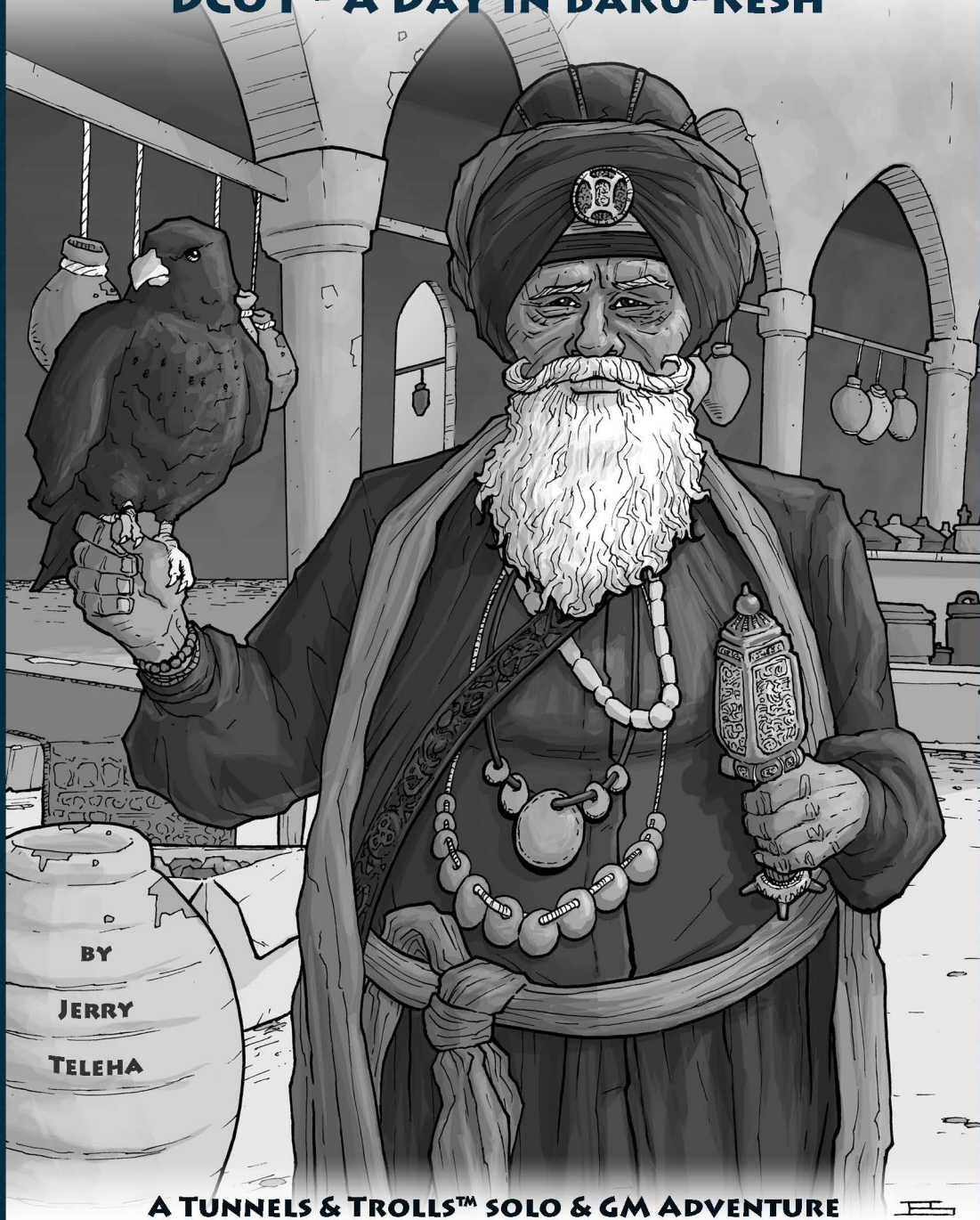


# DARKSHADE CHRONICLES

DCO1 - A DAY IN BARU-KESH



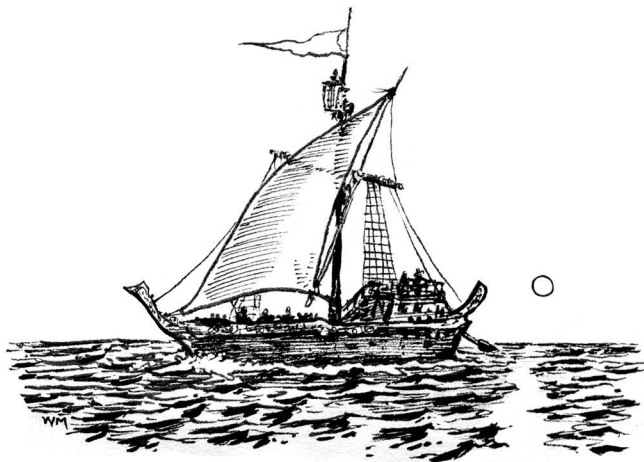
BY

JERRY

TELEHA

A TUNNELS & TROLLS™ SOLO & GM ADVENTURE

You are a delver, limited on experience and eager for adventure. Baru-Kesh is first and foremost a market city and cultural center for the surrounding lands. A festival is celebrated in the early summer when the cattle merchants come to town. The docks are full of cargo ships coming from the distant lands to take advantage of the year's sales. The stockyards and abattoirs brace themselves for the busiest time of the year while the city's population swells with visitors. Merchants arrive to sell their wares and make needed purchases. Revelers come to take part in the glorious festivities. Delvers come to earn some gold and make names for themselves.



**A Day in Baru-Kesh** is a solo adventure designed for low level Rogues or Warriors with 30 or less total combat adds. To play, you will need some 6 sided dice, pencil and paper to write down some game notes, and a basic knowledge of the **Tunnels & Trolls™** game rules. While the adventure is written for version 7.5 or greater, any edition could be used making the needed adjustments.

Includes information to also run as a GM adventure.

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# DARKSHADE CHRONICLES

## DC01 - A DAY IN BARU-KESH

**By Jerry Teleha**

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## Solo Adventure

This solo adventure is designed for low level Rogues or Warriors with 30 or less total combat adds. To play, you will need some 6 sided dice, pencil and paper to write down some game notes, and a basic knowledge of the Tunnels & Trolls game rules. While the adventure is written for version 7.5 or greater, any edition could be used making the needed adjustments. If you are familiar with earlier editions, you will know which adjustments to make.

You will be presented with options to make saving rolls. The level and attribute of the challenge will be listed. If you have a pertinent talent that would apply to the saving roll, you may apply that modifier to the roll. You may also use your level as an additional modifier if it would be the difference between success and failure. Remember that DARO (doubles add and roll over) always applies to saving rolls. In addition, any dice roll of 3 (a 1 and a 2) on a saving roll is an automatic failure or fumble. In some situations in this adventure, special circumstances will occur and labeled as a 'critical failure' in the text.

For any melee combat, you will be asked to roll attack dice for yourself and for your opponent. Roll the dice associated with whichever melee weapon you are using and then add your Combat Adds. Then, roll the dice listed for your opponent, add its combat adds, and compare the two numbers. The higher number has the upper hand for that round and the difference is applied as damage against the other. Damage taken in combat should come directly off of your CON value, or the CON value of the opponent. Armor will reduce the amount of damage applied based on the armor value or hits that it can absorb. Spite damage bypasses armor and will always be applied directly to the CON value of the target.

Anytime you roll a natural 6 in combat, it is considered as 'Spite' damage. If you win the combat turn, your damage is applied to your opponent while your opponent would apply to you any spite damage that was rolled (if applicable). If by chance your damage is totally absorbed by your opponent's armor, then you would apply any spite damage that was rolled. These same rules would

apply on the reverse if your opponent should win a combat turn. Spite damage, when applied, will always bypass any armor that is being worn (cannot be absorbed by armor value/hits). Normally, spite damage will only result in a single point of damage for each that is rolled.

Some opponents that are encountered may have a special attack that is triggered based on a certain number of spite that is rolled. These will be clearly documented in the text of the adventure or in the description of the opponent. If the combat dice rolled for the opponent match this trigger, apply the outcome accordingly.

For more information on saving rolls or combat, refer to the 7.5 rulebook. Standard experience rules should be applied based on saving rolls and defeated monster MR values (unless otherwise noted). At the end of the adventure, you will be presented with additional experience based on your results.

Regarding spells and potions: Spells either cast by a Rogue character or from a magic item (if possible) require a saving roll against INT at the difficulty level equal to the spell level (Level 1 SR versus INT for a 1st Level Spell). WIZ points spent to cast spells in this adventure are not recovered until the end of the adventure unless otherwise noted. Most events that transpire will occur in single day. Healing spells can be cast at anytime in the adventure before proceeding to the next chapter when not in the middle of a combat situation. A single potion can be utilized prior to any combat encounter. Otherwise, potions should be handled in the same as a healing spell.

If you do not have a character, grab your T&T rulebook and create one. Blank character sheets are located on pages 74-75. Alternatively, you can use one of the characters included: Rose or Jeremiah on pages 76-79. When you are ready to go, please proceed to paragraph **7a** and best of luck to you.





**7a** *Where was your character's last adventure?*

In a city, **go to 8a**

In a dungeon, **go to 9a**

Other, or you currently live in Baru-Kesh, **go to 10a**

**7b** Approaching a section of the course with a small square centered by a fountain and a hard banking turn, you are unable to avoid a bottle neck of other participants, slowing you down as you try to pick your way through. You have an opportunity to leave the course now if you like (**go to 68c**). Otherwise, you push your way through the crowd shoving others out of your way to make the turn onto the next straightaway. **Go to 64d**

**7c** The grip your captors have on you seems to slacken a bit and you think you can break away.

*Make a Saving Roll versus or STR or SPD (your choice)*

If you roll a critical failure, **go to 15a**

If your roll results in a Level 3 or greater success, **go to 16c**

Any other result, **go to 18a**

**7d** You fall to the ground, your last breath escaping from your lips. Greed has cost you your life. **THE END**

**7e** You have been stabbed by an ice pick by someone in the crowd. Take 1d6+2 damage, bypassing any armor that is worn. If this reduces you to zero CON, **go to 55b**. Otherwise, **go to 71b**.

**7f** At the last possible moment, you take a step one way, but dive to the side of the beast as it rushes by you. While it has missed you, the shriek of another poor soul is heard behind you as it continues its charge. You turn and continue your way down the straightaway towards the Arena and the finish line.

**Go to 54c**

**8a** You have paid for the first class ticket in a wagon bound for Baru-Kesh. It has been a long journey, but the comfort of a feather cushion and the avoidance of saddle sores is more than worth the cost. It is the Grand Festival you are looking to attend in the city, and by your estimate, you will be arriving spot on time. You check your pack and possessions...

*Make a Level 1 Saving Roll versus LK*

If you are successful, **go to 23a**

If you are unsuccessful, **go to 11c**

**8b** You decide to use this opportunity to slip away from the situation, darting down the other end of the alley and turning the corner. **Take 100 APs** for your experience with the Jaded Jeweler and your clemency - hopefully it will not come back to haunt you. You then return to the crowd on the main street.

**Go to 11a**

**8c** Energy crackles from your body and discharges from your fingertips, arching towards the Minotaur and blasting him square in the chest. The Minotaur's CON is 60. Reduce his CON based on the damage you have dealt. If his CON value is now at zero, **go to 53e**. If his CON value is not at zero, his charge is only slightly slowed down and you must fight him. **Go to 72a**

**8d** You are making a second attempt to open the back door of the estate.

*Make a Level 1 Saving Roll versus DEX*

If you are successful, **go to 43a**

If you are unsuccessful, **go to 35c**

**8e** Your feet are swept from the ground as the battle trained beast uses its head to fling you into the air. As you descend, you cannot avoid your body being impaled on one of the minotaur's horns. Your broken body is ruthlessly shaken free, landing with a heavy thud and knocking your last breath violently away. **THE END**

**9a** With a slight limp, but with a sack filled with some dungeon booty, you are making your way on the road to Baru-Kesh. A hot bath, a feather bed, and a warm meal spurs you on during the long march. You have fallen in with a large group of merchants and small folk who are bound to the same destination. It is early summer and time for the Grand Festival which swells the population of the already teeming city by twofold. At the main gate, those with wagons are directed to a long line to await inspection.

You join the throng making their way through the gate and into the city beyond. Just inside the the city wall and to your right, a young man carrying a large leather suitcase gets your attention.

*"Hey there, I have some good deals for delver like you. What do you say?"*

You nod to the man that yes indeed you are interested, **go to 26a**

You politely decline and move on into the city, **go to 11a**

**9b** You pass a few others in the corral on your way to the rear. One man is laying prone on the ground. His eyes are closed and he seems to be softly reciting a prayer, his hands cupped across his chest. Walking around this man and past a few others, you now have a clear view of what is behind you.

"30 Seconds!," another shout from the crowd. The back of the enclosure is also a gate to another corral. within this one is four large humanoids with bulging muscles and large bull heads. A few men stand on either side of the gate ready to pull on the ropes that will force the gate open.

"Minotaurs?" you mutter under your breath. Suddenly, an explosion occurs in they sky, a mesmerizing pyrotechnic blast that further distracts you. The heavy sound of a gate opening behind you brings you back to your senses. The beasts begin to scrape their hooves against the cobbled street in anticipation, mucous and saliva spewing from their nostrils and mouths. Another missile is shot into the sky. To your horror, the second gate opens and the minotaurs rush forward. The last thing you see is a head with two very large horns. Oddly enough, you can smell their breath and feel like retching before you lose consciousness. **Go to 54a**

**10a** You are resting in a local tavern of little significance in the great city of Baru-Kesh. It is early summer and time once again for the Grand Festival, a weeklong celebration filled with debauchery and spirits. It was by no coincidence you planned your current schedule to be here. After taking one last gulp to finish what was left in your mug, you walk out into the bright sunlight and beautiful commotion of the city.



Your first stop for the day is with a merchant in the bazaar. You have bought a brooch from him and need to pick it up this morning.

*Make a Level 1 Saving Roll versus CHA*

If you are successful, **go to 41b**

If you are unsuccessful, **go to 30a**

**10b** Both of the guards lay dead at your feet. **Award yourself 100 APs.** You quickly search their bodies and find a pouch with 10 gold. You may also take any weapons if needed: Pulum (5d6) or Scimitar (4d6). Since the job has been compromised, what would you like to do next?

*Do you wish to...*

Keep the jeweled dagger, **go to 13c**

Return it to Clay and Dink, **go to 17d**

**10c** You step back to see what happens next. The Ruffian drops his dirk and falls to his knees. "Pleease...don't kill me...I was mistaken..."

The old man takes a second look towards you before his dagger strikes again, piercing the Ruffian in the heart and ending his life. "That is how we deal with vermin! Those that prey on the weak and defenseless should be given no quarter." **Go to 57b**



**11a** The main street of the city is crowded with most of the new arrivals pushing deeper to where the festival's activities will kick off, at the city center.

*What character type are you?*

If you are a Rogue, **go to 12a**

If you are a Warrior, **go to 13a**

For any other type, **go to 14a**

**11b** There is a fork in the road and the crowd does not seem to be choosing one direction over the other. Most seem quite content to go in either direction to get to the City Centre.

*Which direction do you decide to go?*

Head to the North, **go to 45a**

Head to the South, **go to 39a**



**11c** You curse your luck when you realize that one of your coin pouches is missing from your pack. Thieves abound in most cities and you make a note to be more vigilante when you get to Baru-Kesh. Reduce the amount of coins you have by 25%. Confident that nothing else is missing, you settle back in your seat and try to relax for the final few hours of your journey. **Go to 31a**

**11d** The Detect Magic spell softly illuminates the dagger on the wall. No other weapons that are displayed are magical, but you see a soft magical glow emanating from behind the sabres and the shield. You suspect that some form of magical protection is in place on these items, but not on the dagger.

**Go back to 43a**

**11e** "Well done friend...I think that we have made the right decision in choosing you. You did not hesitate to do what needed to be done with vermin." **Go to 57b**

**12a** You are a *Rogue* and thus, you have the ability to cast spells. There may be a time in the adventure where you will have the opportunity to cast a spell. In this situation, a specific spell will be mentioned. If it is a spell you have learned, then follow the instructions and the path if you decide to cast that spell at that time. You should also have the Roguery talent which can be used with any saving roll involving Intelligence, Luck, or Charisma. If by chance you do not have this, add it to your character sheet and roll a d6 to determine your modifier.

The streets are already flooded with all manner of citizenry. During the festival, all seem to forget their petty differences and plights and genuinely try to enjoy one week where all such things can be set aside. The crowd seems to have a mind of its own and you are quickly swept in the tide as it moves towards the central plaza. There, the festival kicks off with the amazing 'Fumatorio' display, where the city's wizards put on a visual display of spell craft that must be seen to be believed, or so you have heard. **Go to 72c**

**12b** After drinking the potion, Drake looks down at himself and sighs with heavy frustration. Whatever he thought would happen after drinking the libation did not occur. "Son of a ..." he says, frantically trying to find another bottle in his cloak. You grab him by his collar, your weapon now drawn and pointed at him menacingly. "Give me your money and I spare your pitiful life - Now!"

Drake pulls out a bag and lets it drop to the ground. There are 10 gold pieces in the pouch plus any gold you gave him if you purchased any potions. His case full of potions remains clutched in his other hand.

"All right then friend...you can let me go," the alchemist says to you with some trepidation. "You have my money, please leave me with the rest of my wares, I beg you."

*What do you do?*

Attack Drake, **go to 35a**

Let Drake go, **go to 25b**

**13a** You are a **Warrior** and have trained for most of your life in the art of warfare and weapons. Make sure that any armor you are wearing has double the value of 'Hits' that can be absorbed, a special ability of all warriors. Also, be sure to include your level as an additional bonus in your combat adds.

The streets are already flooded with all manner of citizenry. During the festival, all seem to forget their petty differences and plights and genuinely try to enjoy one week where all that can be set aside. The crowd seems to have a mind of its own and you are quickly swept in the tide as it moves towards the central plaza. There, the festival kicks off with the amazing 'Fumatorio' display, where the city's wizards put on a visual display of spell craft that must be seen to be believed, or so you have heard. **Go to 72c**

**13b** "What is the meaning of this?", you ask.

"Is this the one?" the brute to your right asks the robed man.

"It must be the one!" the brute to your left says.

In a sinewy and nasally voice, the robed man replies "This is most definitely the one we seek." He continues to look you over, his thumb and index finger curling the tip of his moustache. Incredulously, you return the glare of the robed man.

"What have I done?" you ask.

"You have brought this on yourself. You were told not to be here!" he replies.

**Go to 19a**

**13c** You decide there is no honor among thieves and the jeweled dagger will be payment for your efforts. Add 'Jeweled Dagger' to your character sheet. It is indeed a well crafted but otherwise normal Dirk (2+1) and is worth 200 gold if sold to a jeweler or other merchant.

As the pyrotechnics in the sky begin to ebb, you decide to check out the other major event of the day - "The Minos Encierro", or "Bull Run". **Go to 38c**

**14a** The streets are already flooded with all manner of citizenry. During the festival, all seem to forget their petty differences and plights and genuinely try to enjoy one week where all that can be set aside. The crowd seems to have a mind of its own and you quickly swept in the tide as it moves towards the central plaza. The festival will start with the amazing 'Fumatorio' display, where the city's wizards put on a visual display of spell craft that must be seen to be believed, or so you have heard.

Perhaps being a bit distracted by the energy and chaos of the scene, you do not notice the two large men wearing city colors walking behind you. Each one grabs you by an arm and they pull you through the crowd to an adjacent alley. Wordlessly they shove you against a wall and hold you steady. A man in a long robe with a wire moustache approaches you from the shadows and looks you over, staring intently into your eyes.

*Do you...*

Try to break away from your captors, **go to 7c**

Ask your captors what this is all about, **go to 13b**

**14b** With a final swing of your weapon, the thug suffers a mortal blow dropping him heavily to the ground. You quickly move away from the scene down the other end of the alley as onlookers that flooded into the alley to watch the melee now begin to loot the corpse.

You curse Hazan's treachery under your breath, but also feel a tinge of satisfaction to have the last laugh. **Take 100 APs** for your experience with the Jaded Jeweler. You then return to the crowd on the main street. **Go to 11a**

**14c** If you are playing kindred that is more than 8 feet tall, smaller than a Hobb, or has wings, you will not be allowed to enter the Minos Encierro (**go to 62c**). Otherwise, you pay the 50 gold to the attendant. He tells you that you cannot use magic or missile weapons on the course (the path through the streets on the way to the arena). He wishes you luck and points you towards the corral where you hand over your entry registration and walk into the pen.

**Go to 43b**



**15a** You attempt to forcefully shrug off your captors. You elbow one in the stomach. He responds with a painful grunt and you break free from his hold. The other brute's grip tightens as he spins you around and responds with a sharp blow to your throat. Gasping for air, you are again thrown against the wall. You slide down the wall to the ground. Reduce your CON by 2 points.

The robed man steps forward and looks down at you. In a sinewy and nasally voice, the robed man says, "This is most definitely the one we seek." He looks you over, his thumb and index finger curling the tip of his moustache.

"What have I done?" you ask.

"You have brought this on yourself. You were told not to be here!" he replies.

**Go to 19a**

**15b** A heavy hand lands on your shoulder and pushes you out of the crowd and towards an alley. You are thrown against a wall in the alley and you turn to face one of Hazan's bodyguards. His falchion is in his hand and pointed towards you. "Your money and the brooch, now!"

*You may either...*

Hand over your money and brooch to the Bodyguard, **go to 33a**

Attack the Bodyguard, **go to 34a**

**15c** You raise your arms and drop your weapons to the ground. The dwarf immediately ceases his attack and points at you, motioning for you to drop something else to the ground. You retrieve the Jeweled Dagger and toss it to the ground in front of him. Keeping one eye on you and one arm ready to throw an axe at you, he picks up the dagger and places it in his belt. Without a word, he backs away from you and disappears into the crowd. **Take 50 APs** for surviving the fight with Dink.

*What do you want to do?*

Check out the Minos Encierro, **go to 61c**

Call it a day and get some rest, **go to 34b**

**16a** You are fighting two Baru-Kesh Guardsman. They will fight you one at a time. Be sure to roll damage for both yourself and your opponent. If you reduce one to zero CON, the second will step forward to fight you the next combat turn. *If you are a rogue, you have time to cast one spell as the guards approach (go to 49d).* Otherwise, proceed with the first combat turn.

Baru-Kesh Guardsman #1

Melee Attack: Pilum (5d6 + 22)

Armor: Heavy Cloth (2 Hits)

CON: 22

Baru-Kesh Guardsman #2

Melee Attack: Pilum (5d6 + 22)

Armor: Heavy Cloth (2 Hits)

CON: 22

If you reduce both guards CON to zero, **go to 10b**

If you are reduced to zero CON, **go to 53a**

You may surrender after completing any combat turn, **go to 62b**

**16b** You sprint forward and are able to distance yourself from a good number of other participants. The roars you hear behind you indicate that the minotaurs are now on the course as well. **Go to 49e**

**16c** You elbow one of your captors in the stomach and simultaneously stomp on the other's sandaled foot. Both loosen their hold allowing you to break free. With the crowds as large as they are, it is not hard for you to lose your pursuers and make your way out the gates of the city. **Award yourself 100 APs for your slippery escape.**

***THE END.** Please try again with a Rogue or Warrior character.*

**16d** A long straightaway stretches out ahead of you in the shadow of the Grand Arena; the finish line is not too far away. You push your body hard, muscles beginning to ache and burn.

*Make a Level 1 Saving Roll versus CON*

If you are successful, **go to 70a**

If you are unsuccessful, **go to 39c**

**17a** You deftly sidestep the rush of people to the front of the corral and work your way back to the middle of the corral. **Go to 71a**

**17b** You pull of the stopper on the glass vial you got from Drake and force down the sweet tasting confection.

*Make a Level 3 Saving Roll versus LK*

If you are successful, **go to 42c**

If you are unsuccessful, **go to 51b**



**17c** The merchant hands you a Bloodstone brooch in the shape of a beetle. You clip the brooch to your chest and feel a slight surge of energy from the magic in the brooch. Add the following to your character sheet: Bloodstone Beetle Brooch (+3 SPD). Add 3 to your SPD attribute when wearing the brooch.

**Go back to 41b**

**17d** The pyrotechnics in the sky begin to ebb as you find the tavern called the 'The Tack and Spur'. You find Feldon sitting in a corner alone where he said he would be. As you approach you feel a presence behind you. Looking over your shoulder, you see the silent dwarf named Dink walk past you and sit next to his partner. He leans over and whispers something in Feldon Clay's ear.

"Not your day today eh?"

"Unfortunately, it was not", you reply, pulling out the dagger and setting it on the table in front of the pair.

He nods and places the dagger back in the folds of his robe. "If you are ever around these parts again, looks us up. We would be happy to work with you again. A trustworthy thief is truly a rare find."

**Award yourself 100 APs.** On your character sheet, write down "Contacts: Clay and Dink". They will offer to buy you a drink, but you tell them it will have to wait for another time. You are off to check out the "Minos Encierro". **Go to 61c**

**18a** You attempt to forcefully shrug off your captors. The brutes strengthen their hold on you, anticipating such a move.

The robed man steps forward and looks at you. In a sinewy and nasally voice, the robed man says, "This is most definitely the one we seek." He continues to look you over, his thumb and index finger curling the tip of his moustache.

"What have I done?" you ask.

"You have brought this on yourself. You were told not to be here!" he replies.

**Go to 19a**

**18b** You drag the thug's lifeless body deeper into the alley and stash it behind some debris. If you have need of his large Falchion (4d6+4) or Heavy Cloth armor (1 Hit), you may claim them as your own. You also find a well crafted golden ear ring that could be sold to most any merchant for 25 gold.

You curse Hazan's treachery under your breath, but also feel a tinge of satisfaction to have the last laugh. **Take 100 APs** for your experience with the Jaded Jeweler. You then return to the crowd on the main street. **Go to 11a**

**18c** With one last chop from his axe, your legs are knocked out from under you and land heavily on your back, grasping for breath. Dink kicks your weapons away from you and then retrieves the Jeweled Dagger (remove it from your character sheet). As you struggle to regain your senses, you see his arm raise for one final blow. **Go to 38a**

**18d** After a few hours, you are removed from the cell and brought in front of a man identified as Zeeks. All of your belongings have been placed on his desk. He sorts through your belongings and removes the Jeweled Dagger (remove it from your character sheet).

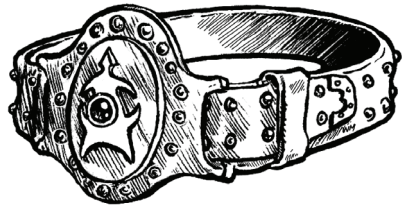
"Consider this payment for your release", Zeeks says. "You may take the rest of your belongings and leave my city." **You may take an additional 100 APs** for surviving your Day in Baru-Kesh. **Go to 47a**



**19a** From the folds of his robes, the man produces what looks like a small knife with a very thin blade. He presses the tip of the instrument against your skin and puts his thumb on its pommel end. The handle begins to compress and you feel a painful jab on your arm as the tip of the blade breaks your skin. You can feel a stinging liquid entering your blood stream.

"Oh, this will hurt a bit," he sneers. Pain washes over your body. You find you are unable to move and cannot even close your eyes. "You will find this spider venom is pretty harsh. It is a favorite of mine indeed, but the effects will wear off in time."

In your narrow view of the world, eyes locked tight on the robed man, you see him reach again into the folds and produce a black leather collar. He places it over your head and down to your neck. Incredibly, you can feel the collar begin to tighten and it almost seems to have bonded with your skin. The robed man takes a step back and looks you over once more, contorting his face as if he just smelled something rancid.



"I definitely do not want you staring at me for the rest of the morning," he says. "Otto, make it stop staring at me!" Another sharp pain jolts your body, this time on the back of your head. **Go to 20a**

**19b** The merchant hands you an emerald spider brooch. You clip the brooch to your chest and feel a slight surge of energy from the magic in the brooch. Add the following to your character sheet: **Emerald Spider Brooch (+3 STR)**. Add 3 to your STR attribute when wearing the brooch.

**Go back to 41b**

**19c** You are not quite quick enough to split the gap, catching a right hook to the head from one of the minotaurs. Take 5 damage to your CON (if this reduces you to zero CON, **go to 41c**). Having the monsters attention, you must now fight him. **Go to 72a**

**20a** First there was pain. Then darkness. Now, you are hit with cold and wet. And loud. it is incredibly loud right now. You are in a corral with 30-40 other men and women. Standing over you is a man with a now empty water bucket.

"It's starting soon...you don't want to be trampled, do ya?" Getting to your feet, you notice that you still have all your equipment and weapons. There is a puncture wound on your arm that has begun to congeal and still radiates some pain, so you know this was not a dream. The knot on your head also confirms that notion. A leather collar has been attached to your neck. There does not seem to be any buckle or clasp that would allow you to remove it. You try to clear your head and figure out what has brought you here.

"2 Minutes!" someone outside the corral yells. The crowd is getting louder now. If you are a wizard, a paragon, or a specialist, you no longer remember any of the spells you once knew. You still have your talents and your combat adds, but you have no ability to cast spells if that was once possible. When there is reference to being able to cast a spell, you are now considered to be a warrior in the sense that you have no spell ability.

"1 Minute!" again the cry is heard over the noise and confusion. The crowd is getting worked up into a frenzy and even louder. From outside the corral, flower pedals are being thrown from the crowd, cascading over everyone in the corral with you. You realize that you are in the middle of the crowded corral. The walls are about 15 feet high with no room to try to crawl through to get out. There is room for you to work your way towards the front or the back of the enclosure. Likewise, it looks like you could try to climb out by going over the wall.

*What do you do?*

Make your way to the front, **go to 22a**

Make your way to the back, **go to 9b**

**20b** For surviving the 'Unlucky Bees', your LK attribute increases by 1 permanently. You decide to switch the daggers as was the original plan and get out of the house while you still have time. **Go to 55a**

**21a** As the massive crowd surges forward in the pen, you catch an elbow to the head and are knocked a bit off balance. Reduce your CON by 1 point. If this reduces your CON to zero, **go to 54a**. Otherwise, **go to 71a**.

**21b** As you approach the half-uruk, he makes eye contact with you and beckons you over to him.



"You there! What do you say? Would you like to test your mettle today? These foul lizard men have been captured and sentenced to death for their indecent crimes. Did you know they eat people like you and me?"

Glancing over to the cages, many of the creatures appear to be in a sorry state already. Some carry untended wounds from either their capture or likely a previous fight in this pit. Most are about five to six feet tall having scales covering most of their bodies.

"It will cost you 5 gold and if you defeat your opponent, you will earn 50 back. Don't worry, we have healers available if one of these slags get the better of you, for some more gold of course. How about it?"

If you have 5 gold and want to fight, **go to 56a**  
Otherwise, you continue on your way, **go to 11b**

**22a** It proves to be quite difficult to make your way to the front as this seems to be where everyone else also wants to be. You get a better look at your surroundings and notice there is a gate at the front of the corral. A few men stand on either side of the gate ready to pull on the ropes that will force the gate open.

"30 Seconds!" another shout from the crowd. Oddly enough, you notice a few others are also wearing a leather collar like yours, but clearly not the majority. Your head is swimming, trying to comprehend what has happened to you. Why are you here? What have you done?

Suddenly, the crowd in the pen all rush forward, seemingly trying to anticipate the exact moment the gates will be flung open.

*Make a Level 1 Saving Roll versus DEX*

If you are successful, **go to 17a**

If you are unsuccessful, **go to 21a**

**22b** The merchant hands you a Sapphire brooch in the shape of a ladybug. You clip the brooch to your chest and feel a slight surge of energy from the magic in the brooch. Add the following to your character sheet: Sapphire Ladybug Brooch (+3 LK). Add 3 to your LK attribute when wearing the brooch.

**Go back to 41b**

**22c** You decide to end this quest as luck has not been on your side. You retreat back to the wall and hide as a guard makes his way across the back of the estate. You may attack the guard hoping that he has a key to get into the estate (**go to 58c**), or you can scamper back over the wall before being noticed (**go to 66b**).

**22d** The crowd in the pen have rushed the gate before it actually opens. *Make a Level 1 Saving Roll versus DEX* to avoid the crush. If you are unsuccessful, take 1-3 damage to your CON. If this reduces you to zero CON, **go to 55b**. Otherwise, go to **71b**

**23a** You double check your pack to make sure you did not leave anything behind. Cities are full of thieves and you have a sneaky suspicion that you may not have been as careful in the streets as you could have been. All seems present and accounted for with the exception of a small package wrapped in paper and string that you did not previously have. You look across the coach to the seat opposite you. The older couple sitting there are silently asleep. You gingerly unwrap the parcel and reveal an iron ring with an engraved skull in its center. It was no accident that this item has ended up in your pack, but for what reason?



If you decide to keep ring, list it on your character sheet as '**Skull Ring - 64c**'. If at anytime you decide to put the ring on your finger, make a note of the page you are currently on and turn to the paragraph mentioned. After reading that passage, you may then return to where you left off in the adventure. You may also simply wrap the ring back up in the paper and toss it out the window. **Go to 31a**

**23b** With your hand on your weapon, you say "I think it is best to leave your case with me and all your money!"

With lightning fast reflexes, the alchemist pulls a bottle out of his tunic pocket and flips the cork stopper off with his thumb, guzzling down the slimy green colored contents.

*Make a Level 2 Saving Roll versus LK*

If you are successful, **go to 12b**

If you are unsuccessful, **go to 29a**

**23c** A perplexed expression covers the man's face as he turns and disappears back into crowded street. Award yourself **50 APs** for your quick thinking. You also return to the street, but decide to go in the opposite direction of Hazan's thug. **Go to 11a**

**24a** You deftly evade the arm of a large man behind you that had tried to grab you. You duck into a nearby alley and turn to see if anyone is following you. Emerging from the crowd is one of Hazan's bodyguards. His hand is on his falchion and he has seen you, coming to meet you in the alley.

You now have time to do one of the following:

Drink a potion (**do it now if you have one**)

Cast a spell that affects only you, **go to 29c**

Attempt a missile attack as he approaches, **go to 61b**

Or prepare to cast offensive spell, **continue on...**

"Make it easy on yourself. Give me the brooch and all your money, and you will live!" he declares as he enters the alley.

If you are able to, you may cast any one of the following spells at the bodyguard. Make sure you have enough WIZ to cast the spell and only if you did not make a previous action above.

Take That You Fiend! (1st - 6 WIZ Cost), **go to 25a**

Oh Go Away! (1st - 5 WIZ Cost), **go to 28a**

Hold That Pose (1st - 4 WIZ Cost), **go to 32a**

*Otherwise, you may either...*

Hand over your money and brooch, **go to 33a**

Attack the Large Bodyguard, **go to 34a**

**24b** Before making your way towards the door, you pause to see if there are any guard patrols. A few minutes of observation could be the difference between success and capture. Sure enough, a single guard comes around the corner of the main building on what can only be a routine path. He pauses at the door to ensure that it is locked and then proceeds across the remainder of the building and then rounds the corner in the opposite direction.

Confident that you have a bit of time before the guard completes his circuit again, you advance on the locked door. On the way you pull out your lockpicks and confidently pick the lock (**Take 20 APs**). **Go to 43a**

**25a** Check "Kremm Resistance" before casting the spell. Make a note of this chapter and **go to 35b**.

"Take That You Fiend!" you cry while motioning your arms towards your foe.

*Make a Level 1 Saving Roll versus INT*

If you are successful, **go to 51c**

If you are unsuccessful, your spell fails and you must fight, **go to 34a**

**25b** You shove the alchemist away from you, his body slamming heavily into the wall of the alley. He makes no move to run or retaliate.

"Pleasure doing business with you!" you say with a sly smile. **Take 100 APs** for your new reputation as a thug and thief., but at least you are not a murderer. You stride past the broken man and return to the crowd traveling into the city.

**Go to 11a**

**25c** You roll with the impact propelling you away from the crowd then pivot and turn to face whoever it is that attacked you. **Go to 52a**

**25d** The night is a long one for you. You are removed from the common cell and taken to a lower level of the guard post. In a small windowless room, you are beaten and stripped of all your clothes. You are repeatedly threatened that you will be killed for what you did, murdering one of their own.

After a few days of more beatings, little sleep, and barely any food, you are visited by a man named Zeeks. He tells you that the guard you assaulted did not die after all and today was your lucky day. Your clothes are returned to you along with most of your belongings. All money as well as any magical items you had on you at the time of your capture are now gone (remove them from your character sheet).

You are escorted to the gates of the city and told to never return. **Take 200 APs** for surviving your Day in Baru-Kesh. **Go to 47a**

**26a** The young man smiles at you, revealing a perfect set of white teeth. Most local men in the city wear long robes with sandals and turbans, have a darker skin tone, and will more often than not have long beards. This man is fair skinned with short brown hair and dressed in delving attire. He beckons you to follow him and you both progress through the crowd and into the city. He leads you off to a side alley and grabs a small crate sitting on the ground placing it between the two of you. With a quick and deft motion, he slings the leather case up and onto the case, turning it in midair and flipping the clasp to open it. In front of you is a wide variety of small glass vials filled with various colored liquids.

"My name is Drake and I sell the best potions in the city at the best price." The following are the potions Drake has available for sale:



Healing

30 gold - Heals (1d6 + 6) Hits of CON

Mana

20 gold - Regenerates (2d6 + 6) points of WIZ

Precision

40 gold - Add (1d6 + 6) combat adds for 5 combat turns

You may buy up to 3 of each potion if you have money to do so. Drake is not open to any haggling because he will assert his wares are already at their lowest possible prices. Label each potion purchased with '**Drake - 17b**' in parentheses. This is the chapter to refer to whenever you decide to drink one of these potions. Once you have concluded your transaction with Drake, he will pack up his case and bow, thanking you for your patronage or consideration if you decided not to purchase anything. He says you can find him in the bazaar if you ever need anything else.

*Do you...*

Thank the merchant and return to the main street, **go to 11a**

Decide to threaten Drake and take his entire case, **go to 23b**





**28a** Check "Kremm Resistance" before casting the spell. Make a note of this chapter and **go to 35b**

"Oh Go Away!" you state firmly while motioning with your hand as if you were swatting a fly.

*Make a Level 1 Saving Roll versus INT*

If you are successful, **go to 55d**

If you are unsuccessful, your spell fails and you must fight, **go to 34a**

**28b** You ready yourself in the pit, going through some of your training motions and limbering up for the challenge. Another lizard man is prodded into the pit. This creature is a bit smaller than the others and does not show too many scars or cuts from events leading to its capture. His bind are cut and he is handed the same spear as his defeated compatriot. He then starts to look around the pit, seemingly more concerned about his surroundings than the fact that you are standing opposite him with your weapons ready.

As you tentatively approach, the lizard man's head quickly lurches forward and spits forth a gooey missile towards you. *Do you have a shield equipped?* If yes, **go to 68b**. If not, you try to evade the revolting missile.

*Make a Level 2 SR versus SPD*

If you are successful, **go to 37b**

If you are unsuccessful, **go to 64a**

**28c** After covering the distance from the wall to the door, a quick check reveals it is locked. If you are a rogue and able to cast "Knock Knock" spell, **go to 49b**. Otherwise, you can attempt to pick the lock with your lockpicks.

*Make a Level 1 Saving Roll versus DEX*

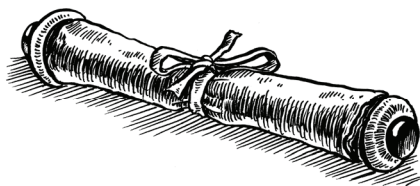
If you are successful, **go to 43a**

If you are unsuccessful, **go to 53b**

If you suffer a critical failure, **go to 35c**

**29a** The young alchemist disappears after downing the potion. You see footsteps running away in the sand in front of you and heading back out the alleyway into the crowded city street. Make a note on your character sheet that you now have a negative relationship with Drake the Alchemist and he will refuse to do business with you if you encounter him in the future. **Award yourself 50 APs** for your first step towards a life of crime and thuggish behavior. Leaving the alleyway, **go to 11a**.

**29b** The Minotaur's charge is slowed as you shout "Glue You!" He does not attack in the first round and every odd round after due to the effects of the spell. Be sure to continue to apply any damage reduction from his armor in these rounds. With a smile, you wade into combat knowing for your first attack, he is at your mercy. **Go to 72a**



**29c** You can cast any of the following spells if you have them on your character sheet: Vorpel Blade (1st - 5 WIZ Cost), Little Feets (2nd - 8 WIZ Cost) or Poor Baby (2nd - 2 WIZ per CON healed).

Be sure to make the appropriate Level Saving Roll versus INT to determine if the spell was successfully cast to apply the effect. You only have time to attempt one spell. Regardless of your casting success, be sure to deduct the points from your WIZ attribute. If you choose not to cast one of these spells (or do not know any of these), you may still take another action (drink a potion or attempt a missile attack). **Go back to 24a to continue the previous paragraph.**

**29d** Another in the pen hands you a glass vial and tells you to drink; it will make you faster. Sure enough, the potion is genuine and will temporarily (for the duration of the run) increase your SPD by 5 points. Be sure to make a temporary adjustment to your combat adds as well. **Go to 71b**

**30a** You reach the merchant's stall. His name is Hazan and he is known for selling finely crafted magical jewelry. He sees you approaching and smiles broadly. Behind him are his ever present bodyguards, two burly men equipped with large falchions and rather nasty dispositions. "Ah my friend, you have come to pick up your brooch. It is an exquisite piece, eh? I know you will be very satisfied!"

He reaches into his robes and pulls out a jeweled brooch. Inset with multiple topaz jewels, it is accentuated with a pair of wings. When worn, it is expected to make you more dexterous; your Dexterity attribute will increase by 3 points. Be sure to adjust your combat adds to reflect this increase when applicable.



Add the following to your character sheet: Winged Topaz Brooch (+3 DEX).

You put the brooch on and you do indeed feel a surge of magical energy coursing through your body. "Thank you Hazan! It was a pleasure to do business with you."

"The pleasure is always mine," he says, bowing to you with a flourish as you depart.

You join the crowd as it snakes its way through the streets towards the city center. The mass of people moving through the street is quite dense and bodies are pressed fairly close together. Your instincts are sharp and you feel a presence behind you that does not seem quite right.

*Make a Level 1 Saving Roll versus SPD*

If you are successful, **go to 24a**

If you are unsuccessful, **go to 15b**

**30b** *Do you own the Skull Ring and are you wearing it?*

If yes, **go to 58a**

If no, **go to 42a**

**31a** The great city of Baru-Kesh appears over the horizon. As you approach, you notice that there is a huge line of carts and crowds of people queued, waiting to gain entrance. First class does have its privileges and your carriage drives beyond the main gate to a side entrance. Your driver is waved through and you are now within the walls of the city. **Go to 11a**

**31b** When the target of your spell has a WIZ rating that is greater than your own, the spell when cast will not be successful. This is called Kremm Resistance, a natural resistance every creature potentially has against casted magic. The caster will get a 'Bad Feeling' prior to casting the spell to warn of this resistance. This allows for the caster to not expend the WIZ points knowing the spell will fail. The spell could still be cast if desired - this would reduce the target's WIZ rating by the amount of WIZ expended by the caster.

**Go back to your previous chapter**

**31c** You fall to the ground, a piercing pain in your side where the dirk found its mark. Everything fades to black, a sleep that you do not think you will be waking from. Surprisingly, you do awaken - the old man you had tried to save has just finished casting a spell on you. The bodies of both your opponents now lay dead around you.

"Thanks for the effort mate, but I can take care of myself." He winks at you before he deftly jumps away from you and then into the shadows. You have been healed to your full CON value. **Take 100 APs** for your righteous efforts. The Ruffians' two dirks (Dam: 2+1) are laying on the ground if you in need of any additional weapons. None of your possessions are otherwise missing.

**Go to 42a**

**31d** You approach the booth and state that you want to participate. If you are originally from the city of Baru-Kesh, there is no entry fee, Otherwise, it will cost you 50 gold to enter. *The event is about to start, so what do you want to do?*

Pay the 50 gold and enter the event, **go to 14c**

Find a spot along the course to watch, **go to 62c**

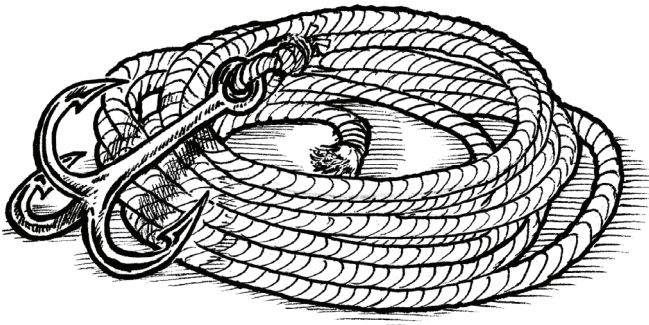
**32a** Check "Kremm Resistance" before casting the spell. Make a note of this chapter and **go to 35b**

"Hold That Pose!" you state firmly while pointing at the large man.

*Make a Level 1 Saving Roll versus INT*

If you are successful, **go to 64b**

If you are unsuccessful, your spell fails and you must fight, **go to 34a**



**32b** The wall around the estate compound is 20 feet high. It is made of stone and has enough texture to be able to climb without aid of a rope and grappling hook. Almost on cue, the skies explode with light and sound as the pyrotechnic display for the city begins; moans of pleasure from the crowds adding to the commotion and the distraction.

Attempting to scale the wall requires a *Level 2 Saving Roll versus STR* (be sure to use any Climbing talent or the Roguery talent if applicable). If you have a grappling hook and rope and would like to use it, it would require a *Level 1 Saving Roll versus DEX* to set the hook successfully followed by a *Level 1 Saving Roll versus STR* to complete the climb. Any attempt may be retried once.

*You approach the wall and make your attempt...*

If you are successful, **go to 36c**

If you are unsuccessful, **go to 39b**

**33a** "Nothing funny now, just let me have the brooch and your money and I let you live!"

Reluctantly, you remove the brooch and set it in his outstretched and open palm. You also grab a pouch of money from a pocket and offer it to him. "Now let me go, you have taken all I got!"

He loosens his grip and shoves you aside. Still pointing his falchion at you. "Hazan would like to tell you it is always a pleasure to do business with you. Now be gone!"

You both back away from each other. The large man sheathes his weapon and disappears into the crowd. You curse your luck, but things are not all that bad. The fool believed that you gave him all your money. Subtract 10 gold from your character sheet and **award yourself 50 AP** for the lesson learned about the Jaded Jeweler. (Unless you only had 10 gold or less, in which case you have lost all your money.) Also, be sure to remove the brooch from you character sheet and readjust your statistics if you were wearing it. Leaving the alleyway, you return to the crowd traveling into the city. **Go to 11a**

**33b** You retrieve the dagger and toss it to the ground in front of the dwarf. He nods to you and picks up the dagger, placing it in his belt. Without another word, he turns and disappears into the crowd.

*What do you want to do?*

Check out the Minos Encierro, **go to 61c**

Call it a day and get some rest, **go to 34b**

**33c** You are unable to separate yourself from the main pack at the starting line. From behind you hear the roar of the minotaurs as they are released from their confinement. You skirt the edge of the course along the wall to get around the traffic but someone has grabbed you through the wall. *Make a Level 1 Saving Roll* to try to break away from the hooligan's grasp. If you are successful, you break free and move further down the course (**go to 49e**). If you are unsuccessful, **go to 58d**.

**34a** You are fighting the Large Bodyguard. Be sure to roll for yourself and for the bodyguard, comparing the totals after adding combat adds and applying any damage (including spite when applicable) to CON values.

Large Bodyguard/Thug

Melee Attack: Falchion (4d6 + 26)

Armor: Heavy cloth (2 Hits)

CON: 25

If after first 3 combat turns there is no victor, **go to 36a**

If you reduce his CON to zero, **go to 14b**

If you are reduced to zero CON, **go to 36b**

You can always surrender after any turn, **go to 33a**

**34b** You are drained and ready to relax after a full day of exploring Baru-Kesh. You have survived and if you have at least 5 gold, you can find a nice room and a hot meal (**regain 4 CON and all WIZ**). For another 3 gold, you will be able to get a hot bath brought to your room (**regain an additional 2 CON**). If you do not have enough gold for either of these options, you can find a nice enough spot in an alley rest your weary bones (**regain 2 CON and all WIZ**).

However you end your day, you can hear the cries of joy, the screams of pain, and the roar of the minotaurs as the "Minos Encierro" unfolds during the evening. This ends your Day in Baru-Kesh. **Take 100 APs.**



If you like, you may participate in the "Minos Encierro" on the next evening. During the day, you may head to the bazaar and buy any basic equipment or sell anything based on the prices listed in the T&T rulebook or the value listed on your character sheet. For the evening's festivities, **Go to 61c.**



**35a** Your eyes narrow as you look at the alchemist one last time before you swipe your weapon across his throat. His eyes bulge in surprise and anguish as his lifeblood quickly sprays and empties from the gash. You casually thrust his body against a wall as he frantically but hopelessly tries to stop the flow. In short order, his lifeless body now lays in front of you in a rapidly expanding pool of blood.

*Make a Level 2 Saving Roll versus LK*

If you are successful, **go to 61a**

If you are unsuccessful, **go to 57a**

If you suffer a critical failure, **go to 70b**

**35b** Your target's WIZ rating is a 10. If your current WIZ attribute is less than 10, then you get a bad feeling about casting your spell. Make a note of this chapter and **go to 31b** for more information.

If his Kremm Resistance has prevented you from casting your spell to full affect, your brief hesitation has allowed him to advance on you with weapon in hand. You may yet surrender as he originally requested (**go to 33a**) or brandish your melee weapon and prepare to attack (**go to 34a**). If you are able to cast your spell to its full affect, return to the previous chapter to continue your encounter.

**35c** The door does not budge. You look to your right and see one of the estate's private guards pulling his sabre and rushing towards you. You must fight the Estate Guard. **Go to 58c**

**35d** You take one last swing, killing the second of the two Ruffians that you had challenged. You glance to the area where you had last seen the old man, but he is now gone. You are happy that the old man has been spared any further harsh treatment from these brutes, even if he was not willing to stick around to thank you for your righteousness. **Take 200 APs** for your actions. The Ruffians have no other possessions other than their two dirks (Dam: 2+1) if you are in need of one or both, you can take them. **Go to 42a.**

**36a** Your altercation has drawn a few onlookers. They begin to press into the alley and have distracted the thug for a moment. If you choose, you can attempt to break away from the melee and make a run for it.

*If so, Make a Level 1 Saving Roll versus INT*

If you are successful, **go to 69a**

If you are unsuccessful or would just like to continue the fight,  
**go back to 34a**

**36b** You realize too late that this is a fight you should not have taken on. Unable to stop a powerful two handed overhead swing that cuts deeply into your back, your breath is knocked from you as the downward thrust rips through flesh and muscle. You fall to your knees, the weapons in your hands meekly falling to the ground. The man retrieves the brooch from your body and with no further word, his arm raises for one final thrust. You close your eyes and think of your first love before darkness engulfs you. **THE END**



**36c** You reach the top of the wall and pause to take a quick look around. Sure enough, the estate's residents are still on the roof of the 3 story structure enraptured by the stunning display in the sky. You see no guards so you lower yourself to the ground.

You see the rear entrance to the main building ahead of you, about 50 feet across the ground and you see no guards in this area of the estate.

*Make a Level 2 Saving Roll versus INT*

If you are successful, **go to 24b**

If you are unsuccessful, **go to 28c**

**37a** You approach the man; a human and not a native of the region. He has a pronounced mustache and is wearing a long cloak with a hood.



"Well met my friend. I have an offer for you. As you can see, I am currently not in any condition to handle the task that needs to be done." He opens up his cloak to reveal his left arm which is in a sling.

"And what will make this so much worth my time?" you ask.

The man produces a very fancy, jeweled dagger from the folds of his cloak. "As you may or may not know, the 'Fuminatorio' will be starting soon, the amazing spell fire show that will be lighting up the skies. The entire city will be watching, from the city center to the roofs of all the buildings."

"This dagger," he continues, "is a copy...a very excellent copy of one that currently resides in a wealthy man's private collection. A good burglar should be able to make his way into the home while the city is distracted by the exploding sky and make the switch. Before anyone will have noticed, we will have moved the genuine artifact to my contact and enjoying our profits."

"And how do I know I can trust you?" you ask.

"You will have my copy which I assure you is worth a fair amount on its own. You will also have the original if you are successful, but finding a buyer for such an item may be difficult without me. Alas, my time is short and I need a partner. What do you say, 300 gold if you bring me back the original?"

If you agree to this deal, **go to 48a**

If you decline and continue on your way, **go to 42a**

**37b** You deftly reposition your body so that the spittle flies harmlessly by you. The lizard man has taken this moment to close the gap between you and press his attack with the spear. **Go to 42b**

**38a** You awaken to a stabbing pain in your abdomen. Your eyes flitter open and you notice the bright morning sky above you is moving. The wagon you are in is slowly plodding its way down a cobbled street. Around you are dead bodies. The smell emanating from them clearing your head much quicker than the pounding pain from your wounds.

The driver is whistling softly and does not seem to notice as you crawl over the other bodies to rear of the carriage. Rolling over the edge, you land awkwardly and heavily, but quickly summon your remaining strength to crawl to the tree line and hide yourself in the canopy of the woods. You have lost your weapons and all your possessions, but you still have your life. **Take 200 APs** as you recover your strength and hide out for a bit before moving on to your next adventure. **Go to 47a**

**38b** You approach the thug who is still oblivious to you. You pull out your weapon and decide where you will focus your attack. You think to yourself that this man would probably have no qualm against killing you if you given the opportunity.

*You ponder your next move*

Attack the distracted thug, **go to 72b**

Let the thug live, **go to 8b**

**38c** You make your way through the crowd towards the area of the city where the “Minos Encierro” will be taking place. Ahead you can see two large pens. The horned heads of multiple minotaurs can be seen even from this distance in the rear pen.

Momentarily distracted by the spectacle, someone grabs you and forces you into a side street branching off of the main road.

*Make a Level 2 Saving Roll versus SPD*

If you are successful, **go to 25c**

If you are unsuccessful, **go to 44b**

**39a** The main thoroughfare from the East Gate breaks to the south around the bazaar. Once around the its southern edge, the road then heads back towards the east and the center of the city. This road runs along the edge of the more affluent residential neighborhoods. Larger estates are bordered by ten foot stone walls. Further south you would find the larger the estates of the most wealthy citizens, many of which employ their own private guards for additional security.

Further ahead you can see the crowd has begun to slow down as people try to push through to the city center. You can see a few large statues on grand pedestals looming over the gathering throng. A man in a hooded black cloak steps out of the shadows of a nearby entrance to a park and beckons you over. "You there", he says, "do you want to make some easy money?"

*You may either...*

Walk into the park and talk to the man, **go to 37a**

Decline his offer and continue on your way, **go to 42a**

**39b** After a few tries, you are unable to get over the wall. A shout from your left alerts you to two city guards that are yelling at you to stop where you are. They are running towards you, each with a pilum in their hands.

*What do you do?*

Make a run for it, **go to 50a**

Stand and fight the two guards, **go to 16a**



**39c** Your pace ebbs a bit as your lungs begin to burn from the exertion. The ground begins to shake as panicked runners rush past you. Stopping and instinctively taking a step towards the wall, you turn to see one of the minotaurs burst past you with a screaming man impaled on one of its horns. Pausing briefly to shake the broken man away, the beast rushes up the street looking for someone else to smash. With a deep breath, you keep moving forward towards your goal. **Go to 54c**



**41a** You begin to climb the wall to escape the course, but you are rejected by a few in the crowd. You easily land back on your feet and head for the corner around the fountain. **Go to 64d**

**41b** You reach the merchant's stall. His name is Hazan and he is known for selling finely crafted magical jewelry. While you know by reputation this man does not always deal on the level, you have some history with him and are quite confident he is not trying to get the best of you; other than the price you paid for the brooch. Both of his bodyguards, burly men with large falchions on their belts, are present and providing the level of security a broker needs to successfully do business in Baru-Kesh. "Hazan, my friend. How do you find yourself this morning?", you ask while offering your hand to shake. He grabs your hand with both of his.

"It is a beautiful day in Baru-Kesh. I can hear the coins in the many pouches that walk by. Very good for business!" he says, gesturing with his arm at the crowd around you.

Hazan reaches into the folds of his robes and pulls out a jeweled brooch in the shape of an insect. *Which of the following attributes is your lowest in current value?*

Strength?, **go to 19b**

Luck?, **go to 22b**

Speed?, **go to 17c**

"Well met Hazan! Good luck to you during the festival. I hope that your business is good."

"It always is my friend," Hazan replies, "I make sure of that!"

With a smile and an extra spring in your step, you rejoin the crowd. **Go to 11a**

**41c** The world around you briefly fades to black. It seems to take an eternity for your broken body to spin to the ground; the continuous roars from the crowd contribute to your disorientation. The last thing you see is a large spiked gauntlet coming towards your face. **THE END**

**42a** You have reached the city center where a large crowd has gathered. Most are looking to the sky and waiting for the grand display of pyrotechnics and spell fire to be administered by the city's wizards. Not only are the people crowded in this square, but the rooftops of outlying buildings are also lined with spectators. The crowd then erupts with glee as city leaders appear on balconies, waving to all assembled and then alerting the wizards that it is time to start the show. Synchronized explosions erupt in the air as bottles of a bubbly drink are opened, sprayed, and passed around the crowd to drink.

Whether or not this is your first time partaking in the spectacle, it is awe inspiring. As a delver you have seen all matter of spell conjured from wizards and shamans in your adventures. These spells are unique and alluring; powerful yet controlled. No one in the crowd feels any trepidation as trust is fully placed in the hands of the gesticulating city mages.

**Take 200 APs** for this fantastic experience. After partaking in a few of the bubbly drinks while watching the show (regain 2 pts of CON if needed), you joyfully join the crowd as it makes its way a few block away towards the night's main event, the "Minos Encierro" also know as the "Bull Run". **Go to 61c**

**42b** This is a fight to the death; you will be given no quarter. Be sure to roll for yourself and for your opponent, comparing the totals after adding combat adds and applying any damage (including spite) to CON values.

Lizard Man - Spitter (MR: 32)

Melee Attack: Spear (3d6 + 17)

Special Attack: 2/Tail Whip (Additional 1d6 damage)

Armor: Scales (3 Hits)

CON: 32

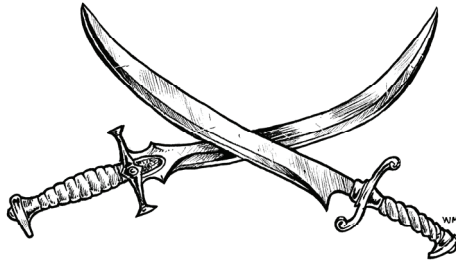
If you reduce his CON to zero, **go to 51e**

If you are reduced to zero CON, **go to 55c**

**42c** Instantly, the potion seems to take affect, feeling a slight tingle running down your spine. **Go back to your previous paragraph.**



**43a** You get past the locked door and find yourself in the servant's entrance of the household. As expected, you follow the map to the servant's staircase to the second floor and the household seems to be deserted. You find the room marked on the map and the door unlocked. Judging by the continued explosions and shouts of excitement outside, you still have time to complete your task.



The room is a den filled with expensive tapestries, paintings, and furniture. Over the fireplace on an interior wall are various well crafted weapons including two sabres, a shield, and a dagger that looks to be the twin of the one Clay has given you to switch out. If you are a rogue, you may cast Detect Magic (1st - 1 WIZ Cost); *Make a Level 1 Saving Roll versus INT* and if successful **go to 11d**.

*Otherwise, what do you do next?*

Exchange the daggers according to the plan, **go to 55a**

Take other weapons from the wall, **go to 69c**

**43b** You join the rest of the crowd in the corral. Some are like you; well equipped delvers willing to take a chance to make some gold. Others are simply common folk willing to risk their lives for a fortune they would otherwise never be able to earn. There are some wearing black collars around their necks. None of these people seem to have any weapons like most everyone else. The throng begins to push together towards the front of the corral, anticipating the opening of the gate.

*Make a Level 2 Saving Roll versus LK*

If you are successful, **go to 29d**

If you are unsuccessful, **go to 22d**

If you suffer a critical failure, **go to 7e**

**44a** Your spell seems to have no effect on the thug. He continues towards with his weapon drawn. You must fight him. **Go to 34a**

**44b** Stumbling off balance into the side street, you feel a sharp pain in your side. Your hand reaches down and pulls back blood from a puncture wound underneath your clothing/armor. Roll 2d6 and apply the result of the roll to your CON, bypassing armor (**Go to 38a** if your CON is now at zero).

The dwarf emerges from the crowd equipped with two throwing axes. He points at you and then taps a dagger on his waste with axe, followed by a motion to drop it to the ground. He does not say a word. He obviously wants you to return the jeweled dagger.

*What do you do?*

If you refuse, **go to 52a**

If you comply, **go to 33b**

**44c** You are fighting the Ruffian. Be sure to roll for yourself and for your opponent, comparing the totals after adding combat adds and applying any damage (including spite when applicable) to CON values. In the first combat turn, the Ruffian will not get his combat adds since he is distracted.

Ruffian

Melee Attack: Dirk (2d6 + 16)

Armor: Nil

CON: 20

If you reduce his CON to zero, **go to 11e**

If you are reduced to zero CON, **go to 62a**

**44d** Your final blow drops the guard to the ground. **Take 30 APs**. You drag the body behind some shrubs and quickly search his body finding a key. Add 'Estate Door Key' to your character sheet. You may also take the guard's Sabre (3d6 +1) if you need it. Using the key to open the door, **go to 43a**.

**45a** The main thoroughfare from the East Gate breaks to the north around the bazaar. Once around its northern edge, the road then heads back towards the east and the center of the city. The road runs along the edge of the city's mercantile district. All manner of goods and service can be found in the shops that line the streets. Further north you would find shipyards that lead out into the Eerie Sea, along with the docks, brothels, taverns, and neighborhoods of the working and lower classes.

Further ahead you can see the crowd has begun to slow down as people try to push through to the city center. You can see a few large statues on grand pedestals looming over the gathering throng. To your right is an archway leading into a small courtyard. You see two men antagonizing an old man. One of the attackers raises his arm and connects with a vicious backhand across the old man's face, knocking him from his feet and to the cobbled ground.

*You may either...*

Approach the courtyard to confront the attackers, **go to 57d**

Mind your business and continue on your way, **go to 30b**

**45b** You take a few steps back in order to get as much force as you can behind your attempt to bash the door down.

*Make a Level 2 Saving Roll versus STR*

If you are successful, **go to 43a**

If you are unsuccessful, **go to 35c**

**45c** You awaken to the echoing sounds of the cheering crowd somewhere in the distance. You find yourself on a straw lined bed in the arena's sub structure. A few others in various states of consciousness are occupying other beds in the large room. A plate of bread and ale rests on a table next to you. It does not take long before a city mage makes his rounds and heals you to full CON and give you directions on where to go once you are ready to leave.

**Take 300 APs** for making it to the edge of victory at the Minos Encierro and surviving your day in Baru-Kesh. **Go to 47a**

**46a** You ready yourself in the pit, going through some of your training motions and limbering up for the challenge. Another lizard man is prodded into the pit. He looks to be in a bit better health than the one that came before, only showing a few cuts and bruises on its body from previous events. His binds are cut and he is handed the same spear as his defeated compatriot. He then immediately bursts into a charge, screeching out a guttural war cry as he rushes towards you.

You may attempt to Trip the charging foe by choosing to make a *Level 1 Saving Roll versus SPD*. Success means that you eliminate his combat adds for the first combat turn. Failure means that you lose your combat adds in the first round.

This is a fight to the death; you will be given no quarter. Be sure to roll for yourself and for your opponent, comparing the totals after adding combat adds and applying any damage (including spite) to CON values.

Lizard Man (MR: 24)

Melee Attack: Spear (3d6 + 13)

Special Attack: 2/Tail Whip (Additional 1d6 damage)

Armor: Scales (3 Hits)

CON: 24

If you reduce his CON to zero, **go to 51e**

If you are reduced to zero CON, **go to 55c**

**46b** The charging minotaur is able to grab one of your legs as you attempt to dash past causing you to lose your balance and crash to the ground. You regain your feet and equip yourself to fight the raging beast that is now ready to attack you. **Go to 72a**

**46c** The tingling sensation continues through your body and you feel a bit stronger while wearing the ring. As long as the Skull Ring is being worn, it will provide a +3 bonus to your STR attribute. On your character Sheet, update your entry to 'Skull Ring - +3 STR'.

**Go back to your previous paragraph.**

## 47a The End...What's Next?

Are you stranded in the wilderness with or without your possessions? Try 'House in the Hills' by Dan Hembree and Lone Delver Games.

<http://www.rpgnow.com/product/78666/House-in-the-Hills>

Have you have made it through the adventure in one piece and are sleeping peacefully after a long day? Try 'Deathbed' by Mark Thornton.

<http://www.rpgnow.com/product/114026/Deathbed>

**47b** The dwarf spins to the ground, dropping both of his axes as he falls. **Take 200 APs** for defeating this worthy opponent. You have time to quickly search his body and you may take any of the following: 2 Throwing Axes (3d6 + 2), 2 Dirks (2d6 +1), Soft Leather (5 Hits, 10 Hits for a Warrior), **Speedy Boots** (Magical: +5 SPD when worn, valued at 500 gold), Pouch with 50 gold.



Leaving the dwarf's dead body behind, you rejoin the crowd headed towards the "Minos Encierro". **Go to 61c**

**47c** Deciding this fight is no longer in your best interest, you attempt to make a run for the wall and get away with your life. You find that the crowd is reaching out for you, offering to help pull you over the wall.

*Make a Level 1 Saving Roll versus SPD*

If you are successful, **go to 70c**

Otherwise, the minotaur blocks your escape, **go back to 68a**

**47d** Your spell seems to have no affect and you stand ready to receive his charge and fight the beast. **Go to 72a**

**48a** "Outstanding," he says, "my name is Feldon Clay. Let's go, we have no time to lose. C'mon Dink!" From the shadows, a dwarf emerges. You can only assume that this Dink is Feldon's muscle. The dwarf is squat, but well built and equipped with numerous hand axes and daggers.

The odd couple lead you through some streets heading into the larger estates in the city. Every few minutes, they lead you into a shadowed alcove or alleyway to avoid being seen by a wandering guard. The pair seem to know the guards' routines in this area quite well. You eventually arrive at your destination; an estate with a 20 foot stone wall surrounding it. Sure enough, you can see on the ceiling of the main structure in the compound many people, servants and nobles alike, gathered to watch the upcoming display.

"Over the wall and then through the back door. Follow the map to this room on the second floor," Feldon says, pointing to a spot on the map. "I expect that the room and the cabinet the dagger is displayed in will be locked. I would also expect some guards to still be working while the rest of the household are getting ready for the show. It is very important that you only swap the daggers and take nothing else. Got it?"

You nod in agreement to the plan. He hands you the map of the estate house and a jeweled dagger. If you need a set of "Lockpicks", Feldon will offer you a set to use (add these items to your character sheet). They let you know where they will be waiting for you, a local tavern a few blocks away called "The Tack and Spur". If you set off an alarm and have to abandon the job, you also agree to meet there if not caught and thrown in jail.

"Good luck," Feldon says, patting you on the back. Dink quietly nods and quickly pats you on the back with a sly smile. **Go to 32b**

**48b** Your attempt to fool the rushing minotaur fails. With its head lowered, one of the beast's horns impales you. Take 8 damage to your CON (if this reduces you to zero, **go to 55b**). The beast twists its head, throwing you towards the wall of the course before it continues on looking for other targets. You may now try to escape the course (**go to 58e**) or continue on (**go to 54c**).

**49a** You fall to your knees as the final bit of strength leaves you. At your foe's mercy, he looks to the crowd with an arm extended in a motion urge them to a decision as to your ultimate fate. As he stands distracted looking to the masses for encouragement, he is violently smashed by a charging minotaur launching his body like a rag doll through the air and out of your sight. You chuckle a bit as you fade away to black. **Go to 45c**

**49b** Casting "Knock Knock" on the door will cost 3 WIZ and requires a *Level 1 Saving Roll versus INT* to successfully cast. This may only be attempted once. If unsuccessful or you do not want to cast the spell, you may attempt to pick the lock with your lockpicks (**go back to 28c**). If you are successful, **go to 43a**.

**49c** You begin to climb the wall to escape the course, but you are rejected by a few in the crowd. You fall backwards landing heavily on your back and knocking the wind from your lungs. Take 2 damage to your CON (if this reduces you to zero, **go to 55b**). The feral roars of the minotaurs along with the screams of their victims behind you urges you forward on the course.

**Go to 54c**

**49d** You may cast one of the following spells on yourself before the first combat turn: Vorpal Blade (1st - 5 WIZ Cost), Little Feets (2nd - 8 WIZ Cost), or Poor Baby (2nd - 2 WIZ per CON healed). Be sure to make the appropriate Level Saving Roll versus INT to determine if the spell was successfully cast to apply the effect. You only have time to attempt one spell. Regardless of your casting success, be sure to deduct the points from your WIZ attribute. **Go back to 16a** for the combat with the guards.

**49e** Trying to distance yourself from the recently freed minotaurs, you weave your way through the crowd in still in front of you.

*Make a Level 1 Saving Roll versus DEX*

If you are successful, **go to 65c**

If you are unsuccessful, **go to 7b**

**50a** It seems the jig is up and you are forced to run or face the possibility of capture. You easily leave the pursuing guards behind you as you make your way back along the path that your associates on this caper had led you to get to the estate.

*Do you wish to...*

Keep the jeweled dagger, **go to 13c**

Return it to Clay and Dink, **go to 17d**

**50b** You are distracted briefly by a quick whirl of movement ahead of you. Unbeknown to the two ruffians, the old man quickly and silently leaps to his feet and pulls out a slender black blade. With little effort and blurring speed, one of the ruffian's throat is cut from ear to ear, spraying blood as his body goes limp; the old man twists the body away to his side and it falls to the ground. The second ruffian seems to be shocked, frozen in place while trying to comprehend what has just happened.

*You can take this opportunity to either...*

Attack the other Ruffian, **go to 44c**

Stand back and watch what happens next, **go to 10c**

**50c** Your target's WIZ rating is a 20. If your current WIZ attribute is less than 20, then you get a bad feeling about casting your spell (**go to 31b** for more information on Kremm Resistance). If you are able, you may attempt to cast one of the following spells. Be sure to make the appropriate *Level Saving Roll versus INT* to determine if the spell was successfully cast before going to the required paragraph. You only have time to attempt one spell. Regardless of your casting success, be sure to deduct the points from your WIZ attribute.

Take That You Fiend! (1st - 6 WIZ Cost), **go to 8c**

Glue You (2nd - 8 WIZ Cost), **go to 29b**

Oh Go Away! (1st - 5 WIZ Cost), **go to 69d**

Otherwise, you may also cast a personal spell (**go to 65d**); then **go back to 72a**.



**51a** The sandy pitch of the arena begins to absorb the blood of your fallen foe. **Take 50 APs** for dispatching this nuisance. As the sound of battle continues around you, you take the opportunity to make a dash for the finishing platform; there is no one else in your way. **Go to 73a**

**51b** You wait, but nothing seems to happen. Cursing Drake's name under your breath, you realize the addled alchemist's wares are not at all as promised. If you are not restricted to drinking only one potion based on your current situation, you may try to drink another of Drake's potions. Pull the stopper and guzzle down the contents and **go to 17b**. Otherwise, please go back to the previous chapter to continue your adventure.

**51c** Energy crackles from your body and discharges from your fingertips, arching towards the bodyguard and blasting him square in the chest. His CON is 25. Reduce the Bodyguard's CON based on the damage you have dealt. If his CON value is now at zero, he crashes heavily to the ground (**go to 18b**).

If his CON value is not at zero, he closes the distance with you a bit more perturbed. You pull out your melee weapon and get ready to fight this out to the end. You are not able to drink a potion before proceeding with this fight.

**Go to 34a**

**51d** The room fills with crackling energy and from this, a huge swarm of bees materializes around you and starts to attack you. The damage that is done is equal to your LK attribute.

If this reduces you to zero CON, **go to 7d**

If you are still alive, **go to 20b**

**51e** You deliver a killing blow and defeat the Lizard Man. **Take 50 APs** and 50 gold for your victory in the fighting pit. There is a healer nearby that will cast Poor Baby healing spells, charging 2 gold for each CON restored. You head back to the main street and continue on your way. **Go to 11b**

**52a** Dink silently charges and attacks you with frightening speed. You must fight him for at least one combat turn.

Dink

Melee Attack: 2 Throwing Axes (3d6 + 3d6 + 36)

Armor: Soft Leather (10 Hits)

CON: 30

If you reduce his CON to zero, **go to 47b**

If you are reduced to zero CON, **go to 18c**

You may yield to him after any combat turn, **go to 15c**



**53a** The force of the guard's spear rends flesh as it forces its way through your body. Surprisingly, your death is almost painless as your spinal column is severed and your body goes limp. Darkness follows. **THE END**

**53b** You are unable to pick the lock, breaking them in the process (remove 1 set of lockpicks from your character sheet). You may make one more attempt at picking the lock if you have another set of lockpicks (**go to 8d**).

*Otherwise...*

You may attempt to Bash the door using your Strength, **go to 45b**

Or you can decide to retreat from the estate, **go to 22c**

**53c** "Oy there! Wake up! I took some of your money to keep you from dying. Hope you don't mind...but then again, I doubt you would complain, right?" He erupts into a loud and boisterous laugh as he helps you get back to your feet. Slapping you on the back, he says "Now begone with you...I have work to do! Stay away from the fighting pits in your immediate future."

You have been healed back to 10 CON. There is a healer nearby that could cast additional Poor Baby spells on you if you like, charging 2 gold for each additional CON restored. You may also cast your own healing spells you know if you like at this time. Make the appropriate reduction to your WIZ value if so. You head back to the main street and continue on your way. **Go to 11b**

**53d** You cover the gap and deliver a swift killing blow to one of the men, a meek yelp is the only sound he makes. As the other man turns confront you, a slender black blade emerge from his throat. As his body falls to the ground, the old man now on his feet deftly removes the blade and puts it back in its sheath. **Go to 60b**

**53e** The minotaur crashes to the sand covered arena pitch. **Take 100 APs.** Tired but now urged on by the cheering crowd, you sprint towards the finish platform. **Go to 73a**

**54a** "Oy there, this is where you get off!"

You feel your body being pulled and then lowered down to the ground. Your eyes open and you see two older men staring down at you. Other than having a really bad headache and a few bruises, you seem to still be in one piece. You get to your feet and notice that the black collar is no longer around your neck. Anything that you had before your capture is still in your possession. The two men climb back onto the wagon and head back towards the city. **You may award yourself 200 APs** as long as you make a note on your character sheet of the scar on your forehead after being trampled by a minotaur during the Barukesh "Minos Encierro". **THE END.** *Please try again with a Rogue or Warrior character.*

**54b** The attackers are now kicking the old man, whose arms are pulled into his sides trying to protect himself from the blows. They are rather scruffy looking humans in their mid-twenties and wearing very basic local clothing. Both seem to only have dirks on their belts for weapons. The old man makes eye contact with you and winks, showing you a hand with a ring similar to yours.

"Hey there, why don't you pick on someone that will fight back, eh?"

The two men turn to face you, one of them getting one last kick on the old man. They both move towards you, pulling their dirks out of their sheathes. "This is not your concern" one says, "but we can take your money too!"

**Go to 50b**

**54c** You are on the final straightaway. Ahead of you, a minotaur turns the corner towards the arena. You close the distance quickly to make your way into the entrance as well. There are two minotaurs charging and goring anyone that tries to make it to the finish platform. The crowd erupts in glee as battles and chases unfold in front of them. You decide your best chance is to take advantage of the distractions and make a run for the platform.

*Make a Level 1 Saving Roll versus SPD*

If you are successful, **go to 67a**

If you are unsuccessful, **go to 19c**

**55a** You switch the dagger on the wall with the one that Clay gave you and quickly retrace your steps to make your way back through the home and to the servant's entrance. Returning to the wall, you see the dwarf Dink on the top offering his hand to you to help you over the wall. After pulling you over the top, you both lower yourselves to the ground. He slaps you on the back with a big smile and motions for you to follow him. **Go to 65b**

**55b** You snap awake, the glimpse of a city mage's robes disappearing into the crowd around you. No longer on the course and having been magically healed, you now have 5 CON. A glass of wine is thrust into your hand as you are pulled to your feet. You spend the remainder of the day watching the rest of the Minos Encierro from the sidelines. Even though you have failed to win the prize, you are lavished with free drinks and food the rest of the afternoon and evening. **Take 100 APs** for surviving your Day in Baru-Kesh. **Go to 47a**

**55c** The spear of the lizard man cuts deep, sapping you of your strength as your wound causes you to start bleeding out. The world around starts to blur as you feel your body being carried out of the fighting pit. The last thing you remember is a half-uruk searching your body for something, but what? If you have 20 gold on your body, **go to 53c**. Otherwise, **go to 38a**.

**55d** *Is your combined INT+LK+CHR greater than 40?*

If yes, **go to 23c**

If no, **go to 44a**

**55e** Another combatant has been hurled towards you and your opponent, briefly stopping your melee as his lifeless body lands between you. You may take this opportunity to break from the combat and make a run for the finishing platform.

*You may make Level 1 Saving Roll versus DEX*

If you are successful, **go to 73a**

If you are unsuccessful or want to finish this fight, **go back to 67a**

**56a** You hand over 5 gold to the registrar and wait your turn in the pit. You are told that you will be next as there is one fight about to start, both combatants are already in the pit. One is a young human with a medium build and darker skin, a local to this area. The other is a bruised and already somewhat beaten lizard man. He is handed a crude spear with a stone tip upon being forced down the steps into the pit.

The fight is mercifully quick as the human shows to be a competent fighter. He does not hesitate to finish the melee when the opportunity is presented, plunging his broadsword deep through the creature's heart. With a slight hiss and few coughs, its life is relinquished. The victor gently lowered the body of the lizard man to the ground and then kneels to utter a quick prayer under his breath before returning the cheers from the crowd.

"Your up!", the half-uruk says to you as you are guided towards the entryway to the pit.

Now would be a good time to drink any potions or cast any spells if you are able. Spells that could be cast on yourself to aid in the combat would be allowable at this time: Vorpal Blade (1st - 5 WIZ Cost), Little Feets (2nd - 8 WIZ Cost), Poor Baby (2nd - 2 WIZ Cost per 1 CON healed), or Whammy (2nd - 10 WIZ Cost). Be sure to make your Saving Roll versus INT based on the level of the spell to determine if successfully cast. You can only cast only one spell at this time.

*Make a Level 2 Saving Roll versus LK*

If you are successful, **go to 46a**

If you are unsuccessful, **go to 28b**

**56b** The tingling sensation continues through your body and you now find that you know how to cast a new spell - the 2nd level spell 'Cateyes' which allows the caster to see well in lowlight conditions. As long as the Skull Ring is being worn, you can cast this spell provided you have the necessary WIZ points. On your character Sheet, update your entry to 'Skull Ring - Cateyes'.

**Go back to your previous paragraph.**

**57a** A loud scream pierces the relative silence of the alley. To your right is a young human woman, no more than 15 years of age. Tears are welling in her eyes as her glare slowly switches from the dead body towards you. She drops the basket in her hands; fresh fruits and vegetables spilling out and rolling about the ground. You turn the opposite direction and take off in haste to get away from the scene, hearing the woman's cries of "Murder" as you turn the corner. Now back amongst the crowds and well away, you were not able to grab Drake's case of potions before you left. **Award yourself 50 APs** for your murderous actions. **Go to 11a**

**57b** "My name is Samson. All you need to know right now is that you have passed your first test. You can be one of us if you wish it."

Samson tosses you a pouch filled with coins. "We are a guild of professionals, always looking to expand our talent base. If you are interested, keep the ring and we will be in touch with you in the future. If you are not interested...no worries. You can drop the ring and be on your way. Our paths will never cross again, unless you are on the wrong side of a contract."

The mysterious man then bows to you and disappears into the shadows. The pouch contains 100 gold. **Award yourself 100 APs**. If you decide to keep the ring knowing that it associates you with a guild of thieves and assassins, be sure to write down the name 'Samson' as your contact. **Go to 42a**

**57c** The Minotaur's attention is diverted to another participant trying to run past him to the platform. He turns and charges this man down, impaling him from behind on one of his long horns. As he tries to shake the body of the poor soul from his head, you make a dash for the finish line. **Go to 73a** unless you want to continue the fight with minotaur (**go back to 72a**).

**57d** *Do you own the Skull Ring and are you wearing it?*

If yes, **go to 54b**

If no, **go to 65a**

**58a** As you take a few steps eastward on the road away from the courtyard, your Skull Ring begins to tingle and you hear a soft voice enter your mind telepathically, "Please come back brother, your help would be appreciated."

If you go back to the courtyard, **go to 54b**

If you continue on your way, **go to 42a**

**58b** Whether your ally still stands with you or not, the crowd roars in crazed excitement as the minotaur crashes to the ground. The onlookers motion for you to keep going, pointing down the road towards the Arena. **Take 100 APs.** Shrugging off any wounds, your adrenaline is flowing and you press forward.

**Go to 69b**

**58c** You are fighting the Estate Guard. The noise of the fireworks display drowns out the sounds of your melee. Be sure to roll for yourself and for your opponent, comparing the totals after adding combat adds and applying any damage (including spite when applicable) to CON values.

Estate Guard

Melee Attack: Sabre (3d6 + 16)

Armor: Heavy Cloth (2 Hits)

CON: 12

If you reduce the guard's CON to zero, **go to 44d**

If you are reduced to zero CON, **go to 66c**

**58d** The hooligan's grasp is unrelenting but soon broken when another runner slams violently into you finally knocking you free. You crash to the ground awkwardly; take 1d6 damage to your CON. If this reduces you to zero CON, **go to 55b.** Otherwise, **go to 49e.**

**58e** *Make a Level 1 Saving Roll versus STR*

If you are successful, **go to 70c**

Otherwise, you attempt to climb the wall fails, **go to 54c**



**59a** "Pardon me, but can you tell me how all this works?", you ask.

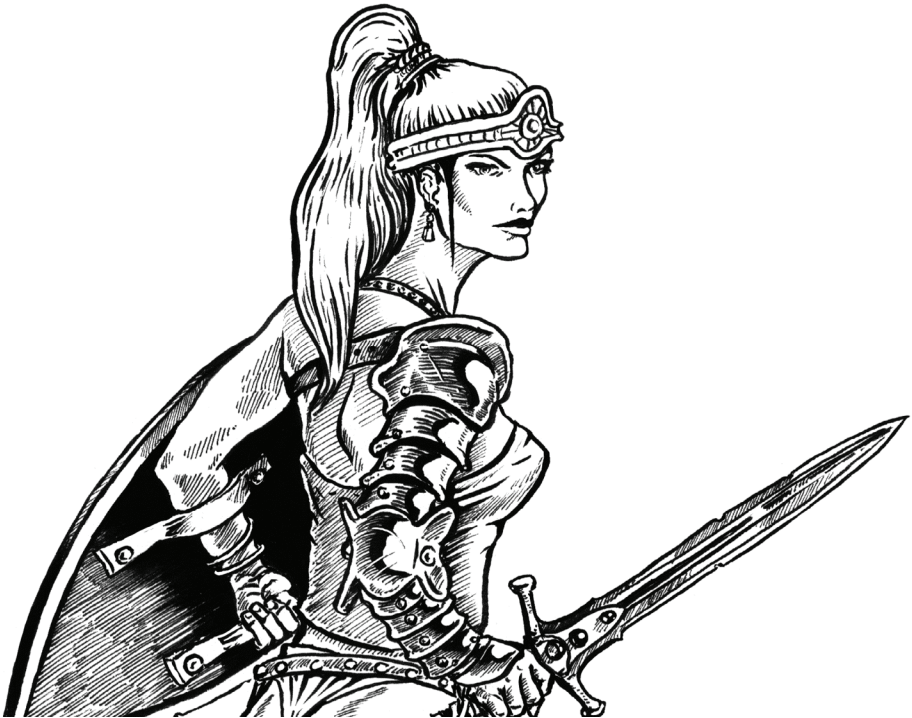
"Not a problem", she says. "If you are a citizen of the city, the entry fee is waived. Otherwise, it will cost you 50 gold, but it gives the opportunity to win 500 gold if you can make it through the course and to the center of the arena. Of course, you will be chased all the way by 4 monstrous minotaurs that will only want to trample or dismember you."

"While you are on the course, you cannot cast spells or fire any missile weapons as this could harm the crowd watching. City mages will deal with you if you should break the rules and you will forfeit your entry fee. You can stand and fight the minotaurs with your melee weapons, but I would advise against that. Get to the arena as fast as you can. If at any time you want to quit, you can crawl under or over the wall. This will also forfeit your entry fee, but not being trampled is a good thing in the end. Good luck to you!"

*What would you like to do?*

If you would like to enter 'The Run', **go to 31d**

If you decide you would rather watch, **go to 62c**



**60a** You awaken to the smell of fresh baked bread. In the corner of the room, Dink meets your gaze and begins to whistle. From a neighboring room, the rogue Feldon Clay enters.



"Ah my friend. Glad that you have rejoined us. I did not think you were going to make it. Enjoy your breakfast and rest up - you can have this room for another week, enough time to regain your strength. Dink was able to deal with the guard you had distracted and finished the job."

With a wink and a smile, Clay pulls out a pouch and sets it on the end of your bed. "Your share my friend. Not the total we negotiated, but you did not complete the job, now did you?" He then bows and both he and dwarf leave the room. **You may award yourself 100 APs.**

All of your possessions are in the room, minus the jeweled dagger (remove that from your character sheet). The pouch contains 50 gold. You may rest for a few days to regain your strength taking advantage of hot baths and meals paid for by your partners. On your character sheet, write down "Contacts: Clay and Dink". **Go to 47a**

**60b** The man smiles, "there is some promise in you yet!" He tosses you a ring from his pocket, "My name is Samson. We will be in touch in the future if you choose to wear that. Good day to you!"

The man disappears into the shadows and leaves you in the courtyard. **Award yourself 100 APs.** You may either leave the ring in the alley, or put it on now. If you put it on, make a note of this paragraph and **go to 64c**. You automatically are successful on the requested saving roll. If you do decide to keep the ring, write down the name of your contact, Samson. **Go to 42a**

**60c** *Make a Level 2 Saving Roll versus SPD or INT*

If you are successful, **go to 69e**

If you are unsuccessful, **go to 46b**

**61a** You look around and no one seems to have witnessed your cold blooded murder. Grabbing a handful of dirt, you wipe away the trace amount of blood that soiled your hands. You pick up his dropped case and hurry away from the scene through the alleys and find yourself again on the main street.

In the case is a total of 9 potions, 3 of each type (**see 26a**). If you bought any potions from Drake initially, your total should not exceed 3 of each type. You secure these potions in your pack and discard Drake's case. **Award yourself 100 APs** for your actions. Murder and theft has given you a step up in this situation. With a bit of your soul now permanently blackened, you rejoin the main crowd in the street. **Go to 11a**

**61b** As the Large Bodyguard approaches from the crowded street, you have an opportunity to ambush him with a missile attack. You are within 30 feet of him, so make a *Level 2 Saving Roll versus DEX*.

If you are successful, roll your damage. The Large Bodyguard's CON is 25 and is wearing cloth armor (2 Hits). Reduce the Bodyguard's CON based on the damage you have dealt minus his armor value. If his CON value is now at zero, he crashes heavily to the ground (**go to 18b**). If you are unsuccessful or the Large Bodyguard still has CON remaining, he attacks. **Go to 34a**

**61c** A large crowd has gathered in an open city block. You can see a course set through the city streets leading to the gates of the Grand Arena. Wooden barricades up to ten feet tall are erected on both sides of the street. Two corrals are set up at the beginning of the course: one for the participants (which seem to be mostly human) and one that contains four large minotaurs. There is a booth set-up where people seem to be signing up to participate. You see a human female walk away from the booth and checking over her belongings as she heads over towards the corrals at the starting line.

*Would you like to...*

Approach the registration booth, **go to 31d**

Ask the female fighter some questions about the event, **go to 59a**

Find a place to watch, **go to 62c**

**62a** Everything fades to black, a sleep that you do not think you will be waking from. Surprisingly, you do awaken - the old man you had tried to aid has just finished casting a spell on you. The man who had defeated you lies dead beside you. You have been healed to your full CON value, but the old man holds your Skull Ring in his hand.

"You are not ready for this my friend," he says while slipping the ring in his pants pocket. As you regain your senses, you see the old man slip away into the shadows. Be sure to remove the 'Skull Ring' from your character sheet and make any needed adjustments based on the special abilities it provided. Also, you can **take 50 APs** for the encounter. Other than the ring, nothing else is missing from your possessions. **Go to 42a**

**62b** You drop your weapons and yield to the guard(s). Your weapons are taken, hands bound behind your back, and you are lead through the busy streets to the nearest guard post. The rest of your belongings are removed from your body and they place you in a large common cell that holds about 20 other men.

*Did you defeat one of the guards before you surrendered?*

If yes, **go to 25d**

If no, **go to 18d**

**62c** You find a spot along the run where you can get a good view of the spectacle. The men and women in the first corral begin to tense in anticipation of the start. The minotaurs in the second corral begin to snort and scrape their hooves on the ground, pacing and getting themselves riled up.

A city mage on a nearby balcony raises his arm in the air and pyrotechnic blast shoots into the air. The doors at the front and rear of the participant corral are raised and the throng within rushes forward towards the street course. More than a few unfortunate men and women are trampled by the this crowd exiting the pen. After a few moments, a second blast is sent into the air and the door to the minotaur corral is opened. The four powerful monsters charge from their enclosure and first head butt or gore any unfortunates still left in

the first corral that had been struggling to get back to their feet.

The participants soon rush away around a corner and out of site. The minotaurs follow in a blind rush and hot on their heels. Screams of pain and anguish are eerily mixed with shouts of joy from the onlookers. You shake your head at the brutality, but you wonder how you would fare in this mad dash for gold. Maybe next time? **Take 100 APs** for surviving your day in Baru-Kesh. **Go to 47a**



**64a** The spittle hits you square in the chest, reducing the value of any armor covering your torso by 2 hits. This also causes you to be distracted affecting your combat adds (reduced by half) for the first two combat turns with the Lizard Man Spiiter. Be sure to make a note of both of these effects before proceeding. **Go to 42b**

**64b** As the spell's energy hits the thug, he seems to become distracted, as if something more important has all of the sudden taken over his thoughts. His weapon arm slowly lowers to his side while he looks to the sky in deep contemplation. He is currently at your mercy. You make attack him and try to end his life, or use this opportunity to flea from the alley and back to the crowded streets of the city.

*Do you wish to...*

Attack the Distracted Thug, **go to 38b**

Return to the street, **go to 11a**

**64c** Be sure to note your last paragraph before you proceed. You place the Skull Ring on your finger and feel a tingling sensation that runs through you hand and up your arm.

*Make a Level 2 Saving Roll versus WIZ.*

If you are successful and a Warrior, **go to 46c**

If you are successful and a Rogue, **go to 56b**

If you are unsuccessful, **go to 66a**

**64d** Coming in fast behind you is a charging minotaur and it has you in its sights. Not wanting to be trampled, you decide to make a feint in an attempt to fool the beast.

*Make a Level 2 Saving Roll versus INT*

If you are successful, **go to 7f**

IF you are unsuccessful, **go to 48b**

**65a** The attackers are now kicking the old man, whose arms are pulled into his sides trying to protect himself from the blows. They are rather scruffy looking humans in their mid-twenties and wearing very basic local clothing. Both seem to only have dirks on their belts for weapons. "Tell us old man, where are you hiding it?"

You equip your weapon and attempt to catch one of them off guard.

*Make a Level 1 Saving Roll versus SPD*

If you are successful, **go to 53d**

If you are unsuccessful, **go to 66d**

**65b** The pyrotechnics in the sky begin to ebb as you follow Dink to the tavern called the 'The Tack and Spur'. Clay is sitting in a corner alone where he said he would be.

"Well done my friend." From the folds of his robe he pulls out a large pouch and sets it on the table. You hand him the dagger (remove it from your character sheet) and take the pouch with 300 gold. **Award yourself 200 APs**. On your character sheet, write down "Contacts: Clay and Dink". They will offer to buy you a drink, but you tell them it will have to wait for another time. You are off to check out the "Minos Encierro". **Go to 61c**

**65c** Deftly maneuvering through the masses, you approach a section of the course with a hard banking turn around a small square with a fountain in the middle. You cut the corner and head on the down the next straightaway, the crowd cheering you on. **Go to 16d**

**65d** You may cast one of the following spells on yourself before the first combat turn: Vorpal Blade (1st - 5 WIZ Cost), Little Feets (2nd - 8 WIZ Cost), or Poor Baby (2nd - 2 WIZ per CON healed). Be sure to make the appropriate *Level Saving Roll versus INT* to determine if the spell was successfully cast to apply the effect. You only have time to attempt one spell. Regardless of your casting success, be sure to deduct the points from your WIZ attribute. **Go to 72a**

**66a** The tingling sensation soon fades and turns into pain as the ring begins to glow red with heat. You remove it quickly and toss it to the ground, watching as the ring soon begins to melt and then disappear as if it never existed. Be sure to remove the ring from your character sheet.

**Go back to your previous paragraph.**

**66b** *Do you wish to...*

Keep the jeweled dagger, **go to 13c**

Return it to Clay and Dink, **go to 17d**

**66c** The guard flashes a wicked smile as his arm comes forward with another blow. Everything goes black. *Make a Level 2 Saving Roll versus LK*

If you are successful, **go to 60a**

If you are unsuccessful, **go to 38a**

**66d** You stumble a bit as you move forward, kicking some rocks. The men turn their attention to you, pulling out their long dirks and smiling. You are fighting the two Ruffians at the same time. Be sure to roll for yourself and for your opponents, comparing the totals after adding combat adds and applying any damage (including spite when applicable) to CON values.

Ruffian #1

Melee Attack: Dirk (2d6 + 16)

Armor: Nil

CON: 20

Ruffian #2

Melee Attack: Dirk (2d6 + 16)

Armor: Nil

CON: 20

If you reduce both Ruffians CON to zero, **go to 35d**

If you are reduced to zero CON, **go to 31c**

**66e** The minotaur diverts his charge away from you and instead runs in the opposite direction. **Take 50 APs.** You waste no time moving quickly to the no longer blocked finishing platform. The crowd cheers heavily with each step you take. **Go to 73a**



**67a** You split the gap, narrowly ducking under the jab of a minotaur whose blow instead strikes an unfortunate runner behind you. The path to the platform is now clear and you are running as fast as your legs can carry you.

Thirty yards from your goal, another runner steps in front of you with weapons drawn ready to fight you. Before you can ask him why, he is swinging. You must fight him now. Be sure to roll for yourself and your opponent, comparing the totals after adding combat adds and applying any damage (including spite when applicable) to CON values.

Arena Combatant

Melee Attack: Broad Sword (3d6 + 18)

Armor: Leather (5 Hits), Buckler (3 Hits)

CON: 20

If you reduce your foe's CON to zero, **go to 51a**

If you are reduced to zero CON, **go to 49a**

If you are still alive after 3 combat turns, **go to 55e**



**68a** You nod in agreement with your new ally, turning with him to face the opposite direction and equipping your weapon(s). Other participants surge past you as a minotaur appears rounding the corner after goring and hurling another poor soul against the wall of the course; his body falling limply to the ground. The monster turns and sees the two of you standing ready to face him. Snot flies from his nostrils as he thrusts into a charge.

You are fighting the minotaur with the aid of your new ally. Be sure to roll for yourself and your ally together against the roll for your opponent, comparing the totals after adding combat adds and applying any damage (including spite when applicable) to CON values. Any damage taken from the minotaur should be split evenly between you and your ally. You may attempt to make a run for the wall to escape after any combat turn (**go to 47c**).

Ally

Melee Attack: Cutlass (3d6 + 18)

Armor: Heavy Cloth (2 Hits)

CON: 15

Young Gladiator Minotaur

Melee Attack: (7d6 + 30)

Armor: Natural Hide (4 Hits)

CON: 60

If you reduce the minotaur's CON to zero, **go to 58b**

If you are reduced to zero CON, **go to 8e**

**68b** You use your shield to block the gooey spittle that has been hurled at you. The lizard man is advancing with his spear ready for a lunging attack. You may attempt to 'Trip' the charging foe by choosing to make a *Level 1 SR versus SPD*. Success means that you eliminate his combat adds for the first combat turn. Failure means that you lose your combat adds in the first round.

If you would like to attempt the 'Trip', do so now and be sure to apply the results on your first combat turn. **Go to 42b**

**68c** *Make a Level 1 Saving Roll versus STR*

If you are successful, **go to 70c**

If you are unsuccessful, **go to 41a**

**69a** Your foe turns away from you briefly to push an onlooker away from him. You reach down and grab a handful of dirt, tossing it in his face as he turns back to press his attack. Now spitting out dirt and trying to wipe it out of his eyes, you take the opportunity to rush away in the opposite direction.

You curse Hazan's treachery, but are satisfied that he did not get the best of you on this day. **Take 100 APs** for your experience with the Jaded Jeweler and surviving to tell the tale. You then return to the crowd on the main street.

**Go to 11a**

**69b** You burst forward and rush down the course ahead of everyone else towards the last turn before entering the Grand Arena. You turn the corner and are greeted by a huge roar of the crowd. Standing between you and the finish platform is one more minotaur. It begins to stomp the ground with one of its hooves and charges towards you.

*Do you want to...*

Try to evade the charge and run for the finish platform, **go to 60c**

Cast a spell (if you are able), **go to 50c**

Stand and fight the minotaur, **go to 72a**

**69c** You decide that the plan is not in your best interest and you are going to take what you want from this room as there is too much wealth to pass up. As you touch the pommel of one of the sabres on the wall, **go to 51d**.

**69d** *Is your combined INT+LK+CHR greater than 60?*

If yes, **go to 66e**

If no, **go to 47d**

**69e** With a flourish that enraptures the crowd, you tumble past the charging beast and dash towards the finish platform. The minotaur screams in anger as he joins the crowd watching you close the distance and cross the threshold of the finish line. **Go to 73a**

**70a** You begin to outpace the few remaining participants that are still ahead of you. One man calls out to you. "You there. Let's stand together and take one of these bastards out. What do you say?"

*What would you like to do?*

Stand and fight a minotaur with your new partner, **go to 68a**

Ignore his crazy notion and move on, **go to 69b**

**70b** As you walk towards the dead alchemist to retrieve his case, you see two soldiers approaching from the street. They see you the same time you see them. As they take in the scene in front of them, you seize the opportunity to make a run for it in the opposite direction. "You there, stop!"

Ignoring the order, you continue to dash away. As you approach the corner of the alley, you hear two loud clicks, the sound of bolts being fired from the soldiers' crossbows.

*Make 2 successive saving rolls, a Level 1 followed by a Level 2 versus SPD.* If you fail one of the saving rolls, a crossbow bolt has struck you inflicting 2d6 damage, a glancing shot. If you fail both of the saving rolls, you have been hit with the full force of the shot inflicting 4d6 damage. (Be sure to apply any damage reduction from armor worn if applicable). If this is enough damage to reduce your CON to zero, **go to 38a**.

Otherwise, you turn the corner (shrugging off the pain from any bolt that found its mark) and quickly join the crowd in the street. **Take 50 APs** for your murderous actions. **Go to 11a**

**70c** You make a run for the wall where you begin to climb and are pulled to safety by the crowd. They clap you on the back offering words of encouragement. A bottle of wine is thrust into your hand. You may drink and watch the remainder of the participants race by, being chased and throttled along the way. Even though you have failed to win the prize, you are lavished with free drinks and food the rest of the afternoon and evening. **Take 150 APs** for surviving your Day in Baru-Kesh. **Go to 47a**

**71a** Your view takes you skyward where you can see robed men standing on the roofs of the nearby buildings. One of them raises his hand towards the sky and from it a missile streaks further into the sky, exploding in the air enveloping the entire area in a soft glow.

Your head jerks to your left at the sound of the gates opening and the masses trapped in the pen rushing forward through the breach. Your head jerks to the right where for the first time you see what is behind you. The back of your enclosure is also a gate to another corral. Within this one is four large humanoids with bulging muscles and large bull heads. "Minotaurs?" you mutter under your breath.

The beasts begin to scrape their hooves against the cobbled street in anticipation; mucous and saliva spewing from their nostrils and mouths. Another missile is shot into the sky. To your horror, the second gate opens and the Minotaurs rush forward.

The last thing you see is a head with two very large horns. Oddly enough, you can smell their breath and feel like retching before you lose consciousness.

**Go to 54a**

**71b** A nearby mage points his hand skyward and utters a quick incantation, launching a fireball into the sky. With a sudden jerk, the occupants of the corral surge forward and stream out towards the course. As your fellow participants move past you, you look to the rear of the corral; the gate on the opposite side is open as well which will allow a clear path through once the minotaurs are released from their pen.

There are other participants laying on the ground around you, dazed and knocked down by the chaotic start. However, you need to get moving along the course towards the Arena before the minotaurs are released.

*Make a Level 1 Saving Roll versus SPD*

If you are successful, **go to 16b**

If you are unsuccessful, **go to 33c**

**72a** You are fighting the minotaur in front of the huge crowd in the arena. Be sure to roll for yourself and your opponent, comparing the totals after adding combat adds and applying any damage (including spite when applicable) to CON values.

Young Gladiator Minotaur

Melee Attack: (7d6 + 30)

Armor: Natural Hide (4 Hits)

CON: 60

If you reduce the minotaur's CON to zero, **go to 53e**

If you are reduced to zero CON, **go to 41c**

If you are able to survive 2 combat turns, **go to 57c**

**72b** Without further hesitation, you level your attack towards the head of your distracted foe. Roll your damage.

The Large Bodyguard's CON is 25. Reduce his CON based on the damage you have dealt. His armor will absorb 2 hits (Cloth). If his CON value is now at zero, he crashes heavily to the ground. **Go to 18b**

If his CON value is not at zero, he is no longer distracted and after shaking his head to remove the cobwebs, he resumes his attack on you. **Go to 34a**

**72c** Baru-Kesh is well known for its fighting pits and gladiatorial arenas. One such fighting pit draws your attention as you make your way through the city. The crowd gathered around a the large open pit and cheering on the fighters is fairly normal. A row of steel cages holding humanoid resembling serpents is a bit out of the norm. A half-uruk with long braided hair and large warts on his face is calling out to the passing throng. "We have some captured Lizard men good citizens! Who wants to fight one of these evil and deranged creatures?"

*You may either...*

Take a closer look, **go to 21b**

Continue on your way, **go to 11b**

**73a** You are standing victorious on the platform in the center of the Grand Arena of Baru-Kesh. You take in the cheers and the congratulations from the crowd for a few minutes, basking in the glory. City officials soon escort you away from the arena to a neighboring building .

City mages cast “Poor Baby” spells to heal any lost CON points. You are next taken to a private bath house where you relax and get cleaned up. Your clothes have been laundered and repaired; your weapons have been cleaned and polished. After a few hours, you are brought to a very elaborate receiving area where you and other participants that completed the course are able to mingle with the rich and famous of Baru-Kesh.



The final event of the evening is a lavish feast where you eat and drink until to your heart’s content. You cannot remember a happier or more relaxing time since you started your delving career. You awaken the next morning in a soft feather bed. A warm breakfast and a pouch filled with 500 gold coins greets you in the morning.



**Take 500 APs** for your amazing day in Baru-Kesh. **THE END**

# TUNNELS & TROLLS

NAME

TYPE

LEVEL

KINDRED

## COMBAT

ADDS \_\_\_\_\_

WEAPON

DICE + ADDS

STR

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

CON

ARMOR/SHIELD

HITS

\_\_\_\_\_  
 \_\_\_\_\_

DEX

## TALENTS

TALENT (ATTRIBUTE)

RATING

SPD

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

INT

WIZ

## SPELLS

SPELL NAME (LEVEL)

WIZ COST

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

LK

CHA

## EQUIPMENT

ADVENTURE POINTS

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_



# TUNNELS & TROLLS

NAME

TYPE

LEVEL

KINDRED

COMBAT

ADDS \_\_\_\_\_

WEAPON

DICE + ADDS

STR

---

---

---



CON

ARMOR/SHIELD

HITS

---

---



DEX

TALENTS

TALENT (ATTRIBUTE)

RATING

---

---



SPD

---

---



INT

---

---



WIZ

SPELLS

SPELL NAME (LEVEL)

WIZ COST

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LK

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CHA

EQUIPMENT

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ADVENTURE POINTS

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TUNNELS AND TROLLS™ WAS CREATED BY KEN ST. ANDRE, IS A TRADEMARK OF FLYING BUFFALO INC.

## Character: Jeremiah Fey

Jeremiah Fey is a human male in his early twenties. He spent his early years training to be a warrior, following in the footsteps of his father who had become a high ranking officer in a well known mercenary group based in the western city of Thyris called the Purple Legion. There was a shake-up in the Legion's hierarchy which resulted in a purge and murder of some members. Jeremiah's father was one of the victims. This new controlling faction wanted to tie up all loose ends, so they ordered the removal of all family members as well. Jeremiah escaped the assault on his home, but his mother and sister were not as lucky. He escaped the city and moved east, selling his sword and learning the art of thievery to get by.

Baru-Kesh has been his home for more than a few years. Being a westerner, Jeremiah will always be considered an outsider in the city but he has started to make friends and connections in the city he now calls his home. The Purple Legion and what they did to his family is never far from his mind. Jeremiah is always expecting to find a member of the group sent to finish the job while at the same time, a fire inside burns for revenge.



# TUNNELS & TROLLS

NAME

**Jeremiah Fey**

TYPE

**Warrior**

LEVEL

**2**

KINDRED

**Human**

**COMBAT**

ADDS **28**

WEAPON

**Gladius**

DICE + ADDS

**3 + 2**

**Kris\***

**2 + 3**

**Blackjack\*\***

**1 + 3**

**20**

**STR**

**18**

**CON**

**17**

**DEX**

**19**

**SPD**

**10**

**INT**

**11**

**WIZ**

**18**

**LK**

**11**

**CHA**

ARMOR/SHIELD

**Soft Leather**

HITS

**10**

**TALENTS**

TALENT (ATTRIBUTE)

**Climbing (STR)**

RATING

**22**

**Dodging (SPD)**

**24**

**SPELLS**

SPELL NAME (LEVEL)

WIZ COST

\* No magic of 3rd lvl or lower functions within 5 ft. of a Kris

\*\* L2SR vs DEX against unaware opponent to knock out

ADVENTURE POINTS

**EQUIPMENT**

**Soft Leather Armor, Kris w/scabbard,**

**Gladius w/scabbard, Soft boots,**

**Hooded cloak, Leather gloves**

**Pack w/ Lockpicks, 50' Silk rope, Torch,**

**Wax candle, Flint & steel, Flask of oil**

**Coin Purse: 70 gp, 110 sp**

Character: Rose

Rose is a human female in her early twenties. At very young age, she was sold into slavery and sent to another city in the east. She worked in the kitchens of a wealthy noble family's estate and caught the eye of one of the sons, a young wizard in training. They became very good friends and spent much of their childhood together. He secretly taught Rose some of the basics of Kremm and spell casting, going against the standard practices of the Mages Guild.

The patriarch of the family eventually discovered this secret and to save face and the family's reputation, freed Rose of her bonds but cast her way from the city. She is now a delver, finding odd jobs and satisfaction with the life of adventuring. She never stays with the same group of companions for too long, preferring the solace and safety of being dependent or responsible for no one. Rose is currently on her way to Baru-Kesh for the first time having completed a job in a neighboring city.



# TUNNELS & TROLLS

NAME

**Rose**

TYPE

**Rogue**

LEVEL

**2**

KINDRED

**Human**

**COMBAT**

ADDS **18**

WEAPON

**Sabre**

DICE + ADDS

**3 + 4**

**Dirk**

**2 + 1**

**10**

**STR**

**12**

**CON**

ARMOR/SHIELD

**Soft Leather**

HITS

**5**

**18**

**DEX**

**TALENTS**

TALENT (ATTRIBUTE)

**Roguary (LK)**

RATING

**24**

**Tumbling (DEX)**

**22**

**15**

**SPD**

**13**

**INT**

**15**

**WIZ**

**SPELLS**

SPELL NAME (LEVEL)

**Take That You Fiend! (1)**

WIZ COST

**6**

**Glue You (2)**

**8**

**21**

**LK**

**12**

**CHA**

ADVENTURE POINTS

**EQUIPMENT**

**Soft Leather Armor, Sabre w/scabbard,**

**Dirk w/scabbard, Soft boots (knee high),**

**Hooded cloak, Leather gloves**

**Pack w/ Lockpicks, 50' Silk rope, Torch,**

**Wax candle, Flint & steel, Flask of oil**

**Coin Purse: 70 gp, 110 sp**



*Some of the material presented in this adventure was previously published by this author in Elder Tunnels: Spring 2012, by Peryton Publishing.*

*I believe in providing various options to the players when running an ongoing campaign. While there will always be times that you will have a pre-determined adventure or scenario to run, I love to give the players the opportunity to explore and be free to choose their course of action. That is why I have grown to love running city adventures where the possibilities can be endless for the imaginative GM.*

*This GM adventure could be used as brief interlude for traveling characters, or the start of an ongoing city campaign spanning multiple sessions. It is designed to use with Tunnels & Trolls 7.5 for up to six characters, Levels 1-3. Higher character levels could easily be accounted for by adjusting Monster Ratings or Challenges presented. Being a fantasy take on an Arabian culture, common non-human kindred will be out of place, but not unaccepted. Other kindred can be played, but may be treated more as an outsider or with fear/distrust.*

## **The City Baru-Kesh**

Baru-Kesh is a heavily populated port city. The city is located in a very warm climate and the port is open year round. Extreme wealth exists alongside equally extreme poverty. Most affluent homes are gated and will contain beautiful, well-kept gardens and courtyards. Men wear long robes with sandals and turbans, and will more often than not have long beards. Women of noble birth will often be veiled, especially if a young maiden and yet to be married. Wealthy men and women may travel in the city accompanied by their slaves and eunuchs. Some may travel in litters bedecked with cushions and scented with perfumes.

The lower classes will be any even more prevalent site. Beggars line the streets sporting weathered and worn clothing. Some working men leave the city every morning to cut wood, fish, or gather shellfish that can be sold in the market. Other men offer services as porters, carrying large baskets used to transport

goods bought at the market by those that can afford to pay for that service.

The market, or bazaar, is a place well-known for finding almost anything you may be looking for including Spices, exotic weapons, furniture, jewelry, cloths, rugs, and all manner of foodstuffs. The smells of these items will mix with the cooked meats and breads that are available for sale by the merchants of the market.



Animals are another common site in the streets of Baru-Kesh. Chickens, goats, lamb, and other livestock may be in the process of being transported to the market for sale, or to the slaughterhouse. Dogs, cats, and even small monkeys may be seen as well, either as pets or roaming wild. Dogs will congregate around shops and stalls that sell meats and breads, begging for scraps from a cook. Horses and camels will also be a common site.

### **Law and order**

In the streets of Baru-Kesh can be very subjective. Men and women of higher station will often get away with actions that those of lower class would not get away with. There is a presence of armed guards in the city, but not at all consistent. If there is a time when the group acts in a way that could attract the



attention of a guard, have the player make a Level 2 Saving Roll versus LK. Guards will question the characters on what has happened and may or may not attempt to apprehend the group. This should be done totally at the discretion of the GM. Keep in mind there are large crowds and the PC's are outsiders. If an act of violence is performed where many can see it, the guards may not notice, but others definitely will and may try to draw the attention of the guards.

### ***Baru-Kesh Guardsman***

(2nd Level Warrior, MR 40, 22 Combat Adds)

Weapons: Pilum (5d6) or Scimitar (4d6)

Armor: Heavy Cloth (2 Hits)

STR: 18, CON: 22, DEX: 20, SPD: 14, INT: 12, WIZ: 10, LK: 16, CHA: 10

Standard patrols will be in groups of two or three. If the group decides it is a good idea to openly combat guards in the middle of a crowded street, the situation will escalate quickly with more guards arriving in short order to deal with the affront. Increase the MR of the guards if needed to represent a high ranking member leading a larger force.

If by chance the group (or a member of the group) finds themselves imprisoned, the group will be approached by a man named Zeeks who is in the employ of the Vizier Draban Al-Faad. He will offer the group a deal to surrender their Gold and they will be permitted to leave without further punishment, provided they never return again to Baru-Kesh.

## **The Festival**

Baru-Kesh is first and foremost a market city and cultural center for the surrounding lands. A Festival is celebrated in the early summer when the cattle merchants come to town. The docks are full of cargo ships coming from the distant lands to take advantage of the year's cattle sales. The stockyards and abattoirs brace themselves for the busiest time of the year while the city's population swells with visitors. Merchants arrive to sell their wares and make needed purchases. Revelers come to take part in the festivities.

The weeklong celebration officially starts with a large party and a visual display of spell craft to entertain and delight the attendees. As the cattle merchants arrive and set up their camps and barricades for their animals outside of town,



the citizens and visitors gather in the central plaza in front of the government buildings. At Midday, the leaders of the city gather on a balcony and greet the amassed crowd, waving and encouraging the crowd into further excitement.

The people in the plaza respond with cheers and cries of exaltation and delight. Bottles of specially made bubbly drinks are popped open and liberally sprayed amongst the crowd. The city wizards then appear on the rooftops of the nearby buildings and begin their orchestrated and alluring presentation. Called the 'Fulminatorio', this display includes pyrotechnic and uniquely crafted visual spells that amaze the gathered crowd. The Baru-Kesh Mages Guild is tied to the government and strictly controlled. Spells used in the celebration are kept a secret among the city's accredited mages.

A few hours later, the crowd then turns its attention to the second attraction of the day: 'The Minos Encierro', also called 'The Run'. Baru-Kesh is well known for its fighting pits and arenas used for all matter of gladiatorial competitions. Minotaurs are bred and trained to fight by the wealthy and represent very large investments. The Minos Encierro is normally the first look at new minotaur fighters and a chance for them to gain some notoriety and fame before their fighting careers officially begin.

A course is set through the city streets leading to the gates of the Grand Arena. Wooden barricades up to ten feet tall are erected on both sides of the street to keep the melee and anarchy confined to the course. Two corrals are set up at the start of the course: one for the participants and one for the minotaurs. When the first pyrotechnic blast is shot into the air, the participants are released from their corral. The second blast is to release the four minotaurs.

The goal for the participants is to make it to the end of the course. Leaving the course by climbing over or the wall forfeits any possible prize money. Only by passing through the gates of the Grand Arena and proceeding to its center grants the victory and the awarded prizes. Of course, those on the course will be chased down and attacked by rampaging and aggressive young minotaurs, looking to spill blood and wreak as much havoc as they can. The minotaurs earn prize money for their owners for every participant they can incapacitate and prevent from finishing the course. They also can earn reputations ahead of their fighting careers by vanquishing as many poor fools as possible on the course.

Anyone can sign their name to participate in The Run. One condition is that the kindred of the entry would have to be man sized or less. Larger sized kindred like trolls, ogres and giants would be denied entry. Overly small kindred like fairies and those with wings would also be denied. There is no entry fee for any citizen of the city of Baru-Kesh. Outsiders and delvers who cannot show proof of citizenship would have to pay a fee of 50 GP to enter. Any participant who makes it to the end of the course is awarded with 500 GP, a fortune and life changer for most any commoner. Those that enter are able to bring in weapons and other possessions that they can carry. Use of spells or ranged weapons is prohibited on the course, but allowed in the arena.

There could also be some participants in The Run that are involved against their will. Prisoners are sometimes thrown into the event, an opportunity seen by officials and other power brokers of the city to take care of problems and add additional entertainment for the crowd. These individuals are marked by a black leather collar around their necks. If they are able to make it through the course and to the center of the arena, the prize is their freedom. Unlike others in the run, they will not be allowed to escape the route by crawling under, through, or over any of the wooden barricades. The crowd will push them back into the course and the minotaurs are trained to seek out the black collars during the run. In most cases, a black collar participant will not have any weapons, but it is normal for the crowd to help these unfortunates by giving them daggers or spears along the course.

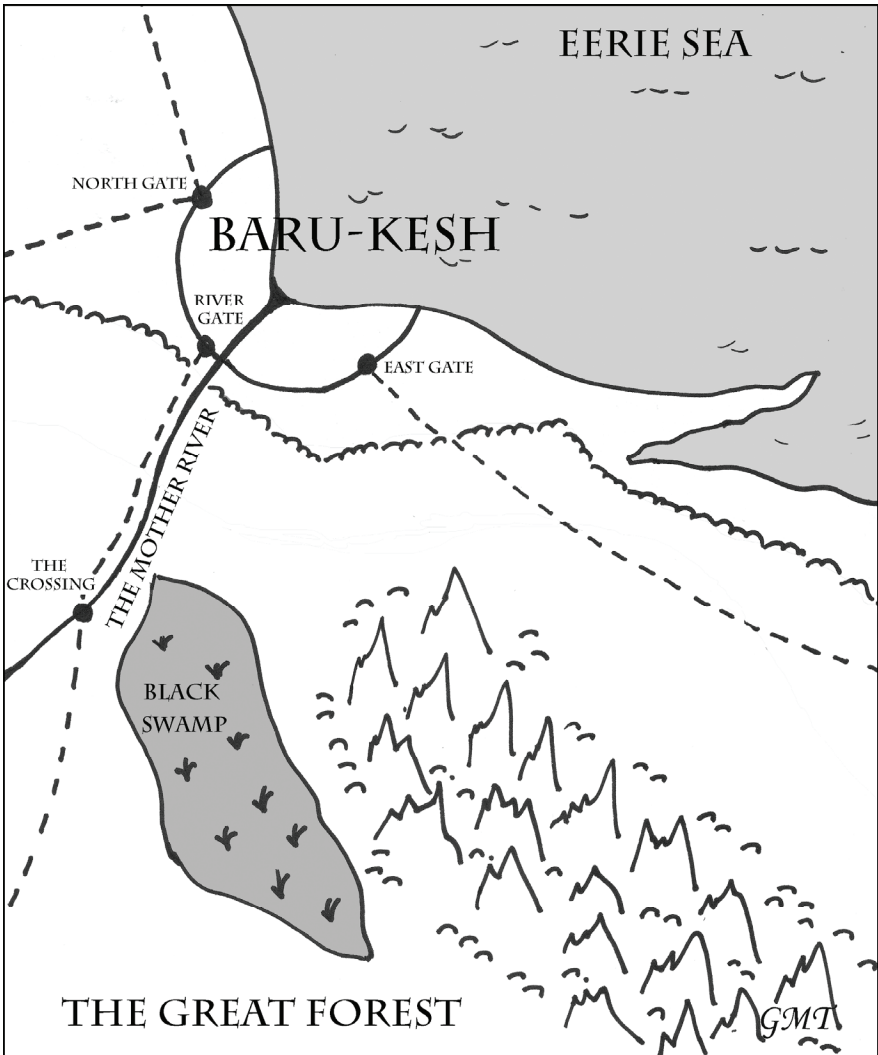
## **City Encounters**

For delvers entering the city for the first time, they are doing so at its busiest time of the year. There are three gates (North, River, and East) that are open for people to enter the city through. Lines are queued outside of the city gates waiting to gain entry. There will be a separate line at each gate for merchants with livestock or wagons that will need to be inspected by city officials before being allowed to enter. The second line is for individuals who just need to pass a quick glance by a group of 4 city guardsmen before being permitted to enter.

All delvers walking up to a gate will need to make a *Level 1 Saving Roll versus LK* (Level 2 if any kindred other than human and Level 3 if a kindred that is larger than 10 feet in height). Failure will mean that a city guardsman has decided that the character needs to pay a fee to get into the city. He will put his hand

out blocking the entrance through the gate and asking for 5 gold (10 gold for a critical failure) to enter the city. If questioned, he will simply state that it is a tax levied against non-citizens and the character must pay to enter.

Players that insist on making an issue of this would be told to walk away from the gate. If by chance a guardsman is attacked by a character, the 4 guards on duty would respond in kind, fighting back and calling over additional guards. By the 2nd combat turn, another 10 guards would be joining the fight from the immediate area. There could also be a city mage nearby that could cast any first level spell if needed. See the Law and Order section on page 81 to see what happens to anyone that is captured.



Once inside the city, the following encounters can be used as the group interacts with the city of Baru-Kesh and its residents. Each entry is numbered so that the GM can randomly determine the encounters if desired.

### 1. The Persistent Porter

Upon entering the market, the party will be approached by a man carrying a large basket on his head. He is young and wearing worn but well-kept clothing with a long black beard. He will ask the party to hire him to carry anything they may like to buy while they are shopping in the market. He will not take 'No' for an answer and follow the party, attempting to ask them where they have been, where they are going, and even offer to help them find what they are looking for since he has lived in the city his entire life.

If the party hires the porter, it will prove to be to their advantage economically. He will direct the PC's to merchants that sell common items for 10-15% less than the going rate listed in the T&T rulebook. He will tell the party his fee is 5 gold.

Talking to the porter will also yield some information, because he is quite the talkative type – you can roll a d6 if you want to randomly determine which bit he gives.

1-2, Don't trust anything that Drake the Alchemist sells (Encounter 3)

3-4, One of the Sultan's men, Zeeks, is looking for mercenaries to hire

5-6, Hazan sells magical brooches (Encounter 4)

If the party does not hire the porter, he will continue to follow them. If they do make a purchase, he will jump between them and attempt to intercept the item. A *Level 2 Saving Roll versus SPD* will effectively prevent the porter's attempt, and he will finally be on his way. If successful, he will quote his fee of 5 Gold and continue to follow the party.

If by chance the PC's raise a hand to strike the porter, he will immediately drop to his knees and beg forgiveness. He will state very loudly, "For all that is holy, please spare my miserable life. I only meant to feed my family". Feel free to heap as much over the top behavior as you like as he begs for his life. If the groups insists on attacking him further with weapons, he will be easily dispatched. Make a *Level 2 Saving Roll versus LK* to avoid anyone alerting the

guard to the killing (see page 81 for more information on law and order in the city). His measly possessions are a pouch with 8 Gold and his porter's basket. Simply beating him with punches or kicks will also effectively drive him away.

*AP: 100 points can be given for each bit of information that is derived from the Porter; AP can also be awarded for not outright killing the man and dealing with his antics.*

## 2. The Determined Dog

As the group walks through the market, they will come across a Meat Seller whose door is surrounded by all manner of dogs, barking and begging for scraps. One mangy black dog will see the group and begin to follow them around.

If anyone in the group interacts with the dog, the animal will appear to understand fully what is being said. He will react to questions or orders that the party gives. Ask the character that is interacting with the dog to roll a skill check and then ask for her character sheet. Determine if the player rolled a successful *Level 3 Saving Roll versus WIZ*. If successful, it will be apparent to this character that the dog has been magically altered based upon the KREMM aura that the animal is giving. You could also ask all the players to roll a *Level 3 Saving Roll versus WIZ* after some time interacting with dog (adjust the SR if needed for a lower level party).

If the dog is attacked or an attempt is made to drive him away, he will dip his head to the ground and put his front legs forward in an attempt to submit in front of any character he may believe he has befriended or perceived as the leader. The dog will continue to follow the party and will wait outside buildings if the group leaves the street.

Questioning shopkeepers or even beggars will yield information about how the dog may in fact be a man who has been changed into a dog by a genius (genie) or an enchantress. A *Level 2 Saving Roll versus CHA* will point the group towards baker whose daughter is known to be an enchantress. He will take the group into his home and offer pleasantries and wine for his guests. His daughter, Amara, will appear and talk to the group – she will agree that this dog is not what he seems. She will dip her hand in a vessel of water and sprinkling the water on the head of the dog say...

“If born a dog, remain a dog; but if born a man, by virtue of this water resume your proper form!”

Amazingly, the dog will slowly transform in front of the onlookers. Amara will provide a robe for the man to cover his naked body. He is eternally grateful and will thank the gods that he has been delivered from his unjust imprisonment. His name is Sidi-Hassad and he is a wealthy merchant who was transformed into a dog by his deceitful new wife. He says that you can return to his home at any time in the future and receive his graces and benefits of a host, but he first he must deal with his wife.

If the group lingers, they will find out that Amara will give him a bottle that will serve as a potion that he can use to turn his wife into some form of animal (a horse or a goat).

*AP: 300 points can be awarded for helping Sidi-Hassad regain his true form.*



### 2.1 The Seven Suitors

The group may also offer to accompany Sidi-Hassad to his estate. He will gladly accept such an offer and make promises regarding lavish treatment and feasts once his wife has been dealt with. He will lead the group into the southern area of the city where more lavish estates are located. Walking past the locked front gate of one such estate, the characters will notice the sounds of loud music and merriment. Sidi-Hassad will curse under his breath and lead everyone down an alley and to the rear of the household. Knocking on a door, he will be greeted by a female servant who recognizes him immediately and begins to apologize to him for what has happened. His wife has been entertaining suitors

and spending money on lavish party during the weeks he has been away.

Sidi-Hassad will order his servant to not let the lady of the house know of his presence and fetch some of this clothes from his wardrobe. If there is any concern from the group about trusting this servant, he will quickly tell them there is nothing to worry about. His servants have never liked his wife and he is now regretting that he did not take seriously the rumors and gossip that he had heard about her prior to recent events.

Sure enough, the servant returns with his clothing and a jeweled scimitar that he quickly brandishes and takes a few test swings before returning to its sheathe.

“My lord, your wife has 7 suitors that have been visiting her everyday, vying for her affections “ the servant reveals. “And my wealth”, Sidi-Hassad adds. “Well my new friends, what do you say. Will you help me rid my home of some roaches?”

Sidi-Hassad’s wife is currently entertaining her seven male suitors on a 2nd floor balcony overlooking the well manicured estate. Braziers are lit casting a soft and pulsing light. Musicians are playing flutes, harps, and drums while other servants are serving wine and wonderfully smelling foods to the mistress and her guests.

The suitors are not warriors or delvers, but simple citizens that are businessmen or privileged men from wealthy families. They all carry dirks (2+1) or sabres (3+4) and are not wearing any armor. Some or all may be in various states of drunkenness as well. Likewise, the wife is a woman who is nothing extraordinary; she just decided to use magic to try to get her wealthy husband out of her life. If it comes to a fight, the suitors will each have 5 or less combat adds. They are not necessarily evil men, nor are they even aware of how the wife caused her husband’s disappearance. If the group decide to take the room by force, only a failed *Level 1 Saving Roll versus CHA* (rolled by each party member) would cause any of the suitors to take up arms in the wife’s defense. The wife will be easy enough to capture and Sidi-Hassad will force Amara’s potion down her throat, turning her into a goat which he will keep tied to a rope on his estate.

*AP: 100 points can be awarded for helping Sidi-Hassad get his revenge.*

### 3. The Addled Alchemist

In the market there will be one merchant who stands out among the rest. He is clearly another outsider from the same lands that the group may hail from. He is a Human Wizard named Drake. He runs a small stand and sells various potions. The issue with Drake's potions is that they are less likely to work than normal, but they are more potent.

#### ***Drake the Alchemist***

(2nd Level Wizard, 10 Combat Adds)

Weapons: Kris\* (2d6 +3)

Armor: Heavy Cloth (1 Hit)

Spells: All basic 1st Level Spells, Little Feets (2nd)

Possessions: Potion of Hidey Hole (3), 10 gold

STR: 12, CON: 22, DEX: 12, SPD: 14, INT: 23, WIZ: 20, LK: 20, CHA: 18

A standard potion requires a *Level 1 Saving Roll versus LK*. Drake's potions will require a Level 3. This is information that Drake will not provide to the group. He will ensure that his potions are of finest quality (partially true) and will be something any delver will be able to depend on (more than likely not true).

Drake's Potions For Sale (5 of each are available)

***Healing:*** 30 gold, Heals (1d6 + 6) Hits of CON

***Mana:*** 20 gold, Regenerates (2d6 + 6) points of WIZ

***Precision:*** 40 gold, Add (1d6 + 6) combat adds for 5 combat turns

There will be a 50% chance that Drake will no longer be in the city the day after selling potions to anyone in the group. He has learned to pack up and leave when the time is right. He carries a Kris, which prevents him and anyone within 5 feet of him from being able to cast a spell. He also has a Hidey Hole potion that will be readily accessible in case he needs to make a quick getaway from an unhappy customer. This potion is the same as any other that he has made, requiring a *Level 3 Saving Roll versus LK* for it to work as expected. He will be more than willing to leave behind his product in order to get away and live another day.

His potions are carried in a leather case that he will carry with him to and from the market. If the characters decide to follow him instead of confronting him directly, they will find that he is lodging on the second floor of a merchant's



shop with an external staircase leading up to the suite he is renting. The furnishings in the apartment are very basic. On a table will be devices that he uses to brew his potions: mortar and pestle, retort, cauldron, and candles. There is an empty suitcase on the floor that will easily be reasoned to carry these items when traveling.

If the apartment is searched, a successful *Level 1 Saving Roll versus INT* will yield a receipt for a local stable for two horses (paid in full for the month). A successful *Level 3 Saving Roll versus INT* will yield a secret compartment in the suitcase that has the recipes for making the three potions that he sells. These recipes should be somewhat complex with multiple ingredients, some of which that could be quite difficult to find. If taken to the city's Wizards Guild, they will be quite interested in the recipes and offer 100 gold for all three.

*AP: 100 points can be awarded for dealing with Drake; 200 points if they decide to deal with him in a way other than killing him.*

#### 4. The Jaded Jeweler

The group will pass by a stall where an older and long bearded man is selling jewelry. Behind him stand two very large and muscular men with large scimitars at their waists. Most of Hazan's products are unremarkable and of standard quality for basic jewelry. They will consist of necklaces, bracelets, and rings made from gold, silver, and brass with lower quality inset gemstones (Bloodstone, Onyx, and Crystal). Prices for these articles would be consistent with what is described in the 7.5 rulebook on pages 73-74).

For those that are obvious delvers, he will offer to them a selection from his special stock. Imbued with magical properties and finely crafted, Hazan's brooches are expensive, but seemingly a pretty good deal for what they offer. He will flamboyantly offer each brooch alluding to the attribute that each would improve ("Wear this and you will be strong like bear" or "This will make you fast like cheetah, fast fast!").

Hazan's Brooches For Sale (1 of each is available)

***Emerald Spider Brooch:*** 300 gold, Increases STR by 3 when worn

***Sapphire Ladybug Brooch:*** 400 gold, Increases LK by 3 when worn

***Bloodstone Beetle Brooch:*** 350 gold, Increases SPD by 3 when worn

***Winged Topaz Brooch:*** 300 gold, Increases DEX by 3 when worn

Hazan is happy to do business with the group, and will be eager to haggle, bringing the price down by up to 20%. He has a third unseen henchman that is in the crowd and keeps an eye on his customers. When Hazan gives a signal, the man will follow the party who has purchased one or more of his brooches. If someone from the party decides to look back or suspect someone may be following, ask for a *Level 3 Saving Roll versus INT*. If successful, the character will notice that the two guards are now absent from Hazan's jewelry stand.

The 3rd henchmen is a corrupt city guardsman and will round another accomplice – also a corrupt member of the city guard. They will call out to the group and order them to stop. They will attempt to force the group into a nearby alley where the two bodyguards are waiting.

The group could resist in the street, which would potentially cause a situation where the guards call for more help. The guards could ask if the group really wants to go to jail today and insist again at sword point to go into the alley.

Once in the alley, the group will be asked to turn over the brooches and all their money. They will then be escorted out the city by the corrupt guards and told nothing more will happen to them as long as they do not come back. This is if they cooperate. A more likely result will be a confrontation in the alley with Hazan's bodyguards thugs and corrupt guards.

### ***Hazan's Thuggies (2)***

(3rd Level Warrior, MR 80, 43 Combat Adds)

Weapons: Falchion (4d6 +4)

Armor: Heavy Cloth (2 Hits)

STR: 32, CON: 30, DEX: 20, SPD: 18, INT: 12, WIZ: 10, LK: 18, CHA: 10

### ***Corrupt Guardsman (2)***

(2nd Level Warrior, MR 40, 22 Combat Adds)

Weapons: Pilum (5d6) or Scimitar (4d6)

Armor: Heavy Cloth (2 Hits)

STR: 18, CON: 22, DEX: 20, SPD: 14, INT: 12, WIZ: 10, LK: 16, CHA: 10

*The combination of 2 thugs and 2 guards is a total combat value of 18d6 +138. If your group has less combat adds than 138, consider removing either a thug or a corrupt guard to make the fight more manageable.*

If the group survives, they can play things a few different ways. They can go back and confront Hazan who will more than likely be hastily packing up his wares for the night. It can be assumed that he has some connections within the city that could be friendly to him. Depending on who they know from other encounters, they could report the crooked merchant to an authority they can trust, one who could move to take Hazan into custody. Or, they can plan on plotting some other form of revenge on the merchant.

At any point, the group may surrender. If this should occur, the thugs will take the brooches and their money as initially demanded. The guards will then escort the group out of the city (carrying any dead or wounded members with them).

If the group is totally defeated in combat, have the characters remove the brooches and any money from their character sheets. Next, have each character make a *Level 2 Saving Roll versus LK*. Those that are successful will awaken on a wagon that is slowly rolling out towards the forest east of the city. Anyone that failed the roll are still unconscious (or dead if they suffered mortal wounds). The driver of the cart is an old man and he is simply going to dump the bodies in the woods for the animals to take care of. The characters' weapons and other supplies are in a sack next to the driver; he has looted the bodies of anything of value. He will not put up much of a fight if the characters insist on getting their belongings back.

*AP: Each of the bodyguards is worth 100 AP if defeated. Each of the guards is worth 50 AP if defeated. If Hazan is somehow turned in to the authorities, offer up another 200 AP for ridding the city of a thief and murderer.*



## 5. The Perilous Pit

On one end of the Bazaar is a round pit, 20 feet deep with stairs built in the ground on both sides for the combatants to enter or depart. On most days, the pit is not in use; some city officials are present to take down the names of those that would like to fight in the next scheduled event.

The characters could approach the pit on a day fights are in progress. They will see a series of matches, usually pitting outmatched men in rags facing off against well armored mercenaries. There are other events where both combatants are well armed. If one yields to the other, or if one is killed, the winner will claim all of the loser's weapons and armor as well as any prize money that is awarded based on the contract signed.

Today, there are numerous steel cages filled with lizard men that have been captured and sentenced to die because of their continued raids in the Great Forest on caravans and travelers. A half-uruk with long braided hair and large warts on his face is calling out to the passing throng.

"We have some captured lizard men good citizens! Who wants to fight one of these evil and deranged creatures?"

To fight a lizard man in the pit today, it will cost the delver 5 gold. If victorious, the payout is 50 gold. Groups can also enter at the same rate for cost of entry (x5) and the payout if the group is successful in the melee (x50).

The lizard men are recently captured and some are in better shape than others. If you like, you may represent this by having the character fighting in the pit make a *Level 2 Saving Roll versus LK*. On a successful roll, the opponent will be wounded and only have half the listed CON value at the start of the fight. Some of the lizard men that have been captured are known as "Spitters". These are a bit more powerful than a common lizard man warrior and able to produce acidic spittle that can be launched as a missile attack at foes.

To determine which type of lizard man will be the character's foe, roll a single d6 for each character fighting. On a roll of a "6", the lizard man will be a Spitter. Each will be given a spear (3d6 +1) to use when entering the pit.

*More information on Great Forest Lizard Men can be found in Meandering Monsters Volume 1, also available from Darkshade Publishing..*

### ***Lizard Man***

(MR 24)

Combat Dice: 3d6 +12 or weapon +12

Armor: Scales (3 Hits)

Special Abilities: *Cateyes*

Special Damage: 2/*Tail Whip*

STR: 18, CON: 24, DEX: 14, SPD: 14, INT: 12, WIZ: 10, LK: 14, CHA: 12

### ***Lizard Man - Spitter***

(MR: 32)

Combat Dice: 4d6 +16 or weapon +16

Armor: Scales (3 Hits)

Special Abilities: *Cateyes*, *Goopy Spittle*

Special Damage: 2/*Tail Whip*

STR: 18, CON: 24, DEX: 16, SPD: 16, INT: 12, WIZ: 10, LK: 14, CHA: 12

***Cateyes:*** As the second level spell, this racial or kindred ability allows lizard men to always be able to see well in low-light conditions.

***Tail Whip:*** A Level 2 Saving Roll versus SPD is required to avoid being tripped. If unsuccessful, the target immediately loses half of her combat adds for the current round having been knocked off balance.

***Goopy Spittle:*** Usable 1x/day on a single target within 30 feet. The Spitter makes a Saving Roll versus DEX. If target is using a shield, the subtract 5 from the roll. Anything less than a Level 1 success is a miss.

- Level 1 or 2 Success: The target is hit in the chest by the sticky spittle reducing armor value if worn by 2 Hits. The distraction also causes the target to fight with half combat adds for 2 rounds.
- Level 3 or better Success: The target is hit in the face inflicting 1d6 damage and causing impaired vision and discomfort. Until removed, the victim will fight with no combat adds and cannot cast any spells. Any head armor worn also loses 2 Hits from its armor value. If the target is wearing a full face helm, the damage to the armor value is still applied and while no damage is inflicted, she should still be considered as fighting blind (no combat adds) unless the helm is cleaned or removed. It will take a full combat turn action by the victim to remove the spittle.

There will also be all matter of betting going on. Odds will be given for the combatants who are clearly the underdog. The GM can determine this by quickly looking at the combat adds of the opponents. Every 10 combat adds between the foes should represent points on the odds, rounding up. Example, if the character has 30 combat adds and is fighting a lizard man with only 12 combat adds, the odds would be 3 to 1 for the lizard man; even money for betting on the character.

Characters could also spend some time watching others fight in the pit against the lizard men and placing bets if desired. A successful *Level 2 Saving Roll versus LK* will allow for the group to see a "Spitter" in action and thus be better prepared if being paired against one. Resolve or determine the outcome and details of these fights as you wish. When a lizard man is defeated, its body will be dragged out of the pit and thrown into a nearby cart with other dead bodies. The spear it was using will be handed to the next one entering the pit. Those that are victorious will be disarmed and placed back in one of the steel cages.

For the safety of the onlookers, spells are not permitted in this pit. Spells can be cast that affect the caster ('Vorpal Blade', 'Little Feets') if desired. A city mage will be present that can stop the fight if a character decides to use magic in the pit. He or she will cast some unfamiliar spell that will separate the combatants and place an invisible barrier around the pit. The spell caster will be removed from the pit forfeiting any fee that was paid. For betting purposes, the match will be declared a draw and the house will keep 10% of any money placed as a wager.

Private wizards are always on hand to provide healing spells to those that can afford it. 'Poor Baby' healing spells are offered at the cost of 2 gold for each point of CON restored. More advanced healing spells could be available to be cast at the GM's discretion.

For added flavor, there could be people in the crowd that secretly cast spells on the lizard men to try to give them an advantage in the fight and thus offer an opportunity for some profit in the betting. This should be done at the GM's discretion and maybe even be something that a character sees happen ahead of a friend getting ready to fight, or watching some others fighting as onlookers.

On other days, the characters would be able to fight other challengers or men from the dungeons that are sentenced to die. These men are given the option to fight to the death in an attempt to win their freedom. Most of those that fight are trained and supported by the wealthy merchants and nobles of the city. These fighters tend to be slaves and eunuchs who strictly fight because they have been trained to and are ordered to. Others are mercenaries and delvers, fighting for gold and the winner's right to claim the prize for winning. Those that can survive will gain some level of fame and admiration, but most with a choice will realize that it is only a matter of time before they are matched with someone that they cannot hope to beat.

Examples of other encounters that can be used:

- Earn 25 Gold to fight a convicted prisoner (10 combat adds less than the character, no armor, either using a spear or a scimitar provided by the city)
- Earn 50 Gold to fight against another mercenary or sponsored fighter (5 combat adds less than the character – good equipment) with the right to take all possessions that the defeated brought into the pit.

Other captured monsters could be used as well, such as trolls, wolves, goblins, and uruks. The pit can be used at anytime as a different city encounter based on the monster of the day.

*AP: Award 50 AP for any lizard men that are defeated in the pit. If any are Spitters, award an additional 20 AP for each. You can also award AP based on any gold earned from betting on the fights.*



## 6. The Crafty Caper

*This adventure should take place just before the city event called the 'Fuminatorio'; see page 79.* One member of the group will be approached by a cloaked human. He is wearing his arm in a sling and will identify himself as Feldon Clay. He has need of someone or a small group that can help him finish a job that he has started. If anyone decides to attack Clay in this encounter, he is backed up by his friend and business partner Dink emerging from the shadows. The statistics for both of these characters are on pages 114-115. If it should come to a fight, Feldon will quickly shed his sling and fight freely with both arms.

The story is that they have a fantastically crafted replica (true) of a dagger that is known to exist in a wealthy man's collection at a nearby estate (true). Feldon has need of a thief that can finish the job by breaking into the estate and switching the replica with the genuine dagger. He cannot do it because he has suffered a broken arm (false) and the job needs to be done tonight. The distraction from the day's fireworks display to celebrate the festival will provide a perfect distraction (true).

The offer is a quick profit of 300 gold to perform the task. The fake dagger is worth about 200 gold if sold to a merchant. Clay will make it known that the item in question would be hard to fence (true) and his connections would be able to get the dagger immediately sold and out of the city while the original owner would be none the wiser.



If anyone in the group decides to take the offer, Clay and Dink will lead them through the back streets and towards the estate to be burglarized. Sure enough, the city is indeed preparing for the pyrotechnic display to be performed by the city mages to dazzle and enthrall the city. Many people are lining nearby rooftops getting ready to enjoy the show. The estate you stop at is the same. What appears to be servants and members of the household are on the rooftop of the walled estate.



To get into the estate, a 20 foot stone wall can be climbed (Level 2 *Saving Roll versus STR*) to reach the estate grounds. Using a grapple hook and rope would require a *Level 1 Saving Roll versus DEX* to set the hook followed by a *Level 1 Saving Roll versus STR* to climb the rope and get over the wall. Each individual can make up to two attempts to get over the wall. If two failures occur, it will attract the attention of a two man city guard patrol (see page 82).

The ground is being patrolled by a single guard that takes about 5 to 10 minutes to make his trek around the house on the estate. Ask for a *Level 1 Saving Roll versus INT* for the first person to get over the wall if they do not initially look for a guard patrolling the grounds. *Make the number of guards on patrol be equal to the number characters that have entered the estate grounds. Patrols can be in multiple groups of two with a decreased time to cover the circuit around the house.*

The rear door to the estate is locked. The Estate Guard has a key, or a *Level 1 Saving Roll versus DEX* will pick the lock if the character has lockpicks. The door could also be bashed using a character's *STR (Level 2 Saving Roll)* or a 'Knock Knock' spell could be used to get by the door as well. All windows are enchanted with 'Ding-a-Ling' spell that will immediately sound an alarm that attracts the attention of any household member despite the noise from the pyrotechnics show (If asked, Feldon will share this information with the characters). Any failed attempt will result in the guard coming around the corner and noticing the burglar(s), forcing a confrontation. The players can likewise just plan to ambush the guard if desired.

### ***Estate Guard***

(1st Level Warrior, MR 20, 11 Combat Adds)

Weapons: Sabre (3d6 +4)

Armor: Heavy Cloth (2 Hits)

STR: 15, CON: 12, DEX: 15, SPD: 14, INT: 12, WIZ: 10, LK: 15, CHA: 10

Any fight that lasts more than 2 combat turns will attract the attention of any other groups of guards (if applicable) or the attention of the household on the rooftops. City guard will immediately be summoned and the group will have only a few minutes to try to get away, or face a much larger confrontation and possible arrest. *Again, see the section on 'Law and Order' on page 81 for more information.*

Once past the rear door and if the household has not been alerted, Clay's instructions are to make your way to a second floor room with very specific instructions (up the stairs, 2nd door on the right). Once inside the den, it is filled with expensive tapestries, paintings, and furniture. Over the fireplace on an interior wall are various well crafted weapons including two sabres, a shield, and the dagger that looks to be the twin of the one Clay has given you to switch out.

Clay has a contact in the home that has managed to dispel the protective spell on the dagger that is to be switched. To avoid any undo suspicion, this servant will be with the rest of the household on the roof during the theft. The dagger is the only item that is magical, but if a 'Detect Magic' spell is cast on the display, the dagger as well as the shelves that hold the other weapons will emit an aura of magical energy.

'Unlucky Bees' spells will immediately affect a character that touches any of the other weapons. The spell will do damage equal to the LK value of the character. If the character survives, his LK attribute is permanently increased by 1. No other protection is on these weapons, but the price the Clay is able to command for the dagger is based on the owner not knowing that it is missing. Back tracking through the home and getting back over the wall should be handled as the GM wishes.

If the characters only switch the dagger and meet up with Clay and Dink at a local tavern called the 'Tack and Spur' as planned, they will pay the 300 gold to honor the deal and offer to buy some drinks to celebrate.

If the characters decide to keep the dagger and not meet up with the pair, they are being watched by Dink. Make necessary opportunities if you like if the option to discover the group is being followed is desired. Eventually, Dink and Clay will attack the group at an opportune time (provided they have more combined combat adds than the group) or they will plan some form of revenge for breaking the deal at another time.

If other weapons are taken and they still try to trade the dagger with Clay, they will refuse and demand 200 gold from the group to pay for the fake dagger. If this is denied, then the above revenge plan will also be followed by the pair when the opportunity arises.

The jeweled shield and sabres are worth about 200 gold each if the characters can find a fence that deals in stolen, high profile items in the city. Taking the items away from Baru Kesh and selling them would be the best plan of action. The magical dagger is worth over 1,000 gold. How powerful the dagger is, the powers it possesses, and to what extent the former owner will take to get it back is up to the GM.

*AP: Award 150 AP for completing the mission as planned and 30 AP for each guard defeated.*

## 7. The Shady Shakedown

The city of Baru-Kesh has a very powerful guild of thieves and assassins. One member of the group should find a strange ring in their pocket. Rogues in the group would be the most likely to be targeted but if there are no rogues, a warrior would work just as fine. The ring is enchanted and if worn, the character should make a *Level 2 Saving Roll versus WIZ*. Success will immediately convey the following powers to the character as long as the ring is worn (based on character type). If the saving throw fails, the ring will immediately begin to melt, magically dissolving off the character's finger and into nothingness.



Warrior: +3 STR

Rogue: 'Cateyes' spell (2nd Level, WIZ: 6)

Wizard: Stores 20 WIZ/day to use to cast spells

This encounter involves an old man being roughed up and robbed by a group of ruffians. The number of ruffians should be equal to the number of characters in the group +1. The old man is actually a guild associate named Samson and is a test for the bearer of the ring. The event is occurring in a walled courtyard of a residential apartment building.

### ***Ruffians***

(1st Level Rogue, MR 30, 15 Combat Adds)

Weapons: Dirk (2d6 +1)

Armor: Heavy Cloth (1 Hit)

STR: 15, CON: 20, DEX: 18, SPD: 15, INT: 10, WIZ: 10, LK: 15, CHA: 8

Samson will telepathically ask for help from a nearby passing member of the group that is wearing the ring. Likewise, the group could easily come upon the situation and decide to help regardless of the ring. If this should occur and the group wins the combat, Samson will kill the last of the ruffians by quickly leaping to his feet and slitting his throat with an ebony blade. He will offer a ring to the most deadly fighter in the group (based on the combat with the ruffians).

The adventure is intended to be a recruitment into the guild for one of the characters in the group. If successful, have the character with the ring write down 'Samson' as his guild contact and he will be in touch in the future with more information. As a member of this guild, the character would be approached for jobs and also have access to guild safe houses and other resources. More information on this guild and its members will be published in future volumes from Darkshade Publishing.

*AP: Award 30 AP for any Ruffian defeated and another 100 AP to the character with the ring who makes contact with Samson.*



## The Minos Encierro (The Run)

If a player character or a group is participating in The Run, the scenario can be divided into 3 distinct phases: the Start, the Course, and the Arena. Unless the group or individual has made some enemies in the city, they will be treated fairly and should not have too much negative interference during the course. Also, depending on the type of game that you are running, maybe 500 gold is too much or too little to entice the players to make a decision to participate. Make adjustments as needed. The registration fee for any individual is 50 gold to participate (free if the character is a native of the city).

### The Start

At the start of the ‘Minos Encierro’, chaos reigns. Surrounded by a majority of commoners, the threat of being trampled or shoved about as the corral gate opens is substantial. The ratio of trained fighter or delver to small folk is easily 4 to 1. As the time draws closer to the gates opening, the crowd will push forward in the pen. It would be easy enough for the players to fall back to the lesser crowded area of the pen, but leave that to the characters.

The corral behind the participants is filled with four minotaurs. They are young, strong, and trained to be fighters in the city’s gladiatorial arenas. This is their trial and first chance to make a name for themselves.

All players in the pen should make a *Level 2 Saving Roll versus LK*. If anyone should fail the roll, pick an event from the **Start Table** or roll d6 to determine a random result.

**Start Table**

d6	Result	Brief Description
1	“False Start”	Character is crushed by the crowd
2	“I Shouldn’t Be Here”	Someone in the corral needs help
3	“You’ve Been Stuck”	Character stabbed by another
4	“Flying Rocks”	Rock hurled into corral by fans
5	“Strange Brew”	Someone hands character a potion
6	“Zapped”	Another in the corral gets punished

**False Start:** The manic crowd in the corral have prematurely rushed the gate before it actually opens. Have the character make a *Level 1 Saving Roll versus DEX* to avoid being crushed or take 1d6 damage. A critical failure results in the same plus another 1d6 damage from falling to the ground and being trampled and kicked.

**I Shouldn't Be Here:** An elderly man in the pen is wearing a black leather collar and is very upset. He begs you to help him get to the end and he will make it worth your efforts. If pressed, he is a thief, but he has a stash that he will gladly hand over to you if you see him to the end. Whether the stash actually exists and how much is actually in it is up to the GM. If rebuffed, the man will put on a display and only threatening to or attacking the man will get him to stop. If a player does offer to help, increase all Saving Roll attempts by one level when trying to get through the course with the man in protective tow. Negative results of saves could be applied to the man instead of the player. He has a CON value of 5 if any situations occur where damage is applied. If the player is in combat, damage can be assigned to the man instead of the player.

**You've Been Stuck:** As the crowd in the corral jostles back and forth ahead of the start, the character has been stabbed by another wielding an ice pick. The character takes 1d6+2 damage bypassing any armor that is worn. This can be a purely random attack or the GM can make it personal based on the campaign.

**Flying Rocks:** A rock has been hurled from the crowd into the corral. Have the character make a *Level 1 Saving Roll versus SPD* to avoid the rock or take 1-3 damage to CON with a rock to the face, bypassing armor unless wearing a full faced helm. A critical failure results in the same plus a *Level 1 Saving Roll versus CON* to avoid being knocked unconscious.

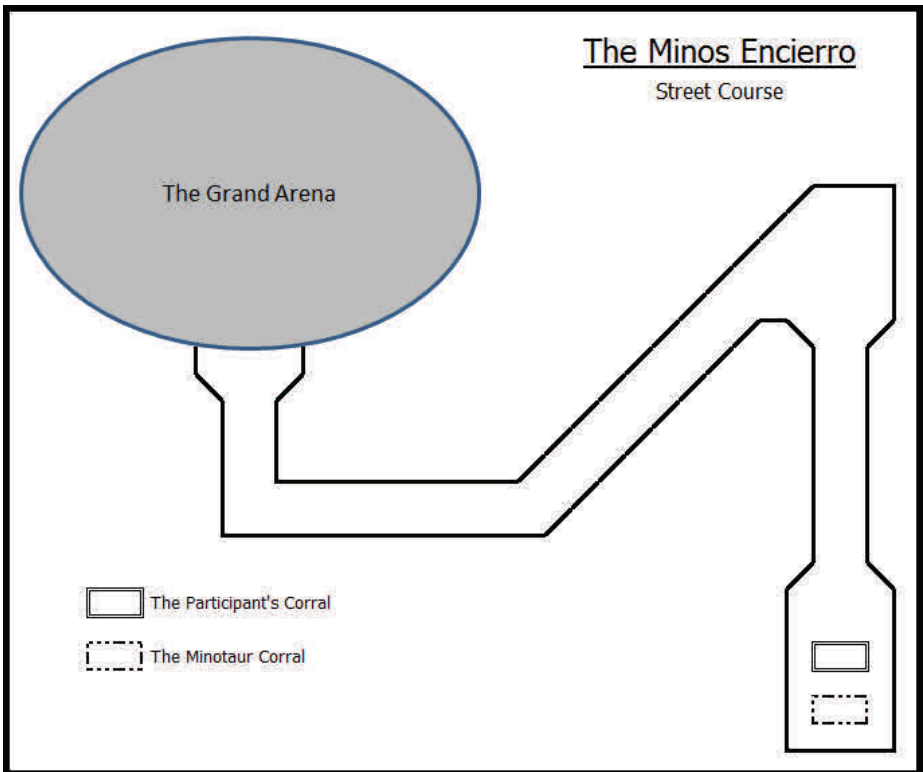
**Strange Brew:** Another man in the corral hands out a glass vial and says to drink as it will make you faster. Have the character make a *Level 1 Saving Roll versus LK* to see if the potion is effective. The potion is genuine and will temporarily (for the duration of the run) increase the character's SPD by 5 points.

**Zapped:** A nearby person in the pen and wearing a black leather collar attempts to scale the wall of the pen to escape. As he reaches the top, he is immediately blasted by bolt of energy. The dead body falls to the ground; his chest a charred and bloody ruin.

## The Course

Running the course involves either staying ahead of the charging minotaurs, standing and fighting the enraged beasts, or dealing with a crowd that could equally harm or help them. One thing acting as an initial deterrent for the group is the crowd. Most will not be wanting to hang back and deal with the oncoming minotaurs. While the GM should assume that the players can more than likely run faster than the commoners on the course, it should also be assumed that the minotaurs will travel at a higher speed than the players.

The course is set across 4 different city streets, all lined with large crowds of onlookers. The corrals are placed in a large square and the run begins with an initial straight away called '**The Pace**'. This ends at another large plaza that is centered by a fountain. A sharp turn in the course leads the runners down the longest section of the course known locally as '**The Werks**', named as such because of the high mortality rate. This tends to be an area where the minotaurs gain a lot of speed and run people down. There is a slight turn onto a different street extending this straightaway to the final turn. Known as '**The Turn**', this leads to the entrance of the Grand Arena.



As the GM, make a note of where the players are and where the minotaurs are. The scene will be very fluid with minotaurs either charging them from behind, or even coming back looking for stragglers. Make the scene chaotic and unpredictable. If the players hang back, make a few minotaurs come back as a pair to get back behind and press the group forward again.





If at any time a character is knocked unconscious or reduced to zero CON, request a *Level 2 Saving Roll versus LK* for each minotaur that is still on the course behind the player. Each failure results in the character being trampled by a rushing minotaur for an additional 1d6 damage bypassing armor since the character is defenseless. After the minotaurs have passed, the character will be removed from the course by the city mages. Characters that are still alive (characters need to be at -10 CON to be dead) will be healed to 5 CON by a mage with a "Poor Baby" spell.

A player or a group may elect to stand and fight. If a single player chooses to fight a minotaur, treat it as a one on one combat. If a group decides to attack a single minotaur, pick a character to make *Level 2 Saving Roll versus CHA*. If the roll fails, another minotaur joins the fight (if one is still left alive to do so).

\* \* \* \* \*

All players on the course should make at least one saving roll against their Constitution, Speed, and Dexterity at different times. All should be Level 1 saving rolls unless you can think of a reason on the fly to make it a bit more difficult. You can also increase the rolls to higher difficulty to make some things happen.

Who wants an uneventful run?

*Constitution Saving Rolls:* Running and dodging is tiring. Make a *Level 1 Saving Roll versus CON* to avoid pulled muscles, twisted ankles, or simple fatigue.

*Speed or Dexterity Saving Rolls:* Avoiding and reacting to everything around the character requires quick reflexes. Make a *Level 1 Saving Roll versus SPD or DEX* to avoid items thrown from the crowd or other participants cutting into the character's path.

*Example for running a character through the course:*

**The Pace** is a straight sprint from the corral to the first turn in the course. Here, speed is essential to separate from the pack and Dexterity as well to avoid the traffic of the other participants.

*Level 1 Saving Roll versus SPD AND  
Level 1 Saving versus DEX*

**The Werks** is the second straightaway after turning at the fountain; a place where many participants pile up and slam into the course walls. At this point as well, a Constitution check is needed to check the character's endurance as well as Intelligence or Dexterity to maneuver the maze of flesh.

*Level 1 Saving Roll versus CON AND*

*Level 1 Saving versus INT*

**The Turn** is the last part of the course before heading into the Arena and the finish line. The character's CON is still being pushed to the limit. The minotaurs are also bearing down at full ramming, goring, and trampling speed.

*Level 2 Saving Roll versus CON AND*

*Level 1 Saving versus SPD*

If any character should fail a roll, pick an event from the **Course Table** or roll d6 to determine a random result.

**Course Table**

d6	Result - Without Collar	Brief Description
1	"Bottle Neck"	Character's path blocked by a minotaur
2	"Hooligan"	A fan interferes with the character
3	"Road Rash"	Help someone else on the course
4	"A Goring We Will Go"	Avoid a charging minotaur
5	"Fight With Me"	Asked to fight a minotaur with another
6	"Out Of My Way"	Charging minotaur wreaking havoc

**Bottle Neck:** *This event should only be used if a minotaur has gotten ahead of the character.* Ahead is a mass of bodies that have jammed up on the course. A few are laying on the ground and those that are standing are backing up towards you. A minotaur has picked this spot to make a stand. He has taken some wounds and is currently fighting at 75% of his starting value. Instead of fighting the minotaur, the character may try to get around it as it is busy with other runners. A *Level 2 Saving Roll versus SPD* is needed to attempt to get past the minotaur. If the SR fails, that player has been held up and must fight

the Minotaur for at least one round before attempting to slip by again. When already fighting the minotaur, a *Level 1 Saving Roll versus DEX* can be attempted to break away from the melee after each combat turn.

**Hooligan:** A person from the crowd has reached out and grabbed the character through the wall. A *Level 1 Saving Roll versus STR* is required to break away from his grip and continue down the course. If the player is unable to break away, another participant crashes into the character jarring him loose, but causing 1d6 points of damage.

**Road Rash:** A man ahead of the character is struggling to get up a wall to try to get off the course. Based on a wound in his back, it appears like he has been gored. The character can stop and help him get over the wall or continue along the course. Helping the man will be noticed by the crowd. Being talked about in a positive light amongst the commoners gives the character +1 to his CHA attribute permanently.

**A Goring We Will Go:** Whether coming from ahead of or behind the character, a minotaur charging towards him; its head down and at full speed. A *Level 2 Saving Roll versus INT* is needed to avoid the charge. If the attempt fails, treat as if the player has been "Gored" and roll on that chart to get a result. Regardless of the result, the minotaur will continue barreling down the course in the same direction looking for another target.

**Fight With Me:** Another participant tries to encourage the character to stand with him and try to defeat one of the minotaurs. He fights with a cutlass (3+3, 15 combat adds, 15 CON, no armor) if the player decides to stand and fight. The minotaur is approaching and the man charges to take the fight to the monster. If the character decides not to help, it does allow him to move further down the course.

**Out Of My Way:** *This event should only be used if a minotaur has gotten ahead of the character.* A man from behind has shoved the character, knocking him off balance. Regaining his balance, the character sees a minotaur charging hard and heavy and into the man, breaking bones and seemingly killing him as he is slammed against a wall. The character can take this moment to move on. Or, he can attack the distracted minotaur who will be without his combat adds in the first combat turn.

At any time on the course, a player may elect to scale the wall and exit. This requires a very simple *Level 1 Saving Roll versus STR* to accomplish. Add a level of difficulty if a minotaur is hot on the character's tail or any other reason that comes to mind. A failure on this roll will result in the player falling back down to the course. If the roll is a success, pick an event from the **Exit Table** or roll a d6 to determine a random result. The table is separated by participants with and without the black collars.

**Exit Table**

d6	Result - Without Collar	Brief Description
1 - 4	"Wine and Cheese"	Character escapes and parties all night
5 - 6	"Not Done Yet"	Crowd tries to push character back
d6	Result - With a Collar	Brief Description
1 - 3	"Not On My Watch"	Crowd forces character back
4 - 5	"Oh No You Didn't"	City Mage blasts the character
6	"I Got Your Back"	Crowd pulls character out

**Wine and Cheese:** The crowd congratulates the character, patting him on the back and offering food and drink as being helped down from the wall.

**Not Done Yet:** The crowd attempts to push the character back onto the course. Have the character make a *Level 2 Saving Roll versus STR* to push the onlookers away and jump down from the wall, ending the run. Otherwise, the character is pushed back onto the course, potentially landing awkwardly on the way back down. Failure on a *Level 1 Saving Roll versus DEX* will result in a twisted ankle and 1d6 damage to the character's SPD (will be regained at one point per day until back to its maximum value).

**Not On My Watch:** The crowd act as one entity and repel the effort to get over the wall, pushing the character back down to the course. He does land easily on two feet and is able to continue on the course.

**Oh No You Didn't:** The character reaches the top of the wall and is surprised to see that the crowd is getting out of the way. Surprise is replaced by the realization of a city mage standing on a building adjacent with a now unobstructed view of the escapee motioning to cast a spell. The character can immediately jump back down to the course; failure on a *Level 1 Saving Roll versus DEX* will

result in a twisted ankle and 1d6 damage to the character's SPD (will be regained at one point per day until back to its maximum value). Otherwise, the character is the recipient of a 'Take that you Fiend' spell from a City Mage (40 WIZ, 25 INT/25 Damage on the TTYF!). If still alive, the character is on his back on the course and should make a *Level 2 Saving Roll versus CON* to avoid being knocked out from the fall.

***I Got Your Back:*** The crowd pull the character over the wall and into nearby alley. Someone pushes his way through the crowd around the character with a wand in his hand. Touching the wand to the collar causes a slight electrical surge that causes 1 point of damage, but it drops to the ground freeing the character from its confines.

### The Arena

The Arena is the final step to the contest. The crowd will be at capacity and the sound of the cheers and revelry will be heard before taking the turn in the street and seeing the Grand Arena directly ahead on the course. Anybody that makes it to the raised dais in the center of the arena is declared victorious; there can be multiple winners. The one thing that most citizens fail to communicate to prospective participants is that a fifth minotaur waits in the Arena. The good news is that in the arena, spells and ranged attacks can be utilized.

This is a good spot to allow the character to run past the minotaur to the finish line if there have already been plenty of fights during the course. A *Level 2 Saving Roll versus SPD or INT* will be enough to get past the minotaur as he will be easily distracted by others coming in the arena. If the character is wearing the black collar, it should be a Level 3 instead since the minotaurs are trained to go after people wearing them.

Those that reach the center of the arena are declared victorious and immediately rewarded for their accomplishment. City mages cast Poor Baby spells to heal any lost CON points and they will be escorted out of the arena and to a private bath house where they can relax and get cleaned up. Furnished with fresh clothes, they will be escorted to the feast that night as guests of honor. Even the former criminals who make it here are treated this way. All is forgiven and the monetary award of 500 gold is presented after the feast that night. The companions of a winning character will be able to attend the feast.

## The Minotaurs

Minotaurs are known to be relentless and powerful foes. While many minotaurs suffer from distractions like feasting on human flesh and lusting for human females, Gladiator Minotaurs are raised from a young age to fight and control these hindrances. During the course, the minotaurs will be running, charging, and attempting to gore almost anything in their paths.

### ***Young Gladiator Minotaurs (5)***

(MR: 60)

Combat Dice: (7d6 +30) or weapon +30

Armor: Natural Hide (4 Hits)

Special Abilities: *Gore*

Special Damage: *3/Gore*

Special Hindrance: *Weak Spirit*

STR: 30, CON: 60, DEX: 18, SPD: 18, INT: 12, WIZ: 20, LK: 12, CHA: 15

**Gore:** The minotaur pierces the armor and flesh of the opponent with one of its horns. A gore will occur when three sixes are rolled on its attack. Roll on the table below to determine the results of the gore. Damage inflicted by a gore bypasses armor.

d6	Result
1-3	<b>Knocked Back:</b> 5 damage, <i>2nd Level Saving Roll versus DEX</i> for opponent to stay on his or her feet
4-5	<b>Armor Punctured:</b> 8 damage, body armor (if worn) damaged by puncture and reduced by 2 hits
6	<b>Head Butt:</b> 10 damage, <i>3rd Level Saving Roll versus CON</i> to stay conscious

**Weak Spirit:** If a Gladiator Minotaur knocks down, out, or kills an opponent, it will normally move on to another opponent or otherwise leave the downed individual alone. When this occurs, roll a d6. On a result of a 6, the minotaur is unable to suppress his natural urges. It continues attacking and will begin to eat the opponent once killed.

*This scenario has been designed as written for a lower level party or individual with 30 or less combat adds (average for the party). It is recommended to increase the MR value of the Gladiator Minotaur by 20 MR for every 10 additional combat adds.*

### Enforcing the Rules

City mages are on the rooftops all along the course. If a character casts a spell at any time on the course, ask for a *Level 4 Saving Roll versus LK* to have it go unnoticed. Otherwise, the mage will attempt to cast a 'Hold that Pose' spell on the player, and then be levitated off the course. If by chance a spell that is cast causes harm to any onlookers, the player will be arrested and thrown in a prison cell. Otherwise, the player will be informed of disqualification from the Run.

Players that are wearing a collar cannot cast spells. The collar blocks all spell ability. If someone with a collar tries to exit the course, they will be attacked and killed in some violent and magical way by the city mages. If a player is somehow wearing a black collar, make sure it is known that the only way to get out of the course will be by getting to the end and having the mages remove the collar.



*AP: Award 500 AP for any character that completes the course. Award 100 to 300 AP to anyone who had entered but not finished based on how far the character was able to get. Saving or helping others should earn a bonus of at least 50 AP per situation.*

## NPC Spotlight

### Feldon Clay

Seemingly inseparable from the silent dwarf named Dink, Feldon Clay has carved a career with his partner traveling from city to city engaging in any work they can find that suits their talents - thieving and fighting. He also seems to be able to understand and communicate with the dwarf where others would have problems dealing with the mute. While he has picked up on most of the dwarf's mannerisms over the years they have worked together, one touch of the pommel of his magical short sword also enables him to cast an ESP spell when needed.



Clay, as he normally will introduce himself, will always try to negotiate some payment in spells when dealing with wizards. His magical sword also comes in handy when negotiating terms with the ability to read the minds of his partners and further influence them with its powers (see below).

3rd Level Rogue, Human, 28 Combat Adds

Weapons: **Beguiler** (Magical Short Sword, 3d6 +10)

Armor: Soft Leather (5 Hits)

Spells: *Detect Magic* (1st), *Knock Knock* (1st), *Oh There It Is* (1st), *Take That You Fiend!* (1st), *Glue You* (2nd), *Poor Baby* (2nd)

Talents: Roguery (INT +5), Disguise (CHA +3), Negotiation (CHA +3)

Possessions: Lockpicks (5), Dirk (2d6 +1), 5d6 x10 gold

STR: 15, CON: 18, DEX: 26, SPD: 17, INT: 32, WIZ: 28, LK: 18, CHA: 28\*



**Beguiler**, Magical Short Sword with base damage of 3d6 +10

- +4 to CHA when in bearer's possession
- 40 WIZ points that can be drawn upon to cast own spells or the following:
  - Spirit Mastery*: as the 2nd Level Spell (8 WIZ)
  - Befuddle*: as the 3rd Level Spell (12 WIZ)
  - ESP*: as the 5th Level Spell (20 WIZ)



### Dinkadalius “Dink” Sturm

Not much is known of Dink’s past; primarily because he says very little. In fact, no one has ever heard more than one word from the dwarf, his own name ‘Dink’.

His seemingly constant companion is the rogue named Feldon Clay. The two have forged an unlikely bond; gifting and finding mercenary work in whatever city they find themselves in. Feldon also seems to be the only person that can understand Dink’s body language and tone. Dink’s speech impediment hides a very intelligent and dangerous friend, or foe if any decide to cross the pair.



While happy to confront his opponents straight on using his natural talents in combat, Dink is also skilled in sneaking and stealth. Loyalty is also something he prizes and values. He is eager to trust and quick to aid anyone that has shown such tendencies. In his line of work, friends are the key to survival.

2nd Level Warrior, Dwarf, 32 Combat Adds

Weapons: 2 Throwing Axes (3d6 +2, 3d6 +2)

Armor: Soft Leather (10 Hits)

Spells: Nil

Talents: Tumbling (DEX +4), Stealth (INT +3)

Possessions: 2 Dirks (2d6 +1), **Speedy Boots** (+5 SPD when worn; valued at 500 gold), 3d6 x10 gold

STR: 18, CON: 30, DEX: 24, SPD: 20\*, INT: 21, WIZ: 18, LK: 16, CHA: 12



## Drake the Alchemist

Drake wanders from city to city selling his wares. He advertises them as having the utmost quality and reliability. In reality, he is an alchemist who is still mastering his craft.

A standard potion requires a Level 1 SR (LK). Drake's potions will require a Level 3 SR (LK). This is information that Drake will not provide to the group. He will ensure that his potions are of finest quality (partially true) and will be something any delver will be able to depend on (more than likely not true). Drake has learned to never stay in one place for very long. There is a 50% chance that Drake will have moved on after selling any of his wares on a given day.



In addition to the potions that he makes to sell, he has a recipe memorized for his personal 'Hidey Hole' concoction which he will utilize if in dire straits and needing a quick getaway (requiring a L3 SR to be successful like all his potions).

2nd Level Wizard, , Human, 10 Combat Adds

Weapons: Kris\* (2d6 +3)

Armor: Heavy Cloth (1 Hit)

Spells: All basic 1st Level Spells, Little Feets (2nd)

Talents: Alchemy (INT +6), Persuasion (CHA +4)

Possessions: Potion of Hidey Hole (3), 2d6 x10 gold, Case with potions, Case with Alchemy supplies, Potion Recipes (hidden in case)

STR: 12, CON: 22, DEX: 12, SPD: 14, INT: 23, WIZ: 20, LK: 20, CHA: 18

Drake's Potions:

**Healing:** 30 gold, Heals (1d6 + 6) Hits of CON

**Mana:** 20 gold, Regenerates (2d6 + 6) points of WIZ

**Precision:** 40 gold, Add (1d6 + 6) combat adds for 5 combat turns

**Hidey Hole:** Not for sale, Invisible for 5 combat turns, reduce opponents combat adds by 50%



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\* \* \* \* \*

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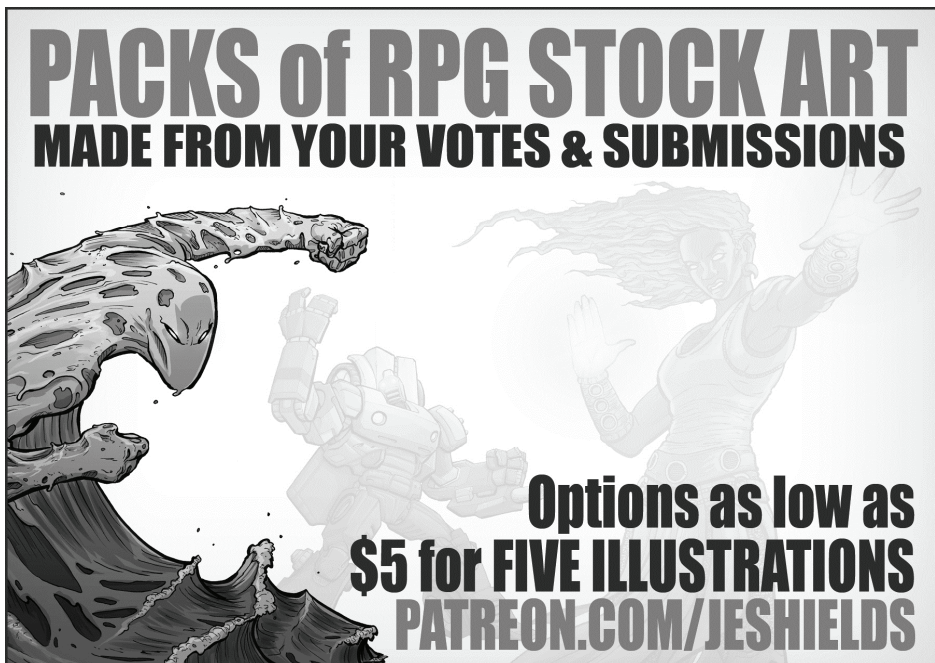
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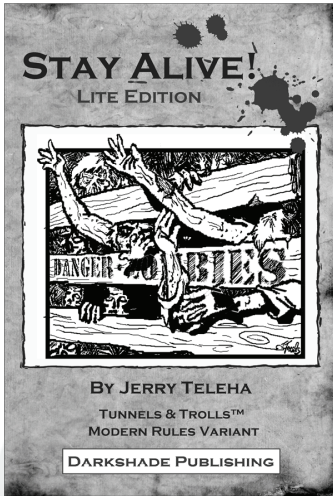
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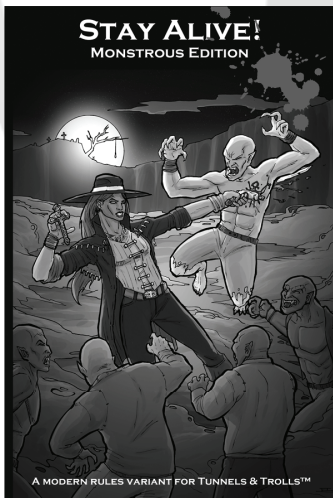
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