	5	7	6	1	6	8	7	6	6
10	5	7	3	6	9	8	5	11	10	6	5	6	8	1	4	11	12	10	3
6	4	4	9	3	7	12	8	8	1	5	12	10	12	4	1	4	12	10	12
8	7	11	2	10	3	9	2	1	9	10	3	6	8	2	3	3	5	12	4
10	2	12	1	9	10	11	11	9	9	3	12	7	12	10	1	11	8	8	12
9	6	2	5	8	10	7	11	7	7	2	9	7	9	8	1	3	12	12	1
2	8	12	9	12	7	12	4	12	4	2	8	9	12	12	8	7	10	12	7
8	7	10	5	5	8	11	12	7	4	7	4	1	4	9	8	3	7	5	9
5	12	2	12	1	4	10	10	10	8	4	8	5	3	6	3	7	10	6	11
10	6	5	6	3	10	3	3	10	4	10	9	7	11	8	1	9	1	5	6
7	11	6	1	4	1	4	3	2	2	8	4	8	10	5	8	5	1	2	6
10	8	6	3	11	11	7	12	12	3	12	1	11	1	4	9	4	11	12	2
12	7	7	7	8	7	10	8	8	9	2	5	12	3	2	11	11	5	1	11
7	1	10	5	3	12	7	2	4	6	2	6	8	8	4	12	10	9	2	5
11	11	11	2	2	10	5	11	12	3	3	2	5	6	6	9	6	1	11	12
6	4	7	3	10	9	4	6	8	3	2	6	4	9	12	4	7	6	5	3
2	10	2	1	10	3	2	7	6	3	9	3	2	12	10	7	2	9	1	6

Random d20 results

2	10	1	16	17	10	18	13	10	11	3	3	3	10	17	14	12	17	9	4
6	9	8	18	17	4	8	18	13	17	6	1	15	6	13	17	5	3	8	15
19	15	20	3	3	11	9	4	20	7	19	10	1	12	7	11	4	19	8	15
19	9	13	4	1	11	16	9	16	3	20	17	17	3	13	11	13	12	17	7
15	6	6	19	19	19	15	17	16	7	2	4	5	9	1	15	17	6	16	14
12	1	20	6	14	2	8	16	16	1	19	15	11	14	7	13	5	5	1	6
1	5	6	18	2	4	8	19	4	12	7	10	8	12	9	2	4	18	15	12
16	13	14	14	4	17	11	20	20	12	4	13	8	4	11	19	3	4	18	20
10	7	20	16	18	16	5	7	20	8	14	2	3	9	12	2	4	12	19	1
19	1	5	11	6	5	10	9	11	19	8	13	15	4	12	19	20	9	7	5
11	1	4	4	4	1	6	4	9	14	10	4	6	7	19	5	17	18	5	5
10	6	12	2	11	16	5	7	7	19	11	12	14	1	1	6	16	2	19	17
13	5	2	10	3	16	3	5	19	15	17	19	11	8	5	12	13	11	1	15
3	1	5	12	4	13	14	8	14	8	3	17	16	16	1	20	7	5	8	6
10	12	10	4	13	19	13	13	17	1	5	5	19	20	9	6	2	2	8	6
13	17	4	18	11	14	1	4	19	8	1	9	3	11	20	18	2	11	15	5
7	4	20	6	7	2	15	20	4	1	17	17	19	12	3	15	16	10	16	12
18	2	16	5	16	2	8	17	18	20	8	15	12	5	17	14	17	18	9	19
7	12	9	19	1	7	9	13	20	2	9	6	4	6	3	15	6	3	10	11
13	4	2	3	2	3	13	9	16	19	17	17	7	14	9	14	19	8	4	15

Brothers by Blood

by Brandon Neff

In SoloQuest – YOU are the hero!

In the bay city of Zoa, two deadly thieves' guilds war over territory, striking against each other with threats, competition and swift, brutal acts of violence. You are one such thief – a young member of the Shadowed Fist guild, and enemy of the Black Blades. Fortunately, although you are still a mere cutpurse working your way up the ranks, your brother holds a position of leadership within the Fist, and it is at least partly due to him that you have survived and prospered as well as you have.

Suddenly, after completing a routine assignment, you find your brother struck down without warning by an assassin's poisoned blade! As he lies near death, you must seek out the antidote to the poison, restore your brother to health, and revenge yourself upon his attackers. Yes, your brother's survival and the survival of everyone involved, as well as the conclusion of the adventure, rests upon your shoulders! Fortunately, if you take the wrong path, you can always play again. Even after you complete a game, feel free to try again because this book has more than one ending! Some endings are good, and some endings are bad. If you come to a bad end, simply play again from the beginning!

As well as many different paths for adventure, this book includes:

- Basic and Advanced Rules! Along with the basic play rules, this adventure also includes optional advanced rules for more realistic fun!
- Pregenerated or Custom Characters! Use the standard character in this book, or bring in your own rogue or HackMaster thief!
- Dice Tables! Don't have polyhedral dice with you? No problem! SoloQuest works with or without dice, thanks to the special dice tables!
- Quick Reference Tables! Need to look up an advanced or basic rule quickly? Simply turn to the easy-to-use tables and find the answer in seconds!

Although you need no prior experience with the Kingdoms of Kalamar campaign setting to enjoy this book, it is utilized as a base for descriptive text and cultural details. In this realistic, dynamic setting, complex political alliances mix with marauding bands of humanoids, and medieval technology and culture come face to face with magic and the fantastic. Whatever type of adventure you seek, you can find it here.

More information on the Kingdoms of Kalamar campaign setting can be found in the *Kingdoms of Kalamar Campaign Setting Sourcebook*, the *Kingdoms of Kalamar Player's Guide*, or any of our other fine supplements and adventures.

