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Blacksand! is the second volume in the Advanced Fighting Fantasy series which started with *Dungeoneer*. Many new rules and adventures are included, expanding your games into the dangerous city-states of Allansia.

Written by Marc Gascoigne and Pete Tamlyn.

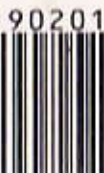
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STEVE JACKSON AND
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Direct your friends in exciting Fighting Fantasy adventures!

BLACKSAND!



ADVANCED FIGHTING FANTASY



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BLACKSAND!

In *Dungeon*, the first volume of the Advanced Fighting Fantasy series, you and your friends ventured deep underground in search of heroic adventure and wealth beyond measure. Now comes an even greater challenge: Fort Blacksand, the foul City of Thieves, is in the grip of evil. But the Heroes must venture there to seek adventure – and answers. The rewards are likely to be great, but the danger may be too powerful to be overcome!

Blacksand! contains even more rules and helpful hints for running your own fantasy adventure role-playing games. As the Director, you will find a multitude of guidelines for creating adventures set in the corrupt city-states of Allansia, all presented in the ready-to-play *Dungeon* style. As a Hero, you will discover fascinating new skills and spells to enhance your legendary exploits still further!

Steve Jackson and Ian Livingstone are creators of the Fighting Fantasy series and co-founders of the hugely successful Games Workshop chain. Marc Gascoigne is a freelance writer, the author of *Out of the Pit*, *Titan* and *Battleblade Warrior* and co-author of *Dungeon* with Pete Tamlyn, who still works in the computer industry.





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ADVANCED FIGHTING FANTASY

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and Pete Tamlyn

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For Jervis Johnson, one of the Good Guys

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WELCOME!

Ulrik Wolfsbane can feel his fingers slipping from their precarious grip on the edge of the overhanging roof. He shoots a worried glance at the ground, many metres below, before summoning up all his reserves of strength and hauling his lithe body up over the parapet. He pauses only briefly before carefully picking his way around the looming chimneys to the skylight. Somewhere in the sleeping city a lonely dog barks once, then thinks better of it – or is silenced by another's hand.

The moon reappears from behind a cloud and the room is suddenly bathed in its silver light. The room is small and untidy, its walls lined with shelves that groan under the weight of scrolls and ledgers. The merchant's ebony writing table is piled high with more papers, ink pots and a bundle of quills. Wolfsbane's green eyes scan every centimetre of the room. On one wall the shelves frame a fireplace and chimney-breast which is adorned with a large and garish oil-painting of a scowling Silas Whitebait and his wife. A slight smile turns up the corners of the barbarian's mouth as he skirts a chair and creeps nimbly across the room towards it.

There is a sudden creak from a loose floorboard – a footstep outside the room! Wolfsbane stands perfectly still, every nerve and muscle taut. After what seems an eternity, the

steps recede down the passage. Then a door shuts and the house is quiet once more. The barbarian steps up to the fireplace and reaches out a hand to lift down the painting. With a CLANG! like Telak's hammer striking his heavenly anvil, a metal cage drops to the ground - trapping Ulrik Wolfsbane inside! AND CUT! That's a wrap, everybody ...



Greetings, film fans. Today we're on the set of the new Advanced Fighting Fantasy adventure, *Blacksand!* The sequel to the two-part fantasy epic, *Dungeoneer*, it's almost certain to break even more box-office records than its block-busting predecessor. The main setting this time is Port Blacksand, the sinister 'City of Thieves' which provided the backdrop for a couple of memorable scenes in the first film. Indeed, some would even say that this villainous den of pirates, cut-throats and maniacs is the real star of our new adventure!

Like *Dungeoneer*, *Blacksand!* offers you a chance to step into the shoes of the heroes of fantasy films and books. This time, however, we're concentrating on the settlements: the villages and towns, and especially the cities.



And where better to set it all than in the most notorious, most dangerous, most chaotic, most exciting city of them all, Port Blacksand? It's an opportunity for *you* to sneak into the evil Lord Azzur's heavily guarded palace, for *you* to vanquish the disgusting slime creatures that lurk beneath the city streets, for *you* to clamber over rooftops and slip through sinister shadows, in search of great danger and even greater rewards! In *Blacksand!* you'll become your heroes once more, acting out their roles in even more thrilling Fighting Fantasy adventures. Let's get started ...

Things You Need

As you will already have gathered, this is the second book in the Advanced Fighting Fantasy series. As with any series of books, it makes sense to read them in order. While it would have been nice to print all the relevant information from the first volume again here, *Dungeoneer* is so crammed with useful stuff that it would have made this book three times the size it is now: So you will need a copy of *Dungeoneer* before you can make use of the material presented in this book. It would also be very helpful if you and your friends have played either or both of the adventures in *Dungeoneer*,

and perhaps even tried creating and shooting a few adventures of your own devising.

In the early pages of *Dungeoneer* there is a list of a few, easily obtainable items that you need in order to play Advanced Fighting Fantasy. They are some ordinary six-sided dice, some pencils and paper, a watch or clock, and a few other people who are just as keen to go adventuring as yourself. You don't need anything more to play *Blacksand!*



However, as before, there are a few extra helpful items which you may care to use to *enhance* your games of Advanced Fighting Fantasy. The two Fighting Fantasy reference books, *Out of the Pit* and *Titan*, are especially useful, since they contain interesting and useful facts and notes on monsters and the world of Fighting Fantasy respectively. They're now available in new editions, the same size as this book and *Dungeoneer*, so they are even handier to have around.



Again, you are going to find miniature figures, scenery and props useful when you play the huge adventure, *A Shadow Over Blacksand!*, which starts on page 206. The miniatures and scenery are particularly useful for the various fight scenes, so that the Director can judge where everyone is in the confusion of battle. The props, meanwhile, are thrown in simply to add a 'realistic' feel to a game: if a clue is hidden in a letter, it is much more fun for the Director to hand out a prepared prop letter and let the Heroes (or, rather, the actors and actresses playing them) find the clues for themselves – if they can! As always, you don't *need* any of these items, but they certainly add to the fun.

How to Use This Book

In *Dungeoneer* we introduced you to the whole idea of role-playing adventures and the world of Advanced Fighting Fantasy in easy-to-understand stages. The emphasis was on ready-to-use rules and facts so that you



could start shooting your first fantasy adventures before you even knew it. In this book, we are assuming that you already have some experience of adventuring or Directing. If you haven't yet, go back to *Dungeoneer* and play through that first.

Blacksand! is organized into four parts:

1. New game rules, in particular new Special Skills and Spells for Heroes, and an expansion of the character 'background' sections. There is also a new rating, Social Scale.
2. Designing adventures set in villages, towns and cities. The basic principles of adventure designing are much the same as for underground complexes, as explained in *Dungeoneer*, though the specific details are quite different. Rounding off this section are a host of new, town-based creatures, and some quick adventure ideas.
3. Utilizing the rules and guidelines given in the previ-

ous section, we finally detail Port Blacksand. There are new maps of the various city districts, together with the notable inhabitants, businesses and power factions. Further notes on daily life in the City of Thieves make it the ideal setting for any number of excitement-packed adventures!

4. Finally, there's the epic-length adventure, *A Shadow over Blacksand!*

The simplest thing to do now is to turn the page and start reading. Some of the material is instantly usable, while other sections are likely to be of greater long-term interest. If you are a Director, you should read as much or as little as you feel you need to, according to the adventure you are designing or running. If you are a player, however, it is quite important that you shouldn't read the sections on Port Blacksand or *any* of the text of *A Shadow over Blacksand!* Knowing exactly what's going to happen can take away too much of the fun to be worth the initial excitement of taking a quick peek; so don't read beyond page 206!

All right, what are we waiting for? The gates of *Blacksand!* are open, so let's step inside . . .



1. NEW RULES

In *Dungeoneer*, the first book of the Advanced Fighting Fantasy series, we detailed all the basic rules needed to act out the role of a typical Allansian adventurer. With those skills and spells, a brave Hero could stalk frightful, ancient underground dungeons and temples to vanquish monsters and make off with all the treasure he or she could carry. In various parts of Titan, however, certain abilities will be more – or less – important; for example, just about the only practical use to which the Special Skill *Underground Lore* can be put in Kharé or Port Blacksand is cleaning and repairing the sewers!

In the towns and cities, and in other parts of the wide world of Titan, different skills and spells may come into play. Many of these were indeed covered in some detail in *Dungeoneer*. A few, however, were not, so we present them here, along with a couple of clarifications and modifications to some existing abilities.



NEW SPECIAL SKILLS

The Special Skills which follow may be chosen in exactly the same way as those in *Dungeoneer* (found there on page 113 onwards) when a new character is created. Heroes who have already chosen their Special Skills will have to pay someone to be taught the relevant ability or — in a few, rare cases — learn the skill through prolonged experience of it. All these Special Skills may be possessed by Extras and Bad Guys when played by the Director. In some cases, such characters may have higher ratings than those allowed for a Hero (up to 4 points for a starting character, with more learnt only by experience and training).



Note that, as with all the Special Skills listed in *Dungeoneer*, the Director is allowed to modify them or even to bar any of them from being used in his or her adventures. Similarly, he or she may have added some new ones of his or her own devising; you will be informed about these if they are also available.



Animal Lore (Knowledge) — As its name implies, this Special Skill allows the Hero or Extra who possesses it a chance of knowing a particular fact about an animal. This could include where to find one, how dangerous it would be, how much it would fetch if sold at a market, perhaps even (at higher levels) how to prepare its skin to make a cloak or suit of leather armour. It does not include the ability to ride or tame an animal (*Ride Skill* must be used for that). Note that the Director may reduce the Skill chance by any amount from 1 to 6 points (or even more) when testing for knowledge concerning a particularly rare or unusual creature.

Bargain (Knowledge) — This Special Skill comes in very handy when trying to do business as a trader or merchant. Quite simply, it confers an increased chance of getting a good price for some goods, whether buying or selling. It also allows a character to look at an item and tell at a glance whether it is worth the price being asked, whether it is real or fake, and so on. In more rarefied circumstances, *Bargain* becomes



a negotiating skill, allowing a greater chance of setting up deals with enemies or allies; a successful *Bargain* roll could even persuade a band of Orcs to let the Heroes go in exchange for their possessions, for example. This skill may be used in conjunction with some fast talking supplied by the *Con* Special Skill; a successful roll against *Con* Skill would then allow the character to add all the points invested in their *Con* Skill to their *Bargain* score! Note that the difference between *Con* and *Bargain* is that there is no swindle involved in using the latter Skill to obtain a fair price or good terms for a deal. Further notes on trading and using *Bargain* and *Con* to make deals and swindles will be found on page 69.

Battle Tactics (Knowledge) – The character with this Special Skill is well versed in the art of war, not so much as a warrior but as a commander of dozens or hundreds of men. Any Hero or Extra wishing to rise up the ranks in an army will find this Skill essential. In an abstract battle (one which is not being played out using the standard combat rules for each individual duel, but which instead is being decided on the result of a number of die rolls) the *Battle Tactics* scores of opposing commanders may be used instead of SKILL, perhaps with

further modifiers from the Director, to decide the outcome.

Bird Lore (Knowledge) – As *Animal Lore*, but allows for a chance of knowing a particular fact about a bird and sometimes (with appropriate reductions in the chance, decided upon by the Director) other flying creatures, such as Griffons and Dragons. Again, this Skill does not confer the ability to ride a creature like, say, a Giant Eagle. If *Ride* Skill is being used to try this, however, a Hero possessing *Bird Lore* may be allowed to reduce by 1 or 2 points the large negative modifiers that are usually incurred when attempting such an unusual feat, at the Director's discretion.



City Lore (Knowledge) – This Special Skill is most often gained by growing up or living in one place for a long time; it simply means that the character knows some quite complex facts about a particular place. The Skill applies to one specific city (or town, or any other sort of

local area, in fact) and may be possessed more than once to apply to different places.

At the Director's discretion, one complete year spent living in a particular place confers 1 point of *City Lore* on a character. This will usually be up to a maximum of only 2 points – more if a character spends a whole year digging out as much as they can about a particular place. Most residents of a particular town or city will have 1 or 2 points of *City Lore* concerning their home. .

Disguise (Stealth) – Although a chance of being camouflaged already exists in the Special Skills *Sneak* and *Hide*, there are some practitioners of the art who are true masters of disguise; this is the Skill they employ. The chance of success or failure depends greatly on the situation the disguised character puts himself in, and on the amount of preparation he is allowed beforehand. The modifiers for all these situations are listed in the section on page 66.

Law (Knowledge) – This very specialist Skill – or, in most cases, the Extra who possesses it – will come in handy if the Heroes ever fall foul of the law of a particular place. It is unlikely that a Hero will choose this as a starting Special Skill (it isn't specially useful when vanquishing ravening monsters, after all), but may be learnt at a later date from another character who possesses 4 or more points of it, should the Hero require it. *Law* really comes into its own at a legal trial; for more details on how it does this, see the section entitled 'Crime and Punishment' on page 191 later.



Minor Magic (Knowledge) – Possessing this Skill means that a character knows a few small charms or incantations which serve to make life a little easier in a few circumstances. The most frequent users of *Minor Magic* are hedge wizards and village wisewomen, who use it to brew love potions, repair their clothes or sour the milk of the local miser! Unlike *Magic* Special Skill, this ability may be chosen without permanently losing some points from one's SKILL. Note also that *Minor Magic* can be learnt at any time, which means that a Hero who didn't choose it (when being created by his player!) may learn it at a later date if he wishes. How to choose spells, and the spells which can be chosen, are detailed below on page 35.

Pacify (Knowledge/Stealth) – This unusual Special Skill conveys on its possessor the ability to calm down raging beasts, quieten brawling drunks and generally stop dangerous situations getting completely out of hand. It implies a smooth voice, the ability to say

exactly the right words at the right time and make all the correct, non-threatening movements, and so on. *Pacify* is especially useful to Good priests and animal trainers; but it may also be chosen by a Hero to help protect against lunatic Goblins or ferocious Manticores.



Secret Signs (Stealth/Knowledge) – This Special Skill is especially useful to thieves or members of other sinister organizations or cults, for it conveys an ability to converse – in a limited fashion – in a secret language of codes and signs. In effect, it works like an unusual version of the *Languages* Skill, though it confers knowledge of only one, very obscure and sometimes dangerous tongue or sign-language. Various *Secret Signs* Skills may be learnt for different code languages; for example, a Hero may possess two *Secret Signs* Skills and have a chance of understanding not only the written signs of the Port Blacksand Guild of Thieves but also the secret ceremonial tongue of the Priests of Arantis. It should be noted that the languages represented by *Secret Signs* Skills are often very limited in their vocabulary; a priest's

code, say, could be used to convey information about the cult's gods, the time and place of meetings, and details of sacrifices or feast days – but it could not be used to buy a bobbin of cotton or a bag of oranges in the market place.

Skill Clarifications

A few of the Special Skills listed in *Dungeoneer* need further explanation to make them suitable for city and town adventuring.

(Subject) Lore (Knowledge) – In the *Dungeoneer* Special Skills list, there are a number of *Lore* Skills, to which we have added a few new ones, above. It should also be noted that knowledge of just about any subject under Glantanka's golden sun can be represented as a *Lore* Skill: *Desert Lore*, for example, is plainly common knowledge to the camel-riding nomads of the Desert of Skulls; it enables them to find oases and not get lost among the trackless wastes of their sun-parched domain. An undertaker in Fang might possess a Special Skill





along the lines of *Embalming Lore*, which would enable him to carry out the process of mummifying corpses by which the northern people preserve their deceased relatives.

Quite simply, then, it is obvious that any area of knowledge may be converted into game terms, by applying a specific *Lore* Special Skill to it. This is especially relevant to Extras, who may have worked all their lives in one particular trade or profession and would therefore possess a greater skill at it than the average man in the street. A blacksmith would have *Metal Lore*, a jeweller *Gem Lore*, a baker *Baking Lore*, and so on. Of course these are normally of very little use to an adventurer who finds himself down a dungeon full of half-starved Orcs (unless you wanted to bake them a cake, perhaps). But if a Hero wishes either to possess or to learn a specialist *Lore* Skill of this type (usually as part of their background, or just to take a job using this skill) they can normally be allowed to do so – subject to the Director's approval, as always. For example, if a Hero's background states that he grew up in a small fishing village on the Allansian coast before becoming an adventurer, the Director may allow him to add 1 point of *Sea Lore* to his other, more important Special Skills. This is already built into the Special Skill choices of Elves and Dwarves, but it can also be used in the case of other adventurers.

Magic – As well as the introduction of the *Minor Magic* Special Skill (see above), there is a second new class of magic: *Priest Spells*. These are abilities conveyed by the

worship of a particular god, deity or other supernatural being, generally awarded for being especially devout and faithful. They are most usually conjured up by powerful praying or lengthy rituals; in most cases, however, they work just like a standard sorcerer's spell.

The character wishing to choose priestly spells still needs *Magic Special Skill*, and the number of points put into it are still subtracted from the *initial SKILL* score. However, rather than choosing from the standard list of sorcerer's spells (to be found on page 125 of *Dungeoneer*, together with new spells from the list below) the priest must choose from a quite different list, which is fully explained in the following section.



NEW SPELLS

As with the new Special Skills above, any, all or none of the following new rules and spells may be adopted by the Director for use in his or her Advanced Fighting Fantasy game. Directors may also add further spells of their own devising, of course.



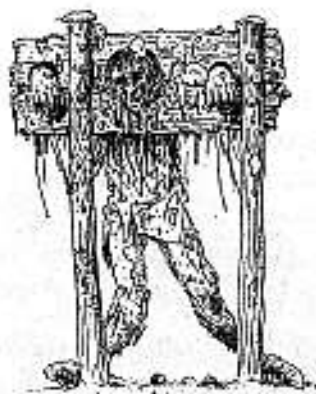
Reversing Spells

One area which was not fully explored in *Dungeoneer* was the fact that many spells can be reversed – that is, deliberately cast backwards in order to have the reverse effect of what usually happens, as opposed to working backwards because of a bad *Magic Skill* die roll! In the spell list in *Dungeoneer* there are already some examples of this, such as *Banish Undead* (the reverse of *Raise Skeleton*), *Darkness* (*Light*), *Lock* (*Open*) and *Grow* (*Shrink*).

However, some other spells not specifically listed in *Dungeoneer* (or below) may also be reversed. Casting the reverse of a spell (for which no reverse is already listed) costs the same in *STAMINA* terms as the usual way, plus 1 extra point; however, spells which normally cost 6 or more *STAMINA* points to cast require an extra 2 points to reverse. The spell does not have to be relearned or studied any further before it can be cast backwards. All other characteristics of the spell, including duration and area affected, continue to apply. Thus a character who has *Darkness* but not *Light* may – at the cost of 2 *STAMINA* points – illuminate a circular area up to five

metres across for up to three minutes (*Light proper* lasts for 15 minutes).

Note that the following spells have no reverse (generally because a reverse would not make sense): *Fire Bolt*, *Skill*, *Stamina*, *Ward*, *ESP*, *Farseeing*, *Force Bolt*, *Levitate*, *Mirror Selves*, *All Heal*, *Speak to Animals*. However, even these spells may be cast in reverse in order to negate the effects of another's spell as it is being cast, in a very specific form of *Counter-Spell*, again for the usual cost, plus 1 extra *STAMINA* point.



A few further points should be made here. The reverse of *Light* lasts for only three minutes, just as in a *Darkness* spell. Reversing *Lock* does not require the extra *STAMINA* point if it is being used on something that has been magically shut by the same spellcaster. *Strength*, when reversed, either negates *Strength* or gives the person it has been cast on the strength of a small child (not enough to stand up in armour or hold a sword, for example). The reverse of *Weakness* acts like a *Strength*



spell, and lasts for only one minute or one major task. *Languages* may be cast in reverse in order to make a perfectly understandable language suddenly incomprehensible (this is great for confusing Orcs!). Reversing *Find* magically hides something, so that two *Find* spells need to be cast before it can be found – though this has no effect on plain eyesight or touch (it doesn't make something invisible). Reversing *Restrain* will also open non-magical handcuffs and make someone holding the victim let go. The reverse of *Death* (costing a frightful 12 *STAMINA* points to cast) also ages the caster one year. Note also that any subject raised from the dead will now be alive – but may still be so badly injured that they will die again very soon unless healed. If there are any doubts about the exact effects of a reversed spell, the Director is at liberty to forbid its use.

New Magic Spells

The following are chosen and cast in exactly the same way as any other magical spell; they require a successful *Magic Skill* roll and generally last for a set amount of time. Those characters already created and 'living' in the world will have to find someone to teach them a spell they don't already possess. As always, spells costing

more than 4 STAMINA points may not be chosen by starting characters.

Flash! (1) – This simple but effective spell causes a short but spectacular burst of light to occur somewhere within ten metres of the caster. Anyone looking at the light will be temporarily blinded for 1–6 minutes (roll for each person); they will spend that time groping about, rubbing their eyes, falling over one another, and so on. Any character surprised by the spell but successfully *Testing for Luck* will have managed to shut their eyes in time and will not be affected. Unless this is the case, note that the light will affect any characters with their eyes open – and that includes both the Heroes and the spellcaster himself! Anyone may declare that they are shutting their eyes (a very dangerous thing to do, if fending off a couple of dozen Orcs at the time, of course), provided the spellcaster announces his intention of casting the spell. Note further that Orcs and other barely intelligent adversaries may hear a shouted warning and shut their eyes too; this can lead to all sorts of sophisticated tactics, even for those Heroes who have no intention of casting such a spell! This spell will work during a magical *Darkness* or *Fog*, causing a two-second burst of normal-strength light to pierce the gloom temporarily.

Peace (1 or more; see below) – This spell works in much the same way as the new Special Skill *Pacify*, in that it calms down the emotions of any two people within five metres of the caster for 2–12 minutes (Director rolls in secret). Anyone successfully *Testing for Luck* is not

affected by the spell, and any strongly aggressive action will break the spell. The effect of the spell may be expanded by spending 1 further STAMINA point for every two additional people the caster wishes to be affected.



Personalize Spell (+1 or more; see below) – If you don't wish just to *Restrain* someone, but to bind them in awesomely impressive chains of glowing golden light, you can use this spell to add that personal touch. As you might expect, serious Bad Guys use spells like this all the time in order to enhance their image and reputation as highly individual and creative villains. Using *Personalize* is very simple: the spellcaster simply decides what special effect he wishes to add to his spell, the Director works out how many points are required (usually from 1 to 6), and that number is added to the standard cost of the spell. As an example, casting a *Fire Bolt* in the form of a glowing dagger rather than the blast of light requires 1 extra STAMINA point; but

conjuring the aforementioned chains of glowing light requires 3 extra STAMINA points. Only one *Magic Skill* roll is required for both the original spell and the *Personalize*. Furthermore, for every 3 points put into making a spell one's own, the victims must reduce their *Test for Luck* by 1 point.



Thunder (1) – Like *Flash!* above, this spell conjures up a stunning two-second special effect; in this case, it is a deafening clap of thunder which can be heard up to a kilometre away and affects anyone within twenty metres of the caster. Anyone failing to get their hands over their ears in time (*Test for Luck* for anyone who didn't specifically state their intention to do so in time) will be able to do nothing except mutter 'What on Titan? Eh? What did you say?' and clutch their head in agony for a few vital moments. This spell may be cast in conjunction with *Flash!* (as one spell, so far as time and the *Magic Skill* roll are concerned, but costing 2 STAMINA points) to make a really impressive entrance!

Fog (2) – This spell is similar to *Darkness*, but it covers a much larger area (fifteen metres around the caster) for a greater length of time (fifteen minutes). The fog created is thick and dark grey, negating *Dark Seeing* and making just about any activity impossible. The spell is reversible and, used in this way, clears away this or any other fog.

Starry Orb (2) – Using this spell, a magnificent ball of glowing magical light and fire is created in the air up to ten metres away from the spellcaster. The orb is so wondrous that it can distract and even hypnotize those who see it at close quarters (anyone within three metres). Creatures and characters of Average intelligence or less will be hypnotized by its beauty four times out of six. Those of High intelligence (almost all humanoids, including humans) must *Test for Luck* or roll against their SKILL (player's choice, in the case of Heroes), or else stare, transfixed in a hypnotic trance. The orb lasts for only three minutes, but the spell can be recast before it runs out.



Strong Arm (2) – This spell works in exactly the same way as *Sure Shot* but is applied to a specific hand-held weapon, a fist or a claw, raising the appropriate Special Skill (or SKILL) by 2 points for ten minutes.

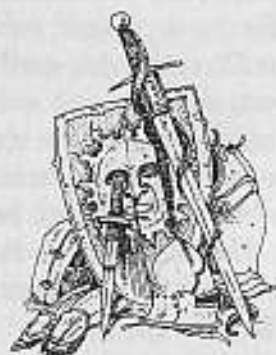
Sure Shot (2) – This simple spell adds 2 points to one nominated character's *Bow*, *Crossbow*, *Javelin*, or *Throwing Dagger* Skill (or SKILL when applied to a particular missile weapon), for a period of ten minutes or one battle, whichever is the shorter.



Poison (4) – This nasty spell enables the caster to change any small amount of liquid or edible item into a deadly poison. Used in conjunction with a *Fog* spell, it can create a cloud of poison gas. If the spellcaster is touching the bare flesh of another being when he casts this spell, they are poisoned (*Test for Luck* is however allowed). The poison delivers as much damage as the number of STAMINA points put into the spell, plus 2 further points (thus a spellcaster may use more than 4 STAMINA to create an especially powerful poison). The reverse of

this spell can cure a poisoned character of ill-effects, up to the Stamina Cost of the spell, plus 1 further point. It can also purify poisoned liquid or food, removing a similar amount.

Enchant Item (6) – This handy conjuration allows spells to be cast into an item and stored there. The process of creating a magical item in such a manner is very costly in terms of magical equipment, potions, oils, special rare metals and so on. The basic Stamina Cost for endowing an item with a particular spell is the 6 points for *Enchant Item*, plus the cost of the spell itself, cast three times into the item over a period of hours equal to the total Stamina Cost for the entire operation in days! As can readily be seen, creating a magical item is a lengthy and draining exercise, generally attempted only by specialist, high-powered sorcerers.



Hurricane (6) – On casting this spell, a sorcerer conjures up a powerful gale of wind, rain, hail and snow, which then covers an area up to thirty metres around the

caster (he can choose to make it cover a smaller area), for up to five minutes. All characters within the area, including Heroes but not the caster, must *Test for Luck* or roll against their *SKILL* (player's choice) or be blown off their feet and suffer 1-3 *STAMINA* points of damage. Other fixtures and fittings in the area may also be damaged or blown over (the Director will rule on this). No fighting, magic or speech is possible while the hurricane continues. The reverse of this spell can control magical storms like this one; it can also calm a natural storm within an area of ten metres round the sorcerer for up to five minutes.

See Future (6) – This bizarre spell allows the caster to glimpse brief scenes from the future, typically from the forthcoming life of one individual person. The future in this case can be no more than two days ahead. The visions conjured up are brief and confusing and cannot always be relied on to represent exactly what will happen. (Note to the Director: this spell requires careful planning on your part, since at least some of the things which you predict will happen to the character at some point in the future should come true; don't predict things that you know won't happen; however, visions can (and should) be distortions rather than literal representations of the future. If you are unhappy with this spell, don't allow it in your game.)

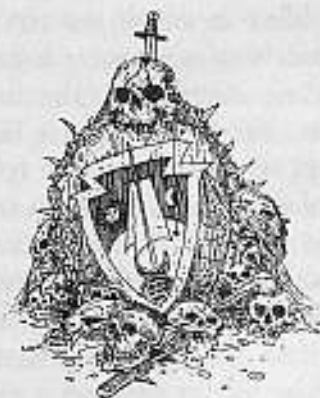
Web (6) – *Restrain* works on only one character or one item of a size up to three metres cubed. *Web*, however, can cover an area up to five metres across in a sticky spider's web that traps all within it and stops anyone

from moving except to breathe (and that with difficulty). A very strong character such as a Hill Giant, or one with *Strength*, could break out of its embrace after two successful *Skill* rolls; otherwise, everyone is trapped for up to five minutes. The spell can both be recast before it runs out and banished by a *Counter-Spell*.



Assassin's Dagger (8) – This strange spell, much beloved of vengeful dabblers in occult matters, conjures up a ghostly hand clutching a dagger; together, they will slowly pursue their intended victim for as long as it takes to find him, her or it. Once it has done so, the hand will attempt to stab the victim to death. It has a nominal *SKILL* of 10, though it has no *STAMINA* points and can only be fended off, not destroyed. It can be trapped – for a short while, at least – inside a container; and it can be escaped by running or riding away very fast for a long time. Its pursuit is relentless, however; unless its would-be victim can cast a reverse *Assassin's Dagger* spell or a *Counter-Spell* (at a cost of 9 *STAMINA* points!) upon the dagger – which must be present to receive the banishing spell – it will surely eventually catch up with and kill the character.

Earthquake (8) – The sorcerer casting this spell can conjure up a powerful earthquake over an area of up to thirty metres round himself. The earthquake will make the ground buckle and vast cracks will open up, destroying any rickety buildings and bringing down walls within that area, and sometimes demolishing even more solidly constructed dwellings. All within the area (except the spellcaster) must successfully *Test for Luck* and roll against their current *SKILL*, or be lost down a crack in the ground. The quake lasts for three minutes and cannot be conjured again for ten minutes. Its range can be extended by ten metres for every extra point of *STAMINA* put into the spell by the caster. The reverse of this spell can tame both magical and natural earthquakes.



Spells Available

Including the new spells, the complete Magic spell list is now as follows:

Stamina Cost		Stamina Cost	
<i>Darkness</i>	1	<i>All Heal</i>	4
<i>Fear</i>	1	<i>Arrow-Snake</i>	4
<i>Fire Bolt</i>	1	<i>Find</i>	4
<i>Flash!</i>	1	<i>Fly</i>	4
<i>Illusion</i>	1	<i>Grand Illusion</i>	4
<i>Light</i>	1	<i>Grow</i>	4
<i>Lock</i>	1	<i>Invisibility</i>	4
<i>Luck</i>	1	<i>Poison</i>	4
<i>Open</i>	1	<i>Restrained</i>	4
<i>Peace</i>	1*	<i>Shrink</i>	4
<i>Personalize Spell</i>	+ 1*	<i>Speak to Animals</i>	4
<i>Skill</i>	1	<i>Wall</i>	4
<i>Stamina</i>	1		
<i>Strength</i>	1	<i>Banish Undead</i>	6
<i>Thunder</i>	1	<i>Cockroach</i>	6
<i>Ward</i>	1	<i>Enchant Item</i>	6
<i>Weakness</i>	1	<i>Hurricane</i>	6
<i>Counter-Spell</i>	2*	<i>Petrify</i>	6
<i>ESP</i>	2	<i>Raise Skeleton</i>	6
<i>Farseeing</i>	2	<i>See Future</i>	6
<i>Fog</i>	2	<i>Teleport</i>	6
<i>Force Bolt</i>	2	<i>Web</i>	6
<i>Languages</i>	2		
<i>Levitate</i>	2	<i>Assassin's Dagger</i>	8
<i>Mirror Selves</i>	2	<i>Earthquake</i>	8
<i>Sleep</i>	2		
<i>Starry Orb</i>	2	<i>Death</i>	10
<i>Strong Arm</i>	2		
<i>Sure Shot</i>	2		

* – See description above or in *Dungeoneer* for more details.



Minor Magic Spells

As explained earlier, Minor Magic spells are small charms and fripperies, typically used by people to help ease their trading or farming, or whatever business they are in. They may also be learnt by Hero characters, simply by their choosing the *Minor Magic* Special Skill (with no loss of SKILL points). Choosing the Skill allows a character to select as many Minor Magic spells as he or she has Initial LUCK points, from the list which follows.

Minor Magic spells are cast just like any other spell, except that they don't require grand gestures (though a wisewoman has been known to over-act, to impress her gullible peasant customers). They are usually triggered by a moment's thought, together with the snapping of the fingers or wiggling of the nose or ears (note to the Director: why not ask your players to do this every time they wish to cast a Minor Magic spell – it'll be very entertaining to watch!).

A normal Skill roll is made against the Hero's *Minor Magic* rating; if successful, the spell works with no STAMINA cost. The only modifiers needed arise when the caster is restrained, is drunk, under attack or in combat, or is otherwise disturbed. Unless there is a really serious obstacle to a spell being cast (as when the caster is dead!), total modifiers should be in the order of only -1 to -3 (as usual, as decided by the Director, of course).

If the roll fails, the spell does not work and the Hero must lose 1 STAMINA point. If the roll fails with a

double-6, the spell backfires in a more dramatic way, typically diverting on to an innocent bystander or even on to the caster himself (the Director can choose what happens here). There is no Oops! Table for Minor Magic spells.

Minor Magic spells cannot be combined with each other (but see *Instil* below) or with the more powerful Magic spells (they just cancel each other out with a small fizzing pop and a smell like hot tin). No Minor Magic spell is reversible either, though every spell can be cancelled by its caster before it has run its full course.

Minor Magic spells available are as follows: *Attraction* – *Burn* – *Cool* – *Enhance* – *Extinguish* – *Glimmer* – *Hear* – *Heat* – *Hold* – *Honesty* – *Instil* – *Jab* – *Mend* – *Mistake* – *Pied Piper* – *Pucker* – *Push* – *Repulsion* – *Slip* – *Sour* – *Spark* – *Weather Improver*.



Spell Descriptions

Attraction – This spell makes its recipient suddenly realize that someone else (who need not be present, as long as the spellcaster has a good enough picture of the person in his mind or knows the name) is, gosh, really rather attractive in a nice sort of way. This spell is usually cast into a drink (using *Instil*) by dotty old village wisewomen, before giving it to people as a love potion. The Director may allow a *Test for Luck* if the victim really doesn't want to fall for the sender of the potion or spell. The spell can last up to one hour, and the attraction itself needs to be seriously and deliberately rejected before it can be overcome.

Burn – A small flat area of heat, up to five centimetres across, forms and burns a hole in the desired object, as if a candle were being held just underneath it. This spell can be used on living beings – though they tend to notice the heat before it can get too serious, and pull their hands away with a small shriek. This spell is most

commonly used to light a candle or start a fire in a grate, though the invisible flame can last up to three minutes if required.

Cool – The opposite of *Heat*, this spell can cool an item or a person down by any amount, from a few degrees to below freezing. This spell causes no serious damage and cannot actually freeze a living being; it is used by spellcasters most often for cooling hot drinks and for avoiding the effects of sweltering summer days. The effects last for 3–18 minutes (Director rolls in secret).



Enhance – This spell simply makes a small object or a cluster of very small objects look a little pleasanter than they actually are. This can make a rotten crabapple look rosy and succulent or an old battered lamp shine like new, but it cannot turn a handful of dull copper coins into shiny gold ones. A *Test for Luck* or roll against *SKILL* may be used to avoid the effects of the illusion, at the Director's discretion. The effects last for 1–6 minutes (Director rolls in secret).



Extinguish – This puts out flames and fires, usually small ones. If you want to put out anything larger than a burning sheet of paper, a -1 to -3 modifier as to the chance of success must be applied. A fire larger than a campfire cannot be extinguished using this spell, nor will it work on the fiery breath of a living creature, like a dragon.

Glimmer – While the creation of a powerful magical light requires the Magic spell *Light*, some illumination can be provided by this Minor Magic spell. It creates a dull glow (like that from the dying embers of a fire perhaps), enough for someone to find their way across a room to a proper candle, for example. The light lasts for 2–12 minutes (Director rolls in secret).

Hear – This useful spell allows the caster to listen in to a specific conversation taking place somewhere in the same room, to the virtual exclusion of all other noise. Generally, it cannot pick up the voice of anyone whispering or otherwise trying not to be heard (-2 modifier to the

chance of success), and the caster must be able to see the person or people doing the talking. The spell lasts for two minutes or one conversation, whichever is the shorter.

Heat – The opposite of *Cool*, this Minor Magic enchantment simply heats up an object or person. It is useful for keeping warm on cold days or heating up one's dinner. The spell lasts for up to ten minutes, and may be recast before it has expired.



Hold – This spell fixes one object or part of a person in place for thirty seconds, as if stuck with strong glue. (A failed roll against *SKILL* or *Test for Luck* by the victim may be required, at the Director's discretion.) This Minor Magic could be used to stick a Gold Piece to the ground for some fun in a busy street or, more seriously, to glue an assassin's dagger to his hand or a warrior's sword inside its scabbard.

Honesty – A single lie or deceit can be countermanded with this spell; it suddenly makes the deceiver own up and contradict a lie or reveal his cheating. The victim



may need to be touched, and should generally be allowed a roll against their *SKILL* or a *Test for Luck* to avoid being affected. The spell affects only one person, for one specific untruth or swindle.

Instil – This useful spell allows the effects of another Minor Magic spell to be introduced into a drink or some food, so that when someone drinks or eats the item they will be affected by it. *Instil* can hold a spell inside the appropriate item for 1-3 full days (Director rolls in secret) from the time when both spells were cast.

Jab – Using a pointed finger, the caster touches someone lightly but makes them feel as though they have been poked with a sharpened stick (roll a die; on a 6 the victim loses 1 *STAMINA* point). Alternatively, with a success modifier of -1, the caster can choose to jab or lightly tap the victim from a distance of up to five metres (in this instance, do not roll for the possibility of injury).

Mend – This handy spell is ideal for mending small holes in objects. It can fix a patch to a cloak or a plug of metal to an old pan, but it cannot fix a snapped sword or repair a leaking boat. For it to work, this spell

requires the presence of a small piece of the item's material to fix to the hole.

Mistake — When this spell is cast, its victim will make one small mistake. The caster should tell the Director what the desired effect should be before trying to cast the spell. If the mistake is a big one, the Director may forbid it or impose a success modifier of between -1 and -3 , and may allow the victim a *Test for Luck*. The mistake could, for example, make a horse turn into a street along which its rider didn't wish to go, cause someone to trip on a paving stone, or write 'IOU 1000 Gold Pieces' instead of 100!



Pied Piper — This spell causes a group of irritating insects or vermin to follow the caster wherever he or she goes (if at all possible) for 2–12 minutes (Director rolls in secret). The numbers of creatures affected may be up to 10 rats, 100 beetles or spiders, or 500 small flies or ants. These numbers may be doubled, trebled and so on, at

the cost of a modifier of -2 each time (thus 40 rats impose a modifier of -6). Note, of course, that rats will dive down to your basement if you don't block up all the holes by which they arrived in the first place!



Pucker — The victim of this spell will suddenly have tremendous difficulty eating or drinking, as their cheeks are sucked in and their mouth puckers up uncontrollably. The effects last for 1–3 minutes (Director rolls in secret), and may be resisted by a successful *Test for Luck*, at the Director's discretion.

Push — This simple spell acts as if the caster were physically pushing the affected item or person. Only one push is allowed, and only objects that could be pushed easily by the caster in person can be affected. A human being may be allowed a *Test for Luck* to avoid being pushed, at the Director's discretion. This little spell is very dangerous when an adventurer is standing near riverbanks, cliff tops and smelly refuse heaps.



Repulsion – This spell works in exactly the opposite way to *Attraction*, causing its victim to take an instant (but not necessarily violent) dislike to another person. In all other ways it works just like *Attraction* (see above).

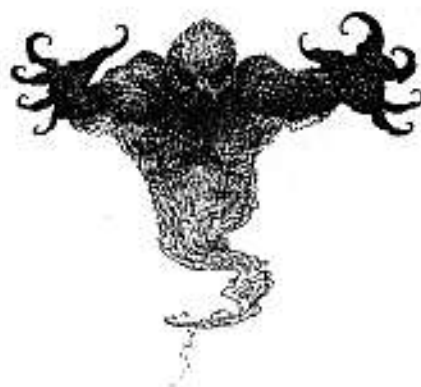
Slip – Rather like *Mistake* or *Push*, this Minor Magic spell causes its victim to slip, as if a banana skin had just appeared beneath his feet. A successful *Test for Luck* or roll against *SKILL* will avoid the effects of this spell, which lasts only long enough to cause one slip.

Sour – This spell allows the caster to spoil a single item or container of food or liquid, up to the size of a barrel of ale (it won't ruin an entire cow, though it can be used to spoil its milk by poisoning the cow's udder!). The soured food or liquid will give anyone who swallows it a fairly severe stomach-ache, but will not do any really serious injury. The souring lasts for 1–3 days (Director rolls in secret).

Spark – Like the effect of *Jab*, this spell causes a tiny but quite shocking electrical spark to jump from the caster's forefinger for a few centimetres. It is especially useful for surprising someone, or making a recalcitrant cow or goat move. The spark does no real damage (no *STAMINA* points are lost), though it can be useful in distracting someone's attention from more vital business – but beware a victim's wrath!

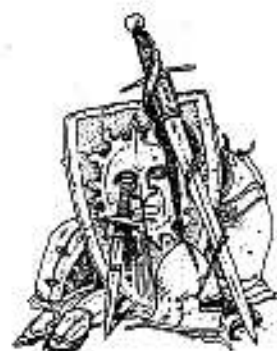
Weather Improver – Finally, this useful spell allows the caster to have a vague influence over the weather in a small area. It can turn heavy rain into light rain, light

rain into a fine drizzle, or blow away a few clouds; it cannot turn a gale or blizzard into a heatwave. (The Director may rule that the desired change in the weather will need a modifier of between -1 and -4 to achieve, or not allow an attempt to be made if the caster is too ambitious.) The weather may be affected for 3-18 minutes (Director rolls in secret) over a distance of ten metres from the caster, who may move around while the spell is in effect.



Priest Spells

This new category of spells has not been included before because priests need a proper background of deities, temples and worshippers before they can be used in a game, and this generally means a more established, campaign-style game. For the most part, too, priests tend not to venture far beyond their sacred temples, and only rarely go on expeditions or adventures. In the middle of a teeming city, however, there will be many temples, both those sanctioned by the



rulers and also illicit ones, as well as numerous other priests on official visits.

Priestly spells are very similar to standard Magic spells, though many of them are more concerned with life and death, and with Good and Evil, than with spectacular illusions and grand explosions of light or noise. The higher-powered spells often require long-winded rituals which can only be attempted in a temple and which are never used during an adventure.

A starting character chooses to become a priest in exactly the same way as they would a spellcaster, including reducing their SKILL. However, rather than choosing spells from the Magic spell list, they choose from the Priest spell list, which follows. Unless the character is a renegade priest, now barred or even excommunicated from his religion, every character possessing Priest spells will actually be a priest - there are no priestly equivalents of those warriors who also know a few Magic spells. On the other hand, there are no restrictions on the other Special Skills a priest may possess.

As with Magic spells, a starting Hero may not choose any costing more than 4 STAMINA points, although we have listed all those that are currently available, as Extras (and especially Bad Guys) may possess them.

Stamina Cost		Stamina Cost	
Bless	1	All Heal†	4
Bravery	1	Most Blessed	4
Darkness†	1	Poison‡	4
Detect Supernatural Being	1*	Purify	4
Fear†	1	Restrain†	4
Holy Command	1	Speak with the Dead	4
Light†	1	Speak to Animals†	4
Luck†	1	Spirit Wall	4
Peace‡	1	Wall†	4
Personalize Spell‡	+ 1*		
Silence	1	Banish Spirit	6
Skill†	1	Banish Undead†	6
Stamina†	1	Consecrate	6*
Ward†	1	Raise Skeleton	†6
		Speak to Supernatural Being	6
Blind	2	Web‡	6
Counter-Spell	2*		
Farseeing†	2	Assassin's Dagger‡	8
Fog‡	2	Spirit Journey	8
Languages†	2	Summon Supernatural	
Levitate†	2	Being	8
		Death†	10

* - See the relevant description for more details.

† - Same as equivalent Magic spell (see *Dungeoneer*).

‡ - Same as equivalent new Magic spell (see above).



Spell Explanations

Priest spells are successfully cast by rolling against one's Magic Special Skill, and double-6 failures must roll on the Oops! Table as usual (see *Dungeoneer*, page 200, or the Director's own Table). Like Magic spells, those costing 6 or more STAMINA points to cast require full concentration in order to work properly; they may even require hours-long rituals before the altar. Those requiring less effort may generally be cast and then forgotten about, continuing to work until their duration expires.

Some of the spells are exactly the same as their Magic spell equivalents (see *Dungeoneer* and/or above). Those which aren't the same, or which are new, are listed here.

Bless (1) - This ritualistic blessing bestows the luck of the priest's deity on one character. It may be used to add 2 points temporarily to their LUCK or to a nominated Special Skill for one roll only. The character must be within five metres of the priest.

Bravery (1) – This spell gives a little spiritual help in a difficult situation. When cast (on a character within five metres of the priest), it allows its subject to increase his or her **SKILL**, and hence all Special Skills, by 2 points for five minutes or one battle, whichever is the shorter.



Detect Supernatural Being (1) – This spell simply reveals whether any creature within twenty metres is of supernatural origin. (This could include a Skeleton, Zombie, magical Familiar, Homunculus, Golem, Demon and so on.) However, for any superior supernatural being, such as a Demon (and especially where a Demon Prince is concerned), there is a great risk of being drawn unwillingly into its power. If the Demon is aware of the spell cast by the character (this is at the Director's discretion), it may enter into mental combat with the priest in an attempt to take control of the latter's brain. This is done by simply fighting a normal battle, **SKILL** versus **SKILL** plus the result of the roll of the two dice by each combatant. Neither side loses any **STAMINA**, but whichever character wins two rounds in a row is the

overall winner. If this is the priest, his mind is free and will most likely identify the Demon for what it is. If the Demon wins, the priest temporarily loses his mind; the Demon takes control of his body and does with it as it wishes, until it is discarded. Interfering with the supernatural can be very dangerous indeed.

Holy Command (1) – To use this spell, the priest must brandish the symbol of his deity, or wave his outstretched hand, and command any one intelligent creature with just one word; the victim will find himself powerless to resist. The word uttered could be just about anything – Back! Begone! Flee! Stop! Fall! – providing the order is something the victim could reasonably and normally do. The command 'Die', for example, would work only on a character about to pass away. The effects of a command can be heard up to three metres away, last up to two minutes, and may be resisted (at the Director's discretion) by a *Test for Luck*.

Silence (1) – This spell simply brings down a veil of silence where once there was noise. The effect lasts for 2–12 minutes (Director rolls in secret), and covers an area five metres in diameter. Within that area, nothing makes any noise whatsoever.



Blind (2) – This nasty spell causes one victim, within three metres of the caster, to lose their sight temporarily. The victim should be allowed to *Test for Luck* to resist the effect; if they fail, the blindness lasts for 1–6 minutes. The reverse of this spell cannot cure natural blindness.

Counter-Spell (2; varies) – Works exactly as the Magic spell, but counters only Priest spells. By the same logic, the Magic spell *Counter-Spell* will not cancel a Priest's spell.

Most Blessed (4) – This special blessing allows one character automatically to make any one die roll, regardless of the circumstances (within the capabilities of the character – this won't allow the performing of miracles!). It cannot be used to influence any die roll of the caster, and has a range of three metres. It can be reversed, to ensure a character automatically fails one die roll (though the Director may still allow the victim to *Test for Luck* to avoid the spell's effects).



Purify (4) – This ritual spell works like the reverse of a *Poison* spell, removing the venom from food, drink or even from a victim's body. Furthermore, if used against a truly Evil or undead being, it will cause them to recoil for a few seconds, perhaps giving the priest time to escape from their clutches. It has a range of three metres and works instantaneously.



Speak with the Dead (4) – The total wisdom of the Ancients is vast indeed and, using this complicated spell, a priest can sometimes tap into it. The spell takes at least one hour to cast, and usually takes the form of a seance in the priest's temple or other sacred and protected spot. Where everyone is gathered and the spell nears its end, all those present must join hands and concentrate. The priest then makes the roll to see if the spell will work. If it does, the right ghostly voice will make itself known and may be questioned. The Director will work out just what information the entity knows, and who materializes if the priest doesn't know who to

speak to or if he fails his roll. In the case of a double-6 roll, a minor – or even a major – Demon could turn up and attempt to possess the character (use the rules given in the description of *Detect Supernatural Being*, above).

Spirit Wall (4) – This spell works in a very similar way to the Magic spell *Wall*, creating an invisible wall which can keep out Ghosts, Poltergeists and all other undead. It cannot keep out supernatural creatures like Demon-spawn or Demons. The spell lasts for five minutes, surrounds an area measuring five metres in diameter, and will disappear if touched by anything inside the wall. The wall need not have the spellcaster at its centre.

Banish Spirit (6) – A priest uses this spell to free a ghostly undead spirit (a Ghost, Poltergeist, Banshee, etc.) from its earthly constraints, sending it at last on its way to its astral destination. The banishing requires fifteen minutes of preparation, the brandishing of holy symbols and the application of oils or waters holy to the priest's deity.



Consecrate (6 or more; see below) – This ritual spell purifies an area of Evil influence permanently and bars undead and Evil creatures from entering it, as if an invisible wall were built round it. The maximum area affected is a circle five metres in diameter, but this can be increased by a further five metres for every extra STAMINA point expended by the priest. To cast, the spell takes ten minutes for every STAMINA point spent (i.e. at least an hour); it requires the use of holy symbols, chalk or oil to mark the boundary of the area, and so on. The consecrated area can be removed by another priest casting the reverse of this spell, *Desecrate* (spells involving extra STAMINA points must be counteracted fully by the same number of points). A second casting of *Desecrate* creates an area which can keep out any truly Good characters, such as Elves, Gnomes and Pixies, and any especially well-behaved Heroes. Note that *Desecrate* is only ever cast by Bad Guys, and would never, ever, be used by a true Hero.

Speak to Supernatural Being (6) – This spell works in exactly the same way as *Speak with the Dead* (see above), except that a supernatural being from a higher plane may be consulted. If the priest knows both the name of the being and the plane on which they dwell, the procedure is fairly safe. However, blindly asking, 'Is there anybody there?' may well summon up something extremely nasty, which may use the link to attempt to possess the caster (see *Detect Supernatural Being*, above) or even manifest in physical form on the Earthly Plane.



Spirit Journey (8) – Using a ball of thin silver twine and this spell, the caster or another person can be transported into a nominated part of the Demonic Plane or to the higher heavens where the gods of Good and their ghostly servants dwell. Preparing for such a journey requires a full day of concentration, spell-casting and general ritual, and the spell can be cast only within an area purified by a *Consecrate* (or *Desecrate*, in the case of the Bad Guys) spell. The spell allows the traveller to cross over into the other domain and remain there for

one hour. Every hour they remain beyond that time costs the caster another 1 STAMINA point. The silver twine must form an unbroken link between the traveller and someone back at the starting place. If the cord is broken, the traveller may well become lost in the plane. Furthermore, for all the time that the way between the planes stays open, there is a chance that something very nasty will decide to use it as a short cut to the Earthly Plane! An expedition to one of the spirit planes is very dangerous; it could form the basis of an entire adventure. The Director will inform his players if such an opportunity exists in an adventure, and will then create a fully detailed episode if required.

Summon Supernatural Being (8) – Conjuring up Demons, even minor ones, is fraught with dangers, so a great many precautions must be gone through before this is attempted. Demon-summoning is a special favourite of Bad Guy priests, though it may be used by the Heroes in very exceptional circumstances (to acquire information, force a Demon to serve the cause of good, etc.). It requires the use of an area that has been cleansed and magically prepared with *Desecrate* (or *Consecrate*), and marked out with a number of rune-inscribed circles: one to hold the Demon, another to contain the caster and his accomplices. Various oils and incense must be burnt on braziers, and long-winded incantations and gestures must be made for a period of as many hours as the SKILL of the Demon being summoned. If the final *Magic Skill* roll fails, there is every chance that something very drastic will happen. The right Demon could show up but escape from its bonds; a wrong, much



stronger Demon could show up and escape its bonds; the caster and his helpers could be sucked into the Demonic Plane . . . whatever the Director feels he can cope with and which will make a nice addition to the adventure! Again, be warned – messing around with the supernatural is very much the province of Bad Guys, not Heroes.

Being a Priest

Hero characters who have chosen to be priests require a little more work from their players than usual, because of the responsibilities of their position. Of course there are those religions which encourage their priests to spend all their time adventuring, seeing it as a great opportunity to fight evil, spread the word and perhaps also gain a few Gold Pieces for the temple roof-replacement fund. Others are opposed to the adventuring life; priests of such beliefs are often like Elves, renegades from their past who have to make a new life as an adventurer. In the latter case, of course, the priest no longer has access to his or her temple, and will be unable to learn any new priest spells.

A priest character, whether played as a Hero, a Bad Guy or an Extra, must belong (or have once belonged) to a certain religion. There is a wide range of gods and lesser deities to choose from. Hero priests may choose to follow one god at a time. If the game provides an opportunity, they may convert to another faith but, doing so, they will lose all the priest spells they already know and must start again as a novice and learn new



spells through tuition and experience. Other characters may also convert to being a priest, again starting as a lowly beginner.

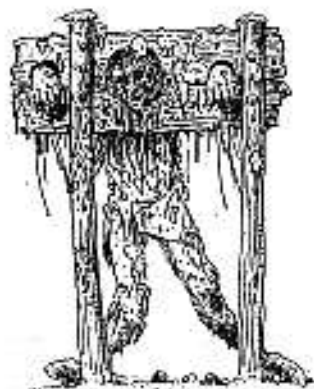
Note that Hero priests may not choose to be a follower of an Evil or Chaos religion; such matters are for Bad Guys, who will get their righteous come-uppance at the hands of the avenging Heroes soon enough. Where we have included such religions below, they are for the Director to apply in full detail to such Bad Guys, rather than for the players to choose.

Most of the following gods and deities are worshipped in one form or another across the whole of Titan. There are also likely to be any number of minor gods, saints, holy men and other objects of worship, peculiar to one area or tribe. In such cases the Director should invent the details for himself, using the framework below as a guide. More details of all of the gods and deities, including the minor gods of the Dwarfs and Elves and the many animal gods, may be found in the pages of *Titan*.

Courga – Also called: *Tuanar, Kirilin, Nureya*. Appearance: *Graceful warrior girl*. Special concern: *Grace*. Side: *Good*. Symbol: *Cat*. Sacred colour: *None*. Temple: *Delicate spires*. Adventuring priests?: *Yes*. Doesn't teach: *Poison, Raise Skeleton, Summon Supernatural Being, Death*.

Death – Also called: *The Finisher, Grim Reaper, Krsh*. Appearance: *Varies*. Special concern: *Death*. Side: *Evil and Chaos*. Symbol: *Skull*. Sacred colour: *Black*. Temple: *Varies*. Adventuring priests?: *Yes*.

Decay – Also called: *The Scavenger, Urgulla*. Appearance: *Rotting skeleton*. Special concern: *Decay, Insects, Mould*. Side: *Evil and Chaos*. Symbol: *Skeletal hand or fly*. Sacred colour: *Bone white*. Temple: *Varies*. Adventuring priests?: *Yes*.



Disease – Also called: *The Festering Lord, Voma, Krur*. Appearance: *Disease-ridden, malformed man*. Special concern: *Disease*. Side: *Evil and Chaos*. Symbol: *Maggot*.

Sacred colour: *Pus yellow.* **Temple:** *Varies.* **Adventuring priests?:** *Rarely.*

Filash – Also called: *Tereb, Khrizat.* **Appearance:** *Fiery man.* **Special concern:** *Fire.* **Side:** *Good.* **Symbol:** *Flame.* **Sacred colour:** *Orange.* **Temple:** *Varies.* **Adventuring priests?:** *Rarely.* **Doesn't teach:** *Darkness, Poison, Speak to Animals, Raise Skeleton, Summon Supernatural Being.* **Note:** *Husband of Throff, father of Verlang (god of metals) and Lorodil (god of volcanoes).*

Fourga – Also called: *Vinar, Pirin.* **Appearance:** *Warrior.* **Special concern:** *Pride.* **Side:** *Good/Neutral.* **Symbol:** *Dog.* **Sacred colour:** *Red.* **Temple:** *Square with dome.* **Adventuring priests?:** *Yes.* **Doesn't teach:** *Peace, Raise Skeleton, Summon Supernatural Being.* **Note:** *Worshipped by some Neutral and Evil peoples.*

Galana – Also called: *Erillia, Kachasta, Zaran, the Gardener.* **Appearance:** *Woman swathed in flowers.* **Special concern:** *Fertility, Plants and Elves.* **Side:** *Good.* **Symbol:** *Plant or tree.* **Sacred colour:** *Green.* **Temple:** *Glade of trees or wooden building.* **Adventuring priests?:** *Yes.* **Doesn't teach:** *Languages, Poison, Speak with the Dead, Raise Skeleton, Summon Supernatural Being.* **Note:** *Daughter of Titan.*



Glantanka – Also called: *Assamura, Herel, Ariella.* **Appearance:** *Silver/gold woman with glowing hair and eyes.* **Special concern:** *Sun.* **Side:** *Good.* **Symbol:** *Sun.* **Sacred colour:** *Yellow.* **Temple:** *Pyramid or glass dome.* **Adventuring priests?:** *Rarely.* **Doesn't teach:** *Darkness, Fog, Poison, Speak to Animals, Raise Skeleton, Summon Supernatural Being.* **Note:** *Sister of Filash.*



Hamaskis – Also called: *Serion, Tyralar.* **Appearance:** *Old man or fresh-faced youth with huge open book.* **Special concern:** *Learning and Sorcery.* **Side:** *Good.* **Symbol:** *Staff.* **Sacred colour:** *Purple.* **Temple:** *Library.* **Adventuring priests?:** *Yes.*

Libra – Also called: *Sicalla, Bersten, Macalla.* **Appearance:** *Beautiful woman.* **Special concern:** *Justice and Truth.* **Side:** *Good.* **Symbol:** *Scales.* **Sacred colour:** *Grey.* **Temple:** *Varies.* **Adventuring priests?:** *Yes.* **Doesn't teach:** *Fear, Blind, Fog, Poison, Raise Skeleton, Summon Supernatural Being.*

Logaan – Also called: *The Trickster, Ranjan, Akolyra*. Appearance: *Crazed clown*. Special concern: *Balancing Good and Evil, Law and Chaos*. Side: *Neutral*. Symbol: *Two-headed arrow or six-pointed star*. Sacred colour: *Rainbow*. Temple: *Varies*. Adventuring priests?: *Rarely*.



Sindla – Also called: *Cheelah, Gredd, Avana, Castis*. Appearance: *Aged but handsome woman*. Special concern: *Luck and Fate*. Side: *Good*. Symbol: *Dice*. Colour: *White*. Temple: *Dome, topped with statue*. Adventuring priests?: *Yes*. Doesn't teach: *Poison, Raise Skeleton, Summon Supernatural Being*. Note: *Mother of Asrel, Libra, Usrel, sister of Titan*.

Sukh – Also called: *Whaan, Tir*. Appearance: *Raging man*. Special concern: *Wind and Storms*. Side: *Good/Neutral*. Symbol: *Howling face*. Sacred colour: *None*. Temple: *Varies*. Adventuring priests?: *Yes*. Doesn't teach: *Bless, Fog, Raise Skeleton, Summon Supernatural Being, Death*. Note: *Worshipped by some Evil peoples*.

Telak – Also called: *Orial, Swordbearer, Shieldbearer, the Warrior*. Appearance: *Heavily armed warrior, lion or dragon*. Special concern: *Courage*. Side: *Good*. Symbol: *Golden sword*. Sacred colour: *Gold*. Temple: *Varies*. Adventuring priests?: *Yes*. Doesn't teach: *Fear, Poison, Raise Skeleton, Summon Supernatural Being*. Note: *Son of Courga and Fourga*.

Throff – Also called: *Alishanka, Kerellim*. Appearance: *Bejewelled woman*. Special concern: *Earth and Dwarfs*. Side: *Good*. Symbol: *Diamond*. Sacred colour: *Silver*. Temple: *Varies*. Adventuring priests?: *Yes (Dwarfs)*. Doesn't teach: *Fear, Poison, Speak to Animals, Raise Skeleton, Spirit Journey, Summon Supernatural Being*. Note: *Wife of Filash*.

Usrel – Also called: *Liriel, Enkala, Ageral, Westrën*. Appearance: *Motherly woman with arms outstretched*. Special concern: *Peace*. Side: *Good*. Symbol: *White flower*. Colour: *White*. Temple: *Varies*. Adventuring Priests?: *Yes*. Doesn't teach: *Blind, Poison, Raise Skeleton, Summon Supernatural Being*. Note: *Mother of Courga and Fourga*.





NEW ACTIONS AND SITUATIONS

The following rules and notes are additions to or modifications of the rules dealing with actions outside combat (which start on page 177 of *Dungeoneer*).

Disguise

A character in disguise may be called upon to use this Skill in one of two different situations. In the first, the chance is that another person may realize that the Hero is in disguise; or, to put it another way, the chance that the Hero remains undetected. In these circumstances, the Hero must use two dice to roll against his or her *Disguise* Special Skill or SKILL score, modifying the roll should any of the following conditions apply:

	Modifier
Hero does not possess <i>Disguise</i> Skill	-3
Disguise is a small change (e.g. beard)	+1
Disguise is a large change (e.g. age, skin colour)	-2
Disguise is a very large change (e.g. sex, height)	-4 or more
Bright light	-2
Dim light	+1
Dark light	+3
For first five minutes in other person's company	—
For every extra five minutes	-1
Other person unacquainted with Hero	+2
Other person acquainted with Hero	-2
Disguised as someone known to other person	-3
Per extra person present	-1
Other person has <i>Awareness</i> Skill	— number of points in Skill

In the second situation, the disguise may simply be an additional help to hiding. In this case, the number of points the Hero has in his or her *Disguise* Skill (i.e. the number above the standard SKILL score) is used as a positive modifier to a roll using *Hide* Special Skill or SKILL. This modifier replaces the +2 for 'Hero camouflaged' but not the similar modifier for 'Hero hidden among similar items' (see *Dungeoneer*, page 191, for further details). Disguise can sometimes be used in exactly the same way to modify a roll against *Sneak* Skill too.

Languages and Secret Signs

The modifier for a Hero trying to understand a character using a language covered by the *Secret Signs* Special Skill (which the Hero himself doesn't know) is -4 (see *Dungeoneer*, page 193). Characters who possess the *Secret Signs* Skill must still check against it, though there is no modifier against success. The various secret languages are usually considered to be 'spoken', though some of them may be formed from discreet hand signals, or (as in the case of the one used by the Thieves' Guild) as written symbols.



Lore Skills

The various *Lore* Special Skills imply a certain amount of knowledge — but how much? While there are certain facts which are common knowledge, and others which could be learnt with a minimum of study, others are snippets, both trivia and vital information alike, which are known to only a few. The simplest way to determine whether a character really does know something is to assess the snippet of knowledge and assign it a number



from -1 to -6 , from common knowledge to an obscure fragment (in a hurry you could even roll a die). Subtract 2 from this number (to give a final modifier of $+1$ to -5) and use the result as the modifier for a roll against the character's appropriate *Lore* Skill.

This modifier can also be used for characters who do not possess an appropriate *Lore* Skill; in this case, rather than subtracting 2 from the rating of the knowledge, you add 1, giving a modifier of -2 to -7 , which is then used against their standard *SKILL* score.

Trading and Bargaining

Any character who wants to buy something in the marketplace needs to know how to haggle in order to get a fair price. If one is trying to make a profit as a merchant, however, one needs a more specialized skill, and this is where the *Bargain* Special Skill comes in very handy.

In any particular deal, both the seller and the buyer name a price that they have in mind. If both characters involved have *Bargain* Skill, they should each roll two dice and add their Skill score, together with any applicable modifiers from the table which follows; some modi-

fiers may apply to both sides. The higher gets to pay his price. If only one person has *Bargain Skill*, he or she should check against this Skill by rolling in the usual way and modifying it if any of the following apply. If successful, he or she pays the offered price; if not, the other's price must be paid.

	Modifier
Buyer has <i>Con Skill</i>	+ number of points in Skill
Seller has <i>Con Skill</i>	- number of points in Skill
Friendly being	+ 2
Neutral being	—
Unfriendly being	- 3
Hostile being	- 5
Price offered double real worth (or more)	+ 3
Price offered $1\frac{1}{2}$ times real worth	+ 1
Price offered half real worth	- 2
Price offered very derisory	- 4 or more
Item commonly available	+ 2
Item uncommon	- 2
Item rare	- 4
Item very rare	- 6
Item stolen	+ 3

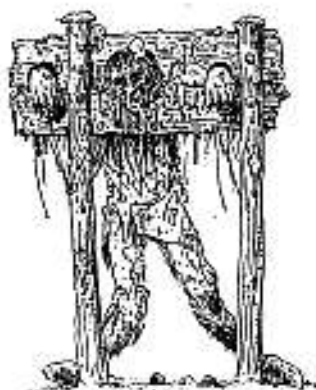
Bargain can also come in handy for negotiations of a more abstract nature, working similarly to *Con Skill* to persuade someone to do what you want, except that no trickery is involved. In this case, the modifiers for using *Con Skill* (see *Dungeoneer*, page 208) should be used.



SOCIAL SCALE

Finally, we introduce a new characteristic of sorts, but one which applies to a Hero's background rather than to his or her usual characteristics. The Social Scale is a generalized representation of a person's position in society. It is rated for a Hero between 1 and 6, though Extras may have a Social Scale of lower or higher than that. The higher your Social Scale, the closer you are to royalty. When creating a character, a player may do one of two things: either apply an appropriate Social Scale rating to the background they have worked out for their character (the Director should check that the players aren't all about to take on the characters of princes and kings!), or roll one die and use the Social Scale thus found as a basis for the Hero's background. The Social Scale rating should be noted in the Background area on the *Adventure Sheet*. Very approximately, these are what the Social Scale ratings imply for a male character (only minor adjustments in name need be made if your character is female):

- 0 Beggar or despised criminal
- 1 Peasant
- 2 Farmer
- 3 Worker
- 4 Craftsman
- 5 Craft Master
- 6 Leader
- 7 Knight
- 8 Lord or High Priest
- 9 Prince
- 10 King



The Social Scale can sometimes be used by the Director to affect a situation in those situations where one's place on the Social Scale is important. These situations usually occur in large towns and cities; in very wild places, only characters with a Social Scale of 6 or above can hope to sound socially superior enough to get special treatment! In places where the Director rules that the Social Scale is

important, the following situations are affected by it: Bargaining, Bribing, Conning, Persuading and Reacting.

In all these situations, the highest Social Scale of any one person on one side is set against the highest on the other, and the difference between them is used as a modifier; for example, some Heroes, led by a character who ranks as a master blacksmith (5 on the Social Scale), are trying to bargain with a humdrum merchant (Social Scale 3), so they have a +2 modifier to their *Bargain* Skill roll.

Social Scale also applies in a few other special situations, such as affecting the outcome of a trial. These will be dealt with at the appropriate times, later in this book.

In the course of a game, especially during a campaign set in a large town or city, a Hero's Social Scale may well go up or down as fortune (real wealth) and fame (renown as a heroic adventurer) become smaller or greater. The Director will inform the players when this is so.

2. TOWN AND CITY ADVENTURES

In Chapter 3 you will find many details, both in rules and in background notes, about Port Blacksand. The city (or, more correctly, 'city-state') is a wonderful base for brave Heroes, with a great many adventures just waiting to happen round every street corner. If you, as Director, wish to create your own town or city settings, either filling in details of a place which already exists or creating a totally new place, you may find the following guidelines useful.

DESIGNING A SETTLEMENT

In this game, most villages, towns and cities will at first be just the backdrop against which the plot of a particular adventure is played out. In the adventure at the end of this book, for example, the village of Meerham is not really important to the plot; the trading caravans could meet just about anywhere. As your games develop, however, the idea of a base for the Heroes to operate from becomes increasingly important. Furthermore, there may be places which the Heroes have to visit time and time again, in search of information, assistance or Bad Guys.

To begin with, the easiest way for a Director to cope with these extra demands is to use places which have already been detailed, either in the Advanced Fighting



Fantasy books or by him or herself. For example, it is very easy simply to re-use the same tavern every time the Heroes need to visit one. In this instance, either a large inn like the Black Lobster (from *Titan*) or the smaller Dragon's Tooth tavern (from *Dungeoneer*) will serve admirably time and time again. Similar maps can be drawn up detailing towers, temples, farmhouses, castles, small villages and so on.

As a game turns into a long-running campaign, however, some unique locations may be required. Should this be the case, follow these guidelines for creating any location, from a small peasant hut at the roadside to a massive city the size of Salamonis.

1. Choose a location.
2. Choose a settlement, or place a new one.
3. Draw and name the settlement.
4. Name and detail selected buildings, and other important details.
5. Name and detail selected inhabitants of selected buildings.

Of course, not all these steps are equally important on every occasion. If you need only to name a tavern and generate its inhabitants, start at the fourth step rather than the first one.



Choosing a Location

In *Titan*, the invaluable reference guide to the whole Fighting Fantasy world, you will find large-scale maps of the three main continents of *Titan*, together with most of the major islands. What you won't find, however, are detailed maps of every last town and village. This is to allow Directors room to add their own, whenever an adventure demands it.

If you are inventing an adventure or a site for your campaign from scratch, you will obviously have to choose an appropriate place from the maps of Allansia, the Old World and Khul in *Titan*. You may decide to pick an exotic location, such as tropical plains and jungle (Arantis), northern forests and mountains (Frostholm),

Oriental lands (Hachiman and the Isles of the Dawn), Arabian-style deserts (the Desert of Skulls and the Scythera Desert), or whatever takes your fancy. More details of all these places may be found in *Titan*. Note, though, that the more exotic the location, the more work you will probably have to do, as things like the seasons, weather and local customs will be very different from what your players will be used to. Northern Allansia (and much of the settled part of the Old World) is quite similar to Europe, and will therefore be familiar to many readers. Since many of the Fighting Fantasy gamebooks are also set there, that is the place on which we shall concentrate our examples.



Choosing a Settlement

Having decided on an area, the next stage is either to choose somewhere already indicated on the map or, alternatively, to create a new place that will prove more suitable for your adventure – there's no point in going to the trouble of detailing an entire city if all you need

for the plot of your adventure is a small village with a blacksmith's shop and a nearby cave! If you need more 'facilities' – be it a tavern or two, a guild or temple, or whatever – you will obviously have to increase the size of the settlement.

The exact size of the place may also depend on the needs of your Heroes. Some Heroes like to be right in the thick of things, with danger and adventure lurking round every corner; for them, only a vermin-pit like Port Blacksand, Kharé or Tak will provide the excitement they need. Others, though, may prefer the peace and civilization of Salamonis, Royal Lendle or Ximoran – though even such isolated pockets of tranquillity cannot escape for ever the attentions and plottings of Evil beings.



When we talk about a village, we really mean any settlement with a population from about 15 to 500 people. Below that number, there aren't likely to be more than two or three houses. While such isolated dwellings certainly do exist, they aren't common in the



wilder parts of places like Allansia because of the danger from bandits and monsters. Everything we say about towns in the notes below, incidentally, applies also to villages, but obviously in a more limited way.

In Allansia, towns can be assumed to contain from about 500 up to 3,000 people, while a city is even larger than that. It's often the case that the main difference between a town and a city is not so much its size as its wealth or importance in terms of being a centre of government and so on. Some city-states (that is, a city which is also the sole province of a ruler, like Port Blacksand) may not be very much larger than many less important towns. Towns and cities have many features that villages generally lack, including walls, castles, temples and so on (though a few villages can have all of these!).

Creating any sort of settlement is often made easier by working out how and why it happened to grow up where it did. Yes, we know that it did both of these solely to satisfy your need for a setting for your adventure. In real life, though, places exist for a reason. Towns and cities are always found near a regular water supply, whether a small stream or a wide river; and bridges are another reason for a town forming. Ports often grow up at the point where a large river meets the sea. Prime

farmland soon attracts settlers to work it: they may then band together for mutual protection behind the wooden stockade of a new village. A main trade-route needs to be served with frequent resting places, that is, inns; small settlements quickly spring up round a very successful inn, supplying horses, stabling and other goods.



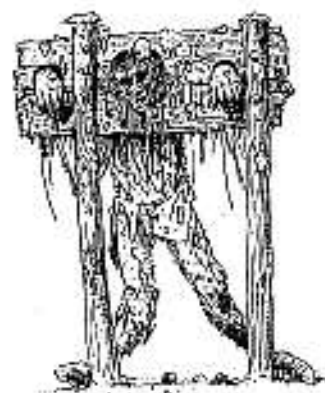
Drawing the Settlement

Get hold of a piece of paper and some pencils, and start sketching your village or town. Concentrate first on the general shape of the place. Many settlements are centred on a crossroads, with a market at the very spot where the main roads meet. Town walls tend to form a roughly circular shape, except where natural features such as a hill or a river intervene. A cross enclosed by a roughly circular shape is quite sufficient!

At first you needn't worry about individual houses and shops; think instead about where the main features could be. These would include some of the following

(though some will be present only in the largest cities): a marketplace, ruler's castle, harbour area, poor district, merchants' district, wealthy district, temples, bazaar, or no-go area. A town in a particular area, say in the far north, could have a quarter where Dwarfs or members of other races dwell. If your adventure already features a specific place, now is the time to add that, too. Think also of a name for your town or village, if you aren't designing a place that already exists on the map of Allansia, the Old World or wherever.

Once you have a general sketch-map that you are happy with, put in at least some of the buildings, and name some of the major streets. If you are feeling especially artistic, take a look at the maps of Port Blacksand in the next chapter and then try something similar; it's actually fairly easy – though very time-consuming – to draw in every last little building! Street names sometimes reflect the businesses situated in them.





Detailing Selected Buildings

Once you have some buildings drawn in, you can start to add many more details. These are covered in the various sections that follow. Ignore any results which don't apply, and feel free to add further details if you want to customize your village, town or city even more.

Population

The population of a village or town can be found by counting up every single building in it. Multiply that number by 6, 7, or 8 to discover how many people live there (by 6 for a place that is unimportant or out of the way, by 8 for a very important or busy place). If you are detailing a settlement in an area which has a higher population density, such as in a land with a vaguely Middle Eastern or Indian flavour for example, multiply the number of buildings by 10 or even more to find out the number of people per building. For example, the village of Meerham featured in *A Shadow over Blacksand!* has 28 buildings, and is an averagely busy place; so it has a population of 196 people.

Markets

No matter how self-sufficient it may be in terms of food, a settlement – and the area round it – cannot hope to survive for very long without some sort of trade with the outside world. Many places carry out their trade at a regular weekly market of some sort. Work out the population of your settlement, then roll one die and consult the Table below to determine how many market days there are each week. Note that a city is likely to

have more than one market, and may also have specialist permanent markets dealing with specific things (for example a fish market in a major port.) A place which does not have a market will be visited by individual merchants at irregular intervals.

<i>Die Roll</i>						
	1	2	3	4	5	6
1-150	—	—	—	—	—	1
150-320	—	—	1	1	1	2
320-500	—	1	1	1	2	2
500-1,000	1	1	2	2	2	3
1,000-2,000	2	2	3	3	3	4
2,000+	2	3	4	5	6	7

Once you have determined how many market days there are, you can – if you wish – add more detail by working out what sort of stalls there are at the market. To determine how many market stands there are, divide the population of the village or town by 100; if the population of the town is less than 1,000, divide it by 50 or 30. Then roll for each stall on the Table below using two dice for a village and three dice for a larger settlement.

2-3	Agricultural produce (fruit, vegetables, wheat)
4	Dairy produce (milk, cheese)
5-6	Fish* or meat
7	Livestock
8-9	Prepared food and/or drink
10	Cloth goods

11	Leather goods
12	Metal goods
13	Armour and/or weapons
14-15	Exotic – roll on Businesses Table 1 (next section)
16	Exotic – roll on Businesses Table 2
17	Exotic – roll on Businesses Table 3
18	Exotic – roll on Businesses Table 4

* – Depending on whether near a large river or the sea.



Businesses

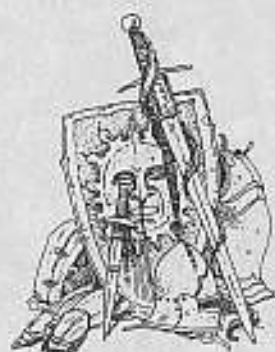
Quite plainly, a Director does not need to fill in the details of every single business and private home in a village or town – and, for somewhere the size of Port Blacksand or Salamonis, this would be an almost impossible task! Many places need never be detailed, while others will have their use determined only if an adventure requires it. If you wish, you can fill in some places: special buildings, such as the royal palace or castle, a major temple, tavern or sports arena can be placed at appropriate locations in the town or city. In a small

village, the sole tavern, general shop or watermill can easily be filled in immediately, with no need to roll on the following tables.

The exact nature of most of the businesses can be generated by using two dice to roll on the following tables, according to the area in question. If 'Businesses' is indicated, you should re-roll on the numbered Businesses Tables which follow. An 'Empty' house may just be that, standing in ruins, or it could be secretly in use (by a secret religious cult or thieves, say). For a 'Private house', you may if you wish roll on Table 3 or 4 to discover what the householder does for a living, and then pick another building for their place of work. A 'Tenement' is simply a multi-storey building divided into a number of dwellings, usually in a poor and overcrowded condition. A 'Village' on this Table denotes a fairly large settlement, one with more than just a single general store and an alehouse.



	Village	Poor District	Merchant District	Wealthy District
Empty	2	2	2	2
Private house	3-5	3-5	3-4	3-6
Tenement	-	6-7	5	-
Businesses (Table 1)	6-12	8-10	6-7	-
Businesses (Table 2)	-	11	8-9	7
Businesses (Table 3)	-	12	10-11	8
Businesses (Table 4)	-	-	12	9-12



Businesses Tables

To use the following tables, roll two dice of different colours, treating one as the 'tens' and the other as the 'units' so that a roll of 2 and 3 makes 23, not 5. Those entries marked with an asterisk (*) are found only in places near a large body of water (a sea, lake or wide river). Those marked with a dagger (†) are dealt with in greater detail in the sections following the Tables.



Table 1 – Poor Businesses

11 Baker	21 Butcher
12 Barn	22 Carpenter
13 Blacksmith	23 Cart maker
14 Boat builder*	24 Cobbler
15 Brewer	25 Cooper (barrel maker)
16 Builder	26 Coppersmith, brass or lead worker
31 Farmer – livestock	41 Horse trader
32 Farmer – grain	42 Inn†
33 Farmer – fruit	43 Laundry
34 Farmer – general	44 Leather worker
35 Farmer – general	45 Mill (water or wind)
36 General trader	46 Potter
51 Roofer or thatcher	61 Tavern†
52 Sail maker*	62 Temple or shrine†
53 Sharpener	63 Tinker
54 Shepherd	64 Warehouse
55 Stable	65 Weaver
56 Stonemason	66 Wheelwright

Table 2 – Merchant Businesses I

11 Animal trader	21 Barber
12 Animal trainer	22 Blacksmith
13 Armourer	23 Boat builder*
14 Astrologer or fortune teller	24 Bow maker
15 Baker	25 Brewer
16 Baker	26 Butcher

31	Candle maker	41	Engraver
32	Carpet maker	42	Fletcher (arrow maker)
33	Cartographer (map maker)	43	Flower seller
34	Clock maker	44	Food seller
35	Coppersmith	45	Food seller
36	Dried meat seller	46	Food seller
51	Fruit seller	61	General trader
52	Fruit seller	62	General trader
53	Furniture maker	63	Guild headquarters
54	Furrier	64	Herb seller
55	General trader	65	Horn worker
56	General trader	66	Horse trader

Table 3 – Merchant Businesses II

11	Horse trainer	21	Locksmith and key maker
12	Inn†	22	Moneylender
13	Jeweller	23	Net maker
14	Lead smith	24	Outfitter
15	Leather worker	25	Paper and ink seller
16	Linen maker	26	Pawnshop
31	Perfumer	41	Soap maker
32	Potter	42	Spice trader
33	Roofer or thatcher	43	Stables
34	Rope maker	44	Stonemason
35	Sail maker*	45	Sword smith
36	Silk trader	46	Tailor

51	Tattooist	61	Warehouse – roll again for goods inside
52	Tavern†	62	Warehouse – roll again for goods inside
53	Taxidermist	63	Warehouse – roll again for goods inside
54	Temple or shrine†	64	Weapon trainer
55	Undertaker	65	Weaver
56	Vet	66	Wine seller



Table 4 – Wealthy Businesses

11	Alchemist	21	Bird trader
12	Architect	22	Clock maker
13	Animal trader	23	Courthouse
14	Animal trainer	24	Court official
15	Artist	25	Flower seller
16	Astrologer	26	Food seller
31	Furrier	41	Lawyer
32	Gambling hall	42	Locksmith and key maker
33	Goldsmith	43	Musical instruments
34	Guild headquarters	44	Musician or entertainer
35	Inn†	45	Physician
36	Jeweller	46	Public baths

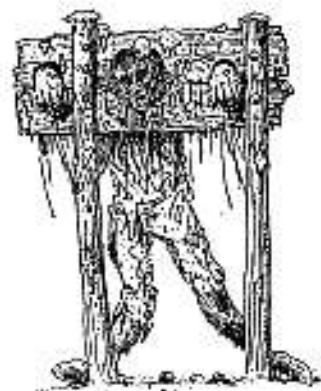
51 Silversmith
52 Sailor*
53 Scholar
54 Soldier
55 Sorcerer
56 Stable

61 Spice merchant
62 Tavern†
63 Temple or shrine†
64 Warehouse
65 Weapon shop
66 Wine seller



Inns and Taverns

You will find a large section in *Titan* dealing with the inns and taverns of various parts of the known world. Basically, the chief difference between an inn and a tavern is that the former provides for the needs of travellers, with stabling, bedrooms and food as well as drink, whereas the latter provides only drink. As a result, of course, inns tend to be large affairs, often constructed round a central courtyard; while taverns can be any size, from large drinking halls and alehouses to illicit hole-in-the-wall drinking dens. It is quite likely that an inn or tavern found in an isolated village or town brews its own ale and distils its own spirits.



When creating an inn or tavern, you should either deliberately decide on its quality and the number of customers present at any particular time, or randomly roll on the following tables:

Quality of Inn or Tavern – roll one die. In a poor district, reduce the result of your roll by 1 point; in a wealthy district, increase the result by 1 point. The first part of this table (rolling 1–6 to decide on quality) can also be used to determine the quality of goods in a shop or from a particular trader.

- 0–1 Awful: ale watered, food little more than slop, communal dormitory with no furniture, lots of lice and rats, etc.
- 2 Poor: ale flat, food stale and tasteless, communal dormitory with straw mats, dirty.
- 3 Average: acceptable ale, terrible wine, food warm and edible, communal dormitory with beds, swept occasionally.



- 4 Fair: good ale, drinkable wine, food hot and acceptable, clean communal dormitory with beds, plus 1-3 private rooms.
- 5 Good: as 'fair' only better, food very tasty, and in large portions, several clean, private rooms.
- 6-7 Great: as 'good' but still better, special dishes cooked to order, personal service, separate suites of rooms.

Number of Customers - Determine the class of the area and the time of day, then roll the number of dice indicated to see how many customers are in the establishment. (The number in the Table is not the number of people, but the number of dice that must be rolled.) There will also be 1-3 people working in the place. As always, the Director may fiddle these numbers or disregard them entirely, to produce a very full or almost empty tavern if an adventure requires it.

	Morning	Afternoon	Evening	Night
Poor District	4	4	6	5
Merchant District	4	5	6	2
Wealthy District	2	4	6	1

Temples and Shrines

Major temples should be located deliberately in a town or city; smaller temples and religious shrines may, however, be generated using the random Businesses Tables, above. Smaller temples may be illegal ones,

hiding behind a seemingly innocent front (roll again on the same Businesses Table to determine what the building looks like to the average passer-by). Temples which aren't 'undercover' are usually festooned with imposing statues and symbols of the deity in question, and hold weekly public ceremonies on the god's or deity's special day; these may be attended by anything from a handful to several thousand people, depending on the temple's size and importance in the town or city.



Shrines are places of special religious significance, where worshippers come to study or pray. To find out the form a shrine takes, roll one die:

- 1 Ancient writing or pictures.
- 2 Holy spring; may have special healing or other powers.
- 3 Holy statue.
- 4 Sacred relic; (apparently) a deity's or priest's bones, skull, heart, etc.

- 5 Sacred spot; could be the site of a deity's or priest's birth, a battle, etc.
- 6 Sacred stone; may have magical powers.

Other Considerations

At this stage (if you have not already done so) you should also start to consider the way the place is run, especially when generating a large town or city. If you've located a royal palace, guild headquarters and law courts, you should start to work out what goes on there, who might be found there, and so on. If you are in need of inspiration, take a look at the next chapter and see how such things are handled in Port Blacksand – though please bear in mind while reading it that this city is designed to be a very nasty place, and not all municipalities are quite so hard on their inhabitants!



If the Heroes are going to spend any length of time in the settlement, it could be handy to work out exactly what it costs to live in a particular tavern, and in the city

in general. There are full price-lists for a number of different parts of the world in *Titan*.

One splendid way of creating almost instant adventures is the Rumour Table. You will find an example of this for Port Blacksand in the next chapter. It gives a few dozen examples of the sort of true, partially true or completely false stories that the Heroes may well hear from people in taverns, gossiping on street corners or elsewhere. Have a look at how this works for Port Blacksand, and then try assembling a Rumour Table for your own settlement.



Detailing Selected Inhabitants

As with buildings, so special inhabitants should also be created by the Director as Extras, using the notes in *Dungeoneer* (page 382 onwards), to play a specific part in an adventure. Characters who appear regularly, either as Bad Guys or as friends and contacts of the Heroes, will develop almost by themselves, and require very little work.



Other Extras may need to be generated in case the Heroes do something to attract their attention. These could include a couple of members of the city guard and their captain, a tax collector, pickpocket, beggar, tavern landlord, and so on.

The professions of other characters can be determined by rolling on the Businesses Tables in the last section; the Merchant Businesses Tables are the most suitable, though any can be used, depending on the character's social background.

Randomly Rolled Personalities

As we said earlier, you can assume that every building in a town or city houses between 6 and 8 people, or more in a specially populous land. Some will obviously house fewer, others more, but those are at the Director's discretion. To find out a character's sex, roll one die; an odd number means the person is male, an even one female.

To find the age of each inhabitant, roll one die on the following Table:

- | | |
|---|---------------------|
| 1 | Child (0-10) |
| 2 | Teenager (11-20) |
| 3 | Young Adult (21-30) |
| 4 | Adult (31-40) |
| 5 | Middle-aged (41-50) |
| 6 | Elderly (51+) |



To personalize a character even further, roll up to three times on each of the following two Tables to discover their appearance and character. If two rolls cancel each other out, roll again – or treat the character as having a split personality, changing from one to the other at random! If the same result comes up more than once, the feature or trait is especially strong. Use two different-coloured dice, reading them as 'tens' and 'units' respectively:

Appearance

- | | | | |
|----|-----------|----|------------|
| 11 | Bald | 21 | Clumsy |
| 12 | Beautiful | 22 | Deaf |
| 13 | Big nose | 23 | Dextrous |
| 14 | Blind | 24 | Dirty |
| 15 | Broad | 25 | Eagle-eyed |
| 16 | Clean | 26 | Fat |

- | | | | |
|----|--------------|----|---------------|
| 31 | Hairy | 41 | One-handed |
| 32 | Handsome | 42 | One-legged |
| 33 | Keen hearing | 43 | Plain |
| 34 | Long-haired | 44 | Powerful |
| 35 | Nondescript | 45 | Puny |
| 36 | One-eyed | 46 | Short |
| | | | |
| 51 | Shortsighted | 61 | Thin |
| 52 | Spotty | 62 | Ugly |
| 53 | Stocky | 63 | Unkempt |
| 54 | Strong | 64 | Weak |
| 55 | Stuttering | 65 | Young-looking |
| 56 | Tall | 66 | Wrinkled |



Character

- | | | | |
|----|--------------|----|------------|
| 11 | Arrogant | 21 | Cowardly |
| 12 | Brave | 22 | Dishonest |
| 13 | Cheeky | 23 | A dreamer |
| 14 | Cheerful | 24 | Dull |
| 15 | Clever | 25 | Flamboyant |
| 16 | A collector* | 26 | Forceful |

31 Greedy	41 Jealous
32 Happy	42 A liar
33 Hard working	43 Mean
34 Honest	44 Paranoid
35 Humble	45 Religious
36 Intellectual	46 Rude
51 Scheming	61 Suspicious
52 Sensible	62 Trusting
53 Silly	63 Truthful
54 Soft-hearted	64 Unhappy
55 Spendthrift	65 Violent
56 Stupid	66 Youthful

* - A collector may be seeking out specific items (coins, books, legends and tales, weapons, art, jewels, say) or simply a collector of anything and everything!

New Creatures

The ravening monsters and more devious humanoids which are listed below may also be encountered in urban settings. In most cases, that doesn't mean they will be met when strolling casually down Market Street! Rather, many will be found lurking in dark, out-of-the-way corners like the sewers or in ancient, abandoned graveyards just outside the city walls, emerging to stalk the streets only after sundown or during the nastiest weather conditions.

As usual, all are presented in the standard monster format, in the following order: Name, Type, Number

met, Reaction, Intelligence, SKILL, STAMINA, (Number of Attacks), Weapon. More details on most of them may be found in *Out of the Pit*, the book of Fighting Fantasy monsters.



Bat: Animal - 25-30 met (24 + 1 die) - Unfriendly - Low - SKILL 4 STAMINA 4 - Small bite
Bats will attack only if threatened or magically enchanted to do so.

Giant Bat: Animal - 1 met - Unfriendly - Low - SKILL 5 STAMINA 8 - Large bite
Usually found only in warm southern climates. If the trainer is very patient, this rodent may be trained and ridden.

Bloodbeast: Monster - 1 met - Hostile - Low - SKILL 12 STAMINA 10 - Very Large bite
Huge, sewer-dwelling monstrosity with dozens of eyes. Prehensile tongue does only Small bite damage on first hit, then Very Large bite damage after that.

Brain Slayer: Humanoid — 1 met — Hostile — High — SKILL 10 STAMINA 10 — 2 Attacks — Special (hypnotism)

Like a human body topped by an octopus, with deep hypnotic eyes: opponent must successfully *Test for Luck* twice or lose 1 SKILL and 1 STAMINA from energy-draining tentacles.

Bristle Beast: Animal — 1 met — Friendly-Unfriendly — Low — SKILL 5 STAMINA 7 — Small bite

Dog-sized, spiny-backed lizard often kept as exotic and very loyal pet.

Crypt Stalker: Undead — 1-2 met — Hostile — Low — SKILL 8 STAMINA 6 — Large fist

Loyal servant of a dead man, it now guards his tomb for ever. Looks like a Zombie, rotting flesh and clothes; hurt only by enchanted weapons.

Dead Wraith: Undead — 1 met — Hostile — Average — SKILL 9 STAMINA 8 — Sword

Evil man's spirit trapped on the Earthly Plane as a wispy ghost; hurt only by a silver weapon or magic.

Demonspawn: Demon — 2-7 met — Hostile — Low — SKILL 6 STAMINA 6 — Large claw

Mutant Demon warrior, formed from the stuff of the Demonic Planes, usually summoned by an Evil sorcerer.

Fire Sprite: Magical creature — 1-3 met — Hostile — Average — SKILL 7 STAMINA 4 — Burning hand (3 points)

Tiny elemental, fiery humanoids summoned by sorcerers; water does not affect them but smothering them sends them back to their own domain.



Hamakei: Humanoid — 1 met — Neutral — High — SKILL 7 STAMINA 5 — Dagger or staff

Ancient vulture-headed humanoid, often solitary scholars and very powerful sorcerers.

Hobgoblin: Humanoid — 1-6 met — Hostile — Average — SKILL 6 STAMINA 6 — Weapon

Ugly and brutish humanoid, half way between an Orc and a Goblin; will always attack an Elf on sight.

Leaf Beast: Magical creature — 3 met — Hostile — Low — SKILL 6 STAMINA 3 — Large claw

Found only in Port Blacksand, Lord Azzur's three Leaf Beasts guard his fabled Black Lotus flowers, turning



from bushes into a ravening lion, tiger and leopard when needed.

Man-Orc: Humanoid - 1 or 2-12 met - Neutral-Unfriendly - Average-High - SKILL 8 STAMINA 6 - Weapon

Solitary offspring of Orc and human, shunned by most but sometimes living in isolated villages.

Mucalytic: Monster - 1-2 met - Unfriendly-Hostile - Average - SKILL 8 STAMINA 9 - 2 Attacks - Large fists plus poisonous gas

Sewer-dwelling trunked humanoids who can exhale a fatal gas at opponents; the smell from their disgusting lair reduces any combat SKILL by 2 points!



Pit Fiend: Reptile - 1 met - Unfriendly - Low - SKILL 12 STAMINA 15 - 3 Attacks - Large claws and Large bite
A 10-metre-long, giant biped lizard, often kept for the highlight of a gladiator's career!

Poltergeist: Undead - 1 met - Hostile - Average - SKILL 9 STAMINA 0 - Anything to hand

An invisible spirit trapped on the Earthly Plane, an angry Poltergeist will throw or wield anything to hand; cannot be harmed except by certain Priest spells.

Rhino-man: Humanoid - 1-3 met - Neutral-Unfriendly - Average - SKILL 8 STAMINA 9 - Weapon

Tough-skinned, rhinoceros-headed humanoids, usually found in warmer southern climes in service of Evil leaders.

Shapechanger: Humanoid/monster - 1 met - Neutral-Hostile - High - SKILL 10 STAMINA 10 - 2 Attacks - Large claws

Usually a spiny, Lizard Man-like creature, may take any humanoid form when snatching a solitary person to eat (changes back to usual form to attack).



Slime Eater: Monster - 1-3 met - Hostile - Low - SKILL 7 STAMINA 11 - 3 Attacks - Large claws and Large bite

Massive, sewer-dwelling, blubbery, roughly humanoid monstrosities.

Giant Snake: Reptile - 1 met - Hostile - Low - SKILL 7 STAMINA 11 - Very large bite

Statistics given are for a 15-metre-long snake (add 1 SKILL and 3 STAMINA for every extra five metres above this). Two hits in a row mean that the snake has swallowed its opponent.

Poisonous Snake: Reptile - 1-6 met - Unfriendly - Low - SKILL 5 STAMINA 2 - Small bite (+2 for poison)

Snakes are found virtually anywhere, though normal-sized ones will in general attack only if harassed.

Sewer Snake: Reptile - 1 met - Hostile - Low - SKILL 6 STAMINA 7 - Large bite

These grey-brown, five-metre-long serpents favour dropping on to their prey from above.

Spirit Stalker: Undead - 1 met - Hostile - High - SKILL 10 STAMINA 8 - Burning touch (2 points)

Pallid, ghoulis, decaying human, this spirit is hurt only by silver weapons or magic.

Vampire: Undead - 1 met - Hostile - High - SKILL 10 STAMINA 15 - 3 Attacks - Large fist or weapon

A Vampire's hypnotic gaze needs a successful Test for

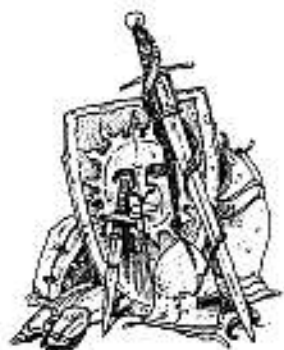
Luck to avoid. If hypnotized, victim will be bitten; if bitten on three consecutive nights, the victim too is now a Vampire. It is hurt only by silver weapons (which can't kill it), some powerful magics, a stake through the heart or exposure to direct sunlight. Vampires can turn into a bat at will.

Wererat: Humanoid — 1-2 met — Unfriendly-Hostile — High — SKILL 8 STAMINA 6 — Small claw

Unlike other Were-creatures, Wererats are fairly sociable. In rat form, they have a keen sense of smell and possess *Dark Seeing Skill*.

Wight: Undead — 1 met — Hostile — Average — SKILL 9 STAMINA 6 — Large fist

This mad-eyed, rotting, undead being can suck the life-force from an opponent, removing 1 SKILL point for every 3 successful hits on an adversary.



TOWN AND CITY ADVENTURING

Now that the Director (that's you) has conjured up this wonderful village, town or city, the next step is to bring the Heroes in to wreck — whoops, experience — it in all its glory.

If the setting has been created for a specific adventure, and this has also been written, nothing more need now be done other than to run it.

If the settlement is designed to be the base for the Heroes, and for the campaign, you (as Director) will need to take a little more care and go into a little more detail. This is because the invariable first reaction of all Heroes is to treat the town or city as if it were an open-air dungeon. They will run around attacking anyone who cheats them, bumps into them, or simply looks 'a bit funny'. If there is any sense of reality in your world, then quite plainly the moment they try this on anywhere with even the smallest contingent of town guard or militia, they will be run out of town or arrested, thus ruining all your hard preparatory work.

The best way to ease your Heroes into the setting you have built for them is to create an adventure which takes them to the village, town or city, and then allows



them gently to start to interact with it. Make it a condition of their stay that they find rooms at an inn to spend the night, then for a few nights, then for a few weeks. Make them buy meals or go on shopping trips, introduce them to a couple of characters (a landlord, say, and a fairly trustworthy fellow-adventurer who knows where interesting jobs can be found). The Heroes – and their players – will obviously feel a little disorientated at first, not knowing where anything is. Feel free to throw your rough map on the table and let the players examine it while you point out the main features and add some words of description – though you may also insist that the Heroes go to a map maker to buy their own copy!

Continuing Plotlines

Once you have run a first adventure in the place, others should soon follow as a matter of course. In our experience, people who were minor Extras in the last plot always seem to be turning up at the Heroes' door in

desperate need of help in the next. City authorities – always led by that really infuriating captain who seems desperate to make the Heroes' lives a misery! – are continually turning up on some pretext or other to harass the Heroes with new taxes designed to bankrupt them. Even worse, accusations can be made that their meddlesome exploring beneath the streets of the city in a previous adventure has somehow awoken something very nasty in the sewers!

Even if you don't have a tie-in to a previous adventure to follow up with, there are plenty of ways to plunge the Heroes into the thick of things with the minimum of effort. The walls of city taverns and the various guilds are plastered with handwritten signs saying: 'Help wanted for dangerous mission. Generous reward. Apply ...' Truly astonishing numbers of strange-looking people stagger up to Heroes in the street and collapse in their arms, with a dagger in their back and a strange parchment in their hands. And if you are really stuck for an idea, why not suddenly present the Heroes with a bill for their weeks of lodging and meals in their tavern base – and then suggest a few ways for them to go out and earn some money to pay this.

As for adventuring ideas, well there are plainly hundreds to choose from, and we are sure that several are already suggesting themselves to you. If you need a few hints, however, you will find a number of storylines in *Dungeoneer* (page 378) and a whole crop more at the end of the next chapter in this book, in which we go into great detail about one particular city: the legendary Port Black-sand!

3. PORT BLACKSAND

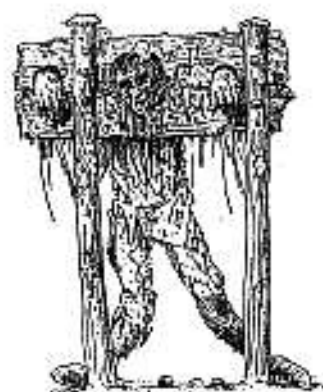
This chapter has two aims: first, to provide a base for the Heroes, in a setting where adventures may be only a few metres away; secondly, it shows how a Director can go about designing and detailing a living, breathing town or city, even one the size of Blacksand. Of course, we certainly don't expect a Director to sit down and design anything the size of the City of Thieves just like that; but all the principles of this large settlement apply to smaller places, and there are many sections, Extras and situations which can be borrowed for your own settings.

A BRIEF HISTORY

Port Blacksand is not known as the City of Thieves for nothing. Sitting at the very point where the Catfish River meets the sea, like an open sore on a dying leper, it is home to every pirate, assassin, thief, brigand and general evil-doer for hundreds of leagues around. As you will know if you have studied every true adventurer's handbook, *Titan*, Port Blacksand is ruled by the evil Lord Azzur; it is built upon the ruins of a much larger ancient city called Carsepolis. The following list summarizes the most important dates in the city's history.

1408 OT After wandering the Pagan Plains for many years, Cares Stormchild settles his tribe at the

mouth of the Catfish River. He later bridges the river, and later still builds a wooden stockade around the growing settlement.



- 1574 OT Cares-town is a thriving walled town, but after a split in its ruling council, the heir-less King Cares Whitewolf is poisoned. The town is ruled by stewards, until a descendant of the royal family can be found.
- 1601 OT King Coros Sword-breaker reappears to claim the throne, and founds the long-running Dynasty of Swords.
- 1649 OT The treaty of Coros III divides Allansia into a number of kingdoms, the largest being Allansia itself, ruled from Carsepolis, now a city and port with wide streets, a seat of culture and place of protection.
- 1735 OT The sorcerer Yannisara, a pupil of the Archmage Erridansis of Salamonis, founds his school of wizardry in Carsepolis, teaching

eager students the miraculous new sorcery. His first pupil, Solos, is employed as court sorcerer to Coros VII, also known as Coros the Mystic.

1962 OT Chaos is loosed upon the world from its prison in the Dead City in the heart of Khul.

1998 OT Tainted with Chaos, evil armies of Orcs and Trolls instigate the War of the Wizards with an assault on Goldoran, the northern capital. After a quick victory, they march south into Allansia.



1999 OT/ After being held back in the Trolltooth Pass
o AC by the soldiers of Salamonis but reinforced by Dark Elves and Orcs from the Moonstone Hills, the Forces of Chaos turn their attention on Carsepolis. After a costly defensive action which holds the walls for fifteen terrible days, the battle is won by its defenders after the arrival of Dwarf and Elf reinforcements.

Carsepolis is tainted by Chaos, its ruins wandered by the ghosts of the dead. It is abandoned to the vultures, its surviving people given shelter in Salamonis.



121 AC The ruined dock areas of ancient Carsepolis start to be used as shelter for pirates and brigands. As more ruffians and evil-doers use the place as a hideout, it slowly but surely becomes a thriving community once more.

171 AC The self-styled Prince Olaf Twohorse (originally a pirate chief called Eril Shaker) proclaims himself leader of Blacksands Town. Under his leadership, walls are constructed and many new buildings start to be built on top of the ancient ruins of Carsepolis.

192 AC Twohorse founds the prison colony on Fire Island to cope with the great numbers of criminals sentenced under his harsh laws.

201 AC Twohorse is deposed and murdered by a rival pirate known as Daggerface.

202 AC Daggerface dies in a knife fight, and is succeeded by his killer, Jonjo Ruby. Three months later, Ruby is herself killed, poisoned by a jealous suitor.

204 AC Port Blacksand remains leaderless for two years, before power is seized by Marak Greysteel, a northern barbarian chieftain famed for his proficiency with a sword.



211 AC Greysteel is deposed by Baron Illios Valentis, a merchant turned ruthless pirate captain. He encourages stable growth and trade, and (in 219) establishes the city militia under the command of his brother, Drakna. Port Blacksand grows prosperous, but remains irredeemably corrupt.

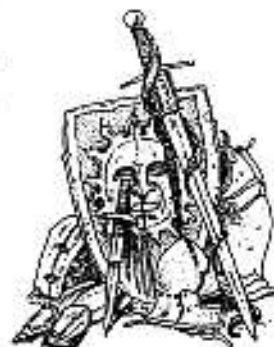
239 AC In the city of Arion in far Khul, a sixteen-year-old boy named Varek Azzur is initiated into the cult of Kukulak by having the god's runes burnt into his flesh. He flees the city on a merchant ship, and then joins a new crew

when it is attacked by pirates. Azzur quickly rises to become second-in-command.

248 AC Azzur's own galley, the *Face of Chaos*, sails into the harbour at Merluk in broad daylight and empties three ships of their precious cargoes. Over the next six years his flag becomes feared the length of Allansia.

252 AC After his agents have poisoned the head of Valentis's militia, Lord Azzur sails the *Face of Chaos* into Blacksand harbour, then blockades it with other pirate ships, while a land force assaults the city walls. In four brief, bloody hours Baron Valentis is deposed and Azzur rules. The baron is hanged from the highest tower of his palace, which is then torn down.

254 AC Lord Azzur's new palace is completed and dominates the haphazard skyline of the city. Attracted by the new reign of evil, wrongdoers flock from all over Allansia to join in. Many – including Ogres and Trolls – are enlisted into Azzur's élite black-clad City Guard.



- 257 AC Azzur first institutes what becomes an almost annual event, when he celebrates the New Year by executing several of the city's most prominent citizens and their riches are given away to the poor.
- 258 AC Several of the now rich citizens from last year's poor are killed in this year's charity executions.
- 277 AC The Good sorcerer Nicodemus 'retires' to Port Blacksand for obscure reasons, secreting himself in a small dwelling beneath the Singing Bridge.



- 279 AC According to popular legend, the thief Drogo Widemouth manages to creep into Lord Azzur's bedchamber to see what his face really looks like. He is never seen again, though his rings turn up on a severed hand pulled from the river, and an arm bearing a tattoo very much like one Drogo had is found in the



- gutter outside the reputed headquarters of the Thieves' Guild.
- 284 AC The present day. Azzur occasionally ventures from his palace, but is always hidden inside his ornate coach and with his face and body swathed in black robes to hide his ritual scars. His impromptu taxes continue to frustrate his citizens, and his City Guard are ruthless in imposing his laws.

THE CITY DISTRICTS

Port Blacksand is divided into a number of areas, each with its own individual character. The districts aren't really official designations, but every Blacksander knows which part of town he is from, and looks up to or down on the inhabitants of other areas. We'll go through each of them in turn, providing a more comprehensive street-map and detailing some of their features as we go. Note that we haven't attempted to fill in every last detail concerning each building and its inhabitants, nor have we provided any facts and figures for anyone. Instead, we've provided notes on some of them, both important and trivial, while leaving others for you to fill in yourself



as you include them in adventures, if necessary using the guidelines and Tables given in the last chapter.

Most of the buildings in Port Blacksand are fairly old, and look even older from having to withstand the storms which occasionally sweep in from the sea. Their architecture, if one can call it that, favours overhanging upper storeys and many strange decorative follies like towers, bridges and interconnecting passages high above the ground. They are painted in all manner of colours, and signs or models hang outside most shops, indicating the nature of their business. Main streets, and especially those leading to the city gates, are generally ankle- or even knee-deep in mud and horse droppings (to determine just how deep the mess is, see the note on Blacksand weather later).

Back streets, especially in the older parts of town, tend to be cobbled, and steps make it difficult for carts and carriages to progress up some of them. Each district – apart from Garden District – has its own detachment of City Guard, who patrol the streets from a blockhouse (marked on the individual district maps which follow). We have also marked some warehouses on the maps, along with taverns and temples; others may also be present if the appropriate dice rolls come up.

Harbour District

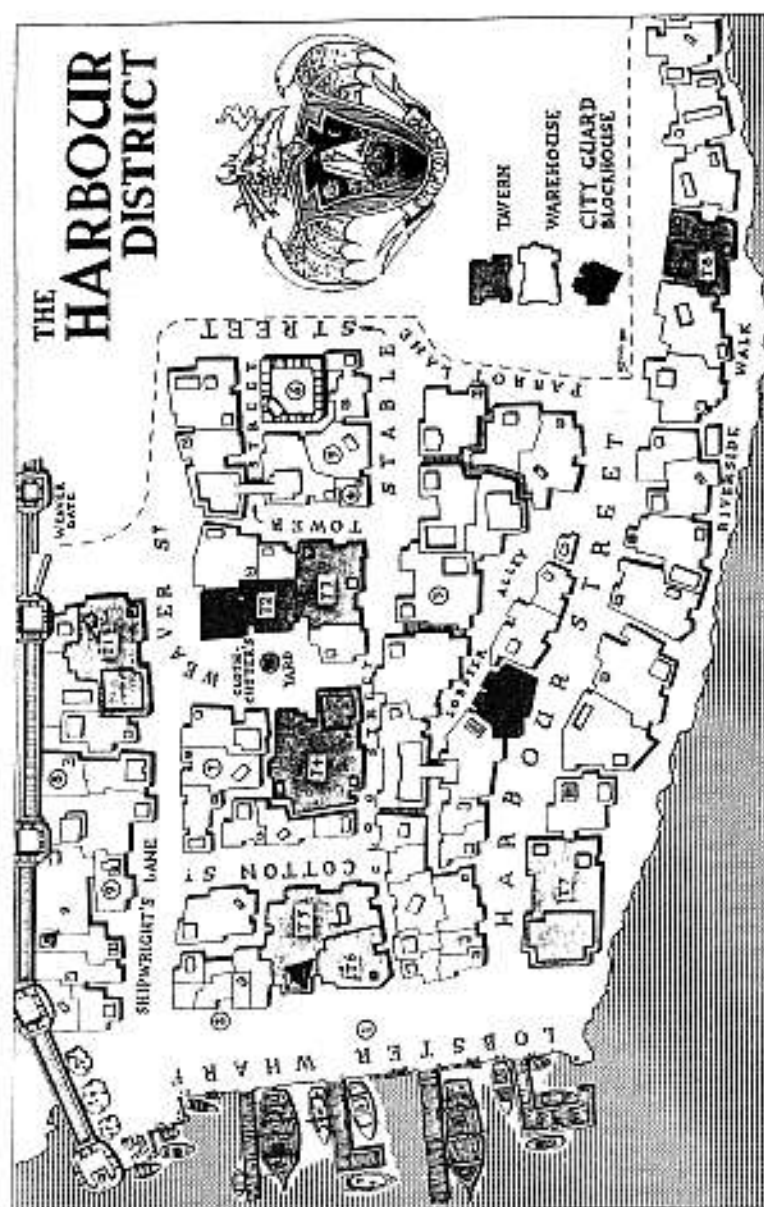
This is the oldest part of Port Blacksand. Its streets are winding and narrow, and its houses look very ancient and weather-beaten. In some streets the upper storeys

overhang the road and shut out the daylight. (The district qualifies as 'Poor' when rolling on the Businesses Tables in the last chapter.)

1. *Lobster Wharf*. The Catfish Reach is sheltered slightly from the open sea by the northern headland, making a natural harbour. There are always half a dozen or more pirate galleons and galleys at anchor here, except in the summer months, when they will be away, harassing merchant ships in more southerly waters. Trading ships also call in on their way to the open sea or upstream to Fang, Zengis and beyond. Among the most notorious ships that call here are the *Black Swan*, the *Swordfish*, the *Dancing Dolphin* and Lord Azzur's own magnificent *Face of Chaos*. At the far northern end of Lobster Wharf, where the smaller fishing boats pull in to unload their catches, there stands an immense iron anchor, said to have belonged to a trading galley from ancient Car-sepolis.

2. *Fishermen's Cottages*. Along the east side of the wharf runs a cluster of rickety single-story cottages, home to many of the fishermen who risk their lives on the high seas every day. On fine days, the fishwives sit outside their homes, weaving nets and repairing lobster pots.

3. *Mariners' Guild*. The outside of the guild house is decorated with ivory carvings made from whales' teeth and showing various scenes of maritime adventure. The ground floor is made up of offices which handle the daily business of the guild, while the dormitory rooms on its first and second floors can sleep more than 100



sailors on shore leave. (See the section on 'People and Powers', below, for more details about the guild.)

4. *Erethrim's Candle Shop*. The Elf who lives here sells candles of all shapes, sizes and colours, including some magical ones that can induce visions, knock out or hypnotize people who see them. The proprietor, Galor Erethrim, lives above the shop.



5. *Ben Borryman, Silversmith*. As well as the standard range of jewellery and tableware, Borryman often undertakes commissions for more unusual items, and is the ideal person to make a silver sword or arrow for taking care of that difficult Werewolf! Borryman and his family (wife, two grown-up sons and one teenage daughter) live above the shop, leaving a huge hunting dog on guard in the shop at night.



6. *Eagle Tower*. The ornately decorated tower which rises from the hillside to loom several decametres above the surrounding buildings is in fact the protruding top half of an even taller tower which once housed a beacon to guide mariners safely into Carsepolis harbour. It is now home to Shareela, a reclusive woman who keeps her huge collection of birds in the top levels of the tower. The eagles which give the tower its current name, and other hawks, can sometimes be seen swooping around its eaves, and from time to time are rumoured to carry off small children.

7. *Eltan, Tailor*. The oldest, and still the best, cloth maker and outfitter in Port Blacksand. Eltan himself has now retired to somewhere safer, and the business is run by his two sons, Oltan and Ultan. Clothes made here are very expensive, but they fit perfectly and last a lifetime. The brothers live above the shop with their wives and seven children.

8. *Jimmy Quicktint, Tattooist.* The self-proclaimed 'Best Tattooist in Town', Jimmy is a big, jovial ex-sailor who learned his craft in Halak while sailing with the notorious Captain Bartella. Tattoos cost 5-50 Gold Pieces, depending on their complexity. Quicktint lives in a couple of rooms behind the shop.



9. *Harbour-master's Office.* Port Blacksand's harbour-master, Eril Gor, is a crusty old ex-mariner, whose rolling gait is due less to his years at sea than to his wooden left leg. Gor presents himself as a scrupulously honest officer of the city, replying to any who ask, 'No amount of gold or silver can persuade me to allow goods into or out of this city without paying the proper duty.' Instead, he demands a set fee of 5 per cent of the goods themselves, which are then disposed of by Gor's many contacts round the city.

Inns and Taverns

T1. *The Mermaid Tavern.* This busy alehouse's cellar hides a secret entrance to the sewers, which in turn lead down into the ruins of ancient Carsepolis. Landlord Larny Rognar charges 20 Gold Pieces for an adventurer to set out down into the depths (and has sometimes been known to charge another 20 GP to let them out again!). The tavern is of Average quality.

T2. *The Eye of the Needle Tavern.*

T3. *Gashanka's Tavern.*

T4. *Valentis' Bane Inn.* A favourite with the nastier pirates. Its name refers to Lord Azzur, and his coat of arms are depicted alongside the *Face of Chaos* on the sign outside. (Awful quality.)

T5. *The Vulgar Goblin Inn.*



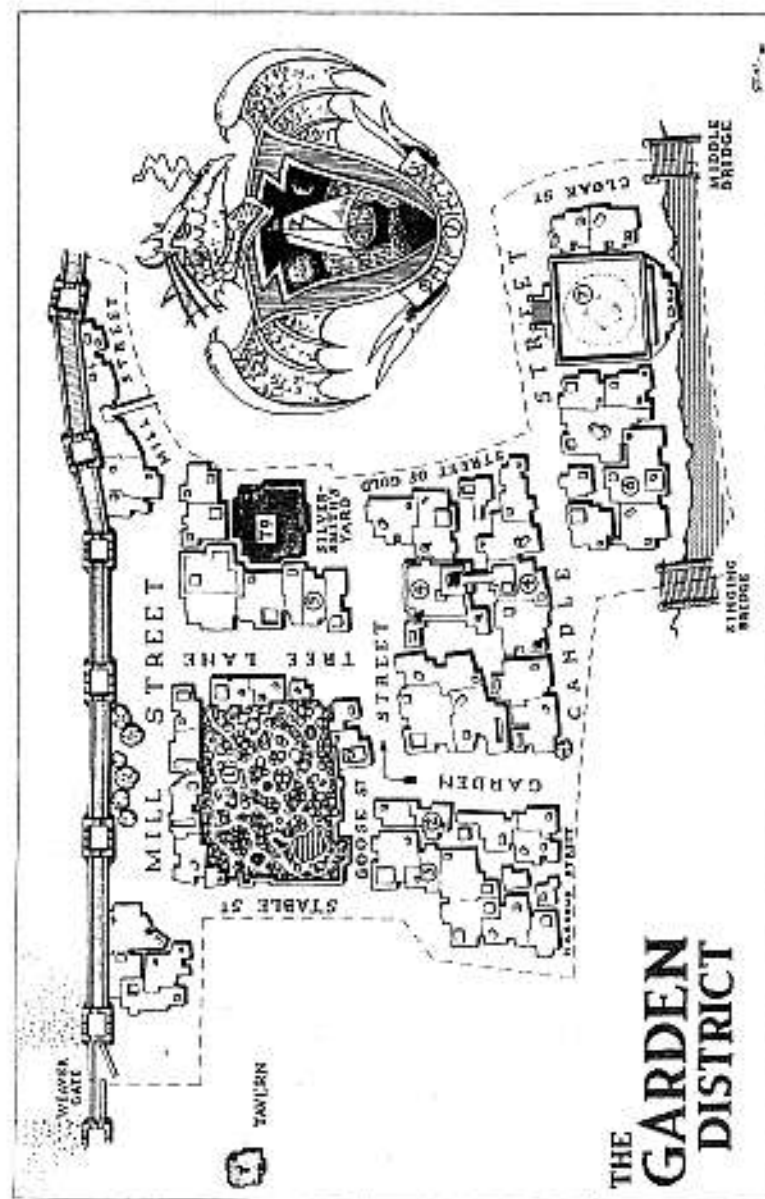
T6. *The Hemlock Tavern.*

T7. *The Black Lobster Inn.* Being one of the inns nearest to the harbour, it is always full of drunken pirates and other mariners celebrating a successful voyage, and clever professional gamblers and pickpockets taking their new riches from them. Adventurers and other travellers looking for passage to other lands are also regular customers. The permanently half-drunk landlord, Halron Allierté, is only a temporary manager, looking after the inn for its owner, his uncle Guidon, who also owns places in Rimon and Halak. There is a floorplan of the Black Lobster, together with further notes, in *Titan*. (Poor quality.)

T8. *The Dagger Tavern.* Apparently a quiet, orderly public house, it is in fact a front for a major smuggling operation run by the Merchants' Guild, who bring in expensive goods at night in order to avoid paying Azzur's crippling import taxes. The small front bar is the only part of the establishment where the public are allowed, a rule enforced by the immense landlord, Doric Sandwasp, and his two Troll bottle-washers. (Fair quality.)

Garden District

Named after the large public gardens which dominate the area, this is a wealthy district of mostly private houses, though some of them also serve as the offices of a number of professional people, such as musicians, artists and court officials. ('Wealthy', when rolling on the Businesses Tables.)





1. *Public Gardens.* Baron Valentis had the gardens built as the first stage in a plan to create a country estate in the middle of the city. However, his plans for an imposing stately home were rudely dashed by the arrival of Lord Azzur, who now uses them to house his fine collection of rare plants from around the world. At the very centre of the park, reached by following any one of the many twisting paths, is his pride and joy, four examples of the incredibly rare Black Lotus, guarded by his infamous, magical Leaf Beasts. Admission to the gardens is 1 Gold Piece, though visitors are warned that they enter at their own risk; the long grass and thick bushes often conceal footpads and armed robbers.

2. *Dietrich Zuvember, Alchemist.* Recently suspended from the Sorcerers' Guild for transforming the beard of its vice-master, Stirk Cuckling, into a nest of snakes, Zuvember exemplifies every cliché of the crazed old alchemist. Usually to be found staggering from his smoke-filled laboratory after yet another failed attempt to turn lead into gold, fish into cows or silk purses into

sows' ears, he has long since stopped bothering to wash himself, tidy his shock of hair or patch his singed clothing. Occasionally he will manage to enchant a magical item for someone, but there's no guarantee that the item will perform as requested.

3. *The Serpent Queen.* After suffering terrible cruelties at the hands of the sorcerer-priests of the Caarth of the Desert of Skulls, this nameless woman has been left with the head of a giant serpent! She now lives in Blacksand, surrounded by finery supplied by the patronage of Lord Azzur himself, who seems to have taken pity on her. She is a witty conversationalist, but has a terrible temper, and rumours abound about the numbers of retainers she has killed. Other whispers say that Azzur would pay dearly to have her transformed back into a whole woman again — why, the lucky person who did that could probably name his own reward! (For more information on the Serpent Queen, see *Out of the Pit*.)

4. *The Sorcerers' Guild.* The bizarrely shaped headquarters of the Most High Amalgamated Guild of Spellcasters, Sorcerers, Magicians, Prestidigitators, Illusionists, Necromancers, Sages, Witches, Wizards and Warlocks is a wonder to behold. It looks very much as if



it was designed by an insane, cross-eyed architect while under the influence of some strange, illegal substance, and features a great many spires, towers, flyovers, overhanging balconies, buttresses and domes. It is also split into two buildings, linked by a wide bridge: the smaller half is the home of Lord Azzur's court magician, Duramax Frogshaper, and his laboratories, the location for many frightening experiments; the larger building houses several dozen apprentices, classrooms and (on the top two levels) the library, which contains many tomes rescued from the ruins and dating back to the time of the Age of Wizards.



5. *The Great Garolon, Artist.* Formerly the court artist of the Baron of Shazaar, Garolon was banished after painting a very unflattering portrait of the Baron's daughter (in which she was indistinguishable from the horse she sat upon!) and has lived in Blacksand for five years. He has thrown himself into being a 'proper' artist, being a drunk and a womanizer, and sporting a long beard and a

paint-spattered smock. He will paint portraits or other pictures for anything from 10 to 10,000 Gold Pieces, depending on whether he likes the person (fellow drunkards always get their pictures painted cheap!). On fine days his current mistress sells his pictures and artist's materials from a stall outside his studio.

6. *Mr Alden, Thief for Hire.* This large, elegant house with a pleasant riverside aspect is home to Port Blacksand's most successful thief. Although registered with the Guild of Thieves, he plays no part in their murderous hierarchy, and takes only those jobs which provide him with a decent challenge. Clients are usually recommended for his extra-special services by a discreet friend, who instructs them to ring four times on his doorbell at exactly a quarter past eleven at night. They will be met by Alden's silver-haired butler, who tells them that 'the master' is not at home but, if they will tell him all their details, he will pass them on. Of course, this is really the thief in disguise; if the job seems acceptable, he will reveal himself. He works for a flat rate of 30 per cent of the profits and will not steal anything that he cannot carry on his own. His careful planning and high success rate have made Mr Alden a legend among thieves.

7. *Sports Arena.* This large stadium, in the form of a square surrounded by tiers of stone seats, is the venue for many regular and special sporting events. Once or twice a week it plays host to gruesome gladiatorial contests, featuring duels and man-versus-monster battles. The stadium also puts on games of Bays' ball, Dwarf tossing, Pixie throttling and – an especial favourite – Shoot the

Apple off the Goblin's Head (more popularly known as Completely Fail to Shoot . . .). Entrance is usually 1 Gold Piece per person, though some games are free.

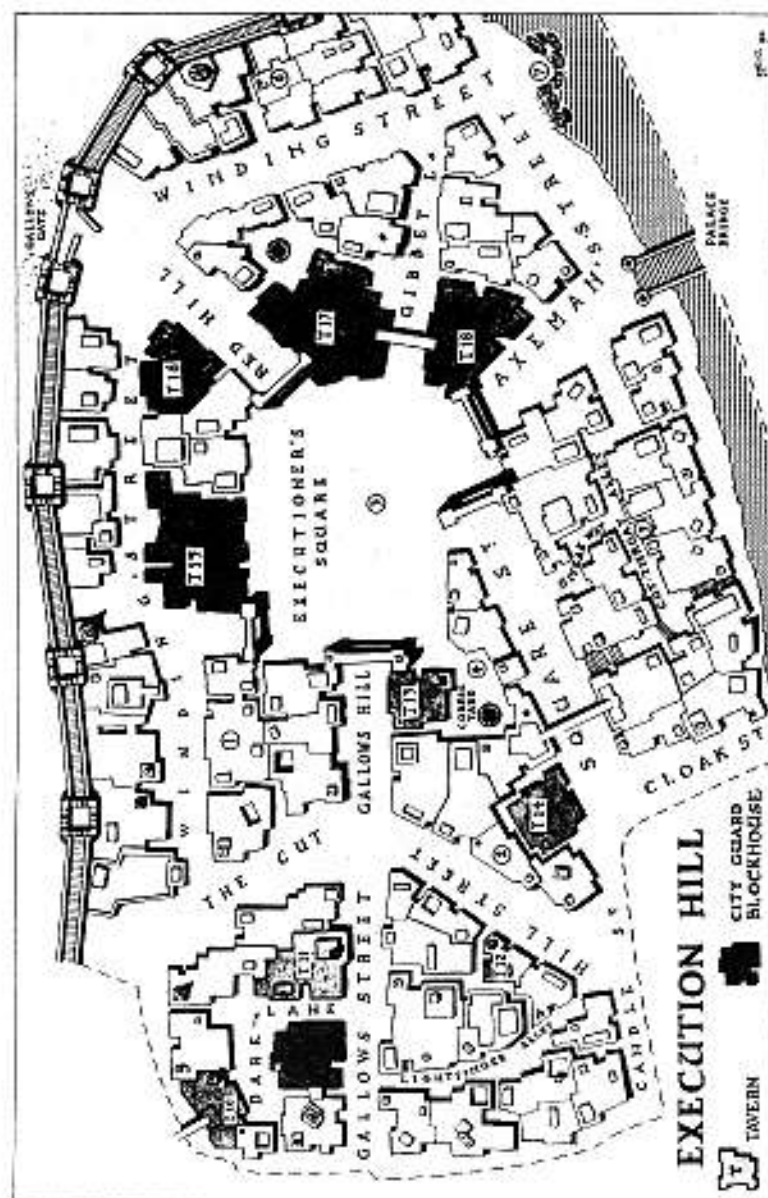
Inns and Taverns

T9. *The Silver Coin Tavern*. The sole drinking establishment in Garden District is a very refined place, which doesn't actually sell anything as 'common' as beer. Instead, they offer a wide range of fine wines, meads and a whole host of exotic spirits, imported from the twelve corners of the world. Prices are very expensive, as one would expect, but the clientele is select and the conversation witty and intellectual. The private saloon at the rear of the bar – admittance restricted to certain close friends of the owner, Julius Oftran – is where many of the most daring crimes in the city are meticulously planned. (Great quality.)

Execution Hill

At the top of Gallows Hill, at the centre of this district, stands the bleak, windswept square which gives the area its name. Some of the buildings perched on the quite steep hillsides are becoming unstable, and occasionally an ageing beam will snap and a top floor will crash down into the street below. On the southern side of the hill, the buildings are packed more tightly together and roads can turn into steep flights of steps before a cart-drover knows it. (This district is 'Poor', if rolling on the Businesses Tables.)

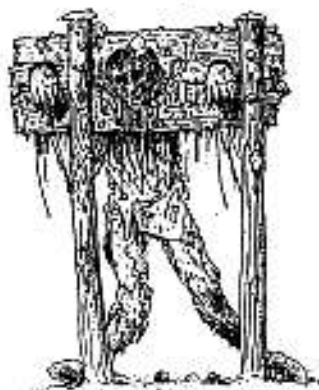
1. *Tradesmen's Guild*. Within this imposing slab of a



building one may find representatives of all the various tradesmen and craftsmen who try to scrape a living in Port Blacksand.

2. *Carulus the Grey*. Carulus and her sons run a thriving undertaker's business. Indeed, trade is so good she has two other branches, in Needle Alley and the Street of Knives. They all provide ceremonial burials, burnings and mummifications, handled with rare tact and sympathy, at a range of competitive prices to suit all social classes.

3. *Executioner's Square*. From whichever direction one arrives, this ghastly place has to be entered by passing under an arch, decorated with the remains of the most recent recipients of the square's particular form of recreation. Various gibbets and chopping blocks stand round the square, and its cobblestones have a permanent red-brown stain. Executions take place every few days and



are always popular, though they do attract different sorts of crowds according to the method being used (see *Crime and Punishment*, below).

4. *Corpse Yard*. The well in aptly named Corpse Yard is currently blocked up because three nights ago a street urchin, while trying to retrieve a coin he had dropped, discovered a mass of bodies at the bottom. Seventeen have been retrieved by the City Guard so far, each killed in a different way. A large Troll is now on guard by the well all hours of the day.



5. *Cut-Throat Alley*. This part of town is the heart of the black market. The traders who gather in Cut-Throat Alley and Sneak Way as dusk falls can provide all manner of illicit and stolen goods and just about any service the warped human (and non-human) mind can dream up. However, the traders jealously cling to their own patch, and new faces are made to feel very unwelcome, no matter how exciting the goods they are trying to unload.



6. *Barabam, Professional Murderer.* This fellow is an accomplished swordsman and duellist, and is also high up in the Assassins' Guild. His usual method of killing is to pick a target, arrange somehow for a duel to be called for and, after winning, attempt to collect a fee from those benefiting from the victim's death. He manages to escape justice by carefully arranging it so that matters look innocent or legal, and by liberally sprinkling bribes among the City Guard and magistrates. He is said to be a very wealthy man.

7. *Boats for Hire.* The landing stage at the bottom of Axeman's Street is always jammed with hundreds of small boats which can be hired to take one downriver, even as far as Lobster Wharf. There is a flat fee of 1 Gold Piece per journey, and the oarsmen take no responsibility for any accidents which may happen along the way.

Inns and Taverns

T10. *The Gargoyle Tavern.*

T11. *The Red Lantern Tavern.*

T12. *The Four-toay Cross.*

T13. *The Rat in Hand Tavern.* This unruly place is named after the strange game of chance, invented by its landlord, Hoggwell Hogg. Players bet on the number of starving sewer-rats they think one of them can hold in his or her hand for three minutes. The current record is eight, though the drunken Troll who set it then tried to better his own record and ended up losing his entire hand. (Average quality.)

T14. *Varag's Splendid Alehouse.* This establishment is probably the roughest in the entire city. It is run by the Dwarf, Varag Madhand, a retired adventurer who hasn't lost his enthusiasm for a really good scrap! As a result, fights break out here every night, and the furniture and crockery are always having to be swept up. (Average quality.)

T15. *The Sun and Seven Stars Inn.*

T16. *The Cat and Crucifix Tavern.* Unfortunately, the stomach-turning sign of this den of scoundrels is the first thing many visitors to Port Blacksand see when they step through the gate. The tavern is also home to a large number of con men, who pretend to make friends with new arrivals before trying to steal everything they came with. (Average quality.)

T17. *The Headless Troll Inn.* The rivalry between the landlord, Maxim Vibril, and the host of the inn across the street, the Troll Gobbo Donzo, is such that Maxim

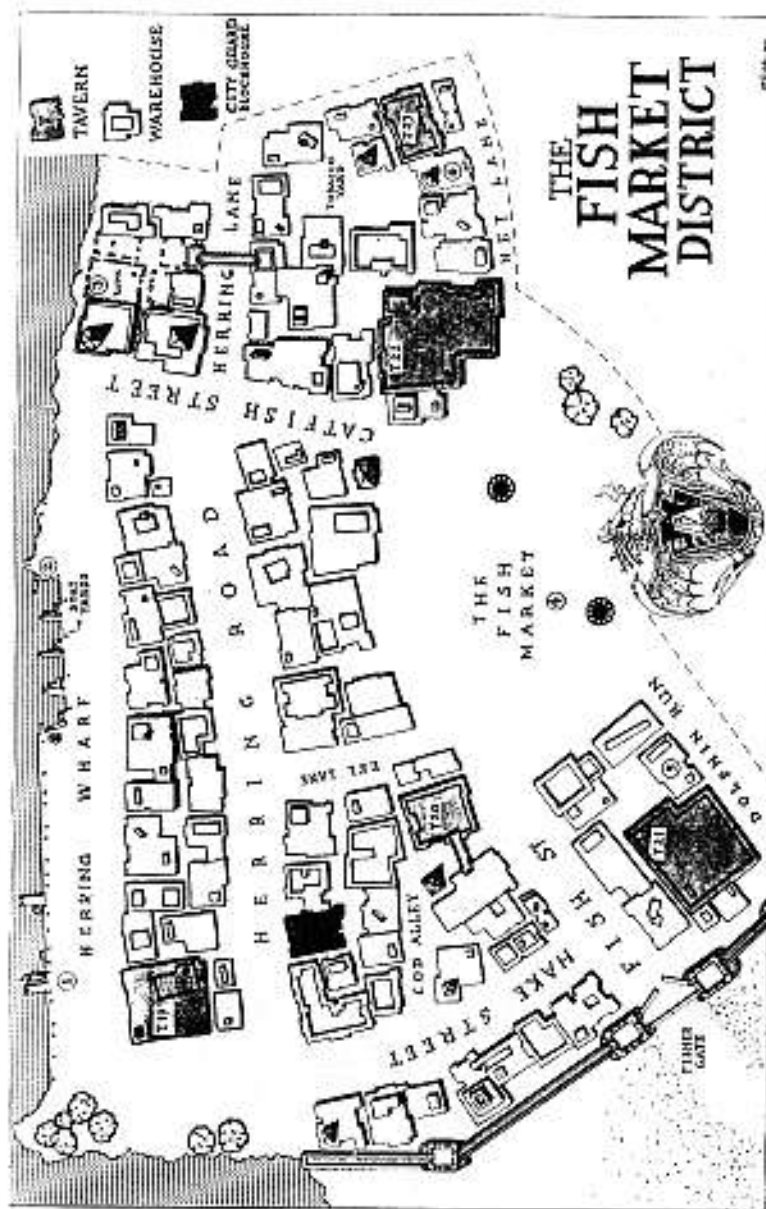
renamed his place (previously it was the Flying Foxbat) and had a very realistic sign painted. Donzo responded by having Vibril's face painted as that of the victim on *his* sign. Since then, any number of mysterious poisonings, fires, floods and infestations have occurred. The regular customers of each inn are very loyal to their host, and on a Seaday night think nothing of rushing across the street to knock a few heads together. (Fair quality.)

T18. *The Laughing Axeman Inn*. See the Headless Troll Inn, above. (Fair quality.)



Fish Market District

The pungent stench of raw fish hangs over this part of town; when it is foggy, the smell somehow gets even worse. Most of the buildings near the wharf are warehouses, piled high with exotic goods from all corners of the known world. The district is 'Poor' if rolling on the Businesses Tables, but roll on one of the Merchant Businesses Tables if determining the contents of a warehouse.



1. *Herring Wharf.* As well as its pirate and merchant ships, Port Blacksand is also home to a large number of small fishing vessels. Some can be hired to take parties or individuals a short distance up or down the coast, though it's become a tradition among Blacksand fishermen to take the fare then throw the passengers overboard! The south side of Herring Wharf comprises a cluttered row of fishermen's cottages, boatbuilders' offices and workshops, and warehouses.

2. *The Boat Yards.* In the eyes of some observers, Port Blacksand has hit upon a wonderfully circular economy, whereby the pirates rob and then sink someone's boat; then the boatbuilders construct a replacement; this is then robbed and sunk; and so on, until the city becomes the richest place in Allansia, or until the merchants finally realize just what is going on!



3. *Burnt-out Buildings.* The charred stumps of a few wooden walls are all that remain of five buildings which burned down (an act of arson, in fact, by members of the 'Thieves' Guild, for non-payment of protection money).



4. *Fish Market.* Each morning as dawn breaks, Blacksand's fishermen drag their fresh catches off their boats and run with them to the marketplace, where crowds of people are always waiting to buy them. The fishy smell is at its very worst here, and many people unused to it can be seen every day, clutching handkerchiefs to their mouths and staggering away from the area.

5. *Pungent and Stark, Exterminators.* These two strange tradesmen are very adept at tracking down and eliminating vermin, despite (or perhaps because of) the fact that the first is blind and the second is deaf. Their services are very expensive – around 100 GP per room! – but their service somehow manages to keep mice, rats, insects and other nasties from a place they have treated for up to a year.

6. *The House of Masks*. Visorri Peppeto the mask maker earns his living with the aid of an enchanted mould inherited from his grandfather, who was by all accounts a great sorcerer. The mould forms round any head pressed into it and can then produce exact copies in papier-mâché. However, one side-effect of wearing such a mask is that, after two hours, the wearer has a 1 in 6 chance every hour of starting to exhibit some of the characteristics of the creature from which the mask was modelled! Costs: animal masks 1 GP, monster masks 1-6 GP, famous people masks 2-12 GP.



Inns and Taverns

T19. *The Drunken Fisherman Inn*. As you might expect, this inn is decorated after a piscatorial nautical theme, and its clientele are admirably summed up by the place's name. A small tower is built on top of the roof, and from it a burning beacon lights up the night to guide sailors back to port. The beacon cannot be seen from the city. (Average quality.)

T20. *Osric's Arms*.

T21. *The Silenced Watchman Inn*.

T22. *The Pirate's Ghost Inn*. Despite its fanciful name, this building has never, so far as anyone can remember, been haunted. In fact it's a new enterprise, by a speculator called Cozimo Warbler who turned a very plain but comfortable alehouse into a frightfully artificial 'Olde Worlde Sailor's Taverna'. It is only ever visited by strangers to the city; the locals avoid it like the plague – and if he's not careful, Warbler will be going bankrupt yet again. (Average quality.)

T23. *Pipe's Famous Alehouse*. While his wife pursues her own career in flowers (see *Merchant District*, below), Durndle Pipe puts all his hard work into his tavern. The couple haven't spoken or lived in the same house for forty-four years, a condition which both describe as 'very satisfactory'. Mr Pipe can be very embarrassing in female company, and is always sporting blackened eyes and bandages covering wounds received from disgruntled customers. (Good quality.)



Temple District

In Port Blacksand, as happens anywhere, some types of business tend to cluster together. Most of the city's armourers and weapon makers are to be found in the block of buildings formed by the Street of Knives, Cutlass Alley and Dagger Lane. So it is of Blacksand's main temples, most of which are found in or near the Street of Temples. The street itself is wide and quite pleasant (by this city's standards it certainly is), but most of the rest of the area is made up of twisting back streets and alleys. (Use the Merchant Businesses Tables.)

1. *The City Courts.* Prisoners to be tried by the magistrates in the city courts are usually kept in the City Guard blockhouse next door until sent for. There are three courts, served by a collection of seven magistrates, who usually deal out their own form of justice from dawn until dusk, to try to cope with the backlog of cases that always need trying. For more details, see the section on *Crime and Punishment*, below.

2. *Nowhere Street.* This street proudly proclaims its name on a metal arch above its entrance. It is lined on both sides with small booths in which one can play just about any form of gambling game known to man or Dwarf. The booths continue along Forever Lane, the games getting harder to beat and the wagers getting huger all the time. The very last set of booths is decorated in black ribbons: here the truly desperate bet their lives in the hope of miraculous winnings. It is a terrible, inhuman place, frequented by only the lowest of the low.





3. *The Guild of Assassins.* The secret headquarters of the Brotherhood of the Knife, as the guild is known to its members, are hidden behind the innocuous front of a leather tanner's small workshop. In two layers of chambers below ground level, however, the secretive members of this shadowy offshoot of the Thieves' Guild plan to bring their tasks to a satisfactory conclusion.

4. *Jalal Armen, Scribe.* This half-Elven scribe has her work cut out preparing superbly drafted formal documents, for legal pleas, marriages, religious edicts and so on. Her pleas for clemency cost 30 Gold Pieces, but confer a +2 bonus to the die roll when determining the outcome of a trial (see *Crime and Punishment*, below).

5. *Hister Brey, Executioner.* Lord Azzur's official executioner is an over-jolly, violent maniac who frightens his prisoners and the public so much that he is often booed during the ceremonies! He has a terrible sense of humour,

always joking about 'getting a head' and commenting, 'Didn't he die well!' and he mounts the heads of his favourite victims along the front of his house.

6. *House of Pain.* The latest craze among really wealthy Blacksanders is to commission a visit from members of the House of Pain to the homes of their friends. Various degrees of embarrassment and true pain can be supplied, ranging from a humiliating accident with horse manure to a sprinkling of ground glass in the wine or sharp spikes hidden in the seats of chairs. The Assassins' and Thieves' Guilds are apparently investigating this attempt to commercialize their livelihood, since the House of Pain is doing a roaring trade!



Temples

1. *Temple to Dalgalla.* The people of Port Blacksand worship Dalgalla as a holy man and original founder of the Blacksands colony. It is often claimed that prayers to his memory have produced miracles, though these

stories usually prove to be false. (The real man, called Daralaga, was a pirate captain's First Mate; he may have settled in the early colony, but he was never a holy man.)

II. *Temple to Solinthar*. The patron deity of mariners is celebrated in an ornate temple constructed from ivory, coral, shells and old boat timbers. His influence is especially strong among the fishermen and pirates, and his High Priest, the wizened Yuro Furtha, is always called on to bless new vessels being launched in the boat yards.



III. *Temple to Fourga*. The God of Pride is very popular with the ordinary people, for he is what they regard as a 'proper' god: vengeful, punitive and generally superior. His priests preach fire-and-brimstone sermons of quite awesome power, ensuring that the huge domed temple is always full on holy days.

IV. *Temple to Sukh*. Appeasing the God of Storms and Winds is vitally important to fishermen and pirates alike; and being chosen for the annual ritual human sacrifice is actually looked on as a great blessing in some quarters – though only by those who haven't been chosen! The temple is fashioned in the form of a huge boat with its sail full of winds. The mast is a narrow tower from the top of which an acolyte (the 'Voice on the Wind') calls the faithful to prayer every evening, and from where the annual sacrifice is thrown 'into the arms of Sukh', though the god has yet to bother to catch the unfortunate.

V. *Temple to Kukulak*. Lord Azzur brought his personal holy man ashore with him when he settled in Port Blacksand, setting him up in his own temple in Dagger Lane. The building is squat and undecorated, and never appears to be open, though the priests can sometimes be seen striding through the streets in their all-concealing black robes. Sometimes, however, very late at night, the priests of Kukulak gather to praise their master and perform the ritual of burning with prospective new acolytes. Azzur is reputed to attend these ceremonies, though most of the time he receives the High Priest within the walls of his own palace. (For more notes on Azzur and Kukulak's rituals, see *Tilan*.)

Inns and Taverns

T24. *The Hog and Frog Inn*. The biggest inn in the city is run by perhaps the largest man in the city; its landlord, Doloric Cloudscraper, is the offspring of a short Hill

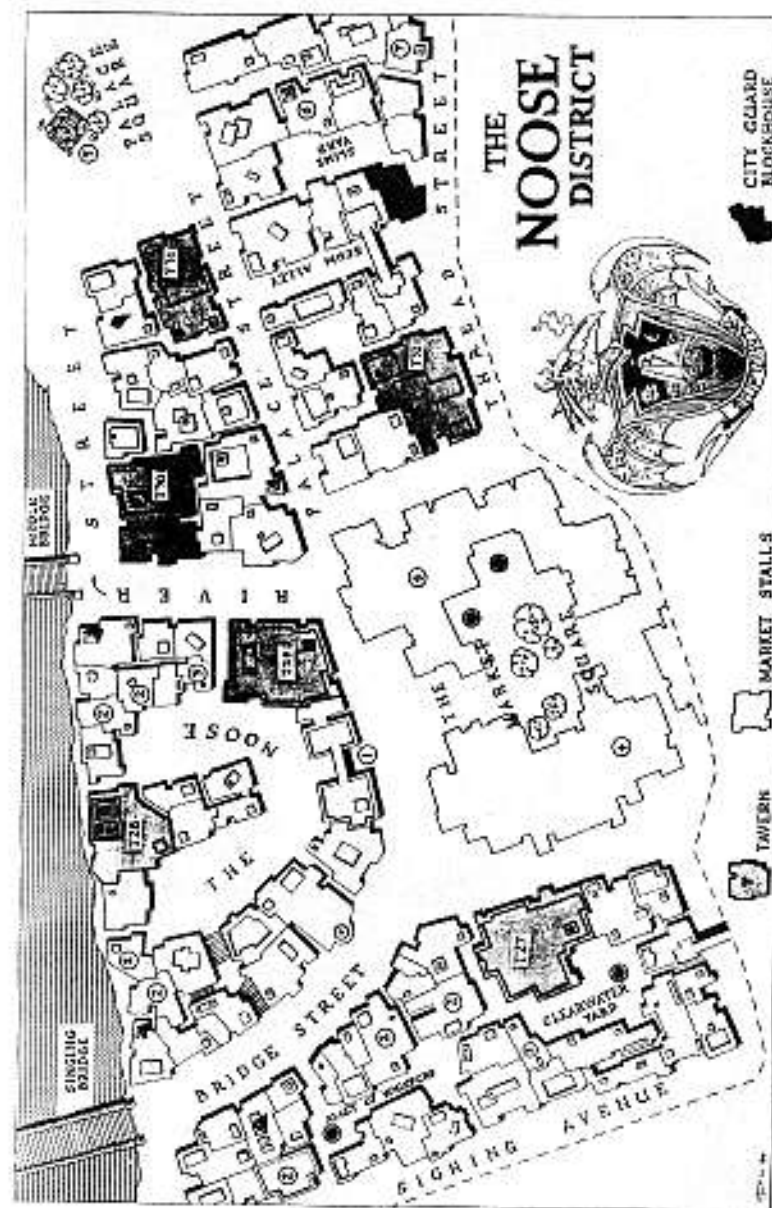
Giant and a human. As a result of his height and girth, everything in the Hog and Frog is larger, wider or taller. The place is of Good quality, is popular and boasts a wide range of clientele. It is divided into a number of halls for eating, gambling, listening to a minstrel or just having a quiet conversation. Stables and bedrooms are arranged round the central courtyard, and at the far end of the building is the Cloud brewery. The ale it produces was originally named after the tavern, but Doloric got tired of all the jokes about its reputed ingredients.

T25. *The Jumping Fish Tavern.*

T26. *Jury's Alehouse.*

The Moose

Proving that the very heart of Port Blacksand is hopelessly corrupt, the central Moose District is most famous as the home of the shadowy but powerful Guild of Thieves. An air of crime and decay hangs over the whole area, and when the wind whistles down Bridge Street past the apparently empty houses it can be a terribly sinister place. There are a great many beggars on the streets in this district, as well as the occasional cluster of shady-looking people hanging around at corners and in alleys, just watching everything that goes on. The Moose is also the site of the Market Square, however; during the day this is always bustling with traders and customers in search of a good deal. (The area west of Middle Bridge is a 'Poor' area; east of River Street, it is a 'Merchant' area.)





1. *Noose Gate*. The low gate into the crescent which gives the whole district its name is always discreetly guarded by a couple of burly thieves. They are there to keep stray sightseers out and to give their bosses advance warning that someone with legitimate business is in the area. Indeed the network of beggars, urchins and thieves is so well organized that very little happens within this district – and in much of the rest of the city – that they don't know about. Note that the City Guard do not venture past Noose Gate without a prior appointment, no matter how urgently they may need to.

2. *The Thieves' Guild*. Those who know nothing about the Guild of Thieves except what they hear in whispered rumours from their neighbours seem to visualize the guild headquarters as a massive black building in the heart of the Noose. In fact, there is no single guild building; instead, the shadowy organization owns at least eight buildings, each of which serves to house different parts of the guild at different times. There are also other unknown places where the different Master



Thieves meet their faceless superiors, and they in turn report to the real head of the guild somewhere else.

Most of the buildings look as if they are used for some other business or have been quite abandoned. Anyone who tries to investigate much closer will soon discover that members of the guild have been watching their every move. Some of the buildings can be entered only from their roof or from one of the many new tunnels which criss-cross below this part of the city. In various buildings, apprentices live and train, qualified thieves meet to exchange information or plan jobs, fence stolen items or make specialist equipment. Far from being run-down, this area may well be the busiest in the city! (For more information on the Guild of Thieves, see the section headed *People and Powers*, below.)

3. *Madame Star's Cottage*. This is the small, run-down cottage of Madame Star, clairvoyant and fortune teller, who is usually to be found practising her art in a small booth in the market square. (See Scene 12 of *A Shadow Over Blacksand!* for more details.)



4. *The Market Square*. A market of some sort takes place in the square seven days a week, though its character changes from day to day. On any particular day a number of traders may be selling livestock, or fancy items like silks and spices, or animals both common and rare. The core of the market, though, is always the same, and indeed many regular traders don't bother to dismantle their stalls at the end of the day's trading. There are businesses of all kinds in the regular market, providing everything from hot pies to poison, hatpins to helmets, and bonnets to boots. There are also a number of 'entertainments', including minstrels, poets and actors, and wrestlers and strongmen who offer to pay a reward to anyone who can beat them (few can).

In the very centre of the market there is a clump of trees, beneath which a number of stocks are set up. These may be filled by 1-6 prisoners at any time. There is also likely to be a number of urchins who are cashing in on the situation, selling for 1 Silver Piece bags of rotten tomatoes, eggs and cabbages (usually scavenged from kitchen floors the previous evening!) to throw at those in the stocks.

5. *Daggerface's Statue*. A couple of years before he was deposed, Baron Valentis decided to immortalize in stone

the various people who had ruled over Port Blacksand before him. In order to raise the money to build each statue, he imposed a crippling tax on food. Only the first one had been built when the people rioted against the tax, and he had to drop the idea. These days Daggerface is looking the worse for wear – and he wasn't very attractive to look at in the first place. Incidentally, Palace Square is also the traditional home of those con men who pounce on newcomers to the city and attempt to sell them the statue, Lord Azzur's palace or even the whole city!



6. *Sinas Stickle, Merchant.* If you need something, anything, no matter how big or small, commonplace or rare, go to Stickle. The merchant is famous for living up to the slogan painted on the outside of his building: 'Whatever you want, I haven't got it – BUT I CAN GET IT!' This is certainly true, for Stickle is prepared to use the services even of adventurers or the Thieves' Guild to obtain especially rare items for his customers. Stickle

charges 20 per cent more for goods than they would cost elsewhere – but then most of his goods cannot be bought elsewhere.

7. *Talimar the Scalper.* Port Blacksand's most ridiculed barber charges very reasonable prices for a haircut, but he always makes such a mess of his customers' hair that they have to wear a hat in public for a couple of weeks thereafter or be ridiculed wherever they go! Luckily, Talimar is much more capable at the other traditional barber's skills: pulling teeth, lancing boils and setting bones. Unfortunately, people don't like to offend him by refusing when he follows a successful operation with: 'Now, how about a free haircut?'

Inns and Taverns

T27. *The Riddling Reaver Inn.*

T28. *The Beckoning Finger Tavern.* No one in his or her right mind ventures into this alehouse without an entire regiment of armed guards or a serious death wish or unless they are arm in arm with a Master Thief! Even the City Guard give it a wide berth, for this is where the cream of the guild meet to plot their nefarious deeds. (Good quality, but the Heroes will be very unlikely to be allowed to drink here!)

T29. *The Dragon's Tooth Tavern.* As detailed in *Dungeoneer* (page 260 onwards), Halim Thrubar's place is a typical adventurer's haunt. Here travellers from all over Allansia can rub shoulders with other strangers and city

folk. Anyone seeking that especially dangerous mission to embark on should find just the thing advertised on a poster on the wall. (Average quality.)

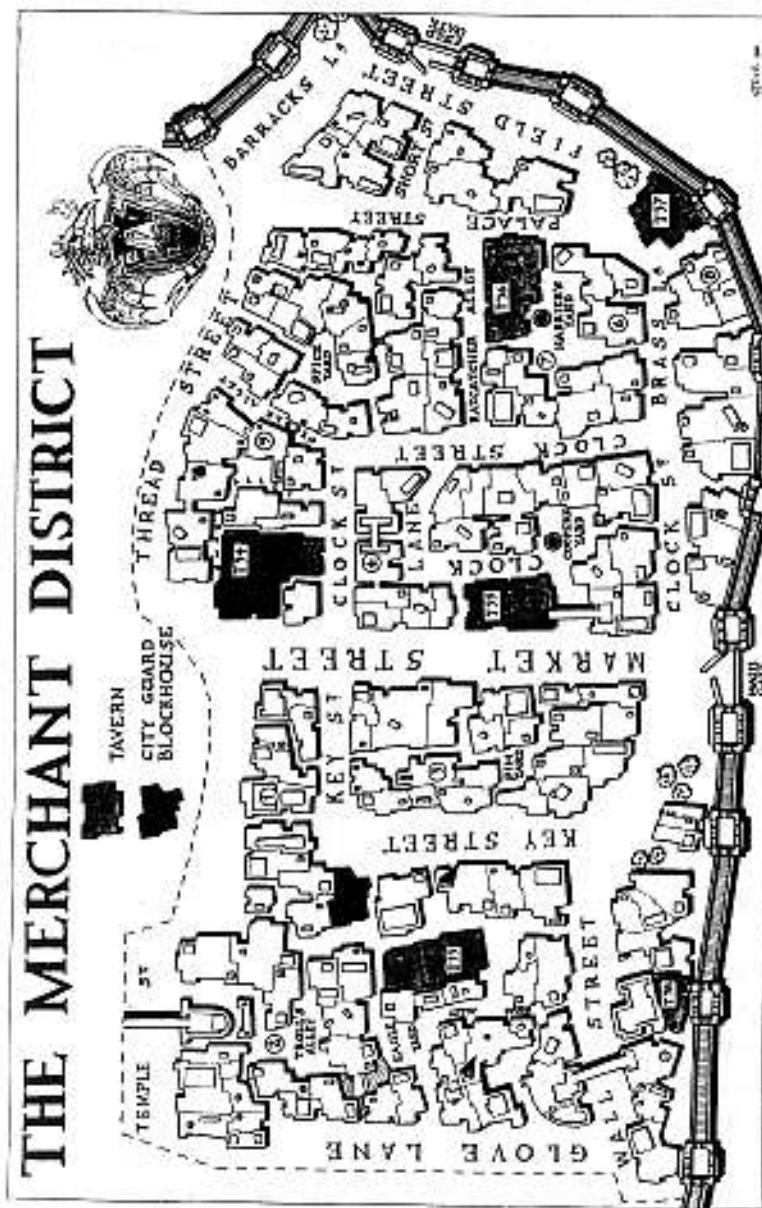
T30. *The Rat and Ferret Tavern.*

T31. *The King's Fingers Tavern.*

T32. *The New Inn.* The oldest surviving drinking establishment in Port Blacksand has always been called the New Inn, despite the puzzled complaints of strangers on learning its history. Because of its closeness to the market, it is a very busy tavern (add two dice when rolling for customers for all times except Night) and its rooms are always full of merchants and farmers. (Fair quality.)

Merchant District

The heart of Port Blacksand's business district runs between the southern side of the Market Square and the city walls. Within this area it is possible to buy just about anything – providing one knows where to go and whom to ask, for there are as many dealers in stolen goods as for legally obtained items. Telling the two apart is often quite difficult. Approaching the royal palace, the small, gloomy shops are replaced by large houses in which dwell some of the city's richest and most devious merchants. (Roll on the Merchant Businesses Tables.)





1. *The Merchants' Guild.* The head of the Merchants' Guild is Mercule Sharatan; she has made her vast fortune from importing spices and salt from places like Arantis. Never one to be called a quitter, she continues to fight for the rights of the shopkeepers and traders she represents, despite the continuing depredations of the Thieves' Guild and Lord Azzur's men. Of course the merchants aren't above a little skulduggery themselves, and it takes tremendous efforts on the part of Sharatan and her supporters to hold the guild's various factions together.

2. *Troll Alley.* There is a part of every large town and city where most of the non-humans live. In Port Blacksand it is round the area known as Troll Alley: here one may find Trolls, Orcs, Ogres and Goblins rubbing shoulders with Dwarves, Gnomes, Pixies and many others, each housed in its own cluster of overcrowded tenements. Of course, with such a volatile mix of races,

neighbourhood relations are always strained, though the City Guard rarely allows them to develop into civil war.

3. *Brakbolden's Bathhouse.* The streets of Port Blacksand being what they are (an open sewer, knee deep in mud and unsavoury filth), what many folk need is a good bath. Unfortunately most of them don't believe in such things, preferring to splash themselves with more and more scented oils and perfumes. For those who do, though, a visit to a bathhouse like Brakbolden's is the best way of getting clean. Here one may rub shoulders with commoners and important city personalities while enjoying a bath, massage or steam treatment under the trained assistance of Brakbolden's helpers. Incidentally, more assassinations take place in the steam room than almost anywhere else in the city.





4. *Pipe's Flowers.* Effie Pipe has run this shop for many, many years, supplying all sorts of flowers to both the wealthy and the poor. Sometimes she will stock rare blooms from distant lands; this could even be a sentient, man-eating plant or a sleep-inducing Lotus. She is the wife of Durndle Pipe, landlord of Pipe's Famous Alehouse in the Street of Knives (see that entry, above, for further details).

5. *Arlob's Emporium.* This shop is piled from floor to ceiling with all kinds of exotic items, ranging from the rarest and most expensive to the totally worthless. If one can't find something anywhere else in the city, chances are that Arlob will have one buried somewhere in his shop. The trouble lies, of course, in finding it; this could take from a few minutes to several months! Arlob himself, a small, snake-like man, never joins in his customers' search. If they do find something, he tends to make up a price on the spot; the Director should roll 7 dice and subtract 6 from the final result to give Arlob's price in Gold Pieces.

6. *Mercenaries' Guild.* Whether you want to hire a single bodyguard or an army 10,000 strong, the place to approach is the Mercenaries' Guild. The guild has been petitioning Azzur for many years to make it compulsory for all adventurers living in the city to be members (and, more importantly, to pay their fees!). Blacksand's ruler is mistrustful of the guild, however, suspicious of the existence of a large number of warriors who could be hired by one of his enemies. Besides, he would rather tax the adventurers himself! Still, the guild has several hundred members willing to work for whoever pays their wages.



7. *Harrier's Yard.* If you want to buy an animal, whether commonplace or weird, go to Harrier's Yard on an Earthday or Highday morning. There you will find dozens of traders and trainers, and hundreds of types of animals and birds. Some are tame, but many are still in their original wild state, which is often cause for alarm when one manages to escape!

8. *Brabantius, Wizard*. One of the many scheming spellcasters who live in Port Blacksand is the devious Brabantius. He takes a lively interest in everything that goes on in the city and has developed close links with the Thieves' Guild, despite their traditional mistrust of sorcerers. The strangely designed, angular tower he calls home contains many secrets.



Inns and Taverns

T33. *The Cooper's Apprentice Tavern*.

T34. *The Minotaur Inn*. Alongside the usual city inn offerings – food, drink, a room for the night and a dagger in the guts – this place also provides something more unusual, because one half of the building is taken up by Port Blacksand's most popular theatre. It tends to restrict itself to crowd-pleasing comedies and melodramas like *Orcs and Orcability* and *Halfhand, Prince of Lendle*, delivered in a terribly pompous and artificial way, but can be quite entertaining. (Average quality.)

T35. *The Spotted Dog Tavern*.



T36. *Anfret's Tavern*.

T37. *The Hole in the Wall Tavern*. It is an open secret that this tavern does indeed provide a hole in the wall, in the form of a tunnel which runs, from a small room behind the cellar, under the city walls, to reappear several hundred metres beyond the city. Unfortunately, landlord Lurk Skewton is scrupulously honest: he always charges people wishing to use the tunnel the same amount as the current gate tax – though, unlike the City Guard, he doesn't need to see an exit permit. (Fair quality.)

T38. *The Jester Tavern*. Astix Lamak, the proprietor of the Jester, is considered by those who know him to be a very strange person indeed. His place is shunned by Blacksand's citizens, who have heard all kinds of ghastly rumours about it. However, adventurers who have heard the tales – ghastly visitations, nightmares involving wolves and terrible midnight howling – often arrive to spend the night there for a bet. In fact, Astix is smitten with a curse which turns him into a Werewolf every full moon, at which time he goes hunting (outside the city if he can, otherwise inside!). He deeply regrets what his

curse makes him do and he is searching for a cure, for which he would pay very dearly.

Lord Azzur's Palace

Dominating the Blacksand skyline, and still visible a great distance from the city, Lord Azzur's palace was designed by someone with a taste for the extravagant. Unlike many of the more vulgar fairytale castles favoured by Bad Guy sorcerers, all spiky towers and flying buttresses, it is a solid-looking affair, with plain walls rising many metres before being broken by a few small windows. Perched atop the main body of the building are two large towers, the taller, northern one topped by a further slender pinnacle, from which flies Lord Azzur's standard by day and night.

The layout of the interior of the palace is known to only a few trusted people. Azzur is served by a select band of retainers, who are taken from their homes at a young



age and who are never allowed to return to their homes or leave the palace. They are trained to be loyal to Azzur above all else. Only the most trusted servants – such as the head of the kitchens and his Lordship's coachman – are allowed any contact with the outside world.



Outside visitors to the palace are escorted up the immense front staircase and enter via a pair of front doors which look as if they could withstand the attentions of several angry Storm Giants. Inside, there are a number of antechambers and waiting areas, and an audience room divided in two by an ornately carved wooden screen. Azzur – or someone else dressed as Azzur, some say – sits behind the screen and listens to what his visitors have to say, his replies to them whispered to a trusted henchman and relayed by him. Azzur rarely speaks to any outsider directly, except when he feels the need to shout in anger.

Prisoners sentenced to a stay in the palace's dungeons – and there are many of them – enter by a smaller doorway, set into the wall on the north side of the building. The dungeons are immense and contain horrors unimaginable even to the heads of the Assassins' Guild. They have never been fully mapped, but it is reasonable to assume that they join up with the ancient ruins of Carsepolis in several places. Certainly there are places deep in the dungeons where guards sometimes leave condemned prisoners, knowing full well that they will never be seen again.



The grounds of the palace, though hidden from public view by the high walls which surround it, are neatly laid out, with a number of buildings and a gravel carriageway set among a great many trees. The barracks which house the City Guard form two neat rows near the immense iron gates of the palace; they house 180 men, though as many as three-quarters of that number may be out on duty on the city walls or in the streets at any one time. The captain of the City Guard has a separate

dwelling near by. Beyond this are several storehouses, one of which is home to Lord Azzur's splendid gold-finished coach and his horses, which are tended by a team of ostlers and stable lads.

PEOPLE AND POWERS

Port Blacksand is a complicated city politically, ostensibly ruled over by Lord Azzur and his City Guard but daily pulled this way and that by the power struggles of a wide range of people and factions. The main groups are described here, though there may be any number of others, at the Director's discretion.

Lord Azzur

Varek Azzur is not so much an ex-pirate as a part-time one for, although he has made Port Blacksand his home, plainly he still likes to sail the *Face of Chaos* out of harbour occasionally, to spend a few weeks or months raiding merchantmen up and down the Pirate Coast. To keep the citizens guessing, he sometimes sends his ship out on raids but himself stays behind. Despite his love of action and daring adventure, Azzur remains almost supernaturally calm and assured, intellectual and mystical, but he is also a clever tactician and an inspiring leader of men.

The people never quite know what to make of their shadowy ruler. They rarely see him in public, except for an occasional appearance at the gladiatorial arena or when his ornate coach thunders through the streets to or from the harbour. Some curse him openly for his

erratic imposition of taxes and his encouragement of pirates and thieves as part of the city's economy. Others admire and respect him as their leader, since he is more evil and corrupt than they could ever hope to be! (For more information on Lord Azzur, especially his early years, see *Titan*.)

The Old Families

Some families have lived in Port Blacksand since long before Azzur arrived; some can even trace their ancestry back to the very first pirate settlers – though most would deny that *their* family ever included anyone as rough and criminal as a pirate. Among the most prestigious of the old families of Blacksand are the Hadraks, the Kobassis, the Sturtz-Chensers and the D'arragos, though there are almost a dozen related lesser strands too. Most of them live in the richest parts of town, though some have walled villas outside the city. All the families are Social Scale 6 or above.



The influence of the families permeates all of the city's business world, especially the most profitable areas, including moneylending, jewellery, silks and spices. They are also the largest single group of ship owners. Naturally, their relations with the Thieves' Guild are very strained, for as yet they are unable to prevent the guild's members from preying on their businesses. As a result, the Kobassis, especially, are constantly working to gain influence over the guild in any way they can, infiltrating it with their men, assassinating those who work against them, and so on. All the old families are happy to use whatever methods work best to achieve their aims, though they always operate through intermediaries and are rarely seen to be directly responsible for any crimes. Discretion is an art form where the old families are concerned.

The Guild of Thieves

The training of a thief starts very early. Young street urchins are recruited into organized gangs of pickpockets



and petty thieves and sent out to learn their trade on the streets and in the marketplaces of the city. As they get older, the best ones are signed up as apprentices, sealing the pact with a blood oath that binds them to the guild for the rest of their lives. When they reach adulthood, they have to complete a number of very difficult tests to qualify as full thieves. Each thief is bound to the service of a Guildmaster, a very experienced thief who is usually assisted by half a dozen trusted lieutenants.

Most thieves never find out that their Guildmaster is not in fact the head of the guild, but one of a circle of five. These include Vulpine, Rannik and Ironhand (the latter named after her incredible mechanical left hand). These in turn serve three Masters, two men and a woman, who (so the Guildmasters are taught) are the rulers of the Guild. In reality, they serve one final, shadowy Grand Master, whose identity they themselves do not know, Lord Azzur does not know and we will not reveal here. Suffice it to say, the Grand Master maintains her secrecy by being the best thief of them all.





Promotion up the levels of the guild is attained by killing the person directly above yourself and then taking their place. Doing this requires great talent, as well as a band of fellow thieves who are prepared to become your lieutenants and fight off the vengeful attacks of your predecessor's own followers.

Like all such organizations, the Thieves' Guild does not like freelancers working in their city and will use violence and intimidation (generally bought from the Assassins' Guild) to get the culprits either to sign up or leave. Despite this, a number of unlicensed thieves are at work in the city. Relations between the guild and Lord Azzur are generally very good, for they reached an agreement a long time ago to make regular contributions to the royal coffers and leave his palace treasure-rooms well alone. As long as the guild is content to be second-in-command over Port Blacksand, relations will stay cordial.

The Guild of Assassins

This guild, known to its members as the Brotherhood of the Knife, is affiliated to the Guild of Thieves, from whom it recruits most of its members, though quite a few also come from the City Guard. Members of the

guild generally keep that fact a carefully guarded secret, allowing their anonymity to help them do their job properly; as a result, many members also belong to another guild. The Brotherhood is led by a circle of four Guildmasters, who are known only by a numbered title (e.g. Guildmaster Two).

The Beggars' Guild

Also affiliated to the Thieves' Guild are the beggars, used as the eyes and ears of the organization because they are always out and about on the street. They have a single leader, the Beggar Lord, and owe their ultimate allegiance to the Beggar King, who lives in Shakuru, the City of Beggars, in distant Khul.



Other City Guilds

The other guilds do not wield nearly as much influence as the Thieves' Guild and are more concerned with protecting their own little corner of the business world than in large-scale political manoeuvring. Among the

most important guilds are the following (their Guild-master or president's name is in brackets):

- Union of Entertainers and Artists (Derl Xian)
- Lawyers' Fellowship (Count Orol Rembert)
- Mariners' Guild (Veliam Cockcrow)
- Mercenaries' Guild (Carlon Straga)
- Merchants' Guild (Mercule Sharatan)
- Moneylenders' Consortium (currently vacant)
- Navigators' Brotherhood; affiliated to Mariners' Guild (Jool Jerem)
- Sorcerers' Guild (Duramax Frogshaper)

Tradesmen's Guild – an umbrella organization overseen by Bardaras Narbor, its major members are as follows (there are many others, for just about every occupation has a guild):

- Bakers' Guild
- Blacksmiths' Guild
- Carpenters' Union
- Jewellers' Consortium
- Union of Market Traders
- Scribes' Guild
- Shipwrights' Guild
- Tailors' Guild
- Weavers' and Clothcutters' Union

Street Gangs

One final band of people must be mentioned: the renegade street gangs. Some are unlicensed thieves, but most are simply groups of like-minded thugs who extract protection money from a few businesses and prey

on passers-by in a particular area. The Thieves' Guild turns a blind eye to this for a few weeks or months, before they step in and offer the gang a simple choice: hand over all their ill-gotten gains and vacate the city in twenty minutes, or endure a very slow death. A few decide to fight, but most are more sensible. The biggest gang in the city at the moment is the Red Star Brotherhood, whose members are unfortunately instantly recognizable by the large red star tattooed on their foreheads!



DAILY LIFE IN PORT BLACKSAND

Choosing to settle down and live in Port Blacksand is a decision that shouldn't be taken lightly. After all, it is a very dangerous city, no place for inexperienced adventurers who haven't yet learnt how to look after themselves. On the other hand, there is always something going on, whether it be the vast network of intrigues perpetrated by Lord Azzur, the Thieves' Guild and the

old city families, or the daily round of murders, robberies and other crimes. From the tops of the towers to the depths of the Carsepolis dungeons beneath the sewers, there is certainly plenty to occupy one's time in Port Blacksand. If the Heroes do decide to make Blacksand their home, there are a few additional things they should know about.

Money and Coins

A whole range of coins are in use in Blacksand. Azzur issues his own coinage (made at a small mint somewhere in the palace, it seems) and the various guilds also honour their own tokens and the written cheques of guild members, though some small shopkeepers don't. Standard coins are the Gold Piece (or 'Dragon'), decorated with Azzur's crest and a Dragon; the half Gold Piece (or 'Wyvern'), with a Wyvern replacing the Dragon; and the Silver Piece (or 'Shill'), decorated with a picture of Valentis's head on a spike and a large axe, ten SP equalling 1 GP. Other, less common coins, such as the 2 SP, the 3 SP, the 2 GP and the 5 GP, are also in circulation. All these coins are roughly circular, except the 2 SP piece, which is octagonal; the 5 GP piece is a noticeably larger and heavier coin than the others. Incidentally, the 3 SP piece is actually a counterfeit, produced several years ago by the Thieves' Guild to raise some capital. They made so many that they are still around and have become an accepted part of the currency!

Together with Azzur's coinage, some merchants also

accept coins from other parts of the world; and there are several moneychangers in the city (though their exchange rates are often extortionate, charging anything between 5 per cent and 75 per cent!).



Taxes and Duties

Lord Azzur seems to believe that all the citizens earn at least twice as much as they say they do, judging by the number of taxes he imposes on them. During the autumn months, when the summer northern fleets are thinning and before it is time for the *Face of Chaos* to sail for more southerly climes to continue its raids, Azzur seems to invent a new (often silly) tax every week just to give himself some amusement!

Among the regular taxes are the following:

Property Tax – Annually, 9 per cent of its entire worth for a private house (this includes furniture, property, livestock, etc.) and 5 per cent for a business.



Gate Tax – Levied by the issuing of merchant permits: 2 Gold Pieces per day, 12 GP a week, 50 GP a month, or 550 GP a year. No one is allowed inside the city without a trader's permit (or without bribing the guards on the gate, of course). At various times there may also be a straight gate users' tax, levied by Lord Azzur or a clever gatekeeper (to find out if a tax is being imposed, roll one die, subtract 1, and that is the number of GP being levied on that particular day). This tax also applies to those leaving the city as well as anyone entering it.

Ship Levy – Except for pirate ships affiliated to Lord Azzur's band, all ships longer than seven metres must pay 1 Gold Piece per metre in weekly mooring fees. Shorter boats pay a flat fee of 4 GP per week.

Upriver Trading Levy – All vessels passing through the river arch by Azzur's palace to head up or downstream must pay 25 Gold Pieces.

Guild Fees – Usually 10 per cent of one's earnings, subject to the conscience of the individual and the needs of the guild.



Other taxes – In the past taxes imposed on a whim by Azzur or the captain of the City Guard have included ones on beards, bald people, non-humans, tall and fat people, buildings with more than two storeys, buildings with less than two storeys, adventurers, children, the number of rats in a household, and so on. The taxes are usually enforced for a few days before the guildmasters visit Lord Azzur and threaten to shut the city down; usually he gives them a small share in the revenue raised and agrees to stop the tax – for a while. (Every week, a new tax is imposed on a roll of 1 on one die.)

Blacksand Weather

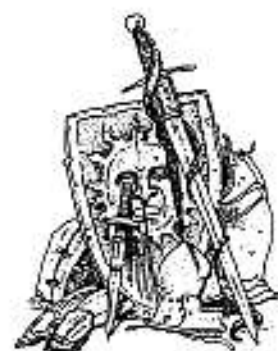
Because it is situated on the coast, Port Blacksand suffers from a wide variety of types of weather, sometimes changing several times a day. To discover what the

weather is on any given day, or at any particular moment, roll 3 dice and consult the Table below, using the column for the appropriate month (see *Titan* for details of the months). For the next day, there is a chance that the weather will be the same as on the day before: the chance is 2 in 6 for Spring or Autumn, 3 in 6 for Summer or Winter. If the weather is not the same, roll on the Table again.

	Spring (Unlocking- Sowing)	Summer (Warming- Watching)	Autumn (Reaping- Close)	Winter (Locking- Dark)
Heatwave	—	3	—	—
Hot	3	4-5	3	—
Sunny	4-5	6-7	4	3
Bright	6-7	8-9	5	4
Breezy	8	10	6	5
Dull	9-10	11	7-8	6
Mist	11	12	9-10	7
Windy	12	13	11	8
Overcast	13	14	12	9-10
Light Rain	14-15	15-16	13	11
Heavy Rain	16	17	14-15	12-13
Fog	17	18	16-17	14-15
Sleet	18	—	18	16
Snow	—	—	—	17-18

Most of these are self-explanatory. 'Mist' is just a gentle haze, whereas 'Fog' is a real 'pea-souper', with visibility down to just a few paces. 'Snow' settles at the rate of 10-60 centimetres (roll one die and multiply by 10) per

day. Of course the Director is at liberty to choose exactly what the weather will be like, whether for the purposes of an adventure or just to make the Heroes' lives a little more difficult.



Getting Around

Port Blacksand is not so large that it cannot be traversed on foot, but the state of the main roads is so bad that crossing them becomes a major headache. The mud and sewage on main roads can be 10-60 centimetres deep - making it waist deep for a Dwarf in some places! On minor roads, alleyways and so on, the mud is 0-20 centimetres deep (roll one die: halve the result, subtract 1, then multiply by 10). Heavy Rain that day adds 10 centimetres of mud to any road, while Light Rain adds 5 centimetres.

So much for walking. For those who can afford it, there are also carriages and sedan-chairs. These may be found waiting to be hired in the three squares and at the quaysides - though there are some parts of the

city where they cannot or will not go, especially after dark.

Carriages can be hired, with driver, for one journey, for the day or the week. Prices are typically 2 GP per journey per person, or 10 GP a day or 50 GP a week for the carriage. These prices do not include a tip for the driver, which the customer is certainly expected to pay (half the person's Social Scale in Gold Pieces is a nice way of working out an appropriate amount).

Sedan-chairs are hired by the journey only, typically costing 3 Gold Pieces per journey, plus tip. The chairs carry only one person but are much more private than an open-topped carriage. The ride is just as bumpy; but many riders take comfort from the fact that they aren't the ones who are having to wade knee-deep through the mud and sewage which clogs the roads. Note that several gangs of robbers pose as sedan-chair operators: once they have a passenger aboard, they simply take him or her up a dark alley and dispossess them of all their goods, before jogging off again, taking their chair with them.

The Catfish River is always packed with small boats eager to ferry people up and downriver during the daylight hours for 1 Gold Piece per journey.



Crime and Punishment

Port Blacksand may be a chaotic den of thieves, cut-throats and pirates, but it has some laws. In fact, it has hundreds, if not thousands, of them, invented by Lord Azzur and imposed by his black-clad guards. Some, of course, are fairly logical: murder, trespass and theft are regularly punished. However, those being punished are not always the ones who actually committed the crime. Many criminals are able to escape justice by bribing the guards or witnesses, or silencing the victim. The Thieves' Guild, as you might expect, has set up an entire network of bribery and protection rackets to ensure that its activities remain undisturbed by outside interference. Other guilds, and the more criminally inclined of Blacksand's older families, also endeavour to keep their trusty servants out of the clutches of the law.

Despite all this corruption, there are also situations in which a criminal is caught and put on trial. If your



Heroes are caught by the City Guard and charged with a crime, whether rightly or wrongly (and either is as likely), you may care to use the following notes to determine what will happen to them. Of course, if die rolls indicate that the character is to be put to death, make sure that this very drastic result will not disrupt your adventure!



Imprisonment: There are holding cells in the gatehouses at every city gate, and each of the seven city districts has a City Guard blockhouse with more cells. A gatehouse has room for eight prisoners; a blockhouse has room for 8-18 (roll two dice and add 6). Very occasionally cells may be for one or two prisoners only, but more likely for many more; facilities are very primitive. There are more secure – and even more squalid – cells in the network of dungeons beneath Azzur's palace, where anyone sentenced to imprisonment or torture ends up. Criminals considered dangerous are taken to the dungeons immedi-

ately. Jail breaks from the guardhouses are quite common but are almost unheard of from the palace dungeons.

A stay in prison before a trial will last from 1 to 6 days (roll one die). Bail is unheard of; a criminal with that much money is likely simply to bribe as many guards as it takes to set him or her free!



The Trial: It is indicative of Blacksand's general state that nine out of ten accused who make it to trial are found guilty and sentenced. Despite such seemingly impossible odds, there is still the remote chance of being acquitted. Most offences are dealt with at the City Court, a rather tatty building in Wool Street. Only major and high-class criminals (and those with enough clout or money) get the privilege of being tried by Lord Azzur's lieutenants, or even by his Lordship himself. Azzur's court can sometimes be more favourable to those of higher Social Levels, but not often. Offences against a guild are usually tried by the guild in question at a special meeting.

The first stage is to acquire a lawyer (in game terms, an Extra with *Law* Special Skill); there are a number of independent lawyers who work in the City Court. All the guilds have a lawyer retained for the use of their members – though lawyers need special permission to represent the accused in guild trials. Most lawyers insist on receiving a fee before they will do anything for a client (usually their *Law* Skill times the defendant's Social Scale, in Gold Pieces), though a few exceptional ones will wait until a case is over, and not charge in the event of a conviction.



Then the trial is convened. It can often be great fun to make the Heroes play through their trial, judging their performance yourself and passing sentence or otherwise. However, this is not always possible. So, for a quick and easy trial, use the Sentence Table to determine the sentence passed by the court. Roll one die, add the *Law* Skill of the lawyer (or *SKILL* of the defendant if conducting their own defence), add the defendant's Social Scale, and impose any further modifiers from the following Tables:

Trial Modifiers

Tried by City Court	-4
Tried by Guild Court	0
Tried by Azzur's lieutenants	-1 to -3 (roll)
Tried by Lord Azzur	-4
No Law Special Skill	-3
Resisted arrest	-1
Killed City Guard	-3 (and further trial)
Repeat of earlier crime or similar	-1 per repeat
Criminal record	-1
Already banned from city	-2
Bribery of court	+1 per 100 GP (maximum of +5 then +2 per further 500 GP)
Magistrate's mood	-4 to +2 (1 die -4)

Crime Modifiers

(if crime not listed, choose appropriate comparison)

Inside city illegally; trading without licence; drunk; disobeying guard's orders	0
Bribery; reneging on a debt; disorderly conduct; brawling; adulterating goods	-1
Illegal worship; petty theft; assault; fencing; receiving stolen goods	-2
Theft; minor arson; organizing illegal worship; mugging; tax evasion	-3
Major theft; kidnap; major arson; banditry; extortion	-4
Murder; piracy *	-5
Aiding and abetting	as for full crime, less 2 (to 0)

* - For some unknown reason, piracy is the least common charge in Blacksand's courts.

Sentence

up to 5	Death *†
6	Mutilated *
7	Tortured - permanently lose 0-5 SKILL (one die -1) and 1-3 STAMINA
8	Whipped - permanently lose 1 or 2 STAMINA
9	Imprisoned - duration as jailed x 5
10	Imprisoned - duration as jailed x 3
11	Imprisoned - duration as jailed x 2
12	Enslaved - for 4-24 years (roll 4 dice) unless can escape or buy self out †
13	Jailed *
14	Impressed *
15	Stocks - in the Market Square for 2-12 days (roll 2 dice)
16	Stocks - in the Market Square for 1-6 days
17	Fine - Social Scale x 100 Gold Pieces
18	Fine - Social Scale x 1-6 Gold Pieces
19	Banned from Port Blacksand †
20	Acquitted
21	Acquitted
22	Case dismissed - no record kept
23	Case dismissed - no record kept
23 +	Favourable judgment - awarded Social Scale x 10 Gold Pieces from city funds!

* - See further notes, below.

† - All property becomes property of the city (i.e. Lord Azzur).

Death - roll two dice to determine method: 2. Torn apart by four horses; 3. Smothered; 4. Impaled; 5. Hurlled

out of catapult; 6. Beheaded by axe; 7. Drowned; 8. Burnt at the stake; 9. Hanged; 10. Sent to gladiatorial arena; 11. Drawn and quartered; 12. Fed to Leaf Beasts.



Many of those killed are executed in Execution Square and their body (or what remains of their body) placed, as a warning to others, on spikes or gibbets around the city or along the roadside leading up to the city gates.

Mutilated – Roll one die to determine part: 1. Finger; 2. Hand; 3. Arm; 4. Nose; 5. Ear; 6. Eye.

Jailed – Roll two dice for the length of the sentence: 2. One day; 3. One week; 4. Two weeks; 5. One month; 6. Six months; 7. One year; 8. Two years; 9. Three years; 10. Five years; 11. Ten years; 12. Twenty years.

Note that any sentence of 20 years or more is considered to be life imprisonment.

Impressed – The convict must work, with only token

pay, for the city for 1–6 years. Exact details are left to the Director, but could include rowing Lord Azzur's pirate galley, filling in holes in the streets, joining a criminals' company of the City Guard, exploring the lower sewers, etc.

Appealing: It is possible to appeal to Lord Azzur for clemency, for any final sentence on the Table of 10 or less. These are heard on the last day of every month, the defendant spending the intervening time in prison. On the day of the appeal, the defendant is taken under heavy guard to a small room with one latticed window, where he may be joined by his lawyer. Azzur sits behind the screen and listens courteously, it seems, before passing judgment. A fresh roll is made on the Sentence Table, with no roll made for Azzur's mood. Old bribes are not taken into account; a new one may be. Azzur's final sentence is irreversible. Also note that there is a 1 in 6 chance (roll 1 on one die) that Lord Azzur will insist on the defendant's lawyer, and possibly anyone else present, being condemned to the same sentence.



Trial by Combat: In special circumstances, the prosecution, the defendant or the magistrate may request that the trial be settled by trial by combat. This involves the defendant fighting someone, to the death, in the Sports Arena (Garden District). The opponent will usually be someone appointed by the other side in the case and will have characteristics exactly equal to those of the defendant. The other side also gets to choose the weapons used; in many cases they choose something very bizarre that their man has a Special Skill in using, such as the gladiatorial weapons: net, whip and trident. The contest is always presented as the high point of an evening's gladiatorial bouts at the weekly jousts at the Sports Arena, attended by hundreds of people. Incidentally, it makes good sense for one's friends to place large bets on one's opponent to cover the cost of one's funeral!



City Rumours

The following are examples of the sort of gossip and half-truths anyone could pick up in the course of a few hours' drinking in any Blacksand tavern or chatting in the Market Square. Whether any of the rumours are true is entirely up to the Director, who may use some of them as the basis for yet another fabulous adventure, set in the City of Thieves! (Roll two different-coloured dice and read them as 'tens' and 'units' respectively.)

11. Members of a new gang, the Razor Cats, have blocked Winding Street and are demanding a toll from all who wish to pass.
12. Mr Alden, the master thief, has seen what Lord Azzur's face looks like, and lived.
13. Someone has just turned an annoying beggar into a frog in Slime Alley.
14. A body has been pulled from the river with the word 'Sargon' cut into its forehead.
15. A beggar named Urduin knows a secret entrance into the palace dungeons.
16. A Goblin has just been seen flapping round Brabantius' tower using a pair of artificial wings.



21. The heads of the Assassins' Guild meet every High-day in the back room of the Silver Coin.
22. This morning a wine merchant found a strange potion in a shipment from Arantis.
23. One of the eagles from Eagle Tower has just carried off a baby from a balcony on Mill Street.
24. The landlord of the Hog and Frog is really a Werewolf.
25. The merchant, Silas Whitebait, has just been robbed of a massive gemstone by a trained monkey.
26. The pirate galley the *Skull in Splendour* has just sunk, blocking the mouth of the Catfish.
31. A cart has overturned in Market Street, releasing a Dragon.
32. The merchant, Arboros Zukk, is looking for bodyguards for a journey to the Moonstone Hills.
33. Lord Azzur has just left port in the *Face of Chaos* for a spot of piracy in the south seas.
34. Someone is putting poison in the beer at the Headless Troll and the Laughing Axeman.
35. The wizard, Nicodemus, has just turned the Captain of the City Guard into a guinea-pig.
36. Effie Pipe has a hoard of treasure hidden in the cellar of her flower shop.
41. A covered wagon has overturned in the Street of Knives, spilling hundreds of 3 SP coins into the street.
42. An ageing Hamakei Sage is gathering together people at the Mercenaries' Guild for a dangerous expedition into the Desert of Skulls.
43. The Master Thief, Rannik, will be executed for murder by catapult at noon tomorrow unless he can prove himself innocent.



44. The Minotaur Inn and theatre is on fire.
45. A new tax starts today on all spellcasters and magicians.
46. The Kobassi brothers are looking for someone without scruples for a dangerous job.
51. An evil sorcerer called Zanbar Bone is terrorizing a town three days' ride from Blacksand.
52. Last night a mysterious Elf playing Bet Your Life in Nowhere Street won 50,000 Gold Pieces.
53. A number of Fish People have been seen in the Catfish Reach around dusk.
54. The house of Zuvember the alchemist has just disappeared in a cloud of purple and green smoke.
55. Erethrim the candle maker has thousands of Gold Pieces secreted all round his house.
56. Drinking ten mugs of Cloud ale gives you the strength of a Hill Giant.
61. The moneylender, Karashin Virmex, is looking for someone discreet for a 'delicate' job.

62. Jaral Tightfist, the spice merchant, is a collector of rare magical items.
63. Two dozen of the City Guard have been executed for holding on to tax money.
64. Naba the lamplighter is the person to talk to if you want information on those who come out at night.
65. The Temple of Sukh wants someone to retrieve an ancient scroll from the sewers.
66. The famous Khulian gladiator, Helios Siren, is appearing at the Arena tonight.



BLACKSAND! ADVENTURE

'A Shadow over Blacksand!'

Director's Introduction

And now, ladies and gentlemen, princes and princesses, we present another thrill-packed excursion into the realms of fantastic adventure! Yes, we're off once more to Allansia, where men are men, women are women and, unfortunately, Goblins are still Goblins. A land of danger and derring-do, or terrible traps and terrific treasures. Get the picture . . . ?

The information that follows is all for the Director's eyes only. If you intend playing in this adventure as a Hero, you should stop reading *now*! Knowing what is going to happen will spoil your enjoyment of the game, and probably everyone else's as well. Don't be a party-pooper!

Excuse me, player, I don't think you were concentrating. Kindly STOP READING! Thank you!

Right, having shooed the Heroes away for a moment, we can get down to the very serious business of having

fun. *A Shadow over Blacksand!* is the longest adventure so far that we've brought you for Advanced Fighting Fantasy, but it uses the same format as those in *Dungeoneer*, and it can be prepared and played in exactly the same way.

In common with those other adventures, it is written in a very specific, structured format which we hope will make it easier for you to run. We're sure you remember how it is all done, but here's a brief recap to remind you.

The plot is divided up into a number of *Scenes*, which are shot roughly in order, according to both the actions and decisions of the Heroes and the reactions of their adversaries, and other, more random events too.



As each new scene is introduced, we'll describe the *Location* first, from the point of view of an imaginary camera viewing it as the scene opens. These descriptions can be read out to help the Heroes visualize the scenery round them, and there may be a map or illustration to help as well. On occasion there will be text which must

be read out directly to the Heroes; it will be in italic text like this.

Next there will be a *Plot Summary*, a few lines giving a general impression of what should happen in the scene as it is acted out. This is followed by the *Cast List* which includes all the Bad Guys and Extras due to appear in the scene, with descriptions and game statistics.

The *Props* section details a few easily obtainable items which you may care to use to increase the 'realistic' feel of your adventure. Players always like to have a few things to touch and investigate, and a little bit of effort by you can add lots of entertainment. However, don't worry if you can't find anything to use as a Prop; they are optional, not compulsory items.



The central core of the scene is the *Action!* section, in which you present the scene and then allow the Heroes to act their way through it (they hope) to a profitable conclusion. There may be several segments in this section, and in each we'll tell you what is *supposed* to



happen, when, where and to whom. If something unexpected occurs, the *Problems?* section will provide advice on getting the plot back on course.

Lastly, there are the *Turn to ...* instructions, which allow the action to cut and move directly to the next scene. In real movies you never have to sit and watch while the stars slog their way over to the next scene – and nor do we: in the world of *Fighting Fantasy*, the action just fades into the next exciting scene.

Adventure Summary

Before we start describing individual scenes, here is a brief overall synopsis of what is going to happen.

This adventure is a murder mystery. The Heroes get hired as bodyguards for a merchant, but their new master is falsely accused of killing a man with whom he was trading. The Heroes soon prove his innocence, but then they get involved in tracking down the real murderer. Their quest takes them to the villainous city-state

of Port Blacksand, where they must deal with the shadowy and ruthless Guild of Thieves and an ancient, evil cult.

The Heroes

If you have already been playing Advanced Fighting Fantasy for some time, your players will have their own Heroes ready to play. If not, they can generate new ones using the 'Creating a Hero' rules in *Dungeoneer* (page 106), or they can pick one from the characters listed at the back of *Dungeoneer*. Heroes are permitted to use the new rules and skills presented earlier in this book, if you so wish.



This adventure is best tackled by at least three Heroes, if they are to stand any sort of chance against some of the menaces they will face. It is best not to have more than six Heroes, or you will find it difficult to keep them in order. There are no restrictions as to the type of characters who may be used. In certain cases, one or more of the Heroes may have knowledge that will help or hinder the party during the adventure. Check with

your players to find out whether any of the following cases apply:

Heroes from *Dungeoneer*: If any of the Heroes took part in the *Dungeoneer* adventure 'Revenge of the Sorcerer' (and we certainly hope they did), they will already be familiar with Port Blacksand because they have been there before. In particular, they will have two special friends: Halim Thrumbar, the merchant, who is also a spy for King Salamon, and Nicodemus, the sage. This may make things slightly easier for them because they will know who they can go to for reliable information. On the other hand, they may be on Lord Azzur's 'wanted' list, if they happened to kill any of his Troll guards in the course of that adventure. Furthermore, they should remember the name of Sargon, and will therefore end this one feeling worried and guilty.

Additionally you will need to check which (if any) of the Heroes has the magic sword of Prince Erechion, taken from the Temple of Hydana. In this adventure, the Heroes will face several demons that can be hurt only by magic, so make a note of any other magical weapons the Heroes also have. Remember not to let on why you are checking these points – there are few things more



rewarding for a Director than the unhappy look on the face of a Hero who has just hit a monster a mighty blow and been told that the creature seemed to be unharmed. We don't want to spoil the surprise, do we?

A Hero from *City of Thieves*: One (and *only* one) of the Heroes can be the character who starred in the book *City of Thieves* (Fighting Fantasy 5). He too knows a bit about Port Blacksand and is a friend of sorts of Nicodemus. He is almost certainly wanted for killing one of Lord Azzur's guards (Sourbelly the Troll) and – unless he had it removed by Archbishop Kalivan during 'Revenge of the Sorcerer' – he will be easily recognizable by the tattoo of a white unicorn and a yellow sun on his forehead.



A Hero from *Midnight Rogue*: Finally, one (and only one) of the Heroes can be the character who starred in the book *Midnight Rogue* (Fighting Fantasy 29). He will have a considerable advantage, because he was born and

brought up in Port Blacksand and is a member of the Guild of Thieves. He is also well known to Brass the Merchant and Rannik the Master Thief, both of whom feature in this adventure. Because of this advantage, we have arranged to make life a little more difficult for this character. If one of your players wishes to use this Hero, read him the script below. Do not tell him that the adventure will lead him back to Port Blacksand, otherwise he is likely to chicken out immediately!



After your successful apprenticeship test, as chronicled in *Midnight Rogue*, you had a short but happy career in the Port Blacksand Guild of Thieves. During that time you became friends with Guildmaster Rannik. You also made the acquaintance of the merchant, Brass, who helped with your test and who works closely with the Guild. As time went on, you discovered that Rannik's operation was but a part of a huge, shadowy organization, the leaders of which never made themselves known. There were several other factions, each with their own master like Rannik. One of these gangs was

run by the ruthless and bloodthirsty Kobassi brothers who, so everyone said, were always plotting to take over the Guild.

One night in the Hog and Frog tavern you were forced, in self-defence, to stick a knife between the ribs of a drunken oaf who was trying to dent your skull with a table. Unfortunately, it turned out that this man was one of the Kobassi brothers' bodyguards. They were not happy to lose him. Rannik informed you that, according to Guild rules, having killed a brother thief you could now be put on trial and possibly condemned to death. Because you were not allowed to meet the secret Masters of the Guild who would judge the case, you would not be able to defend yourself. Rannik would be able to speak for you, but he thought that the Masters would probably rule against you in order to avoid having the Kobassis cause trouble. His best advice was that you should flee the city, and this is just what you did.

Since that time you have been making your name as an adventurer in the wilderlands of Allansia, but you have always kept glancing over your shoulder in case the Kobassi brothers sent an assassin after you. You have no idea what has happened in Port Blacksand since you left. Is Rannik still alive and in charge of your old gang? Have the Kobassis succeeded in their ambition to take over the Guild? You don't know, and you haven't dared go back to find out.

Getting Started

The best adventure movies start with the Heroes dropped right into the middle of the action, often giving you little idea of how they got into such a pickle in the first place. You get *that* information either from a



short introduction shown on the screen at the start or from flashbacks, later in the film. This is deliberate; the film maker is trying to grab your attention as quickly as possible.

This technique works just as well in Advanced Fighting Fantasy, and many players enjoy it if you can get started without flashbacks. In a moment, therefore, we will provide a 'quick-start' script to get you and the Heroes straight into the heart of the action with a minimum of fuss.

However, there are many role-players who like to play the story through from the very beginning. If your players are like this, or if you have plenty of time and would like an even longer adventure, we now present some ideas for scenes which can be played out as the initial credit-titles roll. Unlike those in the main adventure, these scenes are not described fully and you will need to sort out some of the detail yourself, as well as acting the role of the merchant hiring the Heroes.

Introductory Scene – The Hiring

In this scene, the Heroes answer an advertisement for mercenary bodyguards to escort a merchant caravan. Normally, this is boring work, but the pay offered is good, and that has got them interested. The fee of 200 Gold Pieces each is ridiculously high for such a job! Perhaps they will be going somewhere dangerous. There is plenty of competition, but the Heroes get the job easily (especially if they are all well known in Salamonis as the people who rescued Princess Sarissa and killed Xortan Throg – see *'Revenge of the Sorcerer'*).



It turns out that all they are going to be doing is travelling to a village 35 kilometres away from Port Blacksand, conducting some business with a man from that place, and coming home again. But the merchant hiring them, a weedy chap called Waldo, is so afraid of the evil city that he wants the greatest heroes in Allansia to go with him. It's a strange set-up, but he is paying

well, and even Heroes have to earn money in order to eat sometimes.

The main point of this scene is for the Heroes to meet Waldo and find out what sort of a person he is. A full description of the cowardly merchant is given later in this section. You can use information from there, and from the 'quick-start' script, to create a conversation if you wish.

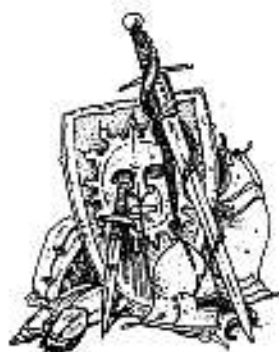


On the Road

Guarding a merchant caravan is boring work, but it is never altogether without incident. Allansia is a wild and frequently lawless place and there are many desperate creatures – human and non-human – who live by highway robbery. In order to get the Heroes' sword-arms into practice, it would be a good idea to provide a little entertainment along the way. Have them ambushed by brigands in the wood, or attacked by a party of Orcs at night.

Before starting a scene like this, it is important to establish exactly where the Heroes and any other characters are. For an ambush you need an order of march for the caravan. Where are the Heroes stationed? Are they on foot, in the wagons or on horseback? For a midnight raid you need to know who is standing watch, and when. Don't forget that it is impossible to fall asleep in armour. Wakened Heroes will need to spend one round of combat getting their wits together and snatching up a weapon before they can fight. A further three rounds are needed to climb into their armour. Unarmoured characters must add 2 to any Damage Table rolls when they are hit.

Waldo's caravan comprises four wagons. There are six servants with the merchant: four to drive the wagons and two spares. The servants are not fighters. If any trouble starts, they will dive under the wagons and stay there!



Waldo the Merchant

As the man they are being paid to guard, Waldo will be with the Heroes for much of the adventure. He is a small, undernourished and very, very nervous merchant. As far as the plot goes, he has two main purposes. First, he is the chief source of comic relief. When minor trouble threatens, he always gets really worried: 'Oh n-no, how t-t-terrible, how horrid, is that a real g-g-goblin?' If things get really bad, he will probably curl up into a ball and refuse to look.

In addition, Waldo is a good means of getting the Heroes into unwanted difficulties. He is always saying the wrong thing at the wrong time: 'Can we have a room at your inn, Landlord? One of m-my m-men is in t-t-trouble with Lord Azzur and we need a p-p-place t-t-to hide.' As we have seen, Waldo is afflicted with a permanent stammer, so smart Heroes will note this and get into the habit of interrupting him as soon as he opens his mouth – before he can put his foot in it.

Having once been a man of considerable wealth, Waldo owns a wardrobe of fine clothes. Unfortunately, the good-quality cloth beloved of rich merchants is heavy stuff; when hung on Waldo's skinny body, it makes him look like a skeleton in a loose sack. Waldo does not wear small horn-rimmed glasses, but as soon as they are invented he will be the first person in Allansia to get a pair.

Waldo is absolutely useless in combat. Even if he wasn't a total coward, you can see from his SKILL that there



would be no point in his even trying. He does have some use, however. When it comes to pricing things, Waldo is a dab hand. He knows the proper price for all common items, right down to the nearest quarter of a Silver Piece in many cases. Like anyone else, though, he may still slip up over the true value of rare items such as magic lamps.

WALDO THE MERCHANT SKILL 3 STAMINA 8
Special Skills: Bargain (15), Etiquette (10), World Lore (8)
 Social Scale 5 *No weapon*

Quick-start Script

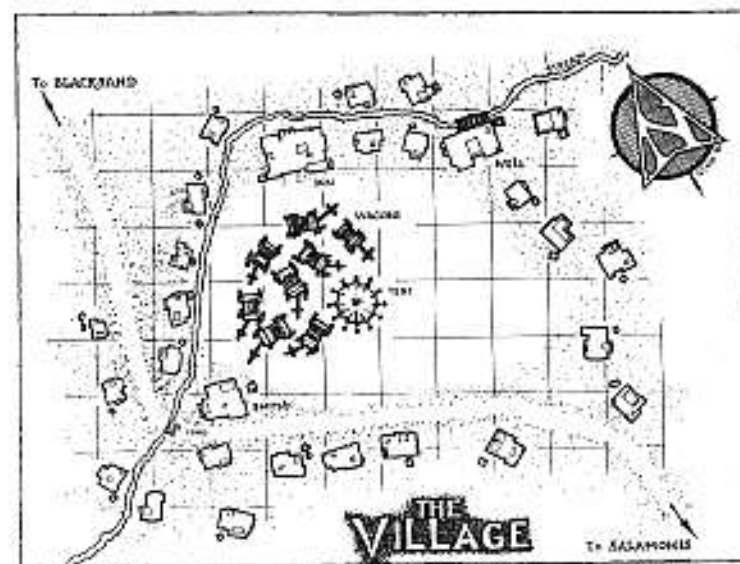
If you wish to jump straight into the action or do not have time to run the introductory scenes, read this script to your players before the first scene:

Waldo the merchant has fallen on hard times. A freak storm at sea sank a fleet carrying his goods, leaving him deeply in debt to the moneylenders, so this once-prosperous man has been reduced to tramping round Allansia with wagons, rather than sitting snugly at home, counting his cash. Needing cash in a hurry, Waldo has negotiated a good deal with a man named Brass. Unfortunately this fellow is based in Port

Blacksand. Waldo is not the sort of man to risk his life in that evil place. Instead, he has arranged to meet Brass in the small village of Meerham, some two days' ride south of Blacksand. Just in case, he has hired some of the best adventurers in Allansia as bodyguards.

Now turn to Scene 1.

Scene 1 – Meerham



Location

Meerham is a small, sleepy village, nestling in gentle hills some 35 kilometres almost due south of Port Blacksand. The small stream which runs through it continues further south until it joins the Whitewater River. The village has the usual local industry: a mill, smithy, tavern, carpenter's shop and plenty of farms; as



it is near the coast, many of the villagers also earn a living from fishing. No one builds a village on the Skull Coast itself, because of the danger from passing pirates heading to and from Port Blacksand.

Show the Heroes the map of the village or draw it out on a large sheet of paper if you're using miniatures. All the cottages are thatched, and many of them are built entirely of wood. Brass has already arrived, and his wagons and tents are dotted around on the village green. He has politely taken up only half the available area, leaving the rest of the green clear for Waldo and his caravan. The merchant stands at the door of his tent, watching the new arrivals. Near him, and dotted among the tents and wagons, are several armed guards. A small group of villagers stands in the centre of the green. Smaller children watch warily from the doors of the cottages.

Plot Summary

Brass is murdered in his tent. The only person with him at the time is Waldo.



Cast List

Brass the Merchant. The man from Port Blacksand is of average height but well-muscled and possessing an air of authority. Unlike Waldo, he looks like the sort of person who can take care of himself perfectly well. His clothes are of good quality, though not quite as fine as Waldo's.

Veldik is the captain of Brass's guards. He stands at his master's side as the Heroes approach, one hand resting on the pommel of his sword. If the Hero from *Midnight Rogue* is with the party, he can (if he feels like it) tell his colleagues that Veldik is known in Blacksand as an excellent swordsman. If none of the Heroes has a magical weapon, Veldik's sword will be enchanted, allowing him to add 1 to rolls on the Damage Table. See the *Problems* section of **Scene 2** for an explanation.



VELDIK SKILL 10 STAMINA 10
Special Skills: Sword (12), City Lore - Blacksand (11)
Social Scale 4 *Sword*

Brass's guards are good-quality military men, though individually they are no match for the Heroes. There should be two guards for each Hero.

GUARDS each SKILL 9 STAMINA 16
Social Scale 3 *Sword*

Mokum. In the centre of the group of villagers is Mokum the Miller. As the richest and most important man in the village, he is responsible for dealing with strangers. Mokum is a capable diplomat, but if fighting breaks out he will try to avoid combat.

MOKUM SKILL 7 STAMINA 12
Special Skills: Bargain (9), Con (10), World Lore (10)
Social Scale 3 *Dagger*

Props

If you normally use miniatures to help run your fights, you should get the scene set up straight away so the Heroes can state at the outset where they are going. Buildings can be made of cardboard or using building blocks. If you are in a hurry or are not good at that sort of thing, just cut out shapes in paper and write on them what they are.

We have discovered that one cheap and flexible way to displaying the terrain for fight-scenes is to use a home-

made playboard and some water-soluble-ink pens. For this you will need a small sheet of kitchen flooring material, no bigger than the table you use for gaming. Choose a pale colour (such as white or cream) and try to pick a pattern which is useful – ours has very handy hexagons that we use to control how far characters move. You can draw houses, rivers, and other terrain features on the flooring with felt-tip pens; the kind that teachers use with overhead projectors are ideal. We use ones with water-soluble ink; when the fighting is over, we simply wipe the board clean with a damp tissue, ready for the next scene.



Action!

1. Arrival

Describe the village scene to the Heroes as they arrive, then continue:

As your caravan rolls on to the village green, some of the bolder children run out of the cottages. They try to sneak a look under the covers to see what fabulous wares you have to

trade. Others gaze admiringly at your weapons, hoping, perhaps, that they too will grow up to be famous adventurers rather than farmers and fishermen.

A short, fat man moves forward from the group of villagers and introduces himself as Mokum the Miller. He bids you welcome to Meerham and hopes that you will find time to trade with the people of the village during your stay.

Brass waves cheerfully at Waldo as you come to a halt. 'Greetings, good sir. I have a few letters to write. Make yourself comfortable, and then perhaps you will join me in my tent for a glass of wine. I look forward to doing business with you.' With this, the merchant pulls open the flap of his tent and goes inside, letting the flap fall behind him. You catch a brief glimpse of a table set for business, two chairs and a bedroll.

Ask the Heroes what they intend to do. If they don't keep a close eye on the wagons, some of the braver village kids will start lifting the covers to find out if there is anything they can steal. There isn't – Waldo's merchandise is all big, heavy rolls of cloth. The Heroes don't need to help set up the tents; Waldo's servants will deal with that.

2. Death in the Tent

Once the Heroes have said what they want to do, continue to describe the actions of other characters.

The leader of Brass's guards walks forward, looking for his counterpart among your group. Picking the most obviously military-looking man [state which Hero] he introduces himself as Veldik and enquires about your journey. 'A good

trip? It's been fairly quiet for us thus far. We caught a glimpse of the Black Swan riding at anchor off the coast a few kilometres back, but I don't think we need expect any trouble from them. Those pirates hate going anywhere on land — it's as much as they can do to drag themselves from their ships as far as the Black Lobster.'

If the Hero of *Midnight Rogue* is present, ask him to Test for Luck. If he is unlucky, Veldik recognizes him and greets him cautiously. If he is disguised or hiding, roll first against the appropriate Skill and then make the LUCK roll only if the Skill roll fails.



Waldo gets down off his wagon and adjusts his tunic. 'Well, f-fellows, let's g-g-get this b-b-business over.' Nodding briefly to the hovering villagers, he leaves you, scurries over to Brass's tent and goes inside.

A few moments pass. Suddenly there is a loud scream from inside the tent. Waldo rushes out in obvious panic. 'Oh help, help! He's d-d-dead!!'

Veldik rushes towards him, sword already drawn, shouting: 'Villain! What have you done to my master?'

Ask the Heroes what they are going to do next. Insist that they decide quickly. Anyone who can't give an immediate answer should be assumed to be standing around with his or her mouth open for the next minute or so.



3. Confusion

This situation could easily develop into a fight. Veldik grabs Waldo and waves his sword in the merchant's face, demanding to be told what has happened. Brass's other guards rush forward, drawing their weapons. If the Heroes act likewise, some combat is probably unavoidable.

If anyone is thinking clearly, however, there are good reasons not to fight. First, the Heroes are outnumbered. Their opponents may not be great warriors, but they are capable professionals. Secondly, Waldo scarcely had the time, let alone the ability, to murder anyone.

People only need to stop and think, to realize that the idea of Waldo as a murderer is utterly laughable.

What should happen here is that, after the initial confusion, both sides realize that Waldo could not have committed the murder. They should then start looking for the real villain.

Veldik asks his men if they saw anything. One replies:

'Not a thing, boss. If anyone had come in or out of that tent, we'd have seen him.'

This scene ends as soon as the Heroes and Veldik decide to enter the tent, in order to investigate the scene of the crime.



Problems?

If the Heroes seem determined to pick a fight, there are a few things you can do to calm the situation down. First, Mokum the Miller can intervene, using the following words:

'Gentlemen, gentlemen, please! No violence, I beg you. Can't we discuss this sensibly and calmly?'



If that fails, have Waldo say:

'Stop, p-p-please stop!! There is a m-murderer at large here somewhere. We m-must catch him quickly!'

A little bit of swordplay won't do any harm, but you should do your best to stop the fight before anyone gets killed. In particular you need to keep Veldik alive as he has to appear in later scenes. Brass's guards may be made to 'pull' their blows, doing only 1 point of damage and asking the Heroes to surrender or stop fighting.

If anyone is seriously wounded, Mokum will recommend Old Elsa, the village wisewoman, who knows the spell *Stamina*.

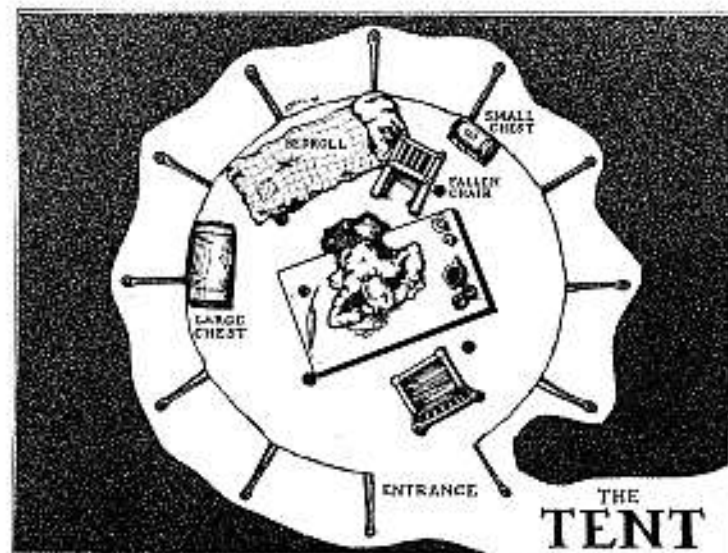
Turn to . . .

As mentioned above, the scene ends when the Heroes and Veldik agree to investigate the crime and enter Brass's tent. As soon as they do so, move on to **Scene 2**.

Scene 2 – The Scene of the Crime!

Location

Brass's tent is not very big and there is little furniture. As the map shows, his body is slumped forward over the table, with his chair lying on its back behind him. A second chair is placed in front of the table, presumably ready for Waldo. To the side and rear are two chests – one large, one small – and Brass's bedroll.



Besides Brass's body, the table also has the following items on it:

- several letters, partly covered by Brass's body
- an unlit candle in an ornamental stand
- a quill pen and ink-pot
- a tinder-box

- a wine jug (full) and two goblets (empty)
- some stains, where ink and wine have splashed from their containers as the body hit the table
- a few other items, currently concealed by Brass's body.

Plot Summary

The Heroes and Veldik investigate the scene of the crime. They find several clues; but, when they light a candle, the murderer appears, and they are suddenly fighting for their lives.

Cast List

The Murderer is in fact a rare type of Demon, known as a Silent Death. This terrible creature is vaguely man-like in shape, but has soft, velvety black skin and lacks a face. It is extremely strong, normally killing its foes by strangling them. It has claws and can attack with those as well. Most horribly of all, this creature is surrounded by a permanent veil of silence. Anyone within five metres of the demon can neither hear anything nor make any sound. Because of this, the Silent Death is a favourite tool of magicians wishing to assassinate people.



Being a Demon, the Silent Death cannot be harmed by normal weapons. Magical, enchanted weapons and spells do normal damage to the Silent Death. Check the 'Problems?' section, below, for what to do if none of the Heroes has a magic weapon or some useful spells.

SILENT DEATH SKILL 10 STAMINA 20
Special Skills: Unarmed Combat (14), Strength (16)
2 attacks; Large claws



Props

It will add a lot to the atmosphere of the game if you can give your players some real clues to examine. The letters are the most obvious articles to provide: give them that extra-authentic ancient look by using cream or pale brown paper.

Nobody uses quill pens much these days, but any big feather will do. Nor are you likely to find a tinder-box – a sort of ancient cigarette lighter in a small tin box, that

was used to start fires before matches were invented. If you can, find a small metal box and pretend; your players probably won't know what a tinder-box is supposed to look like.

Sealing-wax is like a hard red candle; the idea is that you heat it and let the wax drip on to a folded letter so that, when it has dried, you won't be able to unfold and read the paper without breaking the wax. A metal stamp with a picture of the owner's badge cut into it is often used to make a pattern on the wax as it cools (these stamps are sometimes fashioned as rings). Seal stamps are very detailed and expensive to make, so a seal on a letter can generally be relied upon to guarantee that a letter is from the person who signed it. Some stationery shops still sell proper sealing-wax, but a red candle will do just as well.

If you are providing some keys, remember to use big, heavy ones. They don't have Yale locks in Allansia. Don't give the players real money, as they may not remember to give it back! Use toy money instead, or some foreign coins left over from a holiday abroad.

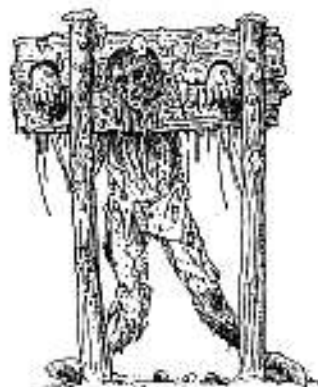
Action!

1. The Investigation

The Heroes will surely wish to look around to see if they can find any clues. Veldik will join in but will keep an eye on the Heroes, to make sure that they treat Brass's body with proper respect – and that they don't steal anything.

The big chest is the obvious place to start looking, as it is the only place in which an assassin could hide. It is unlocked, but contains only clothes.

The small chest is locked. If the Heroes smash it open, or find the key, they will discover that it contains money – about 400 Gold Pieces in fact. The bedroll contains nothing except a few fleas and bedbugs.



Another obvious move is to examine Brass's body. There are no obvious wounds, but there are large bruises round his neck. From this, the Heroes should conclude that he was strangled. That should be sufficient proof that Waldo was not the killer – his hands would not even go round Brass's neck. In Brass's clothing the Heroes will find a few loose coins (4 Gold and 27 Silver Pieces), a dagger and a set of keys, one of which opens the small chest.

By now the Heroes should be puzzled. Someone got into the tent and out again, without being seen. During that time, whoever it was succeeded in putting a mus-

cular man to death by strangling him. This apparently all happened without a sound being made, since no one outside heard a struggle. One further clue is available to any Hero making a successful roll against an *Awareness* Special Skill: there is a slight smell of sulphur (a pungent, burnt chemical smell) in the air.

When Brass's body is moved, the letters and some other items are uncovered. There are three letters, which read as follows:

Letter 1 – addressed to 'Claudine':

Dearest Claudine,

Have arrived safely at Meerham. No sign of this Waldo fellow yet. From here I'm heading north to Fang where I'll unload the stuff he's promised me. I've decided to get tough with Dvorgar. He'll get a letter the same day you receive this. If he arrives to pay up before I'm back, make sure the money is carefully weighed – he's been known to pass false coin before.

*My love to you, Torbul and Laurissa,
yrs,
Brass*

Letter 2 – addressed to 'Dvorgar, Port Blacksand':

Sir,

Three weeks have now passed since you promised payment of your outstanding debt to me. No money has been forthcoming. I can survive on your good intentions no longer. You know what contacts I have. If the money is not forthcoming

within another two weeks, I will be forced to take steps to recover it from you.

Brass

Letter 3 – addressed to 'Candor, Salamonis':

My dear Sir,

Many thanks for your kind offer, which I am considering with interest. I shall be away on business for a fortnight, during which I will give the matter deep thought. I shall write again on my return.

Yrs cordially,

Brass



If asked, Waldo can confirm that Candor is a merchant, based in Salamonis. The man is of good character and well thought-of in his profession. The Heroes or Veldik will know this anyway, if they can make a successful roll against a *World Lore* Special Skill.

In addition to the letters, the Heroes find a stick of sealing-wax and Brass's seal. There is a small lump of

wax on the first letter and wax can also be found on the front of Brass's tunic, indicating that it was still wet when he fell on to the table. It seems, therefore, that Brass was in the act of sealing the letters when he died.



At this point the Heroes may assume (correctly), that the candle would have to be lit to melt the sealing-wax, and that its unlit state is certainly curious. If they are not so astute, Veldik is slightly puzzled by this, and says so:

'This is a little strange. Sealing-wax does not burn well and often goes out when in use. My master, who was always careful with money, would not waste tinder relighting it. It was his practice always to keep a lighted candle handy, just in case. The candle is here and, from the softness of the wax, it has been alight recently, but it is not so now. There are no wax drips to indicate it was knocked over in a struggle, and no great breeze that could have extinguished it. What put out the candle?'

If the sulphurous smell has already been noticed, the Heroes can confirm that it is particularly strong close to



the candle. If none of the Heroes suggests lighting the candle to see whether anything happens, Veldik will have to do so.

2. The Murderer Revealed!

As soon as the candle is lit, read the following paragraph to the Heroes. You may wish to alter it slightly if they have already noticed the sulphurous smell.

As soon as the candle is lit a strong smell of sulphur becomes noticeable in the air. Some of you open your mouths to comment on this, but no sound emerges! You bang on the table – still no sound! Now a thick, black cloud of smoke is coiling up from the candle. As you watch, it solidifies into a midnight-black, man-like form with strong clawed arms and – horribly – no face!

The Silent Death is surprised and disappointed to find itself surrounded by armed men, but it is very strong and agile. Don't let more than three Heroes fight it at once – their swords would get in one another's way; and remember that Veldik will be keen to get at the Demon as well. If the Demon succeeds in hitting any of the Heroes, you can assume that it will grab its victim by the throat. Rather than trying to strangle him, the Demon will immediately lift him and throw him against one of the other attackers, knocking both of them down. The two Heroes will need to spend two Attack Rounds picking themselves up before they can get back into the fight.

Because there is no sound in the tent, the Heroes will be unable to cast any spells: they can't say the magic

words! In order to use magic against the Demon, the Heroes must go out of the tent, get someone (one of Veldik's men, perhaps) to hold the tent flap open, and cast their spells into the tent from at least five metres away. No sound also means that the players, as the voices of their Heroes, cannot offer advice to each other about what to do, unless both Heroes are outside the area of silence.



3. Aftermath

Once the Demon has been killed, the Heroes and Veldik can take stock of the situation and decide what to do next. The body of the Demon will decay rapidly, but not so quickly that there will not be time to summon the villagers and other guards to witness the scene. The candle will keep burning after the Demon dies. The Heroes will probably want to let it burn away completely!

It should be clear to the Heroes by now that Brass was the victim of some kind of sorcerous assassination. They may also think that they know who could have done it. Certainly the man Dvorgar has reason to wish Brass

dead. Veldik is keen for revenge, but he is a little uncertain how to go about getting it:

'It's all very well going after Dvorgar, but he can't have done this by himself. There's some wizard mixed up in it somewhere, or I'm an Orc's auntie. Goblins, pirates, even Trolls I can handle, but sorcery is another matter. What chance does a mere swordsman have against magic?'

This is a (fairly obvious) cue for the Heroes to point out that killing wizards is all in a day's work for the likes of them. Why, they try to dispose of one minor mage each day before breakfast, just to keep their hands in. And, to be sure, after a hard day's sorcerer-slaying, there's nothing they like better than going out and vanquishing a few necromancers who've started on the early shift at the local cemetery ... and so on. When they have finished bragging, boasting and generally lying through their Heroic teeth, Veldik will beg for their help:

'Sirs, I am truly honoured to have fought by your sides. I would be most grateful if you could aid me in this matter. My late master was a rich man. I am certain his family will reward you handsomely if you bring his murderer to justice!'

When a good deed needs doing – with the offer of a reward thrown in – the Heroes should be keen to get on



the job. The first port of call would seem to be Blacksand; there they could talk to Brass's wife about her husband's enemies, and perhaps visit this fellow, Dvorgar.

Problems?

If the Heroes seem slow picking up clues, you can use Veldik to prompt them and suggest ideas. Try to let your Heroes do as much of the thinking themselves as possible, though. You should intervene only if the action begins to slow down and get boring.

If none of the Heroes has a magic weapon, Veldik will have a magic sword: it allows him to add 1 to any rolls on the Damage Table, and wounds the Demon normally. If asked about it after the fight, he will say that his late master bought it from a sailor who had big gambling debts. He doesn't know where it came from, and will not sell it. If the Heroes own one or more enchanted weapons, they should be able to handle the Demon by themselves, so leave Veldik to manage with a normal sword.



After the fight, the villagers will offer food, which will help any injured or spell-fatigued characters recover 2 points of STAMINA. If anyone is badly wounded, there is also the option of visiting the village wisewoman.

The Heroes will have two problems themselves. If they know anything about Port Blacksand, they will be aware that you have to have papers and a good story before you are allowed into the city; normally, this means having something to trade and paying lots of money to Lord Azzur's city guards. Then there is the question of what to do about Waldo.

Fortunately the second problem provides a solution to the first. Waldo has not been able to complete his deal with Brass. The only way he can get the money now is to visit Brass's son and get him to agree to the bargain. Much to Waldo's horror, this means that *he* has to go to Blacksand. And, of course, there is no way he is going there without his bodyguards. His servants, however, have other ideas; they promptly go on strike and refuse to go any closer to Blacksand than the very spot on which they are standing at present. This may seem cowardly of them, but it does mean that you don't have to worry about keeping track of them while the Heroes are wandering round the city. Fortunately, some of Brass's men can help with Waldo's wagons.

Turn to . . .

Once the arrangements have been finalized, the two caravans can head off for Port Blacksand. Veldik suggests camping a few kilometres short of the city so that the Heroes can enter it early the next morning. The fewer

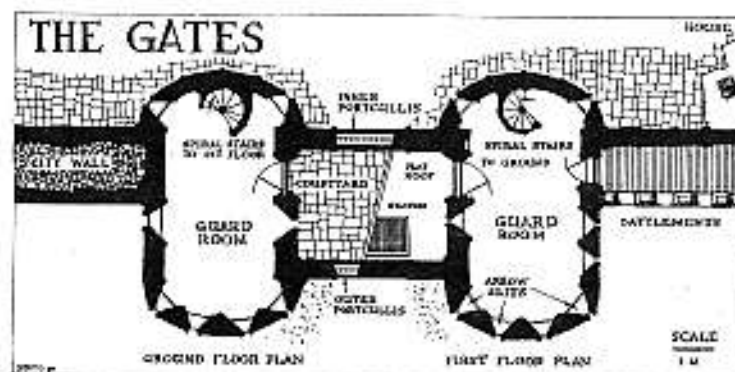
nights you have to spend in that awful place the better. Waldo will support this idea enthusiastically.

The journey and the night outside the walls will be uneventful, so turn straight away to **Scene 3**.

Scene 3 – The Gates of Blacksand

Location

As the wagons roll along the road to Port Blacksand, the members of the caravan will witness various sights which, though seen by some of them many times before, are still stomach-turning. There are the strange expanses of ruins from an ancient city lost in the mists of history, sinister pirate ships riding at anchor in the bay, the smell that seems to hang over the city like a fog, the fog itself that also hangs over the city, the corpses of criminals that line the roadside, the crippled beggars ... and the black-garbed Troll guards on the gate.



Hey, wait a minute! Haven't we been here before? If you have run the *Dungeoneer* adventure 'Revenge of the Sorcerer' you will recognize this scene. There are two reasons for using it again. First, the Heroes have to get into Blacksand with Waldo and the wagons; that means they have to go through the gate. Also this is a good comic scene (Trolls are always good for a laugh, one way or another) and, if you handle the scene right, it will be even funnier because everyone knows what is coming. We're looking for the same effect that the best comedians get when the audience laughs yet again as they slip on the same banana skin for the third time.



Plot Summary

The Heroes manage to get into Port Blacksand despite the best efforts of Waldo to get them arrested.

Cast List

Stinkbottom and *Foulbreath*, two Troll guards, who are as depraved, greedy, ill-tempered and unhygienic as you



might expect creatures of their race in such an unpleasant place to be.

TROLLS
Social Scale 4

each SKILL 10

STAMINA 9
2 attacks; Sword

Props

Something pointy to prod your players with when the Trolls are trying to goad them into a fight; don't use anything too sharp or you'll goad someone into a fight.

Action!

Veldik and his people get through without too much trouble, as they are well known to the guards. The news of Brass's death has arrived before the caravans, and the Trolls, being no respecters of people's feelings or the dead, engage in some ill-natured banter at Veldik's expense.

'Some fine bodyguard you turned out to be, eh? You'll be on the streets begging soon, mark me words, and don't expect me to toss you any crumbs. Still, the old boy was a rich 'un. Bet you've already helped yourself to whatever 'e was carrying, eh me lad? I fink you ought to share a little wiv your ol' friends on account of your good fortune, eh?'

Proud though Veldik is, he knows the score here. Biting his lip, he tosses the Trolls a few Gold Pieces and drives the wagons through as they scramble in the dust for the money.

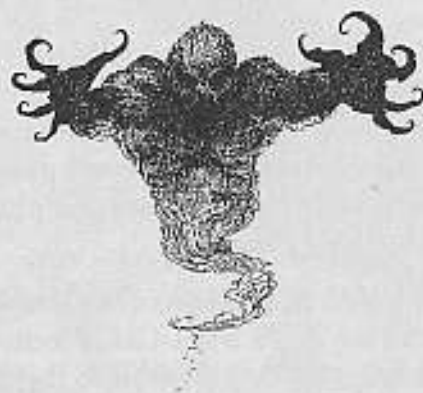
In contrast, the Heroes are not known to the Trolls at all (we hope! – if they are known and recognized, it means

an immediate fight). They are with someone who is obviously a merchant; but Waldo has never seen a Troll in his life before, let alone had to bargain with one. He is so frightened he is liable to say the stupidest things. Like what? Like this:

'P-p-please, m-mister T-t-t-t-t-t . . . er, sir, let us in. W-we've got to find out who k-k-killed Brass, to c-c-clear my name.'

This is not a very clever thing to say, as even the Troll guards realize:

'Ah, yo're a murder suspect, eh? Not the sort of bloke we likes in this city, ho no. But ol' Brass was a good taxpayer, so I'm sure Lord Hazzur will want to see you brought to justice. I fink we'll 'ave to harrest you. Unless, of course, you could see your way clear to makin' a small donation, eh?'



At this point, Waldo will turn from bright red to deathly white, while stammering out:

'P-p-please, mister T-t-troll. I'll d-d-do anything you ask.'

'Anyfing? Well, a fousand gold sov'rins wouldn't go amiss, eh Stinkbottom?'

'Ang on, Foulbreath, I needs me leathers patched. Make it two fousand!'

'W-well it does seem a lot, but we need to get in.'



2000 Gold Pieces is well out of order for a gate bribe; 50 is closer to the going rate, and the Heroes will have noticed that Veldik can't have paid more than 10. For their own sakes, they should have interrupted Waldo long before he has got himself into this mess, even to the extent of tying him up and gagging him. Otherwise, they have two choices: they can try to use the *Con Special Skill* to persuade the Trolls to accept less, or they can disable or even kill them. If all else fails, Waldo will pay 1000 GP and the Trolls will accept that, but do let the Heroes try anything to stop this happening.

Unfortunately, those 1000 Gold Pieces were the sum that Waldo had put aside to pay the Heroes . . .

If the Heroes attack the Trolls, Veldik, who is waiting on the other side of the gates, yells:

'Fools! Lord Azzur will have your hides for this!'

With this, he urges his men forward and disappears into the twisting city streets. Clearly he wants no part in the killing of Lord Azzur's guards.



Problems?

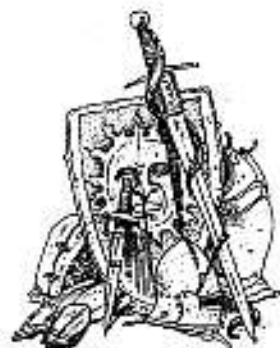
If some of the Heroes are wanted in Blacksand as a result of previous adventures, they will be keen to avoid being recognized. Their options include hiding in the wagons or disguising themselves. A successful *Disguise* Special Skill roll, or a standard roll against SKILL using the modifiers for 'hiding' (*Dungeoneer*, page 190) will save them. If they fail, allow a *Test for Luck* to see if the Trolls recognize them. All this assumes, of course, that

none of them has a certain distinctive tattoo on his forehead.

Turn to . . .

If Waldo and the Heroes give in and pay a bribe of some sort, they can join Veldik on the far side of the gates, poor and humiliated but unharmed. He recommends that they find some lodgings and suggests the Dragon's Tooth tavern. He gives them directions to that inn, and to Brass's house if they ask, but requests that they give him an hour or so to break the news gently to Brass's widow before they come to see the family. Turn to **Scene 6**.

If the Heroes kill the Trolls, they will need to put a distance between themselves and the gates very quickly. A crowd of beggars will have gathered to watch the fight, but will be too nervous to intervene on either side. The Heroes may have some idea about who to contact in the city. If they do not, the following happens.





As the Heroes are wondering what to do, a small boy whispers from the shadows:

'Psst! This way, quickly. You're in big trouble. Hurry up before any more guards arrive. Leave the wagons and horses, you can't take them down backstreets.'

If the Heroes accept this offer and follow the boy, turn to **Scene 5**. Otherwise turn to **Scene 4** instead.

Scene 4 – Still at the Gates

Location

The Heroes and Waldo are standing around at the gates, wondering what they should do with these two dead Trolls. Suddenly the crowd of beggars parts to reveal a very large squad of heavily armed Trolls, led by a very nasty individual indeed.

Plot Summary

Waldo and the Heroes are forced to pay a very big fine in order to avoid being executed for murder.

Cast List

The Captain of the Port Blacksand City Guard is a tall, dark human who carries an enormous bullwhip. Can you imagine how nasty a man has to be to be able to keep all those Trolls in order? No, you're not even close: he's worse, much worse. This chap (Social Scale 6) didn't just sell his own grandmother; he *invested* her, and still collects the interest to this day.



Lots of Troll Guards, at least three per Hero, each of them as tough as Stinkbottom and Foulbreath from Scene 3.

Props

We suggest you forget about the enormous bullwhip: unless you are expert in using one, you can cause an awful lot of damage and, for some inexplicable reason, your players may stop turning up to your regular Tuesday game nights. Anything that makes a fairly loud cracking noise will do just as well.

Action!

With this veritable army of nasties bearing down on them, the Heroes are likely to think that their hour has come. Fortunately, the City Guard are a mercenary lot. The Guard Captain, flanked by a small army of grinning Trolls, sneers at the Heroes with a sneer so sneery you'd think sneers had only just been invented that very minute.

'Well, you lot certainly fancy yourselves, don't you? Think you can get away without paying your dues? Well, let me tell you, this city is more than capable of dealing with cheap thugs like you! See those hooks above the gate? What we normally do to people who kill our men is, we hook them up

and let them hang there. They normally take about five days to die, if the vultures don't peck 'em to death first.

'Still, you people seem to be merchants, so perhaps we can make an exception in your case. A small fine would be acceptable, I think 2,000 Gold Pieces, and of course we will confiscate your goods. Pay up and we'll say no more about it.'

Nothing the Heroes will say can get them out of this mess – they have to pay up. Of course, this cleans Waldo out completely, and they lose the goods as well. Boy, have they made a mess of this one quest! Still, perhaps they will be able to make some money, once they are in the city . . . perhaps.

Problems?

What?! You think your Heroes could take on this lot and win? You've been too soft on them, haven't you? We can't have that! Double the number of Trolls and raise their SKILL to 14 and STAMINA to 30 each.



Seriously though, if the Heroes decide to fight here, they should be clapped in irons, dragged off to Azzur's torture chambers and dungeons, and never, ever, be seen again. It is as simple as that. Part of being a great adventurer is knowing when you are out of your depth.

Incidentally, we know we didn't give any statistics for the Captain of the Guard. That's because he is *so* nasty (and such a nice, annoyingly horrid character) that the Heroes can't be allowed to kill him. If they do, he won't be able to turn up again in a later adventure to *really* annoy the Heroes. Besides, as you might have guessed, he will let the Trolls do all the fighting for him; that's what stupid underlings are for.



Turn to . . .

Having made a big show of distancing himself from the fight at the gates, Veldik waited around a nearby corner to see what would happen. When the Heroes come through, he will give them the same information about

the Dragon's Tooth tavern and Brass's house as he would have done in *Scene 3* (see above). Turn to **Scene 6**.



Scene 5 – A Safe House

Location

Following the small boy, the Heroes rush through the twisting side streets of Port Blacksand, expecting at any moment to hear the pattering of large feet and smell the noxious breath of Lord Azzur's evil guards behind them. The wagons have had to be abandoned, and any Hero who spared a backwards glance would see them disappear under a swarm of beggars, many casting aside their white sticks and crutches as they hurry to see what goodies may have been left behind. Waldo puffs along behind, slowing the general progress until one of the Heroes realizes that the merchant is struggling to carry



a very heavy chest: his money, of course. Relieved of his burden, Waldo's panic gives wings to his flight and he races through the winding alleys as fast as the rest until, puffing and panting, they dive through a hatchway and into the cellar beneath a crumbling house in one of the poorest parts of the city.

The Heroes have ended up in a safe house run by the priests of Usrel, Goddess of Peace. In this place sanctuary is offered to people on the run from the many villains who inhabit Port Blacksand. It is dark, dirty, crawling with cockroaches, and thoroughly uncomfortable – but for the moment it is safe from Lord Azzur and his evil minions. The refuge is currently located in Fork Lane, but it has to move frequently to avoid discovery. There is no guarantee it will still be in its present location, next time the Heroes return to Port Blacksand.

The scene which follows takes place in the cellar. It is dark, cramped, and empty of furniture and other comforts. Fortunately all that the Heroes need to do here is talk.

Plot Summary

The Heroes discover that, even in a place as foul as Port Blacksand, there are small islands of peace and tranquility.

Cast List

Ben, the small boy who led the Heroes to this place. He is a smart, streetwise urchin who was saved by one of the priests of Usrel from a fearsome beating and has

since devoted his life to helping others. Despite being a servant of the goddess, Ben is well versed in all the thieving skills. In Blacksand, he couldn't do the job he does any other way.

BEN **SKILL 8** **STAMINA 16**
*Special Skills: Awareness (10), Hide (12), Lock Picking (9),
Secret Signs (9), Sneak (12), Disguise (9) Con (10)*
Social Scale 1 *Knife*

Father Robul is a priest of Usrel, who is currently in charge of the safe house. He is a fat, jolly sort of fellow who seems to bumble along through life in ignorant absent-mindedness. Underneath the comic image, he is a shrewd and brave man who has thwarted Lord Azzur's evil plans many times!

ROBUL **SKILL 9** **STAMINA 12**
*Special Skills: Con (12), Languages (10), City Lore (11),
Magic (11)*
*Spells: Light, Luck, Peace, Stamina, Ward, Levitate, Speak to
Animals*
Social Scale 3

Props

One of the things that Robul will do to make his dingy cellar feel like home is to offer the Heroes some food. If you have some stale bread and cold water, this will give a fairly good impression of the sort of stuff on offer. We do suggest, however, that you don't bother with the mould and worms – we don't want anyone being sick on the gaming table, do we? (Well, we don't.)



Action!

1. Introductions

As Ben dives down the stairs into the cellar he splutters a greeting to Father Robul:

'Back again, I'm afraid, Master. These men have just killed two of Azzur's Trolls and they need a place to hide while things cool off.'

'Goodness, Ben, they must be brave, or desperate! Come in, good sirs. I am Robul, follower of Usrel. You are safe here, for now. Make yourselves comfortable, get your breath back, and then perhaps you would like to tell us your story.'

Suspicious Heroes will want to know more about Ben and Robul first. Alternatively, once they have told their tale, the priest will give a full explanation of his mission. This is the sort of thing he will say:

'As I am sure you know, good sirs, my Lady Usrel is the Goddess of Peace, the Bringer of Calm and Fountain of

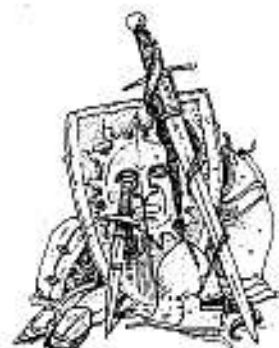
Tranquillity. It may seem to you that a dingy cellar in the most evil city in all Allansia is a strange place to find a shrine to that Bright Lady. But I can tell you that no place is too awful and strife-torn for one or more of my brotherhood to try to bring a little peace and comfort to its darkened corners. There are, I'll admit, more pleasant tasks in our priesthood than mine; but, for my sins, I have been chosen to serve the people of this sad city. It is a long battle, I'll admit, an unending struggle against a tide of villainy and despair. But every soul we save from Azzur's clutches is another ray of light shining through this dismal place. Ben, here, is my eyes and ears, while I do my best to provide succour, comfort and a new home each time our hiding-place is discovered.'



2. Waldo's Problem

While everyone is glad to have found a place of safety, no doubt, Waldo has a few other matters on his mind. Having lost his merchandise, he now has no means for paying his debts. He has saved 2,000 Gold Pieces in cash, but the goods cost him 5,000 GP, and he was expecting to get 8,000 GP for them from Brass. Besides,

a lot of that 2,000 is needed to pay the Heroes' wages. As the Heroes got him into this mess by refusing to pay the bribe, he will want to know what they propose doing to put things right. Perhaps the reward for finding Brass's killer would help his cash-flow problems?



3. Information

Having found some friends, one of the first things the Heroes ought to do is ask for information that may help them in their quest for Brass's killer. Robul and Ben will be only too happy to help. Here is the information they can give, but only if asked about specific topics:

Locations: They know the addresses of the homes of both Brass and Dvorgar.

On Brass: The man worked closely with the Guild of Thieves but paid his taxes regularly and fairly, so Azzur was doubtless happy with him. With friends like that, who would dare attack him?

On Veldik: He is a good man who can be trusted.



On Dvorgar: A liar and a cheat, always late with his payments in business dealings, and inclined not to pay at all if he can get away with it. He should have known better than to try to cheat Brass, and will doubtless suffer for his mistake.

Other help?: Halim Thrumbar, a merchant who can normally be found at the Dragon's Tooth inn, is mentioned as a reliable source of information and advice.

Problems?

About the only thing that can go wrong here is that the Heroes turn mean and refuse to help Waldo any further. This is most unheroic of them. If they do take this attitude, have Robul scold them and insist that they behave more charitably.

Turn to . . .

From this scene the Heroes could go to any one of a number of locations in Port Blacksand as they pursue their investigations. If they go to the Dragon's Tooth, turn to **Scene 6**. If they go to visit Nicodemus, turn to **Scene 7**. If they head for Dvorgar's house, turn to **Scene 8**. If they decide to visit Brass's family, turn to **Scene 11**.

Note: Waldo is more than likely to be a hindrance to the Heroes from this point on in the adventure. Robul will be happy enough to look after the cowardly merchant until the adventure is over.



Scene 6 – The Dragon's Tooth

Location

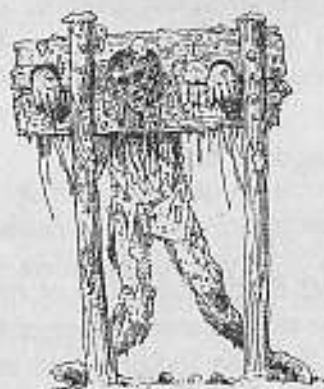
Every tavern in Port Blacksand is full of ruffians of one sort or another. The single saving grace of the Dragon's Tooth is that it is the first lodging that many visitors come to on entering the city for the first time; this means that it usually has its fair quota of outsiders in residence, as distinct from the villainous cut-throats who throng all of Blacksand's other bars. It is also the place where you will find a good percentage of the city's pickpockets working over the new arrivals.

If you own a copy of *Dungeoneer*, you will know that a fuller description of the Dragon's Tooth, together with

a map of the bar, can be found in the adventure, *'Revenge of the Sorcerer'*. You may also wish to use the rules for gambling and bar-room brawls found there, although the main purpose of the present scene is to provide the Heroes with information rather than an excuse for a bit of gratuitous violence (shame!).

Plot Summary

Some information is gleaned from Halim Thrumbar and/or Gregor the landlord. If the Heroes have come straight here from the gates, they can take lodgings and leave Waldo in Halim Thrumbar's care.



Cast List

Halim Thrumbar is a man of many parts. Merchant, sometime adventurer, spy for King Salamon and seller of information, he has a wide range of contacts throughout Port Blacksand, Allansia, and even beyond. He hides his secret operations behind the image of a typically fat

and pompous dealer in wines and ales. More information about Thrumbar can be found in *Dungeoneer* (page 261); he has a Social Scale of 5.

Gregor is a former sailor who may have travelled widely before settling down as a publican. Certainly he has wild stories to tell of life on the high seas; but many of these are so far-fetched that everyone is convinced he has never been further afield than Arantis. More about Gregor can be found in *Dungeoneer* (page 262); he has Social Scale 3.

Props

If you intend to expand the scene to include gambling and a brawl, check out the 'Props List' in the Dragon's Tooth section of *'Revenge of the Sorcerer'* in *Dungeoneer*.



Action!

1. Gregor

As usual, Halim Thrumbar is reluctant to make himself known until he can feel sure about the people he is dealing with. Unless the Heroes know him by sight already, they will doubtless end up talking to Gregor first. If necessary, rooms can be hired and the wagons stabled. Waldo will pay; he will install himself in the pub to keep a close eye on his property while the Heroes play detective on his behalf.

Gregor is able to give some information about people the Heroes may be interested in. Of course he will only volunteer the facts if carefully nudged towards the subject.



On Brass: *Now there was a man with influence. Best buddies with the bigwigs in the Guild of Thieves, no less, whoever they might be. I've seen a lot of cities in my life, and let me tell you that this one here has the most ruthless, best-organized bunch of criminals in all Titan. Why, I wouldn't be surprised if it turns out that every Thieves' Guild in the world is run from here. So what happened to Brass I wouldn't*

know. They won't have done it, not their style to use sorcery when a simple stab in the dark from some shadowy assassin would do. Perhaps the guy upset a wizard. They're a funny old bunch, spellcasters. Why, only a few months back there was gossip goin' round about an old loony holed up in the sewers raisin' an army of skeletons to take over the world! Wouldn't believe it myself if I hadn't met so many of the crazies myself on my travels. You know, I was once on a spice clipper off the Skull Coast when . . .'

On Dvorgar: *That filthy scumbag! Why, the very waters of the Catfish, stinkin' as they are, would get up and leave if he ever tried to take a bath in them. He reminds me of a type of lizard I once encountered in Silur Cha. Lived at the very bottom of the swamps, it did, and drank the mud, livin' off the decayed corpses of every last thing that fell into the mire. If I ever get my hands on that snake, I'll wring his neck so hard the gold he owes me will be squeezed out of his stinkin' flesh!*

On Thrumbar: *Now there's a man with contacts. Travelled with him to Khul once, and when we put into Buruna the first pub we walks into half a dozen folks treats him like a long-lost friend and proceeds to tell him all the ins and outs of all the politics and dirty dealings in Ximoran. What he don't know simply ain't worth knowing. And besides, he always pays for his beer. A real gentleman.'*

2. The Drinkers

The Heroes may also think to ask the locals for information, easing the way with plentiful quantities of free ale. Nobody knows – or admits to knowing – too much, but



from several conversations the Heroes may be able to piece together the following:

On Brass: There is a big battle going on in the Guild of Thieves. The Kobassi brothers are making a determined bid to take over. Brass may have got in their way.

On Dvorgar: If he offers you work, don't take it. He talks well and makes fine promises but, when it comes to pay day, the cash is never there. You end up sticking with him for ages, working for nothing while you try to wheedle the money out of his tight grasp.

On Thrumbar: A very shifty character, fingers in far too many pies. He's a tough old bird, though, so don't cross him.

Other help: Some of the locals suggest that the Heroes consult Madame Star, the clairvoyant, who has a tent in the bazaar in Market Square. They have always found her predictions reliable and she may be able to provide a useful clue.

3. Halim Thrumbar

As a seller of information, Thrumbar will expect some payment from the Heroes before divulging his knowledge. It is one thing to do favours for King Salamon (as he did in *'Revenge of the Sorcerer'* in *Dungeoneer*) but quite another to talk freely to a bunch of adventurers who are getting well paid for their investigation. The offer of, say, 10 Gold Pieces will be sufficient to loosen his tongue. This is what he has to say:

On Brass: 'He was a good man. Oh, he dealt with some shifty characters all right, but who in Blacksand does not? The thing is, he always dealt fair and that earned him respect. It's no easy feat to keep well in with both Azzur and all the various factions within the Thieves' Guild, but he managed it somehow. No, the Kobassis aren't behind it. They're as superstitious as they come and wouldn't touch a sorcerer with the sharp end of a stiletto.'



On Dvorgar: 'Beneath all his lies and cunning the man is basically a coward. Stand up to him and he'll pay as soon as his cash flow allows. Trouble is, he keeps thinking he'll get away with it. Then he ends up owing far more than he can pay, and so he has to keep on cheating. That's the only way he could have been daft enough to get into debt with a man as influential as Brass.'

Now the question is, what could he do, having got himself into that mess? Hiring a sorcerer is certainly a coward's way out, but sorcery is fearsomely expensive. I suggest you find out just how much he owed Brass. Any wizard worth his salt will have charged several thousand to conjure a Demon like

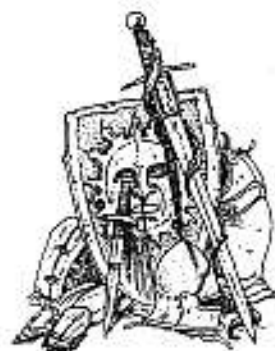
that. If Dvorgar owed more than that, it would have been worth his while to take the risk. If he owed less, it would be foolish to spend more than he owed to avoid the debt. Not even Dvorgar is that stupid.'

4. Directions

Any of the above contacts can give directions to the homes of Brass and/or Dvorgar. Only Halim Thrubar knows where Nicodemus lives and he will supply the information for an additional 5 Gold Pieces, although it is fairly unlikely that the Heroes will be interested in seeing the wizard unless they have met him before.

Problems?

If the Heroes decide to take to gambling or brawling here, the appropriate rules should be all you will require. Remember that after a while the City Guard will turn up to sort out any trouble. As soon as they are spotted, everyone involved will disappear through side doors into the alleys.





If a fight does take place, Gregor will shut up shop for the rest of the day while he cleans up the mess. The Heroes will thus have lost the opportunity to question people at the Dragon's Tooth further. Waldo will hide under the tables during any brawl. He will not run when the City Guard turns up, and is more than daft enough, if questioned, to admit to them that his bodyguards were involved in the fight and give descriptions. He just thinks he is being law-abiding by answering questions honestly.

Turn to . . .

From the Dragon's Tooth the Heroes have a number of places in Blacksand they could visit. If they wish to call on Brass's family, turn to **Scene 11**. To visit Dvorgar, turn to **Scene 8**. A conversation with Nicodemus is detailed in **Scene 7**. For a consultation with Madame Star, turn to **Scene 12**.

In addition, there is a special extra scene, which you can spring on the Heroes at any time *after* they have been to the Dragon's Tooth. Once they have been heard asking questions in public, news of their mission will quickly filter back to the Guild of Thieves. They will be watched closely from that moment on. When you feel that they

have done enough talking and need a bit of action to liven things up, turn to **Scene 10** – 'We're Being Followed!'

Scene 7 – Under the Singing Bridge (Again)

Location

The wizard Nicodemus lives in a small hut-cum-cottage situated under the Singing Bridge, constantly serenaded by the wind whistling through the skulls that line the bridge. He lives there because he is sick and tired of people coming to him for help, either with silly problems like warts and boils to remove, or because they think a good wizard is a soft touch for help whenever they need it.



Plenty of information about the wizard and his home can be found in *Titan* and *Dungeoneer*. We are not going to repeat it here because the Heroes don't *need* to go to Nicodemus for help this time. This scene is provided

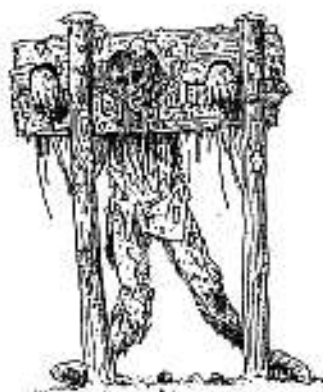
only because, as Nicodemus has found, some people think he has nothing better to do than help out anyone who is having a bit of trouble with an evil wizard. He has much more important things on his mind, such as saving the world from unfathomably powerful forces and distilling the perfect brandy. If the first thought of your Heroes is to run to Nicodemus for help, this is the scene in which the old man gives them a small piece of his large mind.

Plot Summary

Nicodemus lectures the Heroes on the subject of standing on their own two feet.

Cast List

Nicodemus is an old man with a long white beard and a tall, pointed hat. Perhaps if he didn't dress so much like a typical good wizard he wouldn't get pestered so often.



Props

If you have the tall, pointy hat left over from running the 'Revenge of the Sorcerer' adventure, put it on now.

Action!

Despite the words 'KEEP OUT' scrawled in large red letters on the door in several languages, Nicodemus will answer the door if people knock long enough, because after a while the hammering gets on his nerves. He is in a bad mood: the Catfish River is unusually smelly today and even Nicodemus's nose, which is well used to the stench and anyway is somewhat feeble with age, is suffering badly. The Heroes hardly ever get more than a sentence or two out before he interrupts them with some complaint or other. Here are a few suitable outbursts to sprinkle into the conversation:

'Help?! Need my help? Look, young man, there are thousands of people in this world who need my help. Hundreds of them beat a path to my door every year, despite my best efforts to remove myself from normal society. The question you should be asking yourself is whether you deserve my help.'

'A murder! A simple murder? Here I am, the greatest sage in all Allansia, if not in the entire world of Titan, and you come to me asking about one little murder! If you've no brains in your own heads, try Madame Star, the clairvoyant in the Market Square. It's more in her line of work than mine.'

'Of course I know of Brass. Most people in Blacksand do. I've never had anything to do with him, though. Unlike some people I could mention, he always sorted out his own affairs without running off to others for help when things got the slightest bit difficult.'



'Dvorgar? No, never heard of him. I don't know everything, you know. It's taken me years to learn what I do know, which is more than any ten men you could name put together. I'd like to know more, but somehow I never get any time to study.'

Eventually, perhaps, the Heroes will be able to speak for long enough to explain about the Silent Death Demon in the candle. This at least will arouse a small glimmer of interest from the wizard:

'Oh, so that's what happened to it. A tell-tale imp told me it had been summoned here. A Silent Death, you know, nasty piece of work. I was trying to find the thing, but it seemed to have left the city. Still, it looks like you fine fellows have saved me the trouble. Now, how about being good chaps and going off to find the idiot who brought it here in the first place, eh? And no, I don't know who that was. I would have seen to him myself by now if I did, wouldn't I? Well, run along then, I haven't turned you into statues. Yet.'

Problems?

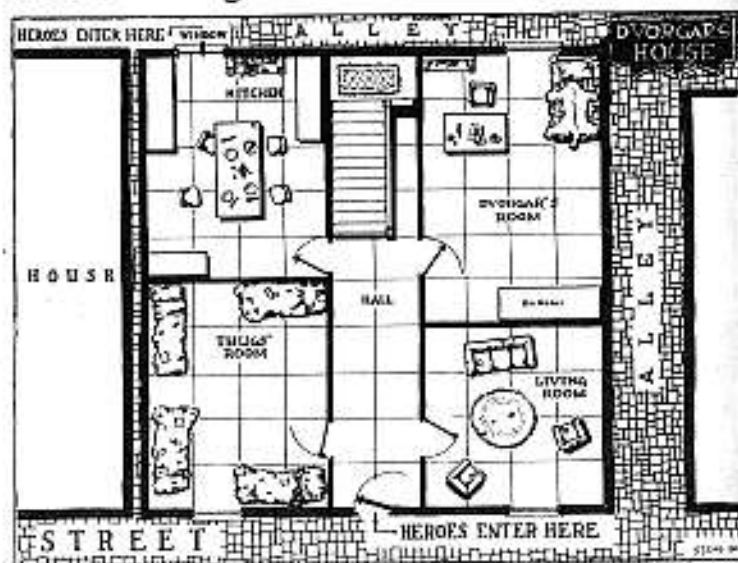
Nicodemus will not cure any wounds, sell any potions, enchant any swords or perform any other service unless it is of truly world-shaking importance. Anyone who asks is in severe danger of being turned into a fish and dropped in the river to see if it still supports life (it doesn't, incidentally).

Turn to . . .

There are several places in Port Blacksand which the Heroes could visit from here. If they wish to visit the Dragon's Tooth to look for lodgings or see Halim

Thrumbar, turn to **Scene 6**. If a visit to Dvorgar's house is next on the list, turn to **Scene 8**. Going to talk to Brass's family is detailed in **Scene 11**. If the Heroes have already been to the Dragon's Tooth, it might be time for them to encounter **Scene 10**; how to get there is explained in the 'Turn to ...' section of **Scene 6**. Finally, should the Heroes decide to take Nicodemus's advice and consult Madame Star, the clairvoyant, turn to **Scene 12**.

Scene 8 – Dvorgar's House



Location

Dvorgar lives in a reasonably prosperous quarter of the city but only because he managed to cheat someone else out of the house. The building, in Tree Lane, is in a terrible state of repair because he never has any money to spend

on it; the paintwork is chipped and peeling, the wood is rotten and wormed, and the whole thing looks as if it would fall down if a giant (or Axel Wolfric) breathed on it.

We will assume for the time being that the Heroes are going to adopt the bold approach and walk up to the front door. If they decide on a more cautious tactic, go to the 'Problems' section where there are some suggestions as to how to handle a break-in.

The map shows the layout of the ground floor of Dvorgar's house. He doesn't use the upper storey any longer; the stairs gave way a few months back and he can't afford to get them repaired.

Plot Summary

The Heroes put a bit of pressure on Dvorgar, and discover that he is indeed about as craven as they come.

Cast List

Dvorgar the Merchant is a thin, scrawny man whose clothes, although suitable for a merchant, never fit properly because he never has anything made for him. Everything he owns has been acquired from someone else, normally without him paying for it. In order to get away with his schemes, he has to pretend to be tough and ruthless, and he is not averse to having people killed – but first he makes sure they have no relatives to get even with him. At heart, however, he is a complete and utter coward. Anyone who puts the slightest bit of pressure on him will see a complete change of character. Our Heroes are just about to experience this miracle.

DVORGAR
Social Scale 4

SKILL 8 STAMINA 10
Special Skills: Bargain (9), Con (12)

Thugs. Dvorgar still somehow manages to persuade a few poor wretches to work for him despite the poor (sometimes non-existent) pay. Of course they are the sort of men whom absolutely no one else would hire, with all that that implies. You will need one thug per Hero.

THUGS each SKILL 8 STAMINA 8
Social Scale 2 *Sword*

Props

There is a fight in this scene. If you use miniatures to control combat, you will need figures to represent Dvorgar and the thugs.



Action!

1. The Front Door

If the Heroes knock on the door, it will be answered by two of the thugs. They are under orders not to let *anyone* in, and will say as much to the Heroes. However, they are not very bright or very brave. A successful roll against the Special Skill *Con* can convince them of anything and any bribe will also do, but this is not really necessary. A simple swordpoint waved under the nostril will do the job just as effectively!



2. Before the Fight

At first Dvorgar is fairly confident and off-hand, although he can see that the Heroes are a tough bunch; in reality, he is quaking in his boots as he talks. He will use his *Con* Skill to try to convince them of anything he says. Unless the Heroes mention Brass's death immediately, he will assume that they are heavies sent by Brass to collect the debt:

'Look, I promised Brass that I'd pay, and pay I will. I'm an honourable man and I resent the idea that he should stoop to



such depths to collect his money. If you ruffians have caused any damage on your way in, I'll deduct the cost of the repairs from his bill. Is that clear?

Once the Heroes mention that Brass is dead, Dvorgar jumps to a new conclusion: someone thinks that he is responsible, and these people have been sent by the Thieves' Guild to get revenge!

'Well, I had nothing to do with it, do you hear? Nothing whatsoever. I'm a merchant. I don't go conniving with thieves and assassins. Oh, I pay my protection money just like everyone else in the city, but I don't see why I should! It's about time Lord Azzur put a stop to you and your foul racket, that's what I say!'

3. The Fight

As the Heroes become more forceful in their questioning, Dvorgar panics and orders his thugs to throw them out. Naturally the thugs are not at all keen on this idea, but they know they will have their pay docked if they refuse, so they draw their swords and advance nervously. The Heroes should find this one fairly routine.

Because the thugs are cowards they will attempt to flee if their **STAMINA** is reduced to 4 points or less. If more than half of the thugs have fled or are dead, the rest will flee too, no matter how fit they are. Hopefully the Heroes will take pity on these poor buffoons and let them go.

4. After the Fight

Once his thugs have been disposed of, Dvorgar loses all self-control and falls to the floor in front of the Heroes,

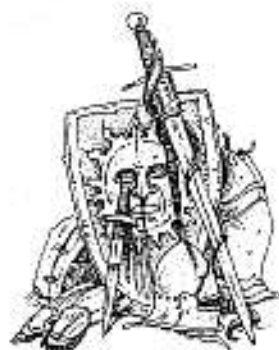
grovelling piteously (for added authenticity, get down on your knees to deliver the next speech):

'Oh sirs, noble masters, please don't kill me. Truly I had nothing to do with Brass's death. It was only a few hundred gold pieces that I owed him, and I was going to pay, honestly. But I'm a poor man, you see. Look at my house. I hardly have a shill to my name at present. But it will come, I swear. I've people owing me. As soon as I can make them pay I'll return every dragon I owe Brass. With interest, too. But I didn't murder him. I wouldn't, not for that small a sum. And I wouldn't dare anyway. I know what sort of friends he has. Please believe me. You may feed me to Lord Azzur's plants if I'm not telling the truth.'



Problems?

As mentioned earlier, the Heroes may try a more cautious approach and decide to break into Dvorgar's house. They ought to wait for night before doing this but, with crime unfortunately so common in Blacksand, few people are likely to raise the alarm if they do it in daylight.



It is easy to find the slimy alley that runs behind Dvorgar's house. Get the Heroes to check their *Hide* and *Sneak* Special Skills if they have them (against SKILL for each if they don't). Don't forget the various modifiers to the die roll. If the break-in is taking place at night, add 5 to the *Hide* Skill. If any Hero fails *both* rolls, he has been seen by someone. He must then *Test his Luck* to see whether the person raises the alarm. If he is unlucky, cries of 'Stop, thief! Guards! Guards!' soon echo round the houses and the Heroes will plainly have to run for it. They can escape, but their chance at Dvorgar's is lost for that day.

Once the Heroes are inside, they should make another roll against *Sneak*, followed by a roll against *Awareness*, to see if anyone is about. In fact Dvorgar and his thugs are in the main room arguing about pay. The Heroes can either march bravely in, in which case run the scene as above in 'Before the Fight', or they can search the house.

If they are searching, ask for *Awareness* or *SKILL* rolls as normal; but the Heroes will find nothing of use anyway. The only interesting items in the house are a quantity of final demands for payment which are kept in a very large pile on Dvorgar's desk, the most urgent ones uppermost.

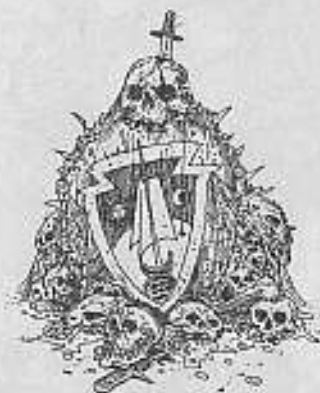
All the time the Heroes are in the house, have them make regular *Sneak* rolls. If anyone fails one, the thugs will hear them and dash out to attack. From there you'll have to run the conversation with Dvorgar yourself. It will be similar to the one given above, but he will be grovelling throughout.

Turn to . . .

Having got little joy from Dvorgar, the Heroes will have to try somewhere else. They could go to Brass's family, in which case turn to **Scene 11**. If, instead, they wish to go to the Dragon's Tooth, turn to **Scene 6**. If they wish to visit Nicodemus next, turn to **Scene 7**. To consult with Madame Star, turn to **Scene 12**. Heroes who have already been to the Dragon's Tooth are ready to have the encounter in **Scene 10**; see the 'Turn to . . . ' section of **Scene 6** for more details of how to get there.



Finally, it is possible that the Heroes won't believe Dvorgar's protestations of innocence. He did say that they could feed him to Lord Azzur's plants if he was lying. Perhaps they will take him at his word to see if he changes his tune. If so, turn to **Scene 9**.



Scene 9 – The Public Gardens

Location

The Public Gardens of Port Blacksand are famed throughout northern Allansia and beyond. This is not only because of the great beauty of Azzur's fabled orchids and their exotic perfumes, but also because many of the plants are carnivorous! Lord Azzur has a passion for such murderous greenery and is known to pay well for new specimens. His particular favourites are the Leaf Beasts which guard his fabled Black Lotus.

The Gardens are in the north of the city, with entrances in Stable Street and Tree Lane. An entrance-fee of 1



Gold Piece per person is charged. As the Heroes and Dvorgar approach, they see that quite a crowd has gathered, including a number of City Guards. It seems that an execution is in progress!

Plot Summary

The Heroes witness a terrible sight and (we hope) repent of their desire to torture Dvorgar further.



Cast List

City Guards. Have enough of the City Guard on hand to discourage the Heroes from trying anything foolish. Their numbers include several Trolls.

The Plants that star in this scene are Leaf Beasts, three carnivorous plants expertly trimmed to resemble a lion, a tiger and a leopard. They are detailed in *Out of the Pit*, if you are interested in their statistics, although the only meal they will get today is in no position to fight back.

Props

A few Venus Fly-trap plants strategically dotted round your room would give a suitably menacing air. Failing this, just make sure you have lots of big, sinister pot-plants around that just might turn nasty if provoked.

Action!

In order to keep his beloved plants fit and healthy, Lord Azzur makes sure that they are fed regularly. He cunningly combines this with the constant need to make room in his dungeons for new prisoners. Of all the means of execution practised in Port Blacksand, being fed alive to the Leaf Beasts is probably the most horrible. It is also the most popular with spectators, and the gardens and surrounding streets are crowded. There are men, women and children, since many parents look on such spectacles as a valuable learning experience for their youngsters. Many is the mother who can be heard admonishing the apple of her eye with the words, 'You see - that's what you'll get if you don't behave!'



As the party draws closer to the gardens, Dvorgar's terrified pleading gets more and more incoherent. Fear grips his tongue and he finds it hard to master even the simplest words. However, he does not change his story. He still insists that he had nothing to do with the death of Brass.

Forcing their way through the crowds, the Heroes see two robbers, bound and almost naked, being prodded towards the waiting plants by some Trolls. One of the Troll City Guards can be plainly heard grumbling about how the plants always seem to get the choicest specimens from the dungeons, while he has to make do with the old, the skinny and the crippled. His companion warns him to keep his voice down or he might just be the meat course on the next menu.

Suddenly there is a great rustle of leaves as the carnivorous plants envelop their victims and begin to nibble away at their flesh. The screams of the robbers are quite horrible and the Heroes, though hardened to violence through their chosen career, should *Test for Skill* to

avoid being, er, 'incapacitated' for a few moments. Dvorgar hasn't any lunch to lose and so faints clean away.

Problems?

If the Heroes still don't believe Dvorgar after this, they will never believe anything.

The Heroes may feel that they should try to rescue the robbers, but they have no chance against so many guards and a huge crowd of onlookers.



Turn to . . .

The Heroes should plainly take Dvorgar back to his house – he is not guilty of Brass's murder. Return to **Scene 8** and use the 'Turn to . . . ' section there to determine where the hapless Heroes go next.



Scene 10 – We're Being Followed!

Location

As soon as the Heroes start asking questions about Brass in a public place (the most likely occasion being during a trip to the Dragon's Tooth), word of their activities will get back to the Guild of Thieves. From then on, anything they do will be observed by someone and reported back. Most of the Thieves' Guild's observers are either highly expert or are so much a part of the scenery that no one would give them a second glance, but a few are less practised and are quite likely to give themselves away.

This scene has two objectives: one is to set up an encounter at a Thieves' Den for a later scene; the other is to provide an action break in between the various investigative scenes that occur as the Heroes follow up their leads. You can choose exactly when to include this scene, based on how you think the action is going. Include it at a point when the Heroes are moving from one scene to another through the streets. Make *Aware-*



ness Special Skill (or basic skill) rolls for each Hero, including modifiers, and tell those who succeed that they think they are being watched. Describe the scene in the streets to them:

The streets of Port Blacksand are crowded and noisy, thronging with beggars, street traders and people going about their – mostly unlawful – business. It is impossible to go anywhere in the main streets without being seen by many people. Now you come to think about it, however, a lot of eyes seem to be turning in your direction. Blind beggars are staring directly at you. Street traders all appear to be trying to catch your eye. Children peer at you from behind stalls and wagons. From upstairs windows, women pause to mark your presence before throwing out their buckets of slop. It could, of course, be because you are rugged, well armed, good-looking, clean, or just strangers. Then again, it could be that someone is interested in your progress.

Plot Summary

The Heroes realize that they are being watched, and set about catching one of the watchers.

Cast List

Mickle, a street urchin whose abilities don't quite match his ambition. This lad has been sent to follow the Heroes by his masters in the Guild of Thieves. He has been told to stay well out of sight and simply report where the Heroes go and who they speak to. Unfortunately for him, Mickle is convinced that he is a brilliant thief and that he will have no trouble in getting close to the Heroes and overhearing what they are talking about. This over-confidence will be his undoing in just a few sentences time.



MICKLE

SKILL 6

STAMINA 6

Social Scale 2

Knife

A cast of thousands, the people of Port Blacksand, are also busy watching the Heroes, for various reasons, but none of them is as easy to catch at it as Mickle is.

Props

You may want to use miniatures while the Heroes are trying to catch Mickle, but it should not really be necessary.

Action!

1. Catching the Tail

Once you have told the Heroes that they think they are being watched, they will probably do one of two things: either they will try to avoid the people watching them, or they will try to catch one of them and find out who sent him. Either way, they will end up catching Mickle.

If they are trying to *avoid* being watched, they will probably turn into a side alley. Even here there are one or two beggars and vagabonds, some perhaps taking a rest from a hard night's thieving by napping in a back

doorway. Or are they sleeping? In fact, the Thieves' Guild can watch the Heroes wherever they go; but Mickle is also determined to follow them everywhere. Once the Heroes turn down side alleys, he will stick out like a sore thumb. They are certain to stop him and will either set an ambush for him as described below, or simply chase him and catch him.



The classic way to catch someone tailing you goes like this: you turn a corner into a side alley as if trying to shake him off, and one of your number quickly hides in a doorway (by making a successful *Hide Special Skill* roll). The rest of the party quickly moves on, trying to get to the next corner before the tail spots that one of their number is missing. As the tail passes the Hero who has hidden, he is jumped upon and caught. This sort of thing is very effective and should work easily with Mickle. If your Heroes come up with any other plan, you'll have to assess its chances of success yourself. (Well, we can't do *all* the work, surely?)

2. Got Him!

Mickle may be over-confident in his abilities as a thief but, once caught, he will be very frightened and blab everything! Presumably the Heroes will ask him who he is, why he is following them, and who sent him. The young urchin replies thus, using the almost incomprehensibly arcane thieves' slang:

'All right, Guv'nor, yer got me fair 'n' square. Don't frow me in the chokey, I'll talk to yer. I'm Mickle, of the Guild of Thieves, matey, that's 'oo I am. They sent me to follow yer, Guv'nor. I'm ter report back on where yer go and 'oo yer talk to, see. Them upstairs, they've 'eard yer askin' questions about Mr Brass, the gatwds bless 'is dear departed soul, an' they wants ter know what yer up ter.'



Further questions will presumably follow. Mickle was sent on this job by a thief called Grumbo. He belongs to a gang led by Master Urbin (a recently 'promoted' thief

master whom none of the Heroes will know of). He knows nothing of any dispute between the Kobassi brothers and the secret masters of the Guild. If asked to give an address where the Heroes can contact the Guild, he will name a house in The Noose. The Hero of *Midnight Rogue* will recognize this as a well-known den where he and other members of Rannik's gang used to hang out. Anyone making a successful roll against *World Lore* will know that The Noose is the shady riverside area around the Guild of Thieves.



The Heroes will probably let Mickle go after they have got their information. Unless they deliberately order him to cease following them, however, he will plainly be on their tail from now on.

Problems?

Mickle is the only person actively tailing the Heroes. All the other watchers simply note their presence and let them pass. There is therefore no way that the other

watchers could be caught or that the Heroes could prove that they are being watched.

If the Heroes try to threaten or question anyone in the main streets, the person they pick on will immediately pipe up with the traditional alarm cry of 'Help! Help! Robbery! Murder! Fire!' as loudly as possible. Everyone in the immediate area will instantly turn on the Heroes, shouting for the City Guard and pelting the Heroes with eggs, tomatoes and stones. The Heroes will have no option but to run for it and hide.



Turn to . . .

From here the Heroes have two options. If they wish, they may simply press on in the direction in which they were going when they noticed they were being watched. Alternatively, they can head straight for the Thieves' Den, in which case turn to **Scene 13**.



Scene 11 – A House in Mourning

Location

Brass's house is the large building on the corner of Short Street and Field Street, opposite the Field Gate. Above the doorway is a representation of Brass's badge, a coin. A black flag or sheet hangs from an upstairs window as a sign of mourning.

Note: because the Heroes get their best clue in this scene, it is best all round if they do not come to Brass's house until they have investigated several other options. In particular they should have checked up on Dvorgar by now. If your Heroes arrive at this scene too quickly, have a servant meet them at the door and tell them that the family is too distressed to see them now and that they should come back in an hour's time. The servant can also provide directions to Dvorgar's house if necessary.

Assuming they have arrived at the right time, the Heroes knock on the door and are admitted by a servant

who leads them into a large, marbled hallway. To their left, a wide stairway leads up to a balustraded landing. An ancient suit of full battle-armor, heavily inlaid with gold and silver, stands by the stairs. Veldik sits on the bottom step, playing tug-of-war with a huge, vicious-looking black dog. On seeing the Heroes he lets go of the old rag he was holding, which the dog proceeds to savage as if it were a rat, and comes to greet them.



Plot Summary

The Heroes interview Brass's family. They hear different opinions as to who may be responsible for Brass's death, and are promised a substantial reward if they can catch the villain.

Cast List

Veldik we have already met before.

Claudine, Brass's wife, is a middle-aged woman, grown fat on the proceeds of being married to a very rich man.

Although very upset, she is conscious of her place and responsibility and therefore remains calm and dignified when in company. Like her son and daughter, she wears black as a mark of respect for her dead husband.

Laurissa, the daughter of the house, is 18 years old and very pretty. Some of the more ambitious Heroes may get the idea of a profitable marriage during this scene. If they succeed in their quest, this is indeed a possibility. However, the girl is rich and pampered, and she expects that a future husband will keep her in the manner to which she has become accustomed. A man who spends his life roughing it around Allansia fighting unpleasantly scented monsters is unlikely to provide the sort of match that will make her happy. Laurissa has none of her mother's self-control and has been sobbing piteously ever since she heard the news of her father's death.

The new master of the house is Torbul. Although Brass had been doing his best to train his son in the ways of real life, the lad has not had the benefit of the tough upbringing on the streets of Port Blacksand that moulded his father's character. Were he to move to somewhere like Salamonis, he could probably make a reasonable living as a merchant, simply because he is so rich that only a disaster of the type that befell Waldo could do him any serious harm. It will shortly become obvious to the Heroes that in Port Blacksand the lad will not last very long unless he learns quickly.

TORBUL
Social Scale 5

SKILL 8

STAMINA 10

Special Skill: Bargain (10)



Props

The Heroes will be well treated. This is a good opportunity to break out the coffee or soft drinks, biscuits and other refreshments. By this time you too are probably getting thirsty, because you have been doing a lot of talking. Remember that the meal will help restore 2 STAMINA points to any injured Hero.

Action!

1. Greetings

Veldik extends his hand to the Heroes and bids them welcome:

'There you are, my new friends. I'm so glad you could come. I've spoken to the young master about you, and he is keen to make use of your services. However, he has a lot of paperwork to get through today — Lord Azzur's death taxes are fearfully complex — and he asks whether you would mind being entertained by his mother for a few moments while he finishes the most pressing of the papers.'

The Heroes have little choice but to agree, so they are ushered into the living-room, where Claudine and Laurissa are embroidering a funeral wrap for Brass. Laurissa weeps quietly as she works, dabbing pathetically at her red-rimmed eyes with a small black silk handkerchief.

2. The Wife's Tale

Brass's wife introduces herself and her daughter, and bids the Heroes welcome.

'Veldik has spoken very highly of you, good sirs, and we

value his opinion greatly. He has been a good servant to my poor, departed husband.'

At this point Laurissa breaks into hysterical sobbing.

'Please excuse my daughter. She has been quite distraught since we heard the news. There is nothing of importance that she can tell you. May she depart?'



Presumably the Heroes will nod with embarrassment, in which case the girl will trip daintily across to the stairs, trailing floods of tears as she goes. Claudine continues:

'My thanks; she loved her father so. Now, I presume that you wish to know about any enemies my husband might have had. I gather that this scoundrel Dvorgar has already fallen under suspicion. In my opinion, you should strike him from your list of suspects. If he did ever have the courage to try to murder anyone, he'd be sure to bungle the deed. No, in my opinion you have to look no further than the Guild of Thieves. I never much liked the way my husband dealt with those cut-throats. Oh, he said it was essential for business, and in this wicked city he was probably right, but it just goes against the natural order of things. Mr Rannik was always trusted by my late husband, I admit, but those Kobassi brothers would sell any-

thing if they thought it would earn them a few extra coppers. We had to entertain them here once, you know. They have the table manners of swine from the fields, and the way they leered at poor Laurissa, well, I'd have thrown them out on their ears.

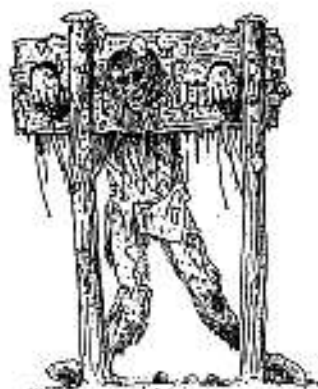
'You know, what I would do if I were you is to go and have it out with them. They're a craven lot at heart, and the sight of a group of genuine Heroes will plant fear in their black hearts. I'm sure I don't know where you can find them, but there is a big old house in The Noose which many of those thugs frequent. Go there and bang a few heads together, and I'm sure they'll soon tell you everything you need to know, curse them!'



Claudine has little else of use that she can tell the Heroes; she manages to turn the answer to any question into another tirade against the Kobassi brothers. She knows of no motive that they may have – but then people that wicked don't need one, do they? To them,

stealing is like eating and drinking is to normal people. If asked about the amount of money that Dvorgar owed, she says with conviction that she believes it was only in the order of 300 Gold Pieces. If asked about payment for the Heroes' services (although surely no one would be quite so common?), she says that only her son can decide that.

When the Heroes seem to be running out of questions, she offers to go and see if her son will see them now. At that very moment Torbul opens a door and walks in.



3. The Son's Tale

'There is no need, Mother, for I have been listening. You may leave us now. My apologies, gentlemen, if you think me rude, but before engaging you I wished to discover how honourable you were. Therefore I decided to find out how you would behave with two grieving women. I am happy to say that I am only too pleased to employ you. Would a sum of 250 Gold Pieces each as a retainer, and a further 750 Gold

Pieces each when you bring the villain – or villains – to justice, be sufficient for your needs?'

If the Heroes have lost Waldo's goods, they might note that this is almost enough to pay the merchant back, depending on how many of them there are. Assuming that the Heroes accept this generous offer (they may try to haggle the reward up a little, but he won't budge from his position; his *Bargain Skill* may even force the price down!) Torbul goes on to relate what he knows of his father's affairs:

'The matter with Dvorgar, I'm afraid, was my fault. My father would never deal with the man directly, nor would I, but he was working through a middle man and I neglected to check up on the deal. It is only a small sum, some 300 Gold Pieces. No assassin would work for that kind of sum.

'I know my mother sees the shadowy hands of the Kobassi brothers as being behind all this. She may be right; but I have spoken to a man called Rannik who is senior in the Guild of Thieves and who knew my father well. He says that there was no dispute between the Kobassis and my father. Indeed, he was carrying wares of theirs on his caravan when he died.

'That, I'm afraid, leaves us rather in the dark. Plenty of people feared or envied him, but not so much that they would hire a sorcerous assassin. There is just one other possibility, something that only my father and I know about.

'You see, since I was very small I have suffered from a curse. Every night when I sleep, I am compelled to leave my bed and walk the house. Sometimes I have even opened a window

and gone out into the street! For my own safety, I've taken to wearing a long white robe, in the hope that — if I do venture out — anyone I meet will mistake me for a ghost. I've no idea why I am compelled to sleepwalk in this manner; most times I can't even remember doing it. Anyway, my father tried everything he knew to cure me. He asked every wizard he met, and went to every temple in every town he visited, but no one seemed to be able to help.



'Well, a few weeks ago he came to me, very excited, saying that he had met the followers of a religion he had never heard of before, from a sect based in this very city. It claimed to be based on teachings recovered from the distant past when the ancient city this one stands upon was thriving. He hoped that they would have knowledge that has since been lost to our modern priests.

'As I say, that conversation took place a few weeks ago. He gave them quite a large sum of money and did some work for them; but after that he began to have doubts, suspecting that they had lied about their ancient knowledge in order to

swindle him out of his money. That was the last I heard about them. When he began to fall out with them, my father grew very reluctant to discuss the matter.



'It is not much, but it is the only clue I have to offer. I'm afraid my father never told me where these people could be found. I only know that they are followers of a deity they call Elim. Your best chance is to speak to Rannik, the Master Thief. His people know most of what goes on in this city. If anyone can find these people for you, he can. Has my mother already told you about the house in The Noose? Good, go there, ask for Rannik, and say I sent you. And find whoever killed my father.'

Torbul has no other useful information to impart. If asked about his sister's availability for marriage, he gives the questioner an odd look, and says that he will not discuss the matter until his father's killer has been brought to justice.

Problems?

It is possible that the Heroes behave so badly with Claudine and Laurissa that Torbul would be unlikely to employ them. If this does happen, have him scold them for their behaviour and give them a chance to apologize. After all, the adventure will not get very much further unless they do!

Turn to . . .

If the Heroes have been turned away at the door, turn to whichever of the other investigation scenes in Port Blacksand they choose. If the scene went as planned, the Heroes will surely make straight for the Thieves' Den in The Noose; turn to **Scene 13**.



Scene 12 – Madame Star

Location

Madame Star, the clairvoyant, has a cottage in The Noose; by day she inhabits a small tented stall in the Market Square, where she reads fortunes for people. She has a small table, covered with a bright cloth on

which stands a crystal ball. Incense sticks burn in small pots in the corners, making the atmosphere sweet and mysterious by turns. There is one small chair for her and another for the questioner. Other Heroes will have to stand, and it will be quite crowded in the little tent.

Market Square is itself in the very centre of Port Blacksand and is always packed with stalls selling all sorts of wares. The townsfolk mill around, examining goods, haggling over prices and keeping a keen eye open for the ever-present pickpockets.

Plot Summary

The Heroes have their fortunes told. Not all the news is good.

Cast List

Madame Star is a short, plump woman who dresses in bright clothes and usually wears a patterned scarf over her head. She is quite old and speaks slowly in a croaky voice. In order to get good business, she puts on a great show about her work, making it sound as complicated and mysterious as possible. Poor folk are easily taken in by this mumbo-jumbo, but the Heroes, who are used to dealing with real sorcerers, may find it rather transparent.

The clairvoyant is not a great sorceress; but those spells she does know, she uses well. Normally she cheats, using her *ESP* spell to read her customers' thoughts and then telling them what they want to hear. However, she also has a very good intuition for people for whom fate



has much in store. In these cases she uses the much more difficult *See Future* spell. This costs her 6 STAMINA points and lets her see brief scenes in the future life (no more than two days ahead) of one specific person. Such visions she always relays honestly and accurately, although the spell's results cannot always be taken literally; she is too afraid of the gods to lie about such things.

MADAME STAR SKILL 10 STAMINA 10
 Special Skill: Magic (12)
 Social Scale 3 *Spells: Stamina, ESP, See Future*

Provs

A glass or transparent plastic ball, and a shawl to put over your head. You can wear a bright yellow dress as well if you really want to – but don't blame us if your friends laugh at you!

Action!

Madame Star charges 2 Gold Pieces for a consultation. Assuming one of the Heroes agrees to pay, the clairvoyant begins her act. Lighting two candles, she begins to wave her hands over her crystal ball and mumbles incoherently. This is supposed to be a magic spell, but to the Heroes it sounds more like baby talk. Eventually she bends low over the ball and begins to speak.

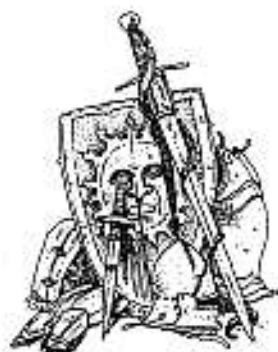
The mists part and I begin to see. Ah, yes! It is becoming clear now. I see a house in the city, a large house quite near here. You enter. Your friends are with you. The house is full. There are many men. They are a vicious, wicked lot. They do not like you. I see violence! Death! OH!

'No, wait! The scene is changing. It is dark. Night has fallen, but there is a greater darkness, something magical, something evil. I fear it. You enter another building. There is chanting, men in robes, and a great man made of gold. HE LIVES! HE LIVES! I see him walking through the city, destroying buildings! NO!!'

With a scream the clairvoyant turns away from her crystal and buries her face in her hands. After taking a few moments to regain her composure, she stands and gestures to the door of the tent:

'Go! Go now! Go far away from here! Your meddling has loosed a great evil on the world. Now it seems it will destroy the city. Begone, before it is too late!'

She can tell them nothing more and shoos them from her stall with panicky gestures. Once the Heroes have left, Madame Star shuts up shop and goes home to pack her things and warn her friends to leave the city at once.



Problems?

Madame Star will not look in her crystal again for the Heroes, no matter how much gold they offer her. What she has seen has plainly terrified her. She fears that if she looks again she may see her own death as Port Blacksand is destroyed.

The clairvoyant's reading is so doom-laden that the Heroes may be sufficiently disturbed to go to Nicodemus and ask for his advice. He will not be pleased to see them, especially if they have been there before. He will tell them that the old woman doesn't fully understand the powers she has and often misinterprets the signs. The vision of the golden man striding along the streets and destroying houses, for example, could simply mean that the follower of some religious sect is going to cause damage in the city. In his opinion, the Heroes should not take seriously anything the old crone says.

Having discovered that Madame Star has real magical powers, one of the Heroes may be interested in learning the *See Future* spell. The clairvoyant will be delighted, both at being taken seriously and with the payment (1500 Gold Pieces, according to the rules given in *Dungeoneer*). Once the adventure is over and the threat to the city has been halted, Madame Star will return to

her booth, and will then be in a position to teach the spell. Bear in mind when using the spell that the visions the caster conjures up are brief and confusing. Don't give too much away, and be especially careful not to predict anything unless you can be fairly sure it will happen!

Turn to . . .

From here the Heroes can go to any of the other places in Port Blacksand they know of that may help in their investigations. These are likely to be:

The Dragon's Tooth – turn to **Scene 6**.

Brass's house – turn to **Scene 11**.

Dvorgar's house – turn to **Scene 8**.

Nicodemus's house – turn to **Scene 7**.

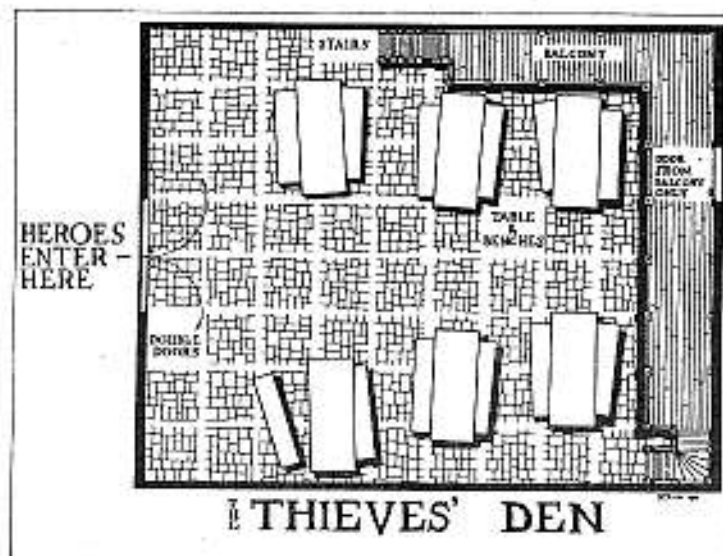
If the Heroes have already been to the Dragon's Tooth, they can also have the street encounter in **Scene 10**. Details of how to get to this are given in the 'Turn to . . .' section of **Scene 6**.



Scene 13 – A Den of Thieves!

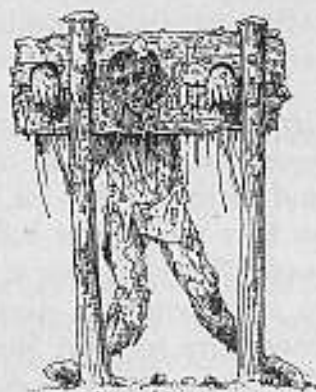
Location

The Thieves' Den is located in a large house on the edge of The Noose, an area of the city between the Market Square and the river. When the Heroes open the large front door, they see a great hall crammed with ugly-looking people. There is a door at the far end, and stairs lead up to a balcony from which another door leads off. Everyone turns to stare. Slowly the Heroes walk into the hall. Someone shuts the door behind them. Gap-toothed grins break out on swarthy faces.



Plot Summary

The Heroes are not made welcome. Rannik arrives and life becomes altogether more pleasant.



Cast List

The thieves are a motley bunch of ruffians. As well as vagabonds, cut-throats, thugs and pickpockets, the den is swarming with smelly, scabrous beggars. Most people seem to suffer from nasty scars, several missing teeth and bad breath. Not one of them has washed for at least a month. This place is probably the nearest that lice and fleas will find to heaven.

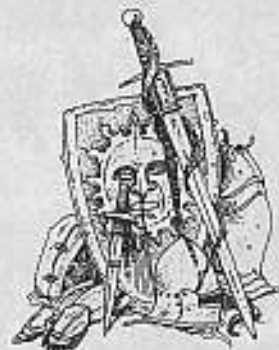
There are as many thieves as the Heroes can hope to kill, plus a whole lot more.

THIEVES each SKILL 9 STAMINA 8
Social Scale 0-3 Sword or Dagger

Rannik is one of the five Master Thieves of Port Black-sand. He has survived in that position for many years, despite the best attempts of his subordinates to murder him and take his place. A man with such abilities is not to be trifled with.

Tall, dark, and sporting a neatly groomed black moustache, Rannik has made his name by daring acts of thievery that have led some Guild members to accuse him of sorcery. In fact he has nothing to help him other than his finely honed thieving skills and the sort of rakish charm which allows him to mix freely with the rich and powerful while simultaneously depriving them of their finest possessions.

RANNIK SKILL 12 STAMINA 22
*Special Skills: Awareness (14), Hide (14), Lock Picking (13),
Secret Signs (15), Sleight of Hand (16), Sneak (14),
Disguise (13), Trap Knowledge (14), City Lore (15),
Con (14), Throwing Knife (16), Climb (14), Jump (14)*
Social Scale 6 Sword, Throwing Knife



Props

If you use miniatures to control fight-scenes, dig out as many human figures as you can find. If several of them are deformed and crippled, so much the better (but don't break their legs off for the sake of this adventure - you may need them whole again later).



Action!

1. An Overly Warm Welcome

As the Heroes look nervously around at the sea of grinning faces, one of the larger thieves begins to speak:

'Well, lookee here, what do we have visiting our little home? Looks to me like some of those smart-alecky adventurer types. Thinks they're mighty tough, they does. Do all this dragon-killing and princess-rescuing – and they thinks that because a whole bunch of 'em gang up on a frightened little lizard they're some sort of heroes. Well, we're not afraid of 'em, are we, lads? Nor do we like 'em coming into our 'ome without so much as an invitation. GET 'EM, BOYS!'

If the Hero from *Midnight Rogue* is with the Heroes, he may be recognized. Allow him a roll against his *Disguise Special Skill* if he is using it, or a *Test for Luck*. If he is spotted one of the thieves will yell out:

'It's [whatever name his player has chosen]! There's a price on his head. Get him!'



The thieves pile into the Heroes. Although there are lots of them, the room is crowded and there is only ever room for two thieves to fight one Hero at any given time. If the Heroes are smart, they will form a circle, with their weaker colleagues – such as a spellcaster – safe in the middle.



2. Rannik Arrives

Once the fight has gone on for a few Attack Rounds and the Heroes have taken a few wounds each, it is time to bring a stop to the proceedings before they get killed. A commanding voice rings out from the balcony:

'STOP!!! All of you, that's quite ENOUGH! What is going on here?'

The thieves back off immediately. Looking up, the Heroes see a lithe, handsome man leap gracefully down to ground level with a single bound.

'Well, you must be the people Brass's family have hired. My name is Rannik. I'm in charge here. I'm sorry about the lack of courtesy in your welcome but – well, what do you expect

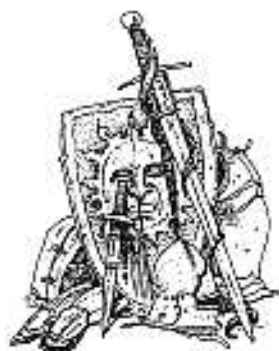
from a bunch of thieves and cut-throats? If you'd like to come this way, we can talk in private.'

And with no more ado, the Master Thief leads the party to a private room, thickly panelled with wood, where he assures them they cannot be overheard. Presumably the Heroes will tell Rannik their tale and ask for any help or information he might give. He knows little of magic and tries to avoid sorcery wherever possible, but he knows of the Silent Death Demon and will thank the Heroes warmly on behalf of his assassin brothers for destroying this rival for their business.

Dvorgar and the Kobassis: If the Heroes have not yet been to Brass's house, they will presumably ask about Dvorgar and the Kobassi brothers. This is what Rannik has to say on the subject:

'Well, you can discount Dvorgar from your inquiries. The man has such a bad reputation around these parts that no one in his right mind will do business with him. About the only people he can get to work for him now are those we expel from the Guild for incompetence.'





'I don't know whether you'll believe me about this, but I can assure you that the Guild had nothing to do with Brass's death. Of course the Kobassis are out to run the Guild, and they'd have my head if they could. That's the way we run things round here, survival of the cunningest. But Brass wasn't part of that. He made it quite clear that he didn't want an office in the Guild and that he would work with all of us. What I do know is that Brass's caravan was carrying goods off a pirate ship owned by the Kobassis when he died. They would make a tidy sum when he sold the stuff for them, and they must be pretty angry themselves about what happened.'

The Mystery Religious Cult: If the Heroes have already been to Brass's house, they will be more interested in the mysterious new religion mentioned by Torbul. Rannik has heard little of them:

'Hmm, yes, I remember Brass mentioning them to me at one time. Priests of Elim, I believe he said. They didn't seem to be very active, so we didn't follow them up. No point in robbing temples until they've got enough worshippers to bring in a haul worth our while. But I can find them for you, if you like. There isn't a nook or cranny in this city that my men

can't spy on. I could probably tell you what was happening in Lord Azzur's palace if you wanted to know, though that information comes very expensive. As Brass was a good friend of mine, I'll find you these priests of Elim for free. Give my lads an hour or two and we'll be able to tell you where they can be found. You can't say fairer than that, can you?'

Problems?

What happens if anyone dies in the fight? Well, it's up to you to control the moment when Rannik arrives so as to prevent any Heroes being killed. If some of the thieves died, Rannik will not be too upset:

'Hmm, their friends will be unhappy; but you're not Guild folk and therefore not bound by our rules. I'd watch your backs when you're out in the city, but I'll not hold it against you. Kill or be killed, that's how we run things here.'

If the Hero from *Midnight Rogue* is with the party, Rannik will be presented with a more serious problem:

'Ah, my friend, you shouldn't have come back here. There's still a price on your head, you know. Not much, only 200, but that's quite enough to excite those ruffians out there. I won't turn you in — with friends like you've got, I'd be mad to; but I'm honour bound to report that I've seen you here. As I'm sure you recall, now that the price has been announced you can clear yourself by paying an equal amount to the Kobassi brothers yourself. I guess you deal in that sort of money these days, so I'll make the arrangements for you if you wish. Otherwise, watch your back very closely. There'll be at least one assassin on your trail before the sun goes down.'

Rannik will be as good as his word and can do a deal with the Kobassis for the Hero. If the Hero chooses to take the risk, he will have an interesting encounter later in the adventure. Presumably the Heroes will not be daft enough to attack Rannik. If they do, they'll never find the priests of Elim, and will have to leave the city very quickly – if they manage to fight their way out of the Thieves' Den!

Turn to . . .

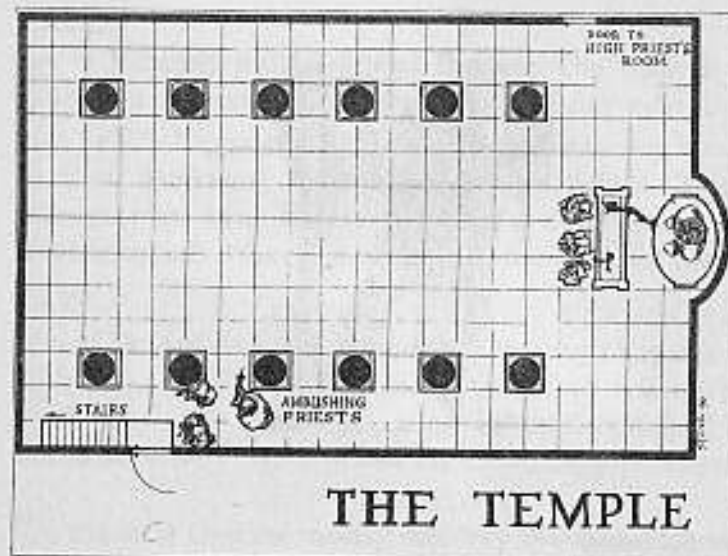
By early evening Rannik's men will have got the information that the Heroes need. Given that a little breaking and entering is in order, Rannik will suggest that the Heroes wait until night has fallen – if no one in the party has already worked that out for themselves. As soon as it gets dark, turn to **Scene 14**.



Scene 14 – Night Raid

Location

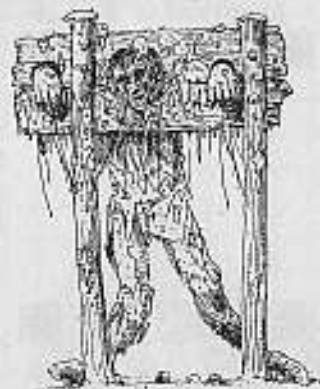
Rannik and one of his men, Jak, lead the Heroes through the darkened streets to the place where the priests of Elim have their temple. After a tense walk (thankfully undisturbed by the attentions of any patrolling City Guards), they arrive at their destination, a medium-sized house in Wall Street. The building looks ordinary enough, but Jak says he's been inside and he reckons that there is a big cellar where most of the action takes place. The building is well locked, but Jak has found an upstairs window that is accessible from an alley and can be forced. The Heroes will have to get in that way, too.



Once inside, the Heroes will want to make their way to where the priests are. Like Jak, they will find the upstairs

rooms deserted and unused. The same is true of the ground floor, but the staircase leads straight on down into the cellar. It is a long way down.

At the bottom of the stairs is a huge room, some 6 metres high, 12 metres wide and 20 metres long. At the far end is an alcove in which stands a giant statue of a man (or possibly a god?) made entirely of brass. In front of the statue is an altar, heavily stained with blood. Pillars are placed at strategic intervals to hold up the ceiling. Depending on how stealthy the Heroes are, they may see the priests at prayer. At the far side of the room is a door which is currently closed. For more details, see the plan.



Plot Summary

With help from Rannik and the Guild, the Heroes locate the temple of the priests of Elim and raid it. Taking exception to this the priests foolishly decide to fight.



Cast List

Jak is Rannik's most talented burglar. The man is as quiet as a cat and as agile as a monkey. After a drink or two he will happily boast that he can get into any house in Port Blacksand, even Lord Azzur's palace. If the Heroes ever take him up on this it could make an interesting adventure – if a painfully unsuccessful one.

JAK	SKILL 9	STAMINA 16
<i>Special Skills: Climb (14), Jump (12), Throwing Dagger (11),</i>		
<i>Hide (12) Lock Picking (14), Secret Signs (11), Sneak (16),</i>		
<i>Trap Knowledge (12)</i>		
Social Scale 3	<i>Throwing Knife, Daggers (several)</i>	

The priests of Elim are mostly ordinary Blacksand townsfolk who have been lured into the priesthood by the promise of long-lost knowledge and have become corrupted by the evil ways of their new masters (as if the



people of Blacksand needed extra corrupting!). They wear plain black robes and carry the same short stabbing swords once used by the Legions of Carsepolis (see 'Revenge of the Sorcerer' in *Dungeoneer*). Provide one priest for each Hero.

PRIESTS	each SKILL 6	STAMINA 6
Social Scale 2		Sword

The High Priest has more ornate robes, again in the standard black of the priesthood. He has some sorcerous powers, but is a coward when it comes to hand-to-hand fighting, preferring to let his underlings or summoned Demons do the dirty work. Note that he has several unusual new spells which are taught only by the church of Elim:

Summon Demonspawn: Requires 8 STAMINA points to cast and summons 1-7 (roll 1 die then add 1) Demonspawn from the Demonic Plane to do the caster's bidding. The Demonspawn will remain under the caster's control for 1-6 hours (roll 1 die), after which time they regain their independence. Their first act on becoming free is probably to try to kill the person who has been ordering them about. To get rid of rebellious Demonspawn, the magician must cast the *Summon Demonspawn* spell backwards.

Summon Silent Death: Also requires 8 STAMINA points to cast but summons only one Silent Death Demon. The object of the summoning is NOT under the control of the caster and, if he wishes to live, the mage must immediately cast a second, binding spell:

Bind Silent Death: A 6 STAMINA point spell, this one binds the Silent Death Demon in an object prepared for the purpose by the caster. This object must be present when the spell is cast, and the caster must specify clearly the rules which govern the behaviour of the Demon. The one that the High Priest used to bind the Demon that killed Brass went like this: 'You will be bound to this candle. When it is lit, you may come to this plane and claim your prey. You may remain here until you have killed at least one person. At all other times you must remain in the Demonic Plane.' This makes it quite easy to send the Demon back where he belongs. Silent Death Demons are quite smart and will use any loophole in the rules given to disobey their summoner.



Awaken Brass Golem: This spell, requiring 4 STAMINA points, is used to trigger the awakening of the Golem (the large statue by the altar). It is useless without the Oil of Life and a mechanical heart, which are made separately. The High Priest does not know how to make these items. (See the next two scenes for more information about Golems and how they are made.)



It is likely that the High Priest will engage in a magical duel with some of the Heroes. That is why we've given him some LUCK, though he should be able to Counter-Spell anything they throw at him.

HIGH PRIEST SKILL 12 STAMINA 17 LUCK 6
 Social Scale 6 Special Skill: Priest Magic (14)
 Spells: Darkness, Fear, Holy Command, Blind, Counter-Spell,
 Fog, Awaken Brass Golem, Restrained, Bind Silent Death,
 Summon Demonspawn, Summon Silent Death

Demonspawn are made from the vast legions of unclaimed souls that wander the endless wastes of the Underworld. Their forms are varied, but are usually humanoid, with a few bits missing or added on, and covered in foul slime. Instead of eyes they have large, shadowy pits which serve as sense organs. A fuller description of these creatures can be found in *Out of the Pit*.

Demonspawn can be harmed only by magical weapons or spells. You should use twice as many Demonspawn as there are enchanted weapons in the party, up to a maximum of 7 (the most that the High Priest can summon at once).

DEMONSPAWN SKILL 6 STAMINA 6
Large Claws

(Note: More information about Elim and Carsepolis can be found in *Titan*, and a priest of Elim also features in the adventure 'Revenge of the Sorcerer' in *Dungeoneer*.)

Props

Once again, miniatures can be used to good effect to help the players visualize what is going on during the fight.



Action!

1. Break-in

Jak and Rannik lead the Heroes to a side alley and point out the window through which Jak entered the building. They promise to watch out for the City Guard and provide help if need be, but they will not enter the house. Fighting evil priests who may have demonic guards is a job for Heroes, not common thieves.

If none of the Heroes has a magical weapon, Rannik will lend them one before they go. It isn't the best of swords, he says, but they may need it if supernatural goings-on are involved. The sword gives no bonuses on the Damage Table, but it does affect Demons normally. Rannik will make it crystal clear that he wants the sword back when the Heroes return.

In order to get into the house, the Heroes must successfully roll against *Climb* and *Sneak* Skills (or basic SKILL). If one of the *Sneak* rolls fails, the Heroes enter the house safely but Rannik and Jak have to run off because the City Guard turns up. If a *Climb* roll fails, the Hero falls, making a loud noise (make a roll on the Damage Table as if he had been hit by a Club). The City Guard will turn up and rolls against *Hide* are required from anyone not in the house. If a *Hide* roll fails, the Hero in question can *Test for Luck* to avoid being seen. In the

unlikely event of all of these rolls failing, those Heroes still outside the house, plus Jak and Rannik, will have to flee through the streets. Rannik will explain that as soon as a fight starts the Guard will turn up in large numbers, so there is no point in fighting. The Heroes who managed to get inside the house will have to tackle the priests by themselves!



Once in the house, another roll against *Sneak* is required to get on to the landing, and two more are needed to descend the stairs as far as the cellar. Further *Sneak* Skill rolls are required for each room the Heroes wish to investigate. There are three other rooms on the first floor and four on the ground floor; as Jak reported, all are empty. If any of the *Sneak* Skill rolls in the house fails, the priests will be aware of the Heroes' presence. (Mr Director, make this section as agonizingly creepy as possible, by emphasizing the extreme quiet of the house and the loud creaking noises every Hero's footstep

creates. They should be nervous wrecks by the time they get down to the cellar!)

2. The Temple

The Heroes may think that the night is a good time to catch people unawares, but this is the time when the priests of Elim are up and about, worshipping the Darkness. If the priests have been alerted by a failed *Sneak* Skill roll, they will be in hiding at the bottom of the stairs, waiting to ambush the Heroes. They will get one Attack Round of free blows before the Heroes can react. If the priests are not alerted, they will be found praying in front of the altar. They will turn and attack as soon as the Heroes make a noise.

Sneak Skill rolls with a penalty of -3 are required to sneak up on the priests while they are at prayer. Run any stealthy sneaking as you would a combat, with the Heroes using the combat movement rate (one 2-metre square per Attack Round) and rolling against *Sneak* Skill each Round.



Once the fight has started, give the Heroes a couple of Attack Rounds to get stuck in, then introduce the real villain. The door at the far side of the temple room opens and the High Priest peers in.



3. The High Priest of Elim

As mentioned above, the High Priest is a coward who prefers to fight from a distance. His first act will be to summon some Demonspawn to fight for him. He will keep on casting this spell until it succeeds or until he has to cast *Stamina* because he is running out. Once the Demonspawn have been summoned, he will attack any Heroes he sees using magic, trying to *Fear* them or send them to *Sleep*. Once he has got rid of any spellcasters, he will turn his attention to the strongest-looking warrior, using his *Force Bolt* for preference and attacking anyone with magic weapons first. If any Hero gets close enough to hit him, he will concentrate on that Hero, trying *Fear* first and *Darkness*, followed by simply running away if that doesn't work.

Once all of the priests are dead or asleep, move on to **Scene 15**.

Problems?

It is possible that the Heroes could lose this one. It should not be your objective to kill them all off; that never makes for a very entertaining film. On the other hand, the closer they are to losing, the more exciting it will be. It is quite difficult to judge a fight like this and get the outcome right.

However, if the Heroes are doing particularly badly, there are a couple of things you could do. First, you could fiddle some of the rolls of the Demonspawn so that they don't win many Attack Rounds. In addition, the High Priest could become over-confident and not do anything for a few Rounds. In the end, however, it is down to the Heroes to win the fight, not for you to win it for them.



The Heroes may wish to capture some of the villains and hand them over to the city authorities for trial. Perhaps you should point out to them that the local authority is Lord Azzur, possibly the only person in the world more evil and nasty than a priest of Elim . . .



Turn to . . .

Well, they *were* an unfriendly lot, weren't they? Still, they won't bother anyone any more. Trouble is, the Heroes are still not certain that the priests were responsible for Brass's murder. Perhaps the room that the High Priest came from holds some clues. Turn to **Scene 15**.

If the Heroes recognize the Golem (large statue by the altar) as the huge, destructive figure from Madame Star's predictions and decide to destroy it before doing anything else, it will take exception to their unfriendly behaviour. Given the urgency of the situation, the Heroes will have to miss out on the clue-hunting and go straight to **Scene 16**.



Scene 15 – Who Are These Guys Anyway?

Location

The High Priest's sanctuary is a small room off the main temple. It is sparsely furnished, containing only a desk and a chair. On the desk are two books and a letter. In one drawer of the desk are 25 Gold Pieces and a small glass bottle, now empty. The two books are a spell book and a book of ceremonies for the worship of Elim.

Plot Summary

The Heroes examine the temple, looking for clues to where this mysterious priesthood has come from. They get a sinking feeling that they know who is responsible for loosing this evil on the world.

Cast List

No one (except the Heroes).

Props

Several items could be presented to the Heroes. The first is the letter from Sargon (for it is he) to the High



Priest; write this out, just as you did Brass's letters. For the High Priest's books you ideally want some large ancient volumes bound in human skin – but if you don't have any of those readily to hand (!), substitute something similar. An old food-colouring bottle, preferably with some dregs of strange liquid inside, will do splendidly for the bottle.

Action!

The Heroes will doubtless wish to examine the books and letter to see what they reveal. The contents of the spell book are listed under the description of the High Priest in the last scene. The ceremonies book is far too lurid to describe in a book for sale to persons of tender years, but it does reveal a little about the beliefs of the Elimites.

Elim, as careful readers of *Titan* will know, was one of three ancient deities worshipped in the far distant past.



These three – Elim, Ashra and Vuh (meaning Darkness, Light and Life) – were held to be responsible for giving life to the Celestial Court, the present gods of Titan, Elim, or so his followers believe, is unhappy with the result of his work, and wishes to return the universe to dark, primeval Chaos. Most of the priests are no more keen on that idea than anyone else; but they believe that, helping Elim by promoting small amounts of Chaos, they will be granted great powers. Their ceremonies, as you might expect, involve lots of evil prayers and blood-letting.



The letter will be of most interest to the Heroes. The text is reproduced below:

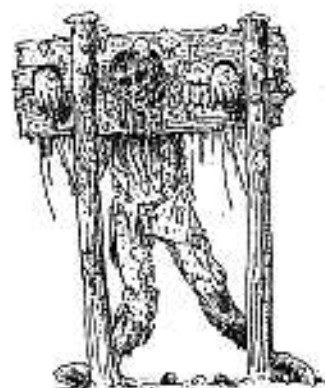
Nagrin,

You have done well. I like well the whimsy of using the man called Brass to aid in the construction of our man of brass. He has served his purpose. Silence him now, for he knows too much. Enclosed are the two items that you need to complete the work, the Heart and the Oil of Life. Cast the enchantment of awakening as I taught you, together with the appropriate sacrifices – no beggars, mind you, our Dark Lord needs to be fed well – and the spirit of Elim will come to inhabit the Golem.

My mission is progressing well. Temples have been established in Halak, Rimon, Salamonis and Fang, and our brotherhood grows daily. It will not be long now before kings and princes tremble once more at the name of Elim.

The letter is signed 'Sargon, Primate of the Revived Church of Elim'.

The drawer in the desk is locked and has a trap built into it. A *Lock Picking Skill* roll is required to open it, or a roll against *Strength* at -5 . If the Hero opening the drawer asks to check for traps, he sees that there is one and has the choice of leaving well alone or trying his *Trap Knowledge Skill*. If he doesn't ask to look for traps, he must make the *Trap Knowledge* roll anyway, but with a -5 penalty. If the *Trap Knowledge* roll fails, the Hero must roll two dice and deduct the result from his *STAMINA*, because of a poisoned needle. A successful *Test for Luck* will halve the damage. All that is in the drawer is the empty bottle (it once held the Oil of Life) and the money.



Once the Heroes have digested all this and worked out who is responsible for unleashing the evil of the Elimites on the world once more, it is time for the Golem to make its dramatic appearance. A big brass hand appearing round the door and grabbing someone would be a suitably heart-stopping entrance (assuming, as is likely, that the Heroes are so fascinated by the books and the letter that they quite forget to keep an eye on what is happening in the temple).

Problems?

Having captured a book full of interesting new spells, some of the Heroes may decide that Demon-summoning sounds fun. This is not acceptable behaviour for Heroes. The supernatural is the domain of the Bad Guys, and it is the task of all Heroes to rid the world of Bad Guys. In case they should be tempted, note only that none of the problems associated with the spells mentioned above are referred to in the Elimites' book. If any of the Heroes try to learn the spells, they will almost certainly die horribly after failing to take all the proper protective precautions. Let that be a warning to them about the perils of dabbling in Dark Magic.

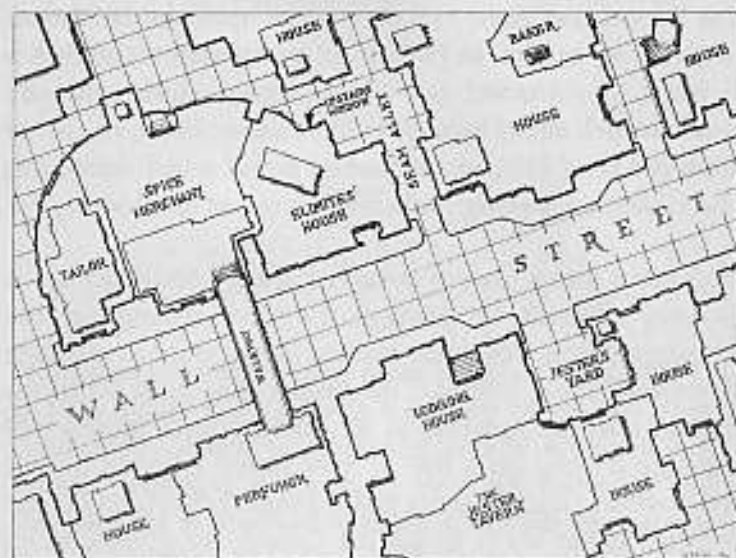
Turn to . . .

Large brass Golems can hardly be allowed to roam the streets, even in so evil a place as Port Blacksand. In such a situation there is only one thing that true Heroes can do – which is just as well, because the Golem too is spoiling for a fight. Turn to **Scene 16** as fast as you can.

Scene 16 – The Golem Walks

Location

We're still in the temple, but the fight quickly spreads into the street, where more mayhem can ensue.



Plot Summary

Having started with a man called Brass, the adventure ends with a man *of* brass. This fellow is considerably bigger, much less friendly, and has a nasty way of knocking down buildings.

Cast List

A *Golem* is a large artificial man animated by the power of sorcery. Normally they are made the easy way, out of wood, stone or dead flesh (Frankenstein's Monster

was a Flesh Golem). The one in this adventure is of a different order altogether. It is made of brass, carefully and beautifully crafted into an earthly representation of the God Elim. Brass (or any other metal) Golems cannot be simply conjured at will, as some sorcerers do with the Wood and Stone types. A lot of intricate metalwork is required, as well as two very special items: the first is a heart, constructed out of the finest clockwork and made to tick at the same rate as a human heart; the other item is Oil of Life, an enchanted liquid which lubricates the Golem's working parts and serves as its blood.

Because a metal Golem is such a sturdy construction, it is very difficult to damage it. After rolling on the Damage Table, you must reduce the amount of damage done to it by 2 points. This means that most weapons cannot hurt the creature at all, and a normal sword will damage it only on a roll of 6 or more! Mighty Blows, meanwhile, simply do normal damage. Fortunately there are two easier ways to kill the Golem: by getting at its vital functions.

The first option is to destroy its mechanical heart; this is hidden behind a special plate on the Golem's chest. Because the Golem is so big, the plate can be hit only with a missile weapon or by the Hero whom the Golem is bending down to strike at. Any accurate hit, whether it does damage or not, will dislodge the plate; but it is small and the Hero must successfully *Test for Luck* to hit it. Having done that, the heart becomes visible. A second successful *Test for Luck* will destroy the heart and the Golem will cease to live.



The other alternative is to drain out the Oil of Life. This is kept inside the Golem's body by means of a small brass plug, which is disguised as the Golem's belly-button. Again, it is too high to reach normally and a *Test for Luck* is required to hit it. Once hit, the plug will fall out and the Oil will begin to drain away. The Golem will lose 4 STAMINA points each Attack Round from then on, until it is dead. (More information about Golems can be found in *Out of the Pit*.)

BRASS GOLEM SKILL 10 STAMINA 30
2 Attacks; Very Large Claws

A second hazard – an Assassin. If the Hero of *Midnight Rogue* is with the party, there will now be an assassin looking for him. This woman wears the traditional dark cloak and will turn up during the general mêlée at the end of the scene.



ASSASSIN

SKILL 10

STAMINA 14

Special Skills: Sword (12), Disguise (11), Dodge (12), Hide (12), Awareness (12), Sneak (14)

Social Scale unknown

Sword

People of Port Blacksand. Once the Golem is out in the street, all sorts of people will dash out and engage in the general mêlée. A typical Blacksander has the following abilities:

BLACKSANDER

SKILL 6

STAMINA 6

Social Scale 1-4

Sword or Club

Props

Miniatures can be used to control the fight. If you use standard-sized metal miniatures, the Golem should be about 8-10 cm tall.

Action!

1. In the Temple

After the fight with the High Priest and his Demonspawn, the Heroes may well be in no fit state to take on the Golem. If this is the case they will probably retreat up the stairs, looking for a place where the Golem will be at a disadvantage because of its size. If not, you will need another reason for getting the Golem into the streets. Perhaps it is damaged and itself flees, or perhaps it has had enough of tossing the Heroes around and grows bored. Either way, the objective here is to set the Golem crashing up the stairs, out of the building and into the streets where it can do King Kong impressions to its mechanical heart's content. Medieval

cities like Port Blacksand are built almost entirely of wood, and the houses therefore crunch satisfyingly under the feet of the rampaging monster.

2. In the Streets

Once the Golem has got out, it will plainly make so much noise that even Brass's son will awaken from his sleepwalking. People will rush out into the streets, trying to find out what is happening, to get away from the monster, or to kill whoever is responsible for bringing it to the city. They will spend most of their time fighting each other; but from then on only one Hero can fight the Golem at a time. Everyone else must fight a typical Blacksander, of whom there is an inexhaustible supply.

The ideal result here should be that the Heroes kill the Golem and then disappear as the mêlée grows more and more furious. Rannik and Jak should be on hand to wave them into a side alley at suitable moments, for example when a Hero has just finished off an opponent. Once they have got out of the mêlée, the Heroes can return to a place of safety.

3. Assassin!

There is just one more piece of the plot yet to unfold. If the Hero from *Midnight Rogue* is with the party, the assassin will be looking for him or her. She will mix with the crowd and try to catch her victim unaware. When the Hero in question is due to meet a new opponent, make an *Awareness* Skill roll for him. Add the dice roll and Special Skill value and oppose it with the assassin's *Stealth* plus dice roll. If the assassin wins, she gets a free strike at the Hero; if not, run the fight as normal.

Problems?

If the Heroes manage to kill the Golem before it gets out into the street, that is just too bad – although you could always give it a few extra *STAMINA* points as you go along, to help it escape (so what if this is a bit sneaky; you've got to take your fun where you can!).

As they have seen the spell that animates the Golem, the Heroes may well try to use *Counter-spell* to stop it moving. Unfortunately, the creature is now imbued with the divine essence of Elim. Anyone attempting to cast *Counter-spell* on it will find their *STAMINA* reduced to 1 and will fall unconscious for 3–18 Combat Rounds (roll 3 dice)!



If the Heroes fail to kill the Golem, or flee as soon as it gets out into the streets, someone from Blacksand will eventually get lucky and knock out the stopper that holds the Oil of Life in place. However, this counts as the Heroes failing to complete the adventure, and they should get far fewer Experience Points as a result.

Turn to . . .

Nowhere, or perhaps a closing scene of Brass's son handing over the money and waving goodbye to the Heroes as they ride off into the sunrise while the title and credits roll! The End.

Aftermath

There is actually a little more for the Heroes to do, but none of it is very exciting, and therefore the film should end here. You can just talk them through the rest.

Torbul will happily pay up the promised reward and will also complete the deal with Waldo, assuming that the merchant still has his goods. If the goods were lost somewhere along the way, the Heroes have failed in the adventure, unless they give their reward to Waldo to make up for the loss. Assuming Waldo has enough money, he will pay the Heroes their wages.



Rannik will not forget if he lent the Heroes a magic sword. If they don't give it back, it will mysteriously vanish from its scabbard some time when they are not looking.

If the Golem got out into the streets, next day Lord Azzur's guards will post a reward of 500 Gold Pieces for the heads of the people responsible. Rannik will help the Heroes get out of the city in safety, either by disguising them or hiding them in a wagon. If they possess the book of ceremonies from the temple which mentions the Golem, they can leave that with Torbul or Rannik, who will pass it to the appropriate authorities. Once it becomes clear to Lord Azzur's men that the Heroes saved his city from a deadly peril, the price on their heads will be annulled.

Given the contents of the letter, the Heroes may wish to consult Nicodemus about it. This time the wizard is pleased that they came to him; it is, after all, a matter of *national* importance. He suggests that they report the matter, together with any information they may have about how to identify Elimites, to King Salamon as quickly as possible. After that, they should go after this Sargon chap (especially if they were the ones who brought him back to life in '*Revenge of the Sorcerer*').

Nicodemus will know if the Heroes have the spell book and intend to use it (he is pretty good at *ESP*). He will give them fair warning that it is dangerous, though he will not say how, and do his best to persuade them to hand it over. If they refuse, he will sigh and let them go; but when they next come to read the book they will

discover that all the vital chants have been replaced by verses from a popular ballad about a beggar who fell into the Catfish River.

So, all you need to know now is where Sargon can be found. Unfortunately that is another adventure. (What do you mean, 'Boooooo!?' Now's *your* chance to invent a really thrilling Advanced Fighting Fantasy adventure – 'Sargon Strikes Back!', maybe, or 'Mad Mage III – Beyond the Underworld'. Go on, we know you can do it.)

