

without warning.

EFFECTS: clear LOST IN LANE; gain 1 COIN

Roll:

1-2: none. GO TO 35

3-4: none. GO TO 9

5-6: none. GO TO 23

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SECTION 58 - QUIET DOORWAYS

Doors here are set deeper into stone, and the street feels less like a market lane and more like a corridor between places that hold records. A lamp bracket waits above a door, iron rubbed dull by weather.

Anna keeps her hood up anyway. Todd lowers his voice without being told, and Charles matches him.

EFFECTS: clear 1 SUSPICION

Roll:

1-2: none. GO TO 47

3-4: gain 1 COIN. GO TO 56

5-6: none. GO TO 39

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SECTION 59 - YOU LOSE YOUR BEARINGS

The stair street branches, and the angles do not match what you thought you mapped. For a moment the city feels like a set of corridors that only locals can solve.

Charles stops at a landing and forces himself to pick one anchor, the harbor line in his mind, and rebuild from there. Todd keeps his body between Anna and the open street while you decide.

EFFECTS: mark LOST IN LANE; lose 1 COIN

Roll:

1-3: none. GO TO 55

4-6: none. GO TO 47

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SECTION 60 - A PUBLIC READER'S VOICE

A person stands by a posted sheet and reads it aloud in a clear, flat voice. A few listeners nod, ask no questions, and move on like the reading is a tool, not entertainment.

Charles catches none of the words, but he catches the rule in the behavior. Anna watches the listeners more than the reader, then turns you back toward the lanes you already know.

EFFECTS: clear MARKED; gain 1 COIN

Roll:

1-2: none. GO TO 58

3-4: none. GO TO 21

5-6: none. GO TO 9

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First Day In Skelderheim - Find the Inn



INTRODUCTION - FIND THE INN

As Anna, Charles, and Todd stepped through the portal, new sights, sounds, and smells greeted them in a sensory overload. Wet stone and salt hit first, then coal smoke held low between tall buildings. A hundred small noises layered together: cart wheels clicking over seams, boots on slick cobble, voices calling prices, a bell note fading somewhere beyond the harbor line.

They landed in a working lane that moved like a current. People flowed around them without pause, eyes on errands and hands on loads. A man with a basket of nails brushed past and kept walking. A woman leaned out from a doorway and watched them with a steady, measuring look, then slipped back inside. Above, cloth lines and hanging signs crossed between buildings, and the stone walls rose close enough to make the sky feel narrow.

The city smelled like water and effort. Damp timber. Rope tar. Fish brine. Hot iron carried on a thin wind. Every doorway had its own version of it, and every few steps the lane changed shape, bending around a corner, tightening between walls, then opening to show a slice of another street stacked with carts and bodies. Farther down, a cart dog strained into its harness while a kid guided the shafts with a light hand on the rail.

Anna's hood came up on instinct. She kept her chin down and her eyes forward, and she felt attention snap to her and slide away. Todd shifted half a pace to the outside, giving her the inner line. Charles took the wall side, building a narrow moving space around her without touching her.

They walked with purpose while they learned the city's rules. Shoulders clipped shoulders and the lane absorbed it. The crowd corrected bodies with its own momentum and kept moving. A cart turning too wide forced a quick reshuffle, and the street repaired itself in a breath. A stall keeper slapped down a price on

a chalk board, and three buyers stepped in, paid, and vanished into the flow as if each exchange was timed.

Charles tracked exits without letting his head swing. Doorways. Side cuts. A stair that climbed to a landing and disappeared. A notice board with thick paper pinned in neat rows in an unknown script. Iron brackets waiting for lamps that stayed dark. He built a map in his head while the city kept shifting under his feet. He counted the turns he could remember and picked landmarks he could hold: a rope coil sign, a painted boot, a deep eave that cut the light in a straight line.

Todd kept his hands visible and his shoulders broad. He watched the edges where kids slipped through gaps and where men held the walls like they had a reason to stay. He felt coin in his pocket like weight with a sound. Anna listened for patterns in the noise the way she listened to a lab room, the difference between routine flow and a pause that meant eyes were following.

A bell sounded again, lower this time, rolling over stone and fading slow. The street carried on through it. Skelderheim moved on work and timing. Somewhere nearby, a door bar dropped into place with a firm clack, and a woman's voice called a count that sounded like inventory, not conversation. A pot lid rang once against iron, then settled. A runner slipped by with a folded note in his fist.

Anna kept her gaze on the lane ahead when she spoke. Her voice stayed small. "We're lost. We need a safe place to stay, and we need to move like we belong until we find it. All eyes are on us. I don't know why yet, but it doesn't feel safe."

She cut her eyes once to each side, quick and controlled. "One step at a time."

Roll:

1-2: none. GO TO 50  
3-4: lose 1 COIN. GO TO 43  
5-6: gain 1 COIN. GO TO 52

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SECTION 54 - A SOUND AT THE WINDOW

Something brushes the shutters once, then stops. It could be wind, or a loose latch, or a person passing too close in the dark.

Anna steps back from the window and holds still. Todd moves in one clean motion to the side where he can see the shutter bar, and Charles keeps his hand on the key disk without turning it.

EFFECTS: mark 1 SUSPICION

Roll:

1-5: none. GO TO 42  
6: lose 1 COIN. GO TO 43

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SECTION 55 - STEEP STREET UPWARD

The street climbs and the steps are cut uneven into the hill, each one polished by wet boots. The air is colder here, and the wind has more space to move.

Todd grunts and keeps going. Charles glances back once toward the harbor line and tries to set the city's ring in his head.

EFFECTS: mark WINDKNOCKED

Roll:

1-2: none. GO TO 47  
3-4: lose 1 COIN. GO TO 59  
5-6: gain 1 COIN. GO TO 58

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SECTION 56 - GUARD POST WITH A LEDGER

A guard sits at a small table with a ledger open, pen moving in short strokes. People step up, say a few words, pay, and move on without arguing.

Charles watches the pen more than the guard's face. Anna says, quiet, "Records matter here," and stops before the word can turn into a speech.

EFFECTS: gain 1 COIN; clear OWED

Roll:

1-2: none. GO TO 21  
3-4: none. GO TO 32  
5-6: none. GO TO 60

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SECTION 57 - DOG CART CUTTING CORNERS

You follow the meal runner's path for a block, using the gaps he uses. The dog pulls steady, and the kid never looks back, but the route is clear if you keep your eyes open.

Todd says, "That kid knows the city," and Anna answers, "So do we, now," like a small claim. Charles stores the corners and the doorways where the lane opens

5-6: none. GO TO 9

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SECTION 50 - YOU DRAW THE SQUARE IN YOUR HEAD

Charles lies back and runs the square outside through his mind, bench to well, well to oven, oven to the door. He does it the way he does a room at home, turning it into a map that can be used.

Todd watches him once, then looks away like he knows the habit is helping. Anna stays near the shuttered window, listening to the city settle.

EFFECTS: clear 1 SUSPICION

Roll:

1-2: none. GO TO 42

3-4: gain 1 COIN. GO TO 52

5-6: none. GO TO 29

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SECTION 51 - WATER PITCHER OUTSIDE THE DOOR

Two light knocks sound, then footsteps fade down the hall. When Todd opens the door a crack, a clay pitcher sits on a folded cloth, placed with care.

Anna brings it inside without speaking. Charles sets it on the table and checks the door latch again, listening for the sound of the bar seating right.

EFFECTS: gain 1 COIN

Roll:

1-2: none. GO TO 38

3-4: none. GO TO 53

5-6: lose 1 COIN. GO TO 43

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SECTION 52 - PATROL STEPS BELOW

Boots tap stone outside at intervals, two passes close by and two farther off. The sound is steady and controlled, not searching, but it still pins your attention.

Todd counts the steps without meaning to, then stops. Anna says, quiet, "We stay in," and Charles nods.

EFFECTS: clear SEEN TALKING

Roll:

1-2: none. GO TO 54

3-4: gain 1 COIN. GO TO 51

5-6: none. GO TO 42

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SECTION 53 - CITY QUIET, WORK STILL GOING

The street outside is quiet enough that you can hear iron striking iron somewhere deeper in the city. The rhythm is slow and muted, like someone finishing a last task before sleep.

Charles shifts a boot so it points toward the door. Todd leans back against the wall and keeps his eyes open longer than he needs to.

EFFECTS: clear HUNGRY

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HOW TO PLAY (SHORT RULES)

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You are the trio: Anna, Charles, and Todd as one unit. You will read sections, apply effects, roll 1d6, and move where the roll sends you.

- 1) Read the SECTION.
- 2) Apply EFFECTS to the tracks (checkboxes only).
- 3) Roll 1d6 and follow the listed band to the next SECTION.
- 4) After the turn, check COIN for win/loss.

Tracks:

- COIN is the only win/loss track.
- SUSPICION and CONDITIONS may be marked/cleared by sections.

Win/Loss:

- You WIN only when COIN reaches the high value set in the booklet.
- You LOSE only when COIN reaches zero.
- Sections never declare a win or loss. Only COIN ends it.

Navigation:

- No choices. No menus.
- Roll bands will be shown in each SECTION (examples: 1-2 / 3-4 / 5-6, or 1-3 / 4-6).

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TRACKS (CHECKBOX ONLY) - SCORE SHEET

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COIN (only win/loss source)

- Setup: start with 08 COIN checked.
- When you gain COIN: check one new box.
- When you lose COIN: erase one checked box.

[ ]01 [ ]02 [ ]03 [ ]04 [ ]05  
 [ ]06 [ ]07 [ ]08 [ ]09 [ ]10  
 [ ]11 [ ]12 [ ]13 [ ]14 [ ]15  
 [ ]16 [ ]17 [ ]18 [ ]19 [ ]20  
 [ ]21 [ ]22 [ ]23 [ ]24 [ ]25

SUSPICION (optional pressure track)

- Setup: start with none checked.
- When SUSPICION increases: check one box.
- When SUSPICION clears: erase one box.

[ ]1 [ ]2 [ ]3 [ ]4 [ ]5 [ ]6

CONDITIONS (optional; only if used by sections)

[ ]MARKED  
 [ ]OWED  
 [ ]WET BOOTS  
 [ ]LOST IN LANE  
 [ ]WINDKNOCKED  
 [ ]HUNGRY  
 [ ]SEEN TALKING

(Sections may add other CONDITIONS. Add a new line and a checkbox.)

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WIN / LOSS (STRICT)

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- You WIN only when COIN reaches 25 checked boxes.

- You LOSE only when COIN reaches 0 checked boxes.
- No SECTION may declare a win or loss.
- Check win/loss only after completing a turn.

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TURN STRUCTURE

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- 1) Read the SECTION.
- 2) Apply EFFECTS (COIN / SUSPICION / CONDITIONS).
- 3) Roll 1d6.
- 4) Follow the band result to the next SECTION.
- 5) After moving, check COIN for win/loss.

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ROLL BANDS (NO PLAYER CHOICE)

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Each SECTION lists its own roll bands. Use only the following formats:

Common bands:

- 1-2 / 3-4 / 5-6
- 1-3 / 4-6

Reduced-chance bands (rare outcomes):

- 1-4 / 5-6
- 1-5 / 6

Band selection logic (for writing sections):

- Use simple, even bands for ordinary city flow.
- Use reduced-chance bands only when the fiction supports a rare break.

A small cart rolls by, pulled by a compact dog trained to hold a straight line through feet and wheels. The kid walking beside it keeps his hand on the cart rail and his eyes on gaps in the stone.

Todd's gaze follows the dog first, then the harness. Anna watches the kid's route and sees how he uses doorways and corners as cover without slowing.

EFFECTS: clear LOST IN LANE

Roll:

- 1-2: none. GO TO 22
- 3-4: gain 1 COIN. GO TO 57
- 5-6: none. GO TO 35

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SECTION 47 - SCHOLAR'S WARD CUT

The air changes again, less fish and iron, more paper and lamp oil. The buildings look the same, but the doors are heavier, and more people carry bundles wrapped in cloth.

A narrow stair climbs along one wall to a landing with a closed door above. Charles looks at it too long, then forces his eyes back to street level.

EFFECTS: mark 1 SUSPICION

Roll:

- 1-2: none. GO TO 58
- 3-4: lose 1 COIN. GO TO 59
- 5-6: gain 1 COIN. GO TO 39

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SECTION 48 - TOOL WALL

A wall holds hammers, tongs, and pry bars, all hung in a straight line. The tools are clean in the literal sense, wiped of scale and set back where they belong.

Todd's mouth tightens in respect. Charles notices the worn hooks and the polished places where hands have grabbed the same shapes for years.

EFFECTS: gain 1 COIN; clear WINDKNOCKED

Roll:

- 1-2: none. GO TO 36
- 3-4: none. GO TO 23
- 5-6: none. GO TO 55

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SECTION 49 - A KINDNESS YOU CAN'T READ

A woman at a stall sets a small strip of cloth on the counter near your hand, then slides it back to herself and pretends it never happened. Her eyes flick to Anna's hood and away.

Todd shifts so he blocks the stall from the lane. Charles takes the hint and keeps walking, but the moment stays in your head.

EFFECTS: gain 1 COIN; clear MARKED

Roll:

- 1-2: none. GO TO 21
- 3-4: none. GO TO 12

one bar after another, a rhythm you can count.

The inn below shifts from talk to cleanup. Cups clink soft, and the front door settles in its frame with controlled movement, hinges barely speaking.

EFFECTS: clear 1 SUSPICION

Roll:

1-2: none. GO TO 53  
3-4: gain 1 COIN. GO TO 50  
5-6: none. GO TO 29

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SECTION 43 - WRONG TIME TO BE SEEN

A voice rises downstairs, sharp, then cuts off. You hear boots on stone outside, then a pause, then the sound of someone moving on.

Todd exhales through his nose and keeps his eyes on the door. Anna does not speak, but her posture changes, ready without being stiff.

EFFECTS: mark MARKED; lose 1 COIN

Roll:

1-2: none. GO TO 54  
3-4: none. GO TO 42  
5-6: gain 1 COIN. GO TO 51

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SECTION 44 - UNDERWAY GRATE

A stone grate set into the street lets water drop into a dark channel below. The air around it is colder, and the smell is damp stone and old runoff.

Charles steps around it wide, then looks once at the cut and tries to imagine where it runs. Todd says, "Don't step there," like he's talking to himself.

EFFECTS: mark WET BOOTS

Roll:

1-2: none. GO TO 23  
3-4: lose 1 COIN. GO TO 37  
5-6: gain 1 COIN. GO TO 55

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SECTION 45 - RESTITUTION TALK

Two ward enforcers stand with a man holding a broken crate slat. Nobody is shouting. The enforcer points at the slat, then at a stack of replacement boards, and the man nods like he knows the price of being careless.

Anna watches for one breath and then looks away. Charles files the exchange under rules that are enforced by correction, not speeches.

EFFECTS: clear OWED

Roll:

1-3: none. GO TO 21  
4-6: gain 1 COIN. GO TO 56

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SECTION 46 - MEAL RUNNER CART

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START

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SECTION 1 - DOCKWARD QUAY, FIRST STARES

The air is salt and coal smoke, and the stone under your boots is damp enough that every step feels careful. A dockworker stops with a rope looped over his arm and looks straight at Anna before he catches himself and looks away.

Todd shifts half a step to the outside and Charles does the same, building a narrow lane around her without saying it out loud. People keep moving, but they give you a strip of space that feels earned by fear, not courtesy.

EFFECTS: mark 1 SUSPICION

Roll:

1-2: lose 1 COIN. GO TO 2  
3-4: none. GO TO 3  
5-6: gain 1 COIN. GO TO 4

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SECTION 2 - ROPE RACKS AND PINCH POINTS

A line of iron pins along the quay wall holds coils of rope darkened by years of salt. A man with a hook on his belt sets his jaw when he sees your faces and turns his shoulders so you have to pass close to the rail.

Charles clocks the nearest archway and the open lane beyond it, then checks the crowd the way he checks a room before he sits. Todd keeps his hand near his own pocket, not touching it, just close.

EFFECTS: mark LOST IN LANE

Roll:

1-3: lose 1 COIN. GO TO 6  
4-6: none. GO TO 5

---

SECTION 3 - UNDER THE FIRST ARCH

The arch is low enough that Todd's shoulder brushes one of the beams. The lane narrows and the sound changes, boots on stone instead of boots on open quay.

A notice board hangs beside a door, papers pinned in neat rows in a script you can't read. People glance at it, glance at you, then keep walking as if both things are part of the same routine.

EFFECTS: clear LOST IN LANE

Roll:

1-2: none. GO TO 7  
3-4: lose 1 COIN. GO TO 8  
5-6: gain 1 COIN. GO TO 9

---

SECTION 4 - A SIGN WITH A COIL OF ROPE

A carved sign swings from three chains, a rope coil painted on its face, the colors dulled to brick and gray. The smell shifts under it, warm yeast and damp wool, and your stomach notices before your brain does.

Anna keeps her hood up and her eyes forward. Todd says, quiet, "We need a square," and Charles nods without looking away from the lane ahead.

EFFECTS: mark HUNGRY

Roll:

1-2: none. GO TO 9  
3-4: lose 1 COIN. GO TO 10  
5-6: gain 1 COIN. GO TO 11

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SECTION 5 - CROSS TRAFFIC, NO APOLOGIES

A cart turns too wide and the lane shifts around it. Nobody says sorry. A shoulder presses you a half step sideways, then the pressure is gone and the crowd keeps moving.

Todd grunts once, more warning than complaint, and takes the front for three steps until you clear the cart wheel. Anna stays in the middle, small, steady, and covered.

EFFECTS: mark 1 SUSPICION

Roll:

1-2: lose 1 COIN. GO TO 10  
3-4: none. GO TO 12  
5-6: gain 1 COIN. GO TO 7

---

SECTION 6 - THE WRONG TURN

You follow a lane that looks like it should open up, then it tightens into a service cut between a warehouse wall and a run of shuttered stalls. The smell turns to old fish smoke and pitch, and the light drops.

Charles stops before you walk into a dead end. He turns his head once, slow, and measures the way back without moving his feet.

EFFECTS: mark LOST IN LANE; mark 1 SUSPICION

Roll:

1-4: lose 1 COIN. GO TO 2  
5-6: none. GO TO 3

---

SECTION 7 - MURAL OF FIRE AND WOMEN IN ARMOR

The wall under the next arch is painted with a city burning. The women in armor are drawn with careful faces, dark hair bound close, eyes set steady, and the tower in the distance pins the place to Skelderheim.

Anna takes one long breath and pulls her hood higher so the shadow hides her braid. Todd steps a half step ahead, and Charles closes the gap on the other side.

EFFECTS: mark SEEN TALKING

Roll:

1-2: none. GO TO 13  
3-4: lose 1 COIN. GO TO 14  
5-6: gain 1 COIN. GO TO 15

---

SECTION 8 - BRIDGE IN VIEW

A bridge cuts across a narrow channel ahead, guarded on both ends. The guards are not dressed like soldiers from home, but they hold their space the same way, planted feet and eyes that do not drift.

Todd slows just enough to blend with the pace around you. Charles tracks the gap between two carts and the open lane beyond the bridge, looking for a clean path through.

EFFECTS: clear WINDKNOCKED

Roll:

1-2: none. GO TO 50  
3-4: gain 1 COIN. GO TO 41  
5-6: none. GO TO 42

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SECTION 39 - HALL DRAFT

A cool draft slips through a gap in a shutter near the half landing. It carries river air and the faint smell of banked fires.

Todd frowns at the gap like it is a tool failure. Charles puts a hand on the rail and measures how far it is back down to the front door in case you need it fast.

EFFECTS: mark 1 SUSPICION

Roll:

1-2: none. GO TO 28  
3-4: lose 1 COIN. GO TO 40  
5-6: gain 1 COIN. GO TO 51

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SECTION 40 - A SOUND BEHIND YOU

You hear footsteps on the stairs below, then a pause at the landing. The steps continue, slow, unhurried, like someone walking a route they have walked a hundred times.

Todd moves to the door and listens with his head angled. Anna stays still, and Charles keeps his hand on his pack strap without tightening it.

EFFECTS: mark SEEN TALKING; mark 1 SUSPICION

Roll:

1-4: none. GO TO 42  
5-6: lose 1 COIN. GO TO 43

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SECTION 41 - YOU SETTLE WITHOUT UNPACKING

You do not take your clothes off. You loosen belts and shift boots so you can step into them fast, and you keep your packs within reach.

Anna says, "Tomorrow we watch and log," and Charles nods like that is a plan he can hold. Todd looks at the shutter bar again and finally sits with his back to the wall.

EFFECTS: clear SEEN TALKING; gain 1 COIN

Roll:

1-2: none. GO TO 52  
3-4: none. GO TO 50  
5-6: none. GO TO 24

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SECTION 42 - LOW BELL

The low bell sounds somewhere toward the river, deeper than you expected, the note rolling over stone and fading slow. Outside, shutters close in sequence,

1-3: none. GO TO 12  
4-6: none. GO TO 21

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SECTION 35 - YOU FIND A CLEAN LANE

The lane widens enough that you can walk three abreast without brushing anyone. The stones slope slightly toward a gutter cut, and water runs there in a thin line.

Anna's shoulders drop a fraction. Todd says, quiet, "This way," and you follow without asking why.

EFFECTS: clear MARKED; clear 1 SUSPICION

Roll:

1-2: none. GO TO 47  
3-4: gain 1 COIN. GO TO 20  
5-6: none. GO TO 9

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SECTION 36 - FORGE FRONT, SUSPICION ON YOUR FACE

A forge door stands open, and SUSPICION pushes out in a steady wave. The smith inside doesn't look up from the work, and the person at the counter speaks in short, specific terms.

Todd watches the tools on the wall and goes quiet. Charles notes the iron brackets set into stone outside, ready for lamps that are not lit yet.

EFFECTS: gain 1 COIN

Roll:

1-2: none. GO TO 37  
3-4: none. GO TO 31  
5-6: none. GO TO 48

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SECTION 37 - SLIP ON WET STONE

Your boot catches a slick patch and slides. It is small, but it is enough to draw a glance from two people who were not looking at you a moment ago.

Todd steadies the group without grabbing anyone. Anna keeps moving, eyes forward, and Charles stores the gutter line as a hazard in his mental map.

EFFECTS: mark WET BOOTS; lose 1 COIN

Roll:

1-2: none. GO TO 31  
3-4: none. GO TO 23  
5-6: gain 1 COIN. GO TO 49

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SECTION 38 - THE ROOM, ONLY WHAT YOU NEED

The room holds one bed, a chair, a washstand, and a table under a shuttered window. There is no glass, just boards and a bar that drops into place with a firm sound.

Charles sets his pack where he can reach it in one step. Anna stands back from the window so her shape does not fill it, and Todd checks the bar twice before he sits.

EFFECTS: mark 1 SUSPICION

Roll:

1-2: lose 1 COIN. GO TO 16  
3-4: none. GO TO 12  
5-6: gain 1 COIN. GO TO 17

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SECTION 9 - THE WELL SQUARE

The lane opens into a square with a stone well under a simple roof. A thick rope winds around a worn drum, and a chain hangs beside it, links rubbed smooth by years of hands.

SUSPICION leaks from an oven house on one side, turning the bricks darker than the walls around it. Anna's eyes move from door to door, then settle on the widest entrance with tables inside.

EFFECTS: clear HUNGRY

Roll:

1-2: none. GO TO 18  
3-4: lose 1 COIN. GO TO 19  
5-6: gain 1 COIN. GO TO 20

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SECTION 10 - HANDS TOO CLOSE

A boy brushes past with a shallow basket of nails, and his hand is too close to Todd's pocket on the way by. Todd catches the movement with his forearm and keeps walking, but the boy is already gone into the crowd.

Anna doesn't look back. Charles does, one quick glance, then fixes on the next corner and the nearest open doorway.

EFFECTS: lose 1 COIN; mark MARKED

Roll:

1-3: none. GO TO 6  
4-6: none. GO TO 12

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SECTION 11 - BREAD STEAM AND QUIET WORK

Two girls in flour-dusted aprons pull loaves from the oven with a wide peel. When the door opens, steam rolls out and hits the cold air, turning white around their hands.

Todd swallows and keeps his eyes off the bread like looking too long is a mistake. Charles watches the line of people buying and leaving, trying to learn how coin changes hands here.

EFFECTS: lose 1 COIN

Roll:

1-2: none. GO TO 9  
3-4: gain 1 COIN. GO TO 20  
5-6: none. GO TO 18

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SECTION 12 - WARD SEAM, DIFFERENT NOISE

The street noise shifts as you cross an invisible seam. The carts are different here, lighter loads, more baskets, fewer ropes, and the smell is more grain than fish.

Anna says, low, "Keep moving," and Todd answers, "Yeah," without looking at her. Charles counts doorways and notes where the stone changes underfoot.

EFFECTS: clear LOST IN LANE

Roll:

1-2: none. GO TO 21  
3-4: lose 1 COIN. GO TO 22  
5-6: gain 1 COIN. GO TO 23

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SECTION 13 - SHADOW LINE UNDER THE EAVES

A building throws a hard shadow line across part of the square. The door is propped open, and inside you can see clay bowls set upside down in neat stacks.

A man with ink stains on his fingers looks up once, weighs you, then looks down again. It feels like permission granted by someone who is not trying to be kind.

EFFECTS: clear SEEN TALKING

Roll:

1-2: none. GO TO 18  
3-4: lose 1 COIN. GO TO 19  
5-6: gain 1 COIN. GO TO 24

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SECTION 14 - A GUARD WHO DOESN'T MOVE

You pass a guard station built into the corner of a stone building. The guard's eyes follow Anna's hood a fraction too long, then shift to Todd's hands.

Todd keeps his hands open and empty. Charles matches the pace of the locals and does not let his eyes flick to the guard's belt, even though he wants to.

EFFECTS: mark 1 SUSPICION

Roll:

1-4: lose 1 COIN. GO TO 16  
5-6: none. GO TO 25

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SECTION 15 - SPACE OPENS, THEN CLOSES

For ten steps the crowd gives you room, then it closes again as a wave of people comes out of a side lane. The pressure is not hostile, just firm, like the city has a schedule and your body has to obey it.

Anna reaches back and taps Charles's sleeve once, a small check that he is still there. Todd angles you toward a wall where you can breathe without stopping.

EFFECTS: clear MARKED

Roll:

1-2: none. GO TO 22  
3-4: gain 1 COIN. GO TO 20  
5-6: none. GO TO 9

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SECTION 31 - SMITH'S CART, HOT RIM

A small cart rolls by with an iron rim still warm enough to haze the damp air above it. The worker pulling it keeps his eyes forward and expects the lane to open.

Todd steps you aside without touching anyone. Anna's boot slides on the slick stone, and Charles catches her elbow once and lets go.

EFFECTS: mark WINDKNOCKED; mark 1 SUSPICION

Roll:

1-2: lose 1 COIN. GO TO 37  
3-4: none. GO TO 36  
5-6: gain 1 COIN. GO TO 44

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SECTION 32 - A DISPUTE OVER WEIGHTS

Two merchants argue over a scale pan, voices tight, hands flat on the counter so they don't turn it into a fight. People give them room the way you give room to a hot forge.

Anna keeps walking. Charles looks once at the weights lined in a row and files away the fact that rules are enforced by the crowd before they are enforced by guards.

EFFECTS: mark 1 SUSPICION

Roll:

1-2: none. GO TO 34  
3-4: lose 1 COIN. GO TO 45  
5-6: gain 1 COIN. GO TO 33

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SECTION 33 - SOUP LINE, NO SMALL TALK

A pot of soup steams under an eave, and people queue with cups in hand. Nobody chats. They step forward, take what they paid for, and move on like the line is part of the street.

Todd's eyes track the pot, then the hands collecting coin. Anna keeps her hood up and says, "Later," like it is a promise to herself.

EFFECTS: clear HUNGRY; lose 1 COIN

Roll:

1-2: none. GO TO 22  
3-4: gain 1 COIN. GO TO 35  
5-6: none. GO TO 46

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SECTION 34 - TOO MANY EYES

A group near a stall glances at you, then glances again, and the second look is the problem. One woman says a word that sounds like the one you heard on the quay.

Todd shifts your line so you pass behind a cart instead of in front of them. Charles keeps his face neutral and doesn't give them anything to read.

EFFECTS: mark MARKED; mark 1 SUSPICION

Roll:

the crowd, and ten steps later you realize you are moving with less resistance.

EFFECTS: lose 1 COIN; clear 1 SUSPICION

Roll:

1-2: none. GO TO 22  
3-4: none. GO TO 9  
5-6: gain 1 COIN. GO TO 13

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#### SECTION 28 - THE ROOM IS UPSTAIRS

The stairs are narrow and steep enough that Todd's shoulders brush both walls unless he turns sideways. The handrail is worn into a smooth curve that fits your palm without thinking.

At the top, a short hall ends in a single door with darkened planks. Charles tests the key disk in the lock and listens to the click like it is a tool seating right.

EFFECTS: mark WET BOOTS

Roll:

1-2: none. GO TO 39  
3-4: lose 1 COIN. GO TO 40  
5-6: gain 1 COIN. GO TO 41

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#### SECTION 29 - SHUTTERS AND RULES

The keeper's voice is flat when he says the shutters stay shut after the low bell. He adds a second line you understand by tone more than words, and Anna answers, "Understood," without hesitation.

Outside, you hear a bell note roll through stone and fade. People in the square start closing shutters one by one, each bar dropping with a short, solid sound.

EFFECTS: mark 1 SUSPICION

Roll:

1-2: none. GO TO 42  
3-4: lose 1 COIN. GO TO 43  
5-6: gain 1 COIN. GO TO 41

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#### SECTION 30 - YOU PAY FOR QUIET

The keeper takes coin without bargaining. His fingers close, and he gives a small nod that reads as acceptance of a simple contract.

Todd keeps his face calm and says nothing else. Charles watches the way the coin disappears into a drawer and tries to guess if there is a ledger behind it.

EFFECTS: lose 1 COIN; clear OWED

Roll:

1-2: none. GO TO 20  
3-4: none. GO TO 21  
5-6: gain 1 COIN. GO TO 35

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#### SECTION 16 - BRIDGE FEE

The guard at the bridge holds out a hand without speaking. People drop coin into his palm and keep walking, the way you pay a toll without calling it a toll.

Todd hesitates for half a second, then pays. The guard's fingers close, and the hand lifts away, making it clear the exchange is finished.

EFFECTS: lose 1 COIN; mark OWED

Roll:

1-2: none. GO TO 26  
3-4: none. GO TO 21  
5-6: none. GO TO 23

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#### SECTION 17 - YOU LEARN THE PACE

You fall into the city's rhythm for a few blocks. You do not walk fast, and you do not drift. You move like you have somewhere to be, even though you do not.

Charles's shoulders loosen a fraction. Todd's eyes stop darting and start scanning in a steady pattern, left, ahead, right, exits.

EFFECTS: clear 1 SUSPICION

Roll:

1-2: none. GO TO 21  
3-4: gain 1 COIN. GO TO 27  
5-6: none. GO TO 9

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#### SECTION 18 - THE FRONT TABLE, NO SMILE

Inside the open door, the keeper looks you over from boots to shoulders and meets each of your eyes in turn. He does not nod. He does not ask your names.

Todd says, "Meal and a room. Somewhere quiet," and the keeper repeats it back like he is confirming a work order. A woman sets three bowls in a straight line with a small gap between each place.

EFFECTS: lose 1 COIN

Roll:

1-2: none. GO TO 28  
3-4: none. GO TO 29  
5-6: gain 1 COIN. GO TO 24

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#### SECTION 19 - THE WRONG DOOR

The room you step into smells like sour beer and wet coats. A man behind the counter watches Anna's hood and doesn't look away.

Before you can speak, he says one short line in the local language and points you back out with two fingers. It is not violent, but it is final.

EFFECTS: lose 1 COIN; mark MARKED

Roll:

1-3: none. GO TO 12  
4-6: none. GO TO 9

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SECTION 20 - STEW AND A VIEW OF THE DOOR  
The stew is thick with barley and salt meat, and the SUSPICION goes into your hands first, then your chest. Todd eats at a pace that looks normal, and Charles forces himself to match it.

Anna keeps her back to the wall where she can see the door and the square through wavy glass. She says, quiet, "We watch first. We ask later."

EFFECTS: clear HUNGRY; clear 1 SUSPICION

Roll:  
1-2: none. GO TO 30  
3-4: gain 1 COIN. GO TO 31  
5-6: none. GO TO 24  
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SECTION 21 - MARKET WARD EDGE, ORGANIZED FRICTION  
Market Ward is noise with rules. You can feel the bargains happening before you see them, hands moving fast over cloth, fish, tools, and paper.

A cart clips a stone and jolts, and nobody stops. They adjust, they slide around it, and the lane repairs itself without words.

EFFECTS: mark 1 SUSPICION

Roll:  
1-2: lose 1 COIN. GO TO 32  
3-4: none. GO TO 22  
5-6: gain 1 COIN. GO TO 27  
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SECTION 22 - SIGN LANGUAGE  
The signs here are pictures more than letters. A painted boot hangs over one door, a cup over another, a hammer over a third, and people move between them like they know the map by heart.

Charles slows his eyes over each symbol and tries to store them. Todd mutters, "We can't stare," and you keep walking.

EFFECTS: clear LOST IN LANE

Roll:  
1-2: none. GO TO 33  
3-4: lose 1 COIN. GO TO 34  
5-6: gain 1 COIN. GO TO 35  
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SECTION 23 - SMITH'S SMELL IN THE AIR  
The air changes as you near Smith's Ward, hot iron and wet stone. A hammer rings somewhere out of sight, slow, steady, like a worker finishing the last of a task.

Todd lifts his chin once, recognition of a work sound he understands. Charles watches the way people make room for carts carrying metal, giving them a wider lane.

EFFECTS: mark WINDKNOCKED

Roll:  
1-2: none. GO TO 36  
3-4: lose 1 COIN. GO TO 37  
5-6: gain 1 COIN. GO TO 31  
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SECTION 24 - THE KEY DISK ON THE TABLE  
A round brass key disk appears beside Anna's bowl. It has a notch filed into one edge and a stamped number worn soft by years of hands.

The keeper does not explain it. He sets it down and steps away, as if the meaning of a key is the same in every place.

EFFECTS: clear MARKED

Roll:  
1-2: none. GO TO 38  
3-4: none. GO TO 29  
5-6: gain 1 COIN. GO TO 30  
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SECTION 25 - A SECOND LOOK  
You catch a guard's eyes again at the corner, then feel the look slide away when Todd shifts his shoulder and blocks the angle. The guard's face stays blank, like this is one more check in a day full of checks.

Anna keeps her head down and walks like she has done this route a thousand times. Charles stores the corner in his head anyway.

EFFECTS: mark 1 SUSPICION

Roll:  
1-2: lose 1 COIN. GO TO 16  
3-4: none. GO TO 21  
5-6: gain 1 COIN. GO TO 27  
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SECTION 26 - DOCKWARD BACK LANE  
You come off the bridge into a lane that smells of tar and rope. The buildings lean close enough that you can touch stone with one hand and wood with the other.

A man drags a crate by a looped rope and doesn't look up. A child slips past with a folded note in his fist and disappears between two doorways.

EFFECTS: clear OWED

Roll:  
1-2: none. GO TO 2  
3-4: gain 1 COIN. GO TO 4  
5-6: none. GO TO 12  
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SECTION 27 - A COIN RUNNER CUTS THROUGH  
A kid with quick feet threads between adults without touching anyone. He glances at you once, reads your pace, then points with his chin toward a wider lane, a shortcut offered for a price he doesn't say out loud.

Todd flicks a coin into the kid's palm without stopping. The kid vanishes into