

Down in the Sewer

PubliB Release

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IGS Solo Adventure #2
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Introduction:

This is the second in a series of solo adventures designed to support the IRS Basic Rules fantasy roleplaying system.

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 for the door, you ponder the merits of drunken dwarves and their damnable dice games. It is

7A You find a +1 dagger, your strength. It glistens and glows softly. Now continue to 20F.

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 Intelligence to interpret the shilting map. Making

12A If you wish to examine the chest, you may attempt a detect traps roll, which is a level 2 skill roll on Perception. If you make it, go to 14E. If miss it or wish to open the chest without looking for traps, go to 13C.

12B Roll 1d6. Go to: 13D on a 1, 14F on a 2, 16B on a 3, 22F on a 4, 18H 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 is no, you have a shield then it is All of your weapons including arrows, you are no, you are in 66an Additionas When you are ready to continue, go to 25(n

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13A

As you pass through the door, the passageway opens into 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. The pas-

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

15A You drink a harmless looking potion. You grow fur, ears, whiskers, teeth, eyes, tail, and snout like a giant rat. On the plus side, you may add +5 to each primary statistic except for body. Any giant rat or ratling (or rat

16A You've opened the rat chest. Inside are 3 bags. The first bag has $4d6$ copper pieces. The second bag has $4d6$

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- 20A You sneak up on the poor, unsuspecting, inanimate object. It doesn't appear to notice you. You swing a mighty blow to 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. 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 magickal energy suffuses your body. You are healed of all your wounds, and you may add 1d6 to your Combat 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.
- 20C Looking around you, 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 even a few other odds and ends including bits of armor. There is a sword and shield just your size. There also happens to be a full suit of plate mail, magickal +2, just your size. You may take whatever you wish and then

21A The narrow tunnel opens up into a fairly large room; however, the far wall is almost completely buried in

22A You're going to try to talk your way out. Attempt a fast talk roll, which is a level 2 saving roll on Persuasion. 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 \$1000 for each rattling tail, and \$5000 for each
