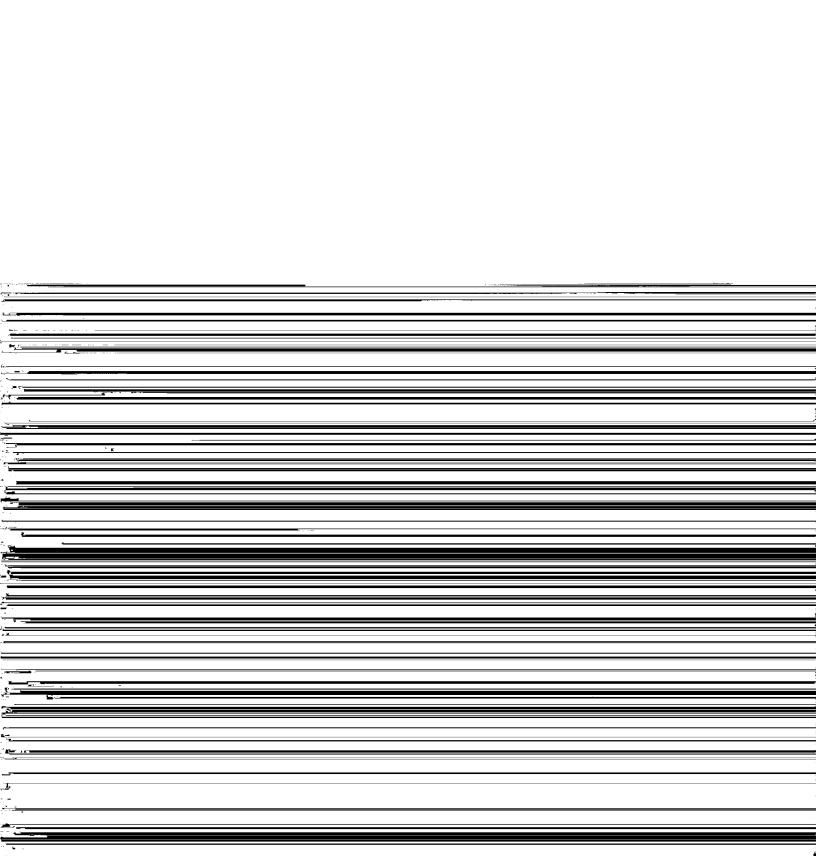
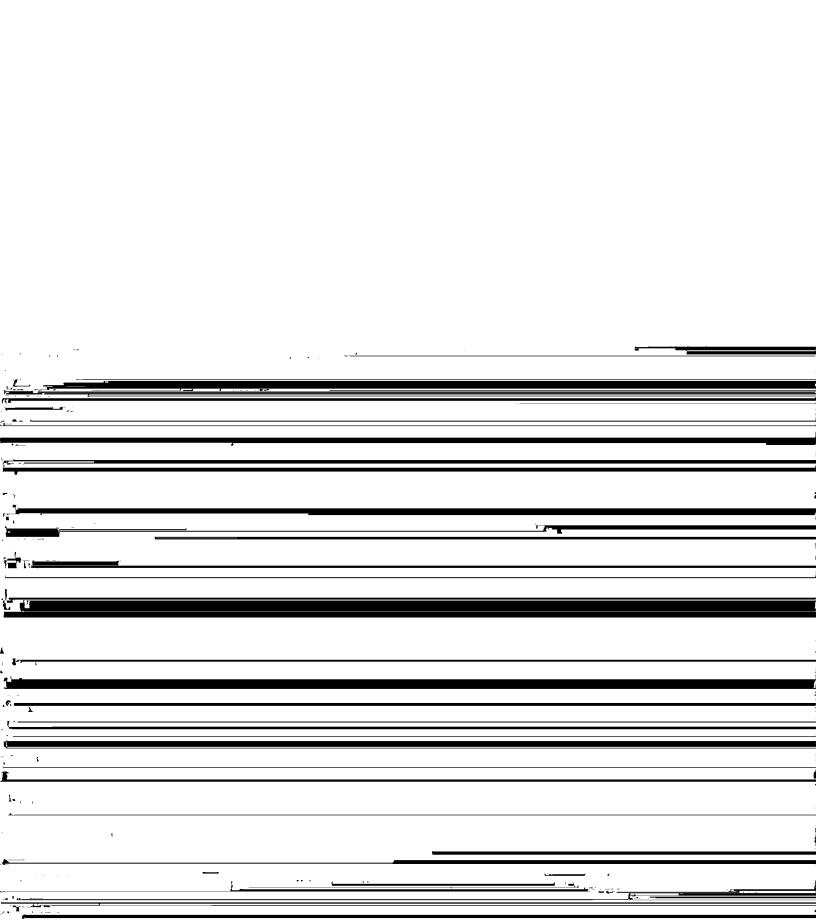


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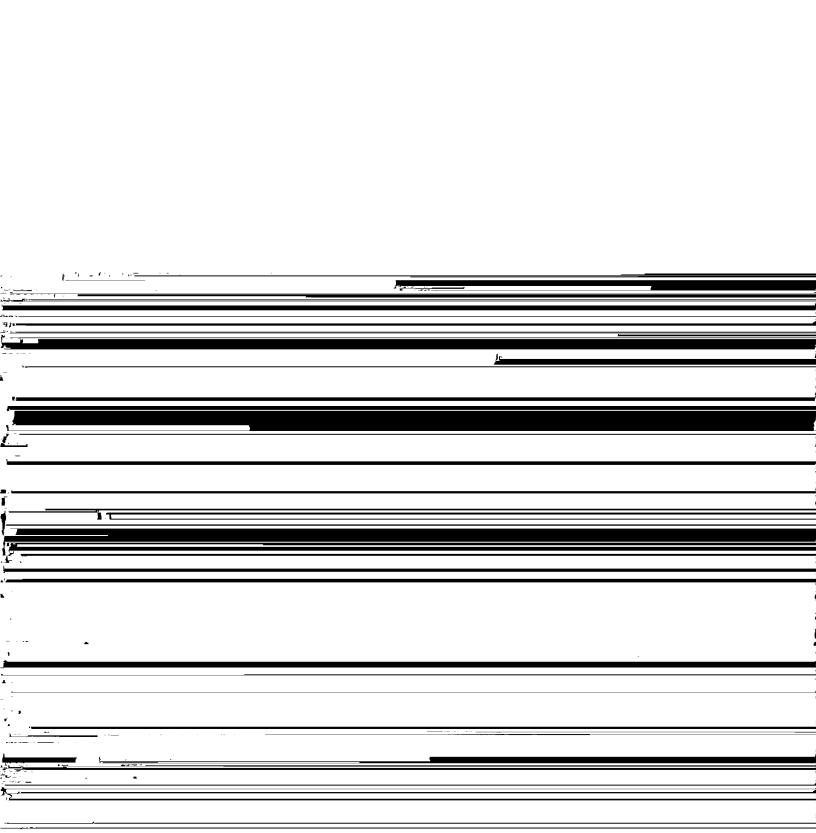


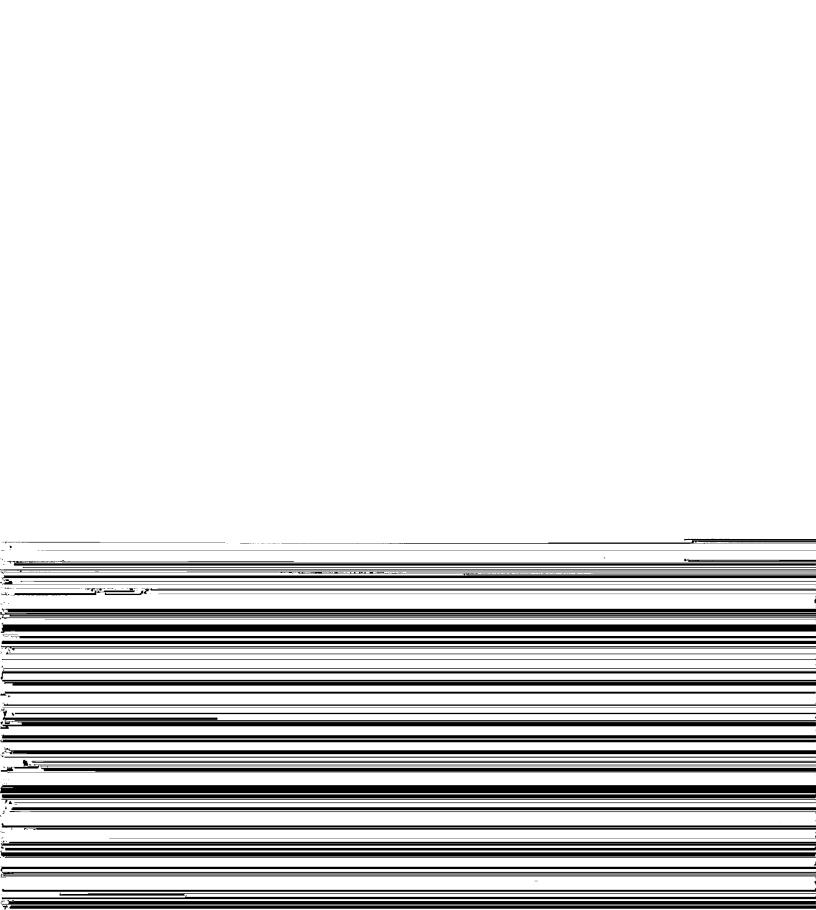






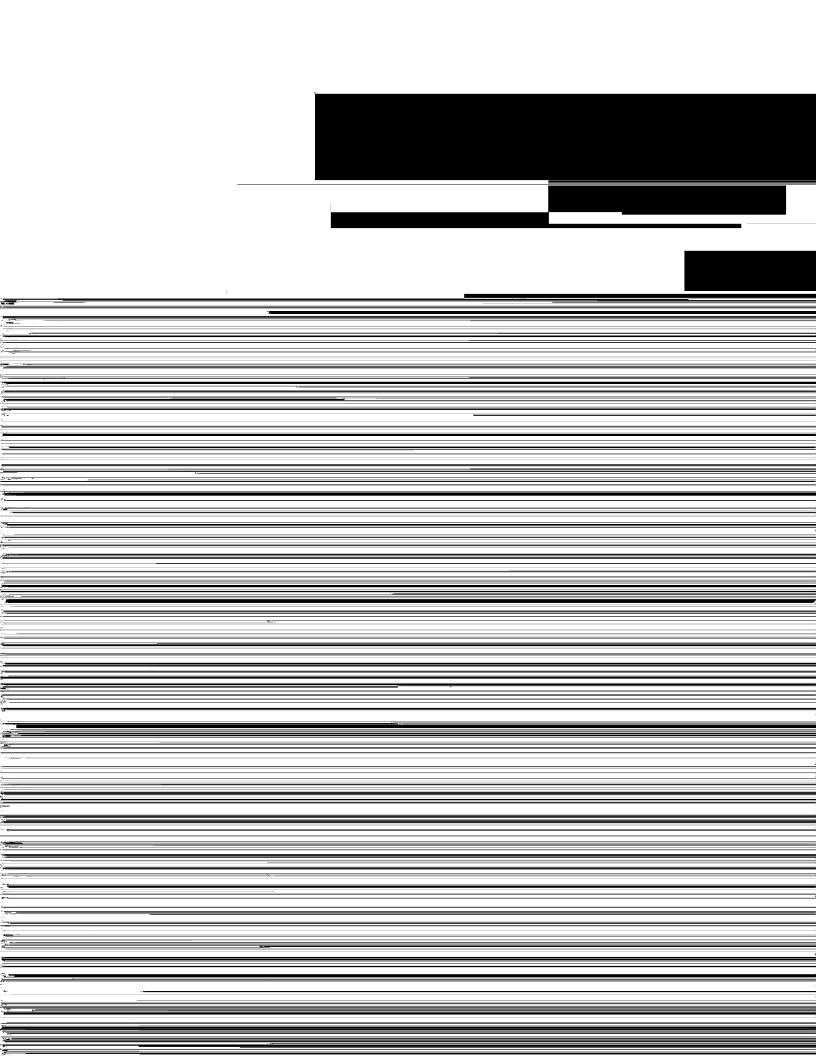


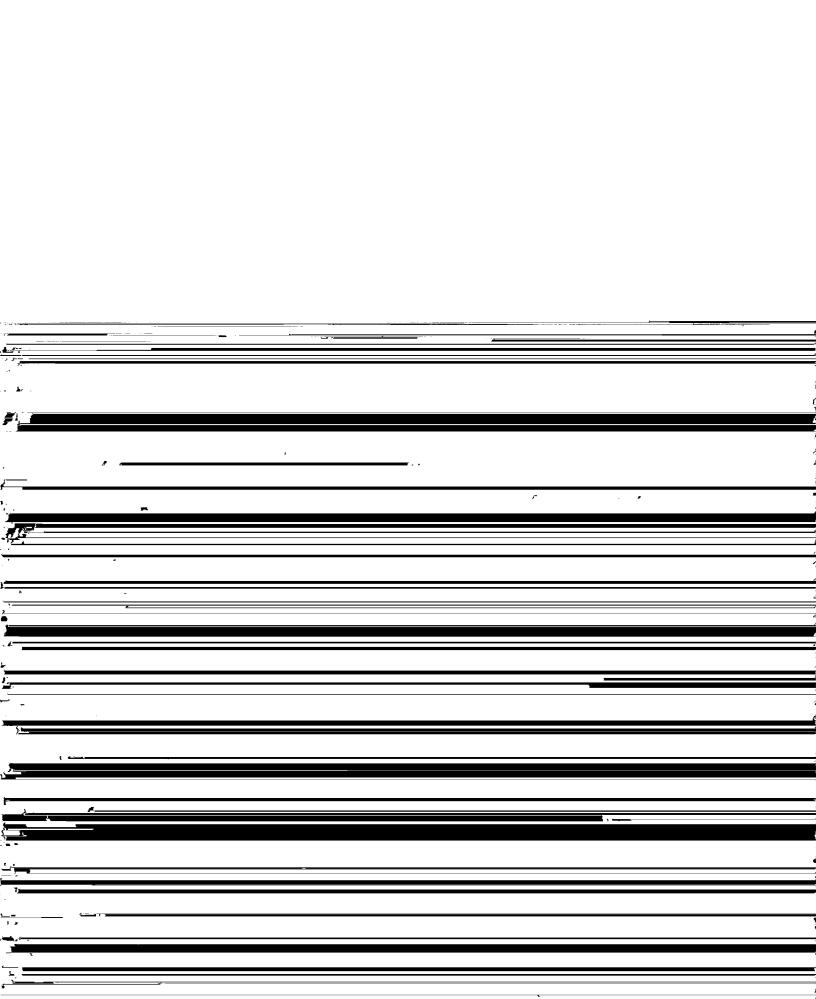


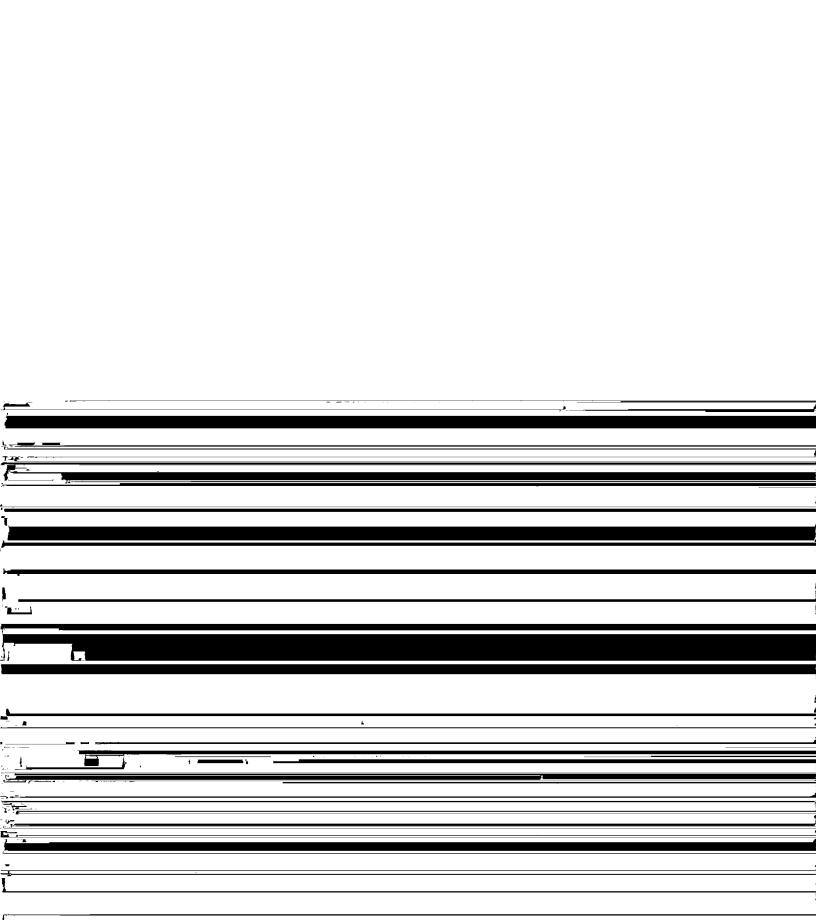




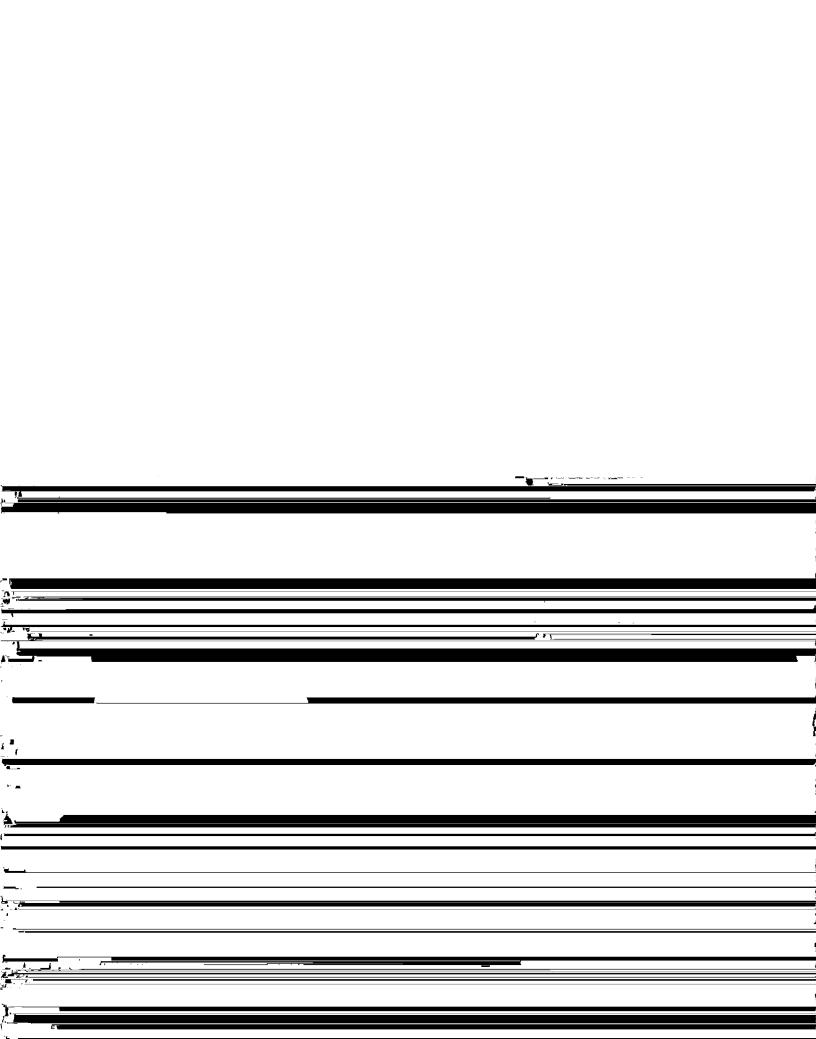




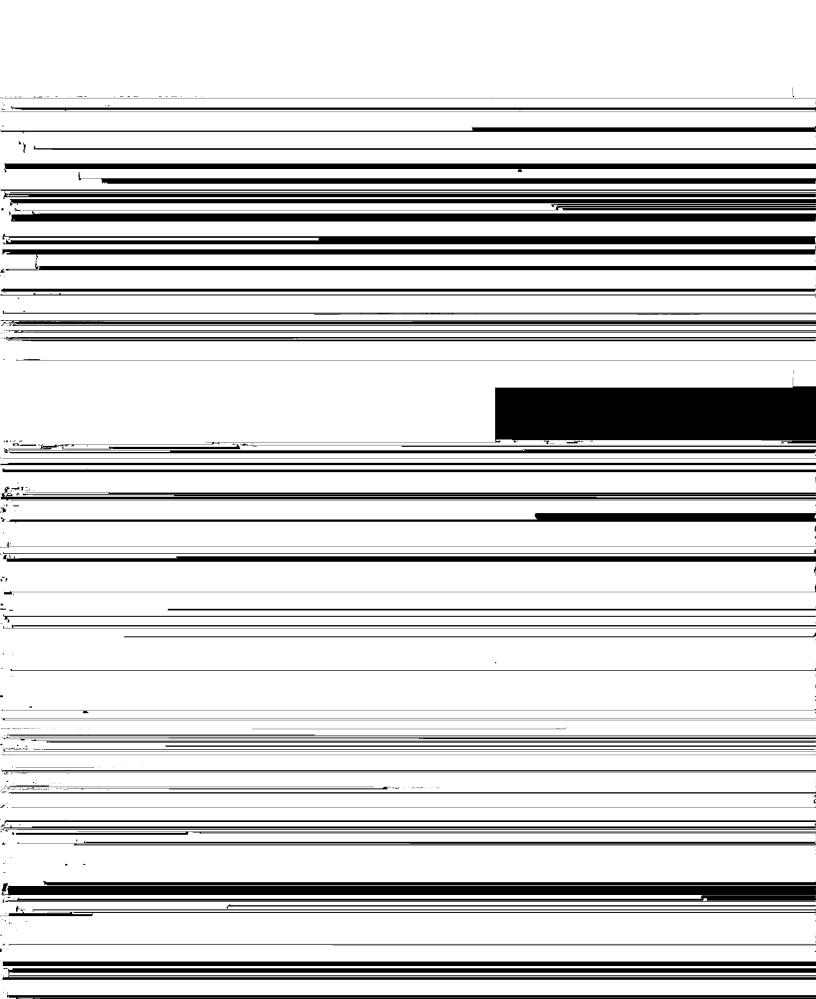












## BREAKOUT!

A foreign nobleman, Drak, has been treacherously arrested — and sentenced to a lifetime of hard labor in the backwater silver mines of Ashwood. You and your party of adventurers have been hired to secure his release. Can you succeed, before the grueling environment and sadistic guards send Drak to an early grave? Or will you, too, wind up digging silver til the end of your days? Find out, in **Escape from the Ashwood Mines**, this issue's feature scenario.

Meanwhile, the strange saga of the Crystal Mountains continues, as our adventurers brave the ghostly Eregin Forest and enter the mysterious Valley of the Ostrakonai. What sort of reception can they expect from the powerful wizards rumored to inhabit this area? Can our doughty band gain access to the magical crystals that are the source of their power — and more importantly, can they get back out of the Valley alive if they do? All these questions and more will be answered in the spine-tingling conclusion of the **Secret of the Crystal Mountains?** 

Both of these adventures are designed for an intermediate to upper-level mixed party of thieves, fighters, and other character types. The scenarios are presented in the **Thieves' Guild™** standard rules format, but are fully compatible with any fantasy role-playing gaming system. Whether you're a wily Guild veteran, or a new recruit, **Thieves' Guild™ 9** will provide you with hours of gaming pleasure and suspense—the perfect antidote for those hack-and-slash dungeon blues!