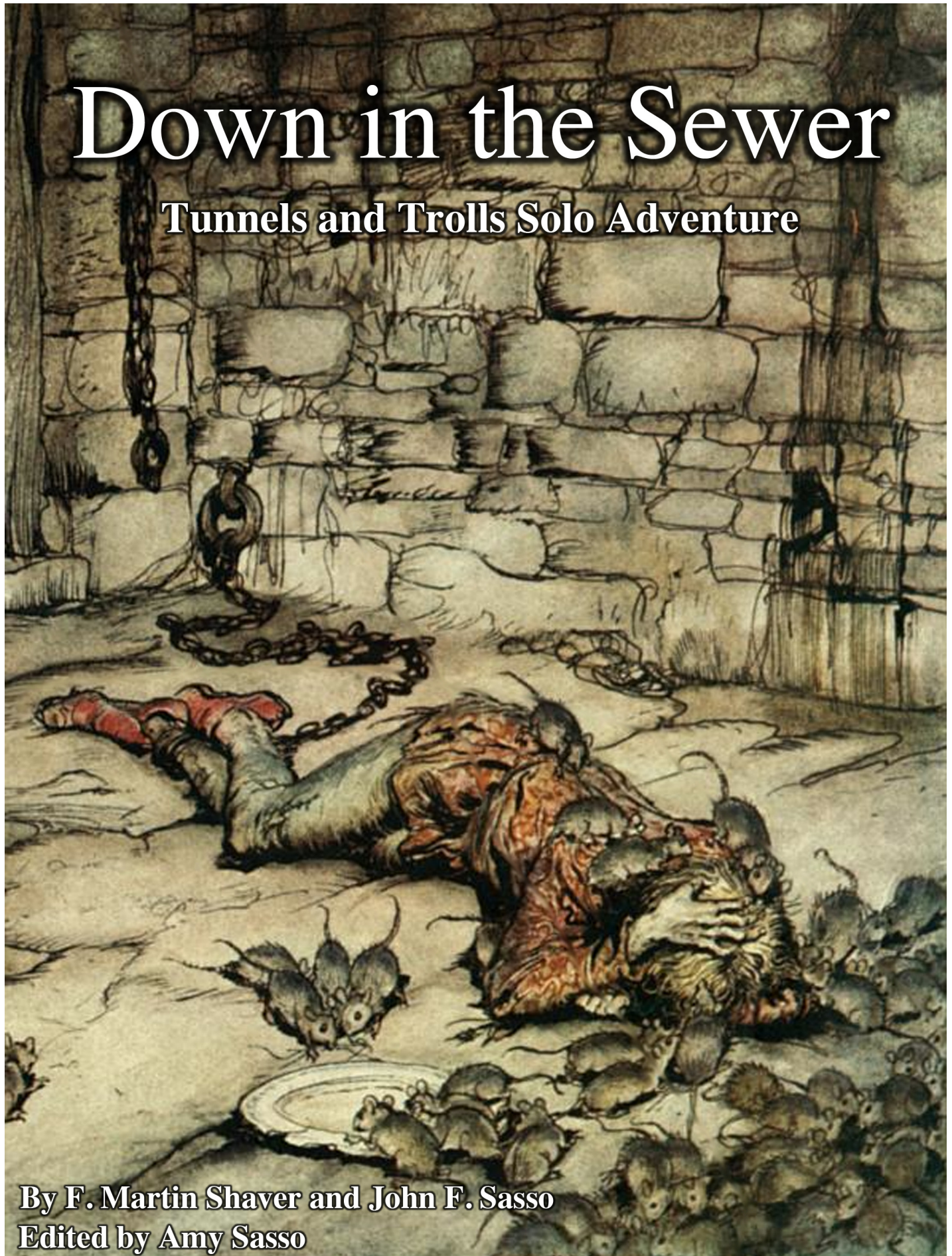


# Down in the Sewer

## Tunnels and Trolls Solo Adventure



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Edited by Amy Sasso

Rules, adventures, and other gaming aids can be found at our web site:  
<http://www.igsgames.com>

### Version 1.1

The differences between version 1.0 and 1.1 are the inclusion of illustrations, some monster ratings have been increased to be more compatible with Tunnels and Troll 7.5, and a few paragraphs have been moved around.

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# Introduction

This is the first in a series of solo adventures converted to support the Tunnels and Trolls roleplaying system. There are several rules that you must follow:

- You are allowed to take any single level 1 or 2 character into this adventure, with any normal equipment. The total of all attributes should not be more than 132, and the average combat roll with the character's main weapon should not be more than 50.
- Do not read any paragraphs until instructed to do so.
- No pets allowed. Leave them at home.
- Magickal weapons and armor are allowed, as long as they are not overly powerful. Simple potions such as healing are allowed.
- If you are a spell caster you will find that spells other than basic combat spells usually do not work here. If a spell is appropriate for a situation, it will be specified in that paragraph. You regain Wiz at the rate of 1 point per 3 paragraphs.
- If you can fly, or have special senses or other special abilities, then the magick of the sewers of Vindstadt nullifies them from working, unless otherwise specified.
- Poison gas and drowning can affect you whether you normally breathe or not.
- When fighting multiple opponents, apply all wounds to one creature at a time, as opposed to spreading the damage out to all opponents equally.
- You may shoot a ready missile weapon or cast a single spell at an opponent before the first round of combat, unless stated otherwise. Similarly, you may cast an enhancement spell such as Double Double.
- If you throw or shoot a weapon, there is a 50% chance that you can recover the missile after combat. Otherwise it is broken or lost in the muck. The one exception is the underground lake; any missile that misses there is automatically lost.
- If you are knocked unconscious, consider yourself dead. If you knock an opponent unconscious, you may as well finish it off. It would do the same to you.
- If you die, go to paragraph **6G**.

Now go to paragraph **5A** to begin your adventure!



**5A** You awaken from a drunken stupor when the barmaid pulls your chair out from under you. She certainly is stronger than she looks... Looking around, you realize that almost everyone else has gone home for the night. Or morning, in your case.

As you stumble towards the door, you ponder the merits of drunken Dwarves and their damnable dice games. It is then that you realize that you've been relieved of all your money! Xen's Toes! You should have been more careful. Since there's no use crying over spilled milk, you plot a way to get even with the travelling dwarves.

On your way home you spot a Public Notice. It says that the Ubermeister of Vindstadt has put a bounty of 10 golden talents on each giant rat tail turned into the Rat Catcher's Guild. Being low on funds, you see an opportunity to make some cash. Revenge will have to be put on the back burner for a while.

You still have your favorite weapons and gear, including your trusty magick light rod (which has enough charge to last through this adventure). Without much more of a plan you head down to the river. You know where there is a nice big grate which leads into the sewers, but there are also 1d3 + 1 of the City Guard stationed nearby. The sewers of Vindstadt are renowned for their access to various basements, and the city frowns upon trespassing.

If you want to talk to the guards, go to **23K**. If you prefer to sneak past them, go to **15I**. If you are in a homicidal mood, you may attack them; go to **14F**.

**5B** This is the mystery paragraph. Read this at your own risk. Too late!

**5C** The minstrels shall long sing the day that you decided to try and hide from six Shilting Muckers armed with Shilting muck shovels. You only have time to crawl into a muck-filled pool. You'll have to make a level 2 roll on Con to hold your breath and avoid ingesting any muck.

If you miss the roll, go to **24K**. If you make the roll, you stay under long enough for the muckers to pass. You clean off as much muck as you can, and proceed to **8C**.

**5D** You find a shiny golden dinner fork that is worth 1d6 x 10 gold. Continue your journey to **14D**.

**5E** Make a level 1 Dex roll to avoid slipping off of the catwalk. If you fail, you fall into the whirlpool. Go to **21C**. If you succeed, you follow the dark corridor to a door. Go through to **10E**.

**5F** Attempt a level 1 saving roll on Dex to shimmy out of your armor.

If you make it, go to **22H**. Otherwise, you sink like a rock. You can change your name to fish food if you want, because you are dead, and this adventure comes to an end.

**5G** The Guards, all male, whistle as you saunter over to them. In a situation like this, it is best to use all of the attributes with which Frogust has blessed you.

Attempt a level 1 saving roll on Chr. If you make it, go to **24J**. If you miss, then they are not buying any of it. You may either attack them at **14F**, or else leave and wait until dark; go to **15I**.



**6A** You pass through the doorway, which immediately closes and locks behind you. You realize that you're in a basement of some sort. The stench of rat is quite strong here. In fact, you appear to be in a makeshift indoor outhouse. You must attempt a level 1 roll on Con.

If you make it, go to **8F**. If you miss it, then go to **7D**.



**6B** You have climbed up the idol and are nose to nose with Gnarlythoetep, the Three-Eyed Rat God. Not that you care, you're here to take his eyes! You pry out three large ruby eyes. Each is worth 1d6 x 1000 gold, and they are a matched set. You feel the need for speed and climb back down the idol.

You jump the last few feet, and turn to see that you are nose to nose with a Three-Eyed Rat Priest of Gnarlythoetep! Attempt a level 1 saving roll on Spd. If you make it, go to **7F** and fight the irate Priest. If you miss, go to **23A**.

**6C** You reach out to touch the orb again, and just like before, you take 1d6 - 1 points against Con. If you wish to try and touch the orb again, go to **7G**. If you've had enough fun, you may leave down the corridor to **17D**.

**6D** You dimly see a shimmering doorway to your left. Turning, you enter the Rat Priest's laboratory. There are several half finished potions but no proper potion bottles to put them in. So if you wish to sample one of the potions, you will have to drink it here.

To take a swig, go to **7H**. To destroy the equipment, go to **16K**. To leave via the shimmering doorway, go to **25C**.

**6E** You spin a convincing lie. They look to their leader for support. He thinks about your story for a moment, then decides that you have an honest face. They will let you go free. Go to **20E**.

**6F** They are even more excited that you have a golden Rat Priest tail. They make you an honorary member of the Vindstadt Rat Catcher's Guild, with all the fame and glory that comes with it. You never have to pay dues and will be a member for life. If you bring them more giant rat tails they will throw a party. If you bring them more ratling tails, they will provide room and board (remarkably rat-free) for no charge, at a month per tail. In any case, take 900 adventure points, and go to **23C**!

**6G** Ooohh, what a nasty way to die! And all alone in the sewers, too. Too bad you forgot to tell any friends where you were going, or they could have avenged your death (and gotten some nifty Giant Rat tails for themselves!)

**7A** You find a magickal dirk with dice and adds of  $3 + 1$ . It glistens and glows softly, like a candle. Now continue to **23J**.

**7B** You follow the Shilting Mucker map until you come to a sewer repair room. There are dozens of doors leading to countless locations. You must attempt a saving roll on Int to interpret the Shilting map. Making your best guess you open a door, and head on through. The door closes silently and very securely behind you.

If you miss the roll, go to **12H**. If you make a level 1 roll, go to **15E**. On level 2, go to **22E**. On level 3 or higher, go to **13A**.

**7C** You find a shiny golden shovel, worth  $1d6 \times 100$  gold. If you really need a weapon, it can be used as a bludgeon. Continue on to **14D**.



**7D** Rats, Giant or otherwise, aren't known for being especially clean. This room is full of offal and disease from the rats. There's so much of it, it's making you sick. Subtract 1 from each attribute, permanently. When you are ready to continue, go to **8F**.

**7E** Although the broken and crumbling ledge is difficult, it's not impossible. Make a level 2 Dex roll.

If you fail, you fall into the whirlpool. Go to **21C**. If you succeed, go to **23B**.

**7F** Ratmar, the Rat Priest, draws his gladius and attacks. He has a monster rating of 42, and he will fight to the death.

If you survive, you may take his golden tail and the  $3d6$  gold coins he has in a small bag on his belt. You may take his gladius, if you need a weapon. It's best to high tail it out the back door before anyone else shows up. Go to **24F**.

**7G** Take another  $1d6 - 1$  to your Con. You just don't learn, do you? If you wish to try and touch the orb again, go to **8H**. If you've had enough fun, you may leave down the corridor to **17D**.

**7H** Roll  $1d6$ . Go to **23D** on a 1, **10A** on a 2, **11B** on a 3, **12D** on a 4, **13F** on a 5, **15A** on a 6.

**7I** The guards arrest you for being in the sewers. They confiscate all of your weapon, armor, and valuables, and are going to dump your rat tails back into the sewer. If you want to stop them from dumping the tails, go to **15B**.

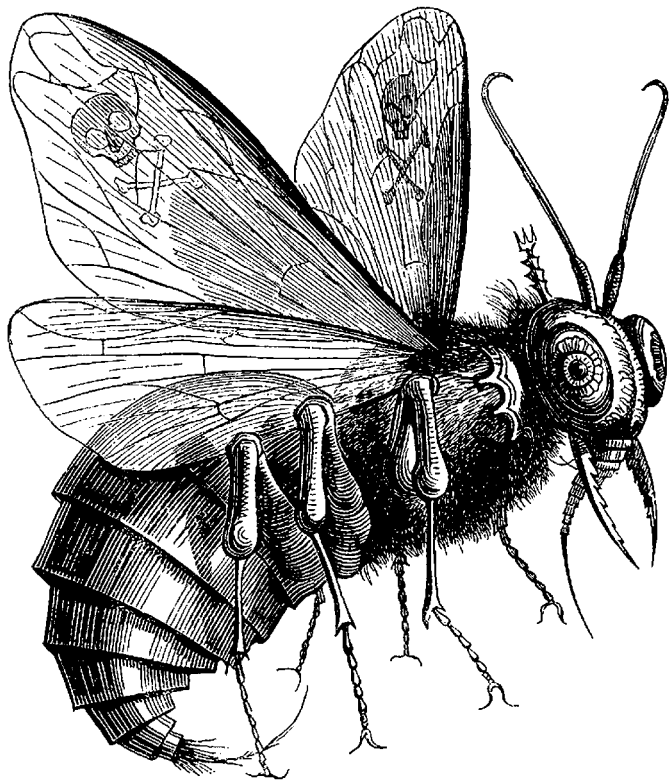
Otherwise, take 600 adventure points and spend  $3d6$  days in prison. For you, this adventure is over.

**7J** What a lucky day. Your drinking buddy Narr is one of the Guards! After a quick chat and promises of buying the next round at the Peacock and Weasel, the Guards look the other way while you lift the grate and enter the sewers. Go to **26A**.



**8A** You are in a stinky sewer room. There are multiple pipes dribbling sewage all around you; however, you are not alone. You encounter one or more nasty sewer dwellers. Go to page 27 and roll up a random Wandering Monster. You must then fight it to the death before you can leave this room. If you survive the encounter, take any treasure that it might have, and continue down the passage to **14A**.

**8B** You find a magickal katar with dice and adds of  $4 + 4$ . It glistens and glows softly, like a candle. Now continue to **23J**.



**8C** You wander around lost for a while. Passages intersect each other, and you're sure you were just here? You aren't paying enough attention to what you're doing and nearly fall into a muck pit. Disgusting offal-eating insects buzz around your head, stinging you when they can. Make a level 1 Luck roll.

If you miss, take 1 point of stinging damage, and wander around for a while longer. Keep attempting the roll, taking damage, until you make it. Eventually you find a room where several passages appear to intersect. Go to **9C**.

**8D** You find a stoppered silver jug, with a label that proclaims "B. B. Bumble's Famous Snake Oil Elixir." The jug itself has a value of 10 gold, and it contains 3d6 doses of healing potion. Each swig heals one point of damage on Con. Continue on to **14D**.

**8E** You step through the door as it quickly closes and locks behind you. The walls of this rough-hewn room are covered in dried, caked muck. The floor is covered in muck, deeper in the corners and thinner towards the center. The floor itself slopes slightly towards the center of the room. There is a wide hole in the ceiling high above and an open pit in the center, from which steam rises and dissipates quickly. The room itself is very warm, almost hot. From the corners of the room rise 1d3+1 Sewer Urchins. They have a monster rating of 13 each, and any hits that you take are doubled due to poison. There is no treasure.

If you survive, you can try to find a way to get to the other side of the pit at **10G**, or else you may search the room for another exit. Go to **9D**.

**8F** You look around a bit, but the stench is very strong. There's nothing here but a hole gnawed in the wall to the next room. That appears to be the only exit. Crawl through to **10H**.

**8G** The candlesticks are gold plated bronze and are worth 10 gold each. Go back to **17D** and choose a different option.

**8H** And another 1d6 - 1 wounds to Con. You must really enjoy pain. If you wish touch the orb yet again, go to **10J**. If you've had enough fun, you may leave down the corridor to **17D**.

**8I** A low hanging stalagmite, a flick of your whip, a wave of your hat, and a heroic swing across the pit put you safely on the other side. Go to **17C**.

**9A** You are going to fight the guards. There's no time for missiles or magick. The guards are equipped with sabres and bucklers, and each has a monster rating of 20.

If you win, quickly grab their purses with 3d6 silver pieces each. You do not want to be caught with dead guard bodies so you go to **20E**.

**9B** You are in a stinky gigantic sewer room, one of the natural caves that the city took advantage of when building the sewer system. In this cave you see that effluvium is pooling into a small lake of filth. You see a small raft on the lake with 1d6+1 Ratlings paddling toward you. This looks like an excellent chance to take some tails and make some money!



If you wish to run away, go to **10C**. If you decide to shoot a missile or cast a spell, go to **11D**. If you prefer to stand and fight, go to **12F**.

**9C** You find a sewer repair room. There are obvious signs of muckers all around here. There are various tools here and there, but nothing of use or value to you. There are dozens of doors leading to countless adventures. You have no idea where to go from here.

Roll a d6. On a 1, go to **12H**. On a 2, go to **15E**. On a 3, go to **22E**. On a 4, go to **13A**. On a 5, go to **19G**. On a 6, go to **8E**.

**9D** You must make a level 2 saving search role on Int to search the room. If you make the roll, go to **12E**. If you miss it, you have no choice but to take your chances with the steam-filled pit at **10G**.

**9E** You crawl through the hole in the wall. You realize that you're in a basement of some sort. The stench of rat is quite strong here. In fact, you appear to be in a make-shift indoor outhouse. You must attempt a level 1 roll against Con. If you make it, you may go to **8F**. If you miss it, then you must go to **7D**.



**9F** The book is written in a language you don't understand. You may attempt to take it with you, but it is large and unwieldy. Halve your Dex while carrying it. You may drop the book at any time, but it will be ruined. Return to **17D** and choose a different option.

**9G** You find a magickal assegai with dice and adds of 5 + 3. It glistens and glows softly, like a candle. Now continue to **23J**.

**10A** You drink a harmless looking potion. You feel quite good and realize that you have been healed of all wounds. You know that you should never drink more than one potion at a time, but if you want to try anyway, go to **24I**. Otherwise, go back to **6D** and choose another option.

**10B** You've stepped out of the sewers. You are invisible, but your gear is not. You see an opportunity to frighten the guards and be done with them without resorting to violence. Make a level 2 save on Chr to intimidate them. If you make the roll, go to **23E**. Otherwise, go to **12I**.

**10C** You must attempt a level 1 saving roll on Spd to escape the pursuing Ratlings. If you make it, run away (you sniveling coward) to **14A**. If you miss, then they catch up to you. Go to **12F** to fight.

**10D** You find a magickal great axe with dice and adds of 10 + 3. It glistens and glows softly, like a candle. Now continue to **23J**.

**10E** You are back in the sewer repair room. There are obvious signs of muckers all around here. Various mucker tools are laying around here and there, but nothing of use or value to you. There are dozens of doors leading to countless adventures. You have no idea where to go from here.

Roll a d6. On a 1 or 2, go to **11F**. On a 3 or 4, go to **12H**. On a 5 or 6, go to **15E**.

**10F** The Muck Zombie starts glowing a putrid green and emits a strange green vapor, but continues to fight. You must fight one more round of combat. If you survive, go to **11G**.

**10G** If you have a spell or other means to fly or teleport, it might work here; go to **22I**. If you have a whip, go to **8I**. You can try to climb to the other side of the pit by clinging to the

moist wall and spider walk to the other side at **11H**, or you can take your chances by jumping down into the middle of the pit at **13B**.

**10H** You realize that you are in the basement of a warehouse of some sort. The smell of rat is very strong here. A good reason for that could be the 1d6+1 Giant Rats who have watched you come in. They attack you immediately. There isn't time for a missile attack or spell. The rats have a monster rating of 8 each. If you survive, you may take their tails.

There is a small treasure chest here. If you wish to open the chest, go to **12A**. Looking around, you see one crawl space with the word "Latrine" scrawled over it which you can crawl through if you wish by going to **9E**. There's another crawl space which leads into darkness, which takes you to **13H**.

**10I** The door closes quietly and quickly behind you. It is locked, so you may not return that way. The tunnel before you leads to a small room with a small golden glowing orb floating in the center of the room at eye level. There is a corridor opposite the way you came in. If you wish to touch the orb with your finger, go to **12B**. If you touch the orb with your weapon or an other item, go to **23F**. If you wish to leave, you may go down the corridor to **17D**.

**10J** Attempt a level 1 saving roll on Con, and a level 1 saving roll on Str. If you make both, then go to **11A**. Otherwise your senses darken with the pain, and you slump to the floor, dead.

**10K** After wandering around for a short time, you come to a room.

Make a saving roll on Luck. If you miss, go to **8A**. If you make a level 1 roll, go to **9B**. For a level 2 roll, go to **23J**. For a level 3 or higher roll, go to **22D**.

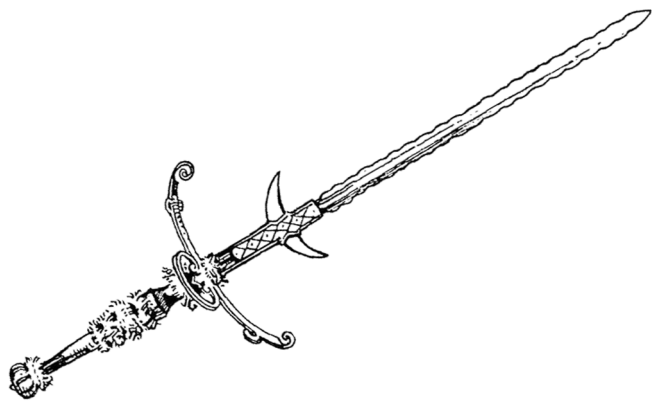


**11A** Angelic music and sweet incense! You have transcended the pain barrier. You are healed of all wounds. In addition, you may add 3d6 points to one attribute of your choice. The orb slowly fades away into nothingness. It is now time to leave down the corridor to **17D**.

**11B** You drink a harmless looking potion. If you are any type of Dwarf or Gnome, go to **19I**. If you are any type of Elf, Faerie, or Leprechaun, go to **24A**. If you are Human, go to **22G**. Otherwise go to **25B**.

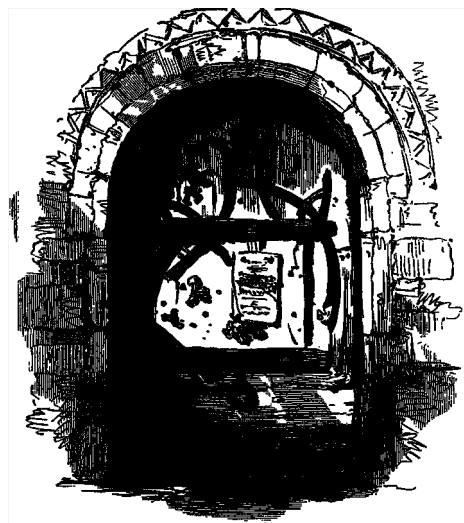
**11C** The guards are looking at you rather skeptically. You can try to talk your way out of this, which will be slightly more difficult in your current condition. Attempt a level 3 Chr roll to fast talk your way out of this situation. If you make it, go to **6E**. If you miss it, then you will have to fight the guards. Go to **9A**.

**11D** You may take one shot before they land. If you use magic, you may cast a combat spell like TTYF. If you can shoot or throw a weapon with a range of at least 10 yards, you will need to make a level 4 roll on Dex to hit one of the Ratlings. They have a monster rating of 12 each. If you kill one, go to **24E**. Otherwise, go to **12F**. You have time to change to a melee weapon before they land.



**11E** You find a magickal greatsword with 12 dice and no adds. It glistens and glows softly, like a candle. Now continue to **23J**.

**11F** This room has three paths leading from it - one caved-in passageway (impassable), one locked door labeled "Muckers Only", and one passageway filled with steam and faint machinery noises. On the far side of the room, a dead half-eaten Shilting mucker is floating in some, well, muck. There is nothing of interest here (in fact, it's a little creepy.) There are rat scratchings on one of the walls and piles of rat droppings. If you want to try to get through the locked door, go to **24B**. Otherwise, step into the steamy passageway to **14D**.



**11G** The Muck Zombie explodes in a bright burst of magick. A green light flows through your body. You take no damage, but you are imbued with new magickal energy. Add 2d6 to the attribute of your choice. You feel great; in fact, all of your wounds are healed. Attempt a level 1 saving roll on Luck. If you miss it, go to **23H**. Otherwise, you may continue on to **14D**.

**11H** You will have to make a level 2 climbing roll on Dex to cling to the slick walls and get across the pit. If you have a hammer and pitons, then you only need a level 1 roll. If you succeed, you manage to get all the way across. Go to **17C**. If you fail, go to **24C**.

**12A** Attempt a level 2 roll on Int. If you make it, go to **14E**. If you miss, go to **13C**.

**12B** Roll 1d6. Go to: **13D** on a 1, **15J** on a 2, **16B** on a 3, **22F** on a 4, **21I** on a 5, **20B** on a 6.

**12C** You've managed to open a door which leads into one of the machines. As you step in the door clangs shut behind you and locks. There is no way back; you must go forward. There is a cacophony of sounds and light and smoke all around you. You see a way out up ahead. Stepping through the exit, you realize that everything is glowing.

You are healed of all your wounds. Additionally, your armor and shield, if you have any, are magickally enchanted to protect at twice their normal value. All of your weapons are enchanted to double dice and adds. Any armor, shield, or weapon that is already magickal instead disintegrates into dust. When you are ready to continue, follow the corridor to **17D**.

**12D** You drink a harmless looking potion. You feel more confident. You may now add 1d6 to your Int statistic. This effect is permanent. You know that you should never drink more than one potion at a time, but if you want to try anyway, go to **24I**. Otherwise, go back to **6D** and choose another option.

**12E** You find a small mucker tunnel out of here and back into the sewer repair room. If you crawl through the tunnel, go to **10E**. Otherwise, you will have to find a way to get to the other side of the pit. Go to **10G**.

**12F** It's time to fight some Ratlings. They have a Monster Rating of 12 each.

If you are victorious you can take their tails, as

well as their weapons, which are one jambiya per Ratling, and wander down the next passage to **14A**. If you want to take the raft across the lake instead, go to **15C**.

**12G** You find a magickal broadsword that doubles your Str while you wield it. It glistens and glows softly, like a candle. Now continue to **23J**.



**12H** As you enter this room, you see a sewer monster chewing on a dead human which is partially floating in the sewer muck. You're surprised to see each other. Go to page 27 and roll on the Wandering Monster table to determine which monster it is.

If you win, you see that there is only one way out of this room - a dark but steamy hallway from which you hear the faint sounds of machinery. Take any treasure the sewer monster might have. The dead body has 3d6 gold pieces and won't be needing them any longer (so you should take those, too.) When you're ready, proceed into the steam to **14D**.

**12I** You can still try to talk your way out at **22A**, fight the guards at **9A**, or simply give up at **13G**.

**13A** As you pass through the door, the passageway opens into a natural cave. The rough walls and floor are covered with a strange fungus that glows slightly. The passageway leads down sharply as it turns to the left, and then opens into a large cave. Go to **14C**.

**13B** You're going far too fast to stop yourself on the slick walls. The temperature went from very hot to very cold. In fact, it's getting much colder! The walls of the pit open out as you fall into an underground lake. Whether or not you manage to hang onto your light source, you don't know where you are, and you will freeze to death long before anyone could find you and help you. In fact, as you're losing consciousness for the last time, you think you feel a nibble on your feet. Looks like you're going to be someone's frozen treat. Your adventure is at an end.

**13C** Too bad. Your jostling of the chest triggers a trap. A crossbow fires up from the chest, aimed right at your torso. Attempt a level 3 saving roll on Luck. If you miss, take the difference in damage. Body armor protects at base value, not doubled for warriors. If you survive, continue to **16A**.

**13D** As you touch the glowing orb, a wave of bright yellow magickal energy suffuses your body. You are healed of all your wounds, but you must multiply your Chr by 1/2 permanently. The wave of magick fades, and you are facing the orb. If you wish to touch it again, go to **21F**. Otherwise, you may leave down the opposite corridor to **17D**.

**13E** The Guards consider you one of their own, and gladly look the other way as you lift the grate and enter the sewers. Go to **26A**.

**13F** You drink a harmless looking potion. Where'd you go? Your body is now permanently invisible. Your clothing, weapons,

gear, etc., are still visible, though. You look like a walking suit of armor! If you decide to throw away everything that you are carrying and run around naked, you may sneak past any monster in this adventure as if you had defeated it, but you do not get any of its treasure. You know that you should never drink more than one potion at a time, but if you want to try anyway, go to **24I**. Otherwise, go back to **6D** and choose another option.

**13G** The Guards aren't quite sure what to do with you. When they relieve you of your gear, they figure out that you're invisible. They try covering you in paints and chalks, but everything just wears off. They eventually decide to throw you into their deepest prison cell. After a short while, they forget that you are there, and you make your escape, buck naked.

Give yourself 750 adventure points, but you are stark naked with no money and no gear. That sounds like the beginning of another adventure, because this one is done.

**13H** You crawl through the narrow rat tunnel. You see that it curves down sharply. The slope here is very slippery. In fact, you must attempt a saving roll on your Dex to control the slide. You land with a thud, and pick yourself up from the ground.

If you missed the roll, go to **16C**. If you made a level 1 roll, go to **17E**. On level 2, go to **26C**. On level 3 or higher, go to **21G**.

**13I** The Harlot smiles and opens her hand, revealing a gem that glows with an internal fire. She drops it down the front of her gown, and whispers, "You can have it only if you can take it off of me." Decide what you are going to do, and return to the paragraph that sent you here.



**14A** You follow a side passageway around a curve. The stench is growing stronger as you travel slightly downward. When you pass a small pipe dripping with sewage, you realize that there is a slushing noise in the distance which seems to be getting louder. With your weapon ready, you cautiously wait to see what is approaching you. At first it appears to be a giant rat without a tail (which does you no good.) But then it spies you and begins to yell curses at you! "Giddaheer yanogud pharmid! Ge'en, gid! Eell meck yid gid!" This deranged sewer dweller was once a human who got lost in the sewers, but now it is a slimy, smelly, barely human creature. It attacks you with a big stick with a nail hammered through the top of it. There is no time for a missile or magick attack.

It has a monster rating of 24. If you kill it, you may take its stick, which acts as a truncheon. There is no other treasure. Continue down the sewer to **19E**.

**14B** You crawl along the passageway until you come to a doorway. Go to **15E**.

**14C** In the center of this natural cave (remarkably free of muck and sewage) there is a 30 feet tall, multicolored, glowing obelisk. You can make out arcane runes flowing on the surface of the obelisk. Attempt a level 2 saving roll on Int to see if you can determine what they mean. If you make the roll, go to **24D**.

Otherwise, to touch the glowing obelisk, go to **17B**. If you want to attack it go to **15F**. If you're afraid of the obelisk, you can circle around the edge of the cave and leave down the opposite corridor to **18E**.

**14D** As you follow the passage down, you can't help but notice that there is a wall of steam ahead. As you approach, a sewer monster steps out of the steam and attacks. There's no time to use missiles or magick. Go to the Wandering Monster table on page 27 and roll up which creature attacks.

If you win, a strange curse passes from the creature to you. Subtract 5 from your next Craft roll. You may take any treasure the monster might have. There's only one way to go from here, and that's through the steam. Go to **15G**.

**14E** A detailed examination of the chest reveals a suspicious string. You're able to cut the string which then disables the attached crossbow trap. Congratulations! When you are ready to continue go to **16A**.

**14F** There are  $1d3 + 1$  Guards, and each has a monster rating of 20. They are equipped with sabres and bucklers. You attack with such sudden and unexpected ferocity, that you may take one free round of attacks. Roll your combat, and apply the result directly to damage against your opponents.

If you win, you may grab their purses with  $3d6$  silver pieces each, as well as a sabre and buckler if you need them. It is best to quickly leave the site of your dasterdly crime. You lift the grate and enter the sewers. Go to **26A**.



**15A** You drink a harmless looking potion. You grow the fur, ears, whiskers, teeth, eyes, tail, and snout of a Ratling. Multiple your Str by 1/2, Luck by 3/4, and Chr by 1/2. On the plus side, you may double your Dex and Spd. Any Giant Rat or Ratling (or Rat Priest) that sees you now will still attack you, since you just don't smell right to them.

You know that you should never drink more than one potion at a time, but if you want to try anyway, go to **24I**. Otherwise, go back to **6D** and choose another option.

**15B** You try to convince the guards not to dump the rat tails. One of the guards' faces brightens when he remembers that there is a reward for rat tails. They send you on your way, but they keep all of your stuff. Take 600 adventure points. For you, this is the end of the adventure.

**15C** Okay, skipper, time to check and see if you can raft across the unspeakable Effluvium Lake. Attempt a level 1 boating roll on Dex. If you miss, you scuttle the raft. Go to **18B**. Otherwise, you make it to the other side. Go to **16F**.

**15D** Traveling through the Vindstadt sewers isn't much fun. That makes it especially ironic when you hear shrill voices singing and whistling nearby. You peer down the narrowing tunnel to see a series of bouncing lights approaching you. Although your trusty weapon is drawn, you weren't expecting trouble. Suddenly, from around a corner down the tunnel, six Shilting Muckers appear. To attack, go to **16G**, to wait and talk, go to **18C**, or to try to hide, go to **5C**.

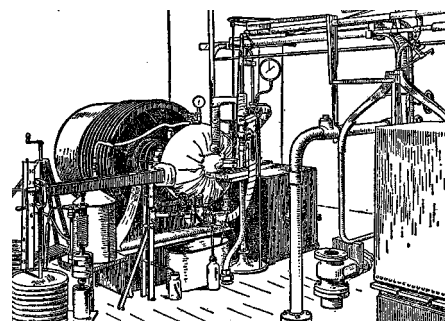
**15E** As soon as you enter this room you hear the door close and lock behind you, and 1d6 Giant Rats attack. Each Rat has a monster rating of 8. If you win, you should cut off any tails that you wish to keep.

If you survive the combat, attempt a level 1 saving

roll on Luck. If you succeed, go to **17A**. If you fail to **14D**.

**15F** You have a bad feeling about attacking the obelisk. If you do it anyway, go to **25G**. Otherwise, leave down the cooridor to **18E**.

**15G** You have found a machine room in the sewers of Vindstadt. There are wheels and levers attached to one of the walls. The rest of the room is covered in hot steam. The steam is less concentrated where you are standing due to some very clever ventilation.



If you wish to search the room for an exit, go to **18F**. If you try to turn off the steam, go to **25A**.

**15H** Behind the door you find the muckers' secret cache. Go to page 28 in the back of the book, and roll up one Wandering Treasure. Take it if you wish, and leave down the steamy passageway to **14D**.

**15I** You wait until it is night and the moons are behind the Temple of Smidgedy, and then try to sneak past the Guard. Attempt a level 1 saving roll on Dex. If you make it, go to **16D**. Otherwise, go to **17G**.

**15J** As you touch the glowing orb, a wave of bright yellow magickal energy suffuses your body. You are healed of all your wounds. The wave of magick fades, and you are facing the orb. If you wish to touch it again, go to **21F**. Otherwise, you may leave down the opposite corridor to **17D**.

**16A** You've opened the rat chest. Inside are three bags. The first bag has 4d6 copper coins. The second bag has 4d6 silver coins. The third bag has 4d6 gold coins. There is also a light crossbow, and a single quarrel, which is sticking either out of the ceiling or your chest. When you're ready to leave, you may go through the crawl space to **13H** into darkness, or you may go to **9E** into the hole marked "Latrine."

**16B** As you touch the glowing orb, a wave of bright yellow magickal energy suffuses your body. You are healed of all your wounds, and you may add 1d6 to Wiz permanently. The wave of magick fades, and you are facing the orb. If you wish to touch it again, go to **21F**. Otherwise, you may leave down the opposite corridor to **17D**.

**16C** Your wild ride through the rat tunnel dumps you into a weird cave. The walls are uneven and come together at strange angles. The room sits oddly at an angle, and it makes your head spin just to look around. Ahead of you is a slimy pit with a strange doorway on the opposite side. You must wade through the slime to get to the doorway. What a surprise - giant tentacles attack you when you're nearly to the other side.

Attempt a level 1 saving roll on Dex, Spd, or Luck, whichever is highest, to escape. If you make it, you're able to run through the other doorway to **25C**. Otherwise you are dragged down into the muck and eaten as a light snack. You are quite dead.

**16D** You stealthily cling to the shadows and slip past the guards. You quietly lift the grate and enter the sewers. Go to **26A**.

**16E** While you are wandering around the sewers you notice that the air is clearing a bit. You're trying to follow the fresh air, when you see daylight ahead. This appears to be the way that you came in! However it is blocked by 1d6+1 Giant Rats. They have a monster rating of 8 each, and they

will fight to the death. If you are victorious, you may take their tails and wander out through the grate to **20E**.

**16F** On the other side of the lake you find the Giant Rat Treasure Mound of Pretty Shiny Things. Poking around the pile of shiny trash for a bit you find a half-buried bag containing 4d6 gold, 8d6 silver, and 16d6 copper coins. When you're done getting



your hands dirty, you decide to get back on the raft and go back to the other side (no skill roll required to get back.) You realize the only way out is to wander down the side passage to **14A**.

**16G** The muckers defend themselves with their little muck-covered shovels. Because the passage is so narrow, no more than two can attack you at a time. The Shilting Muckers have a monster rating of 16 each. If you win, take their treasure. They have 2d6 copper coins each, and a muck shovel that you can use as a truncheon. They also have a map with directions to a magickal plynth. Go to **7B**.

**16K** You start at one end of the room and overturn tables and hurl beakers into walls, smashing and bashing your way through the Rat Priest's laboratory. You're feeling much better now. Belatedly, you hope you did not attract too much attention to yourself. Since there's nothing else to do here, you leave via the shimmering doorway. Go to **25C**.



**17A** You find something shiny sticking out of the muck. Roll a d6. Go to **18D** on 1, **19F** on 2, **21B** on 3, **5D** on 4, **7C** on 5, **8D** on 6.

**17B** A spark of lightning enters your body. Attempt a level 1 saving roll on Luck. If you miss, take the difference in hits against your Con. If you want to attack the obelisk, go to **15F**. Otherwise, leave down the corridor to **18E**.

**17C** You managed to get past the pit, and you enter the room beyond. Go to **26E**

**17D** You pass through the door which closes quickly and silently behind you. You check the door but it is locked. Looking around the room, you appear to be in the back of a currently unoccupied temple to the Rat God. You get this impression from the big rat idol with gems for eyes, the altar which has an open book and two gold candlesticks on it, and the rows of seats which face the altar. There is a back door behind the altar which appears to be the only way out.

You have several options available to you. If you wish to desecrate the altar, go to **18G**. To attack the idol, go to **20A**. To scale the idol and take the gems (eyes), go to **21D**. To take the candlesticks, go to **8G**. To read the book, go to **9F**. If you would rather sneak out the back door, go to **24F**.

**17E** Looking around the smelly rat corridors, you see that there is nothing but a wall behind you. You hear a noise up ahead. Creeping closer you see several Ratlings jabbering amongst themselves. They seem to be coming in your direction. You may hide in a niche for an ambush and get the first attack for free.

There are 1d6+3 Ratlings in the corridor. They will fight you two at a time. They each have a monster rating of 12. If you survive, you may take their tails, their weapons, which are jambiyas, and their treasure (if you can call it that) of 2d6 copper

coins each. Continue to **25C**.



**17F** The lake of noxious liquid has a strange effect on you. First the bad news: you die from being poisoned. Next, the probably-just-as-bad news: you rise from the lake as a Muck Zombie. You are now undead. Multiply all of your attributes by 1/2, except for Con, which is now 5 times its original value. If you take any wounds to Con, you will never heal them back. As a matter of fact, magickal healing has the opposite effect, and causes you damage. If you are magickally healed of all wounds, you will disintegrate into a pile of ash.

You may continue your adventure as a member of the undead and walk along the bottom of the lake to the far side. Go to **16F**.

**17G** A snap of a twig underfoot and you are spotted. The chase is on. Attempt a level 1 saving roll on Spd. If you make it, go to **21J**. Otherwise, you are about to be caught. You may turn and attack your pursuers at **14F**, or else you may surrender. Go to **20D**.

•

**18A** You come out through a grate into the basement of Papa Lazano's Pasta Palace. A gruff, middle-aged gentleman greets you, slaps you on the back, and congratulates you for killing rats (he hates rats) as he closes the grate behind you. He hands you a document and says "If you ever need a job, come see me." Take the "Papa Lazano Writ of Employment" and 100 adventure points for meeting Papa Lazano himself. He leads you out of the restaurant through the back door. Go to **20E**.

**18B** Well now you've done it! The raft is sinking faster than you can bail. Attempt a level 1 swimming roll on Dex. If you miss, go to **19D**. If you make it, then you can make your way back to the side where you started. Once you've cleaned yourself off a bit you can wander down the side passage to **14A**.

**18C** These Shilting Muckers are especially happy and jovial. They tell you that there is a wonderful magickal plynth ahead that will make you happy like them. You're not quite sure what that means, but then again Shiltings were never known for being overly bright. They give you a map with directions to the magickal plynth. Then they continue merrily on their way. You do the same, in the opposite direction. Follow the narrowing tunnel to **7B**.

**18D** You find a tin dinner fork. Shiny but worthless. Continue on to **14D**.

**18E** You feel a tingle as you leave the obelisk room. Residual magick has blessed you with a bonus of 5 to your next craft roll. Go to **15G**.

**18F** The steam is very hot. As you search the room, you find several closed doors (hence the buildup of steam). Attempt a level 1 saving roll on Int. If you miss, take the diffence in damage due to being cooked in the steam as you

wander around trying to find a door you can open. Go through to **26E**.

**18G** After a hard day of adventuring there's nothing quite like destroying a Rat God's altar, eh? Quite immature of you. If the book is still here it is ruined. You look up in time to see 1d6 + 2 Ratlings rushing in to attack you. Fun's over, back to work. There isn't time for a missile or magickal attack. The Ratlings each have a monster rating of 12.

If you survive, you may take their tails, jambiyas, and treasure of 3d6 silver pieces each. Go back to **17D** and choose a different option.



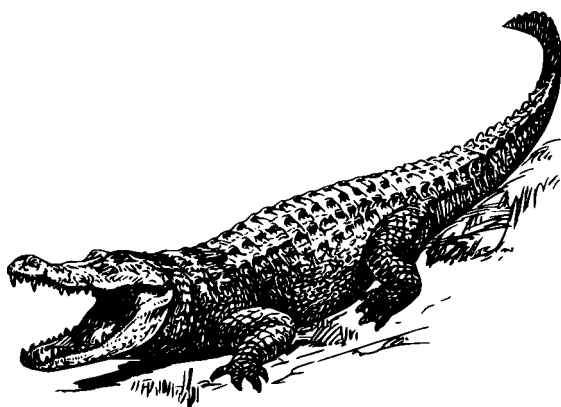
**19A** There are  $1d6 + 2$  Giant Rats in the corridor. Each has a monster rating of 8. Fight them to the death. If you survive, take all of their tails, and continue on to **25C**.

**19B** Now you're lost in the sewers. Passageways have begun to intersect each other, and the crude map you were trying to make just runs into itself. Attempt a saving roll on Int or Luck, whichever is higher.

If you fail the roll, go to **20C**. If you make a level 1 roll, go to **16E**. On level 2, go to **18A**. On level 3 or higher, go to **22C**.

**19C** The secret word is "brillig". You never know when you will need it.

**19D** You swallow a large quantity of water - well, let's call it water - as you crawl and flail your way back to the bank. Make a level 2 saving roll on Con. If you miss the roll, go to **17F**. Otherwise, once you've vomited as much sewer water as you can out of your system, you can wander down the side passage to **14A**.



**19E** The passage becomes narrower and narrower. There definitely isn't enough room for a missile attack here. Suddenly you come upon a sewer monster! Go to page 27 and roll up a Wandering Monster off of the table there. If you win, take any treasure the monster might have and go to **21A**.

**19F** You find a shiny silver fork, worth  $1d6$  gold. Continue on to **14D**.

**19G** You don't quite manage to get back into the repair room before the door closes and locks behind you. You are on a small ledge overlooking a giant whirlpool which is fed by several sewer pipes above and below you, all around the walls of this mostly circular room. There is a slippery-looking catwalk to your left leading to a dark corridor, and an open doorway about 20 feet to your right with a broken and crumbling ledge between you. Or you can take your chances with the whirlpool and see if it leads anywhere.

To try your luck with the slippery catwalk to your left, go to **5E**. If you want to crawl along the wall on the broken ledge to your right, go to **7E**. If you just want to take your chances and jump into the whirlpool, go to **21C**.

**19H** You are sucked down into a large pipe, and after a short but speedy ride, you are ejected into the Great Lake, just outside of Vindstadt. If you are wearing any armor, go to **5F**. Otherwise, go to **22H**.

**19I** You feel energized. You are healed of all wounds, and your Con is doubled, permanently.

You know that you should never drink more than one potion at a time, but if you want to try anyway, go to **24I**. Otherwise, go back to **6D** and choose another option.

**19J** You dive into the sewers and quickly outpace your pursuers. Actually, they do not follow you far at all. The Guards know better than to get lost in the sewers. You, on the other hand, go to **26A**.



**20A** You sneak up on the poor, unsuspecting inanimate object. It doesn't appear to notice you. You swing a mighty blow at the idol. There is a mighty conking sound as your weapon bounces off of the idol. Roll a d6. If you roll a 1, then you break your weapon, even if it is magical. Regardless of your attack, the idol is unharmed. Go back to **17D** and choose a different option.

**20B** As you touch the glowing orb, a wave of bright yellow magical energy suffuses your body. You are healed of all your wounds, and you may add 1d6 to your Spd permanently. The wave of magic fades, and you are facing the orb. If you wish to touch it again, go to **21F**. Otherwise, you may leave down the opposite corridor to **17D**.

**20C** You see a ladder leading up to street level. It appears to be either early morning or late afternoon; you're not quite sure which. Even though you and your gear are covered in muck by now, you see this as your chance to get out of the sewers and collect on the giant rat tails you've collected. With the thought of gold coins flowing between your fingers, you climb the ladder and crawl out of the sewer, right under a group of 1d3 + 1 Vindstadt City Guards. You're in trouble now!

If you have previously killed any of the City Guard, go to **25I**. If you are invisible (but your gear is not), you may attempt to frighten the guards, go to **10B**. If you look like a Ratling, go directly to **11C**.

Otherwise, they will try to arrest you. To try and talk your way out of it, go to **22A**. To fight your way to freedom, go to **9A**. To simply give up, go to **7I**.



**20D** You surrender to the Guards. They march you off to the magistrate, who assigns a fine that is more than your empty pockets can accommodate. In lieu of payment, they confiscate any weapon and armor that you may have, as well as cash and other valuables. Even poorer than when you started, you dejectedly head home. Take 200 adventure points for the experience, but you will have to find some other way to replenish your bank account.

**20E** You make it home, wherever that is. You may safely take time to de-muck yourself and your gear if needed. If you look like a rat, go to **25H**. If you are invisible you may disguise yourself with a cloak and gloves; although you will look odd, the rat catchers won't ask too many questions.

You take your rat tails to the Rat Catcher's Guild. They give you 10 gold talents for each Giant Rat tail. If you have any other rat tails, go to **22B**. Otherwise, take 600 adventure points, and go to **23C**.

**21A** The narrow tunnel opens up into a fairly large room; however, the far wall is almost completely buried in rocks. You can feel a slight breeze between the rocks. To see which passage you're able to dig your way into, attempt a saving roll on Str. You'll uncover just enough room to squeeze through and you may then continue down the sewer passage you uncover. However, the hole you created is unstable and will collapse after you pass through - you can not return this way at all.

If you fail the roll, go to **11F**. If you make a level 1 roll, go to **12H**. For level 2, go to **14B**. For level 3 or higher, go to **22E**.

**21B** You find a shiny silver shovel, worth 1d6 x 10 gold. If you need a weapon, it can be used as a bludgeon. Continue on to **14D**.

**21C** Lucky you, you manage to head directly for the eye of the whirlpool. But it doesn't take long until you get caught up in the rapidly spinning water. Attempt a level 2 saving roll on Luck. If you make it, go to **19H**. If you miss, go to **23G**.

**21D** Greedy little bugger, aren't you? You can't resist the lure of gems. If you can fly or want to try to use a flying spell, it might work here; go to **25F**. Otherwise you decide to climb the idol. To do so, you must attempt a climbing roll, which in this case is a level 1 skill roll on Dex.

If make it, go to **6B**. If miss it, you fall with a thud. Take the difference in wounds to Con, but you may try again. If you are tired of falling, go back to **17D** and choose a different option.

**21E** The secret vault contains 2d6 gems, each valued at 2d6 x 1000 gold. In addition, there is a ring that doubles your Spd while wearing it, and a wand that can be used by a wizard to resurrect any single dead character. Go back to the paragraph that sent you here.

**21F** You reach out to touch the orb again and the light seems to dim slightly in the room. It pulses with power before zapping you with a bolt of magickal electricity! Zot! Subtract 1d6 - 1 from your Con. If you wish to try and touch the orb again, go to **6C**. If you've had enough fun, you may leave down the opposite corridor to **17D**.

**21G** Looking around, you see that you are in the treasure room of the Rat Temple. There is nothing but a wall behind you, but you assume that you're still in the sewers under Vindstadt. You see a small urn filled with gems and jewels, to the value of 1d6 x 1d6 x 1000 gold. Take your loot, and go to **25C**.

**21H** As you fly through the doorway, you are assaulted by residual magickal energy from the temple, and are bodily transported to a different part of the sewers. Attempt a saving roll on Int or Luck, whichever is higher.

If you fail the roll, go to **17E**. If you make a level 1 roll, go to **26C**. If level 2, go to **21G**. If level 3 or higher, go to **6D**.

**21I** As you touch the glowing orb, a wave of bright yellow magickal energy suffuses your body. You are healed of all your wounds, and you may add 1d6 to your Chr permanently. The wave of magick fades, and you are facing the orb. If you wish to touch it again, go to **21F**. Otherwise, you may leave down the opposite corridor to **17D**.

**21J** You make a dash for the grate. The guard are right behind you, and you have to get into the sewers quickly. Attempt a level 1 saving roll on Str to lift the grate. If you make it, go to **19J**. Otherwise, you may turn and attack your pursuers at **14F**, or else just give up. Go to **20D**.

**22A** You're going to try to talk your way out. Attempt a fast talk roll, which in this case is a level 1 saving roll on Chr. If you make it, go to **6E**. If you miss, go to **7I**.

**22B** They're very excited about your catch. They gladly give you 100 gold for each Ratling tail, and 1000 gold for each Rat Troll tail. If you have a Rat Priest tail as well, go to **6F**. Otherwise take 750 experience points, and go to **23C**.

**22C** You are lost in the tunnels and just about ready to give up when a small bottle floats by. You pick it up and open it. There is a puff of yellow smoke and a beautiful djinni (or djinn if you prefer) appears, floating in mid-air, surrounded by an angelic golden light. She thanks you for releasing her. Seeing your sorry state, she smiles and teleports you and all of your possessions back home. You find you are clean and healed of all wounds. Go to **20E**.



**22D** Buried in muck, you see a long shiny thing. Roll a d6. Go to **7A** on 1, **8B** on 2, **9G** on 3, **10D** on 4, **11E** on 5, and **12G** on 6.

**22E** Your sense of smell is doubly assaulted as you enter this room. You see a dead human body floating down the sewer. It stinks worse than the sewer muck. You try to avert your eyes

while you look for an exit. Suddenly, the dead body twitches, leaps towards you, and attacks. There's no time for missiles or magick. This Muck Zombie has a monster rating of 18.

If you damage the Zombie, go to **10F**. If you destroy it in a single blow, go to **11G**.

**22F** As you touch the glowing orb, a wave of bright yellow magickal energy suffuses your body. You are healed of all your wounds, and you may add 1d6 to your Str permanently. The wave of magick fades, and you are facing the orb. If you wish to touch it again, go to **21F**. Otherwise, you may leave down the opposite corridor to **17D**.

**22G** The world goes black before your eyes. Slowly your vision comes back, and you realize that you can see much better in the dark. You have a permanent Cat's Eye spell cast on you.

You know that you should never drink more than one potion at a time, but if you want to try anyway, go to **24I**. Otherwise, go back to **6D** and choose another option.

**22H** You manage to tread water long enough to make it to the quay side, and pull your way up to dry land. However, all of your equipment and treasure is lost. Everything. Every last bit of it. Even the rings from your fingers. Worse off than when you started, you dejectedly head home, 900 adventure points richer - but that won't pay the rent. You had better find another adventuring opportunity soon. Good luck with that! This adventure has come to an end.

**22I** Magic is flaky at best in the sewers, and steam wilts wings, so whatever your method there is a chance of failure. Attempt a level 1 saving roll on Luck. If you succeed, then you make it across to **17C**. If you fail, then you end up down the pit. Go to **24C**.



**23A** While you were climbing down, the Rat Priest has been preparing a spell, just in time to attack you! Black beams of weasel-magic shoot out of his hands, directly at you. Roll 1d6 x 1d6, and take that much damage against your Con. Armor does not protect against this spell. If you survive, stagger to **7F** and fight.

**23B** You pass through the open doorway and follow a short corridor. There is a hole in the floor before you with a ladder going part-way down. You can climb down the ladder and then drop safely the remaining 10 feet (there's no way back up.) This deposits you in the alcove of a larger cave. There is a strange, slightly glowing fungus growing on the walls of this cave. Go to **14C**.

**23C** You have made it through the sewers of Vindstadt alive and with all of your gear. Hopefully you are significantly wealthier than when you started. You may find it in your heart to forgive the Dwarves that lead you to the sewers in the first place. Or, you may wish to track them down and extract some revenge. The next book planned in this series, "Dwarficide", or "I Hate Bowling," will pick up where this one ends.

**23D** You drink a harmless looking potion. It tastes rather bland going down but causes you intense pain. Roll 1d6, and subtract that number from your Con for the acid that's eating your insides. You know that you should never drink more than one potion at a time, but if you want to try anyway, go to **24I**. Otherwise, go back to **6D** and choose another option.

**23E** The guards run away screaming. Vindstadt really needs to up their city guard recruitment requirements. Go to **20E**.

**23F** The item disappears in a puff of magick, but so does the orb. You have no choice but to leave down the corridor to **17D**.

**23G** You're mangled and dizzy, but you're still alive! However, you're also stuck in a drain of the Sewers of Vindstadt. You're on the verge of passing out when the pressure builds up and forces you through the drain, killing you instantly. Your dead body rushes through the pipes and into the underground city of Klahstasgh, whose cthonian residents worship your mangled remains until you are served up in the Great Feast of Gyrkstrp. You are like a god! Too bad they don't know your name. But that's all moot, since you are dead. This adventure is at an end.

**23H** You have contracted the Muck Zombie Plague! When you die, you will become a putrid Muck Zombie with a monster rating equal to the sum of your Str and Con. It's not that big of a deal, since you will be dead either way, but your companions at that time may be a little surprised. Continue on to **14D**.

**23I** You also find a full suit of magickal scale mail, enchanted for double protection, and just your size. You may take whatever you wish and then go through the only door in this room. Go to **19A**.

**23J** You locate a small side passage that you can just squeeze through. This passageway is less stinky than the adjoining room; however, it is not unoccupied. Once inside, just as you're getting your bearings, you find 1d6 Giant Rats. Each rat has a monster rating of 8. If you survive this combat, you will find a necklace worth 1d6 x 100 gold. You can take the rat tails and the necklace. When you're ready to continue, wander down the next passage to **15D**.

**23K** Attempt a level 2 saving roll on Luck. If you make it, go to **7J**. Otherwise, you will have to try to talk your way past them. If you are female and want to use your feminine charms, go to **5G**. Otherwise, go to **26B**.

**24A** You are supercharged by the power of nature. Double your Str permanently.

You know that you should never drink more than one potion at a time, but if you want to try anyway, go to **24I**. Otherwise, go back to **6D** and choose another option.

**24B** If you have a set of lock picks, attempt a level 1 saving roll on Dex. If you succeed, or if you use a Knock Knock spell, go to **15H**. Otherwise, you have no choice but to leave down the steamy passageway. Go to **14D**.

**24C** You are sliding down the pit. Attempt a level 1 Str roll to grab onto the railing that's whizzing past. If you make the roll, take 1d6 points from Con from bumps and contusions, but you manage to stop your fall. Go to **26F**. If you fail the roll, go to **13B**.

**24D** As you read the runes, your body takes on the same flowing, glowing pattern as the obelisk. Your mind reels with the awesomeness of the magick surrounding you. A great magick infuses your body. You may add +1d6 to each attribute. All of your wounds are healed, and glowing runic tattoos flicker all over your body. In addition, you may add 10 to your next craft roll in this adventure.

Take the path down the corridor to **15G**.

**24E** Your shot scores one Ratling, which promptly falls over the side of the raft. The others panic and paddle away. No tails for you. You decide not to swim out into the sewage to go after those rats. It's all you can do to keep your lunch down as it is! There will be other Ratlings to kill. You wander down the side passage to **14A**.

**24F** You leave the Rat Temple behind you. All you have to do now is survive until you get back into the city and out of this accursed

sewer! Ahead of you is a shimmering magickal barrier. Cautiously, you enter the barrier. It feels like your head is being ripped apart by thousands of tiny rats. You must struggle just to walk ahead. Attempt a saving roll on Int or Luck, whichever is higher.

If you fail the roll, go to **17E**. If you make a level 1 roll, go to **26C**. If level 2, go to **21G**. If level 3 or higher, go to **6D**.

**24G** As your vision clears, you see six Shilting Muckers staring at you, wondering if they should help you or muck you? To fight, go to **16G**. To talk, go to **18C**, bearing in mind that Shiltings can be quite annoying, especially when they have jobs.

**24H** You also find a full suit of soft leather armor, enchanted for double protection, and just your size. You may take whatever you wish and then go through the only door in this room. Go to **19A**.

**24I** You knew it was a bad idea, but you did it anyway. Multiply your Int by 1/2 permanently. You are just not as smart as you thought you were. Now go back to **6D**, and choose a different option.

**24J** With promises of meeting half of them at various pubs this weekend "for a quick drink or three," the guards not only let you pass, but lift the grate for you. Go to **26A**.

**24K** You rise from the muck, coughing up muck from your lungs. Take the difference that you missed the roll by directly against your Con. If you are still alive, attempt a level 2 saving roll on Luck.

If you miss the roll, go to **24G**. If you make the roll, go to **25E**.

**25A** Attempt a Craft roll on Int to try and turn off some of the steam by flipping levers and turning wheels. Don't forget to modify your Craft roll if you were instructed to do so earlier. You have some success, and one of the doors opens invitingly. You rush in to get out of this steam bath.

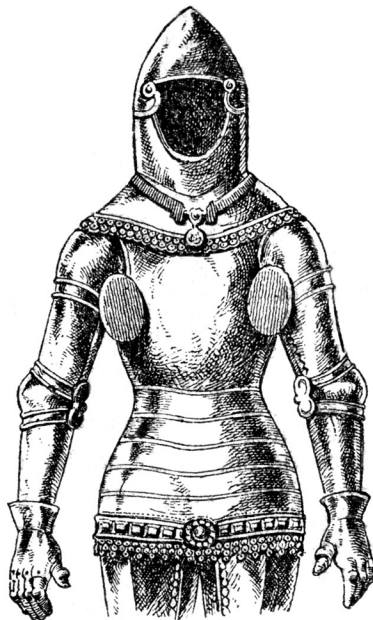
If you failed the roll, go to **6A**. If you made a level 1 roll, go to **10H**. If level 2, go to **17D**. If level 3, go to **10I**. If level 4 or higher, go to **12C**.

**25B** The world is a tough place for one of your kindred, but this potion gives you a slight edge. Add 2d6 permanently to one attribute of your choice.

You know that you should never drink more than one potion at a time, but if you want to try anyway, go to **24I**. Otherwise, go back to **6D** and choose another option.

**25C** You find yourself back in the sewers. Offal, muck, and all sorts of dead things can be seen floating along. The smell here is nearly overwhelming. Oh, and there's also a sewer creature just ahead. Go to page 27 and roll up a Wandering Monster. Then, fight it to the death. If you survive the encounter, take any treasure that it might have and wander down the passage to **19B**.

**25D** You also find a full suit of magical plate mail, enchanted for double protection, and just your size. You may take whatever you wish and then go through the only door in this room. Go to **19A**.



**25E** The muckers think that you are a muck monster risen to devour them! They run away screaming and disappear into the distant tunnels. You see that they have dropped a map in their haste to get away. Clean off as much muck as you can, and follow the map to **7B**.

**25F** You fly up to the top of the idol, and you are nose to nose with Gnarlythoetep, the Three-Eyed Rat God. Not that you care, you're here to take his eyes! You pry out three large ruby eyes. Each is worth 1d6 x 1000 gold, and they are a matched set. You notice a trap door in the ceiling, about another 20 feet up. You fly through to **21H**.

**25G** You explode in a burst of arcane magic. This adventure has come to a fiery conclusion.

**25H** Well you can't go to the Rat Catcher's Guild looking like a rat, now can you? As a matter of fact, with the bounty on rat tails, it's probably best to grab your stuff and leave town as soon as possible. Take 1000 adventure points, and enjoy your new life as a rat on the run.

**25I** "That's the one!" yells the Sergeant of the Guards, and they attack. You have enough time for one missile attack or spell. The guards are equipped with sabres and bucklers, and each has a monster rating of 20, weapon and armor included, but roll one extra d6 for each guard because of their lust for revenge.



If you win, grab their purses with 3d6 silver pieces each. You do not want to be found near yet more dead bodies, so you go quickly to **20E**.



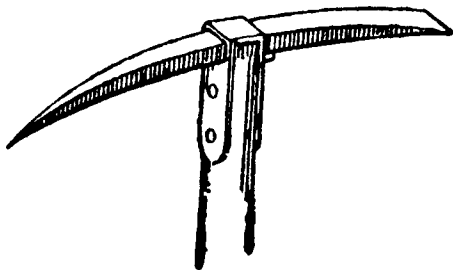
**26A** The Sewers of Vindstadt are quite maze-like, and in a very short amount of time you are completely lost. You have no idea where you are, or how to get back.

The dangers in this place range from the rank diseased air that you are breathing to the nasty creatures that call this festering place their home. Roll a d6. If you rolled an odd number, then you encounter one of those denizens. Go to page 27, and fight a Wandering Monster from the back of the book. When you are done, go to **10K**.

**26B** Your best bet with any male in Vindstadt is to get on their good side by talking about sports, and this you do with gusto. From chariot racing to arena combat to troll bowling, you know them all.

Attempt a level 2 saving roll on Chr. If you make it, go to **13E**. If you miss, then they are not buying any of it. You may either attack them at **14F**, or else leave and wait until dark. Go to **15I**.

**26C** Looking around, you see that you are in some smelly rat room. There is nothing but a wall behind you, but you assume that you're still in the sewers under Vindstadt. You've been zapped into a large storage room full of stuff left from sacrifices to the Rat God. There is plenty of clothing and boots of all shapes and sizes. There are a few other useful odds and ends, including a pick axe and a lantern shield.

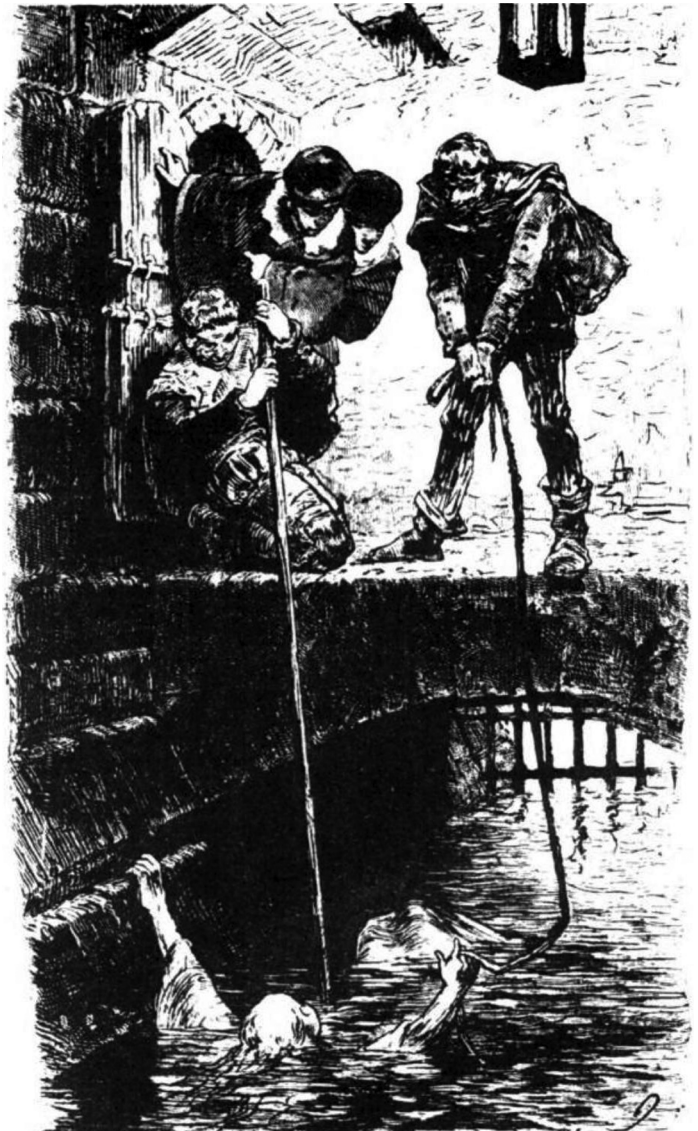


Roll a d6. On a 1, 2, or 3, go to **24H**. On a 4 or 5, go to **23I**. On a 6, go to **25D**.

**26D** Another mystery paragraph. How did this get here?

**26E** You are now in a much larger room, but it is full of steam, and the steam is hot! Attempt a level 1 saving roll on Luck to find your way out of the steam. If you miss the Luck roll, take the difference in hits to Con as you wander around and get baked. Keep trying until you make the roll. You then find the way back to the machine room. It looks like you will have to turn that steam off after all. Go to **25A**.

**26F** You will have to try to climb back up out of the pit. Attempt a level 2 saving roll on Dex. If you fail, you fall again. Go to **13B**. Otherwise, you make it all the way up. Go to **17C**.



## Wandering Monsters

The paragraphs that send you here to roll for a wandering monster are **8A**, **12H**, **14D**, **19E**, and **25C**.

Monsters may carry treasure. Roll the listed number of dice on the Items column for each creature encountered. Loose change and booty will be in a convenient to carry bag or pouch. If the creatures have weapons, you may take them. Any armor that they wear will be too hacked up to be of any use.

The Swarm of Hungry Sewer Rats has a combat value based on the number of rats in the Swarm. Once before combat begins, roll two dice, multiply the numbers together, and then multiply the total by 2 to determine the combat value of the Swarm. For example, if you roll a 3 and a 5, the Swarm would have a monster rating of  $3 \times 5 \times 2 = 30$ . The Swarm cannot be attacked with missile weapons or damaging spells.

If a 12 is rolled, then the character finds a valuable treasure instead of a nasty creature. Turn to page 28 and roll on the Wandering Treasure table to find out what it is, then go back to the paragraph that sent you here.

2d6 Roll	Monster	Monster Rating	Weapon	Treasure
2	The Muck Monster	80	-	-
3	A Hungry Sewer Alligator	38	-	-
4	1d6 Ratlings	12	jambiya	1d6 copper coins each
5	A Rat Troll	56	-	3d6 gold coins
6	1d3 Sewer Goblins	10	short sabre	1d6 silver coins each
7	1d6 Giant Rats	6	-	-
8	A Swarm Of Hungry Sewer Rats	d6 x d6 x 2	-	-
9	1d3 Shilting Mucker Zombies	18	bludgeon	-
10	1d3 Ratlings	12	jambiya	1d6 copper coins each
11	1d3 Giant Rats	6	-	-
12	Wandering Treasure	-	-	-

# Wandering Treasure

The only paragraph that sends you here is **15H**, or the Wandering Monster table.

Sometimes treasure just comes strolling by. If you are told to roll for Wandering Treasure, then roll 2d6 and consult the following table.

2d6 Roll	Treasure
2	An Old Tin Fork
3	A Single Copper Piece
4	A Pouch with 1d6 Copper Pieces
5	A Pouch with 1d6 x 10 Copper Pieces
6	A Pouch with 1d6 Silver Pieces
7	A Pouch with 1d6 x 10 Silver Pieces
8	A Pouch with 1d6 Gold Pieces
9	A Pouch with 1d6 x 10 Gold Pieces
10	A Pouch with 1d6 x 100 Gold Value of Gems
11	A Magickal Target Shield which Takes 8 Hits
12	A Magickal Broadsword with Dice and Adds of 6 + 8