

HEROIC TALE I: THE CRYING MOTHER

BY UMBERTO PIGNATELLI

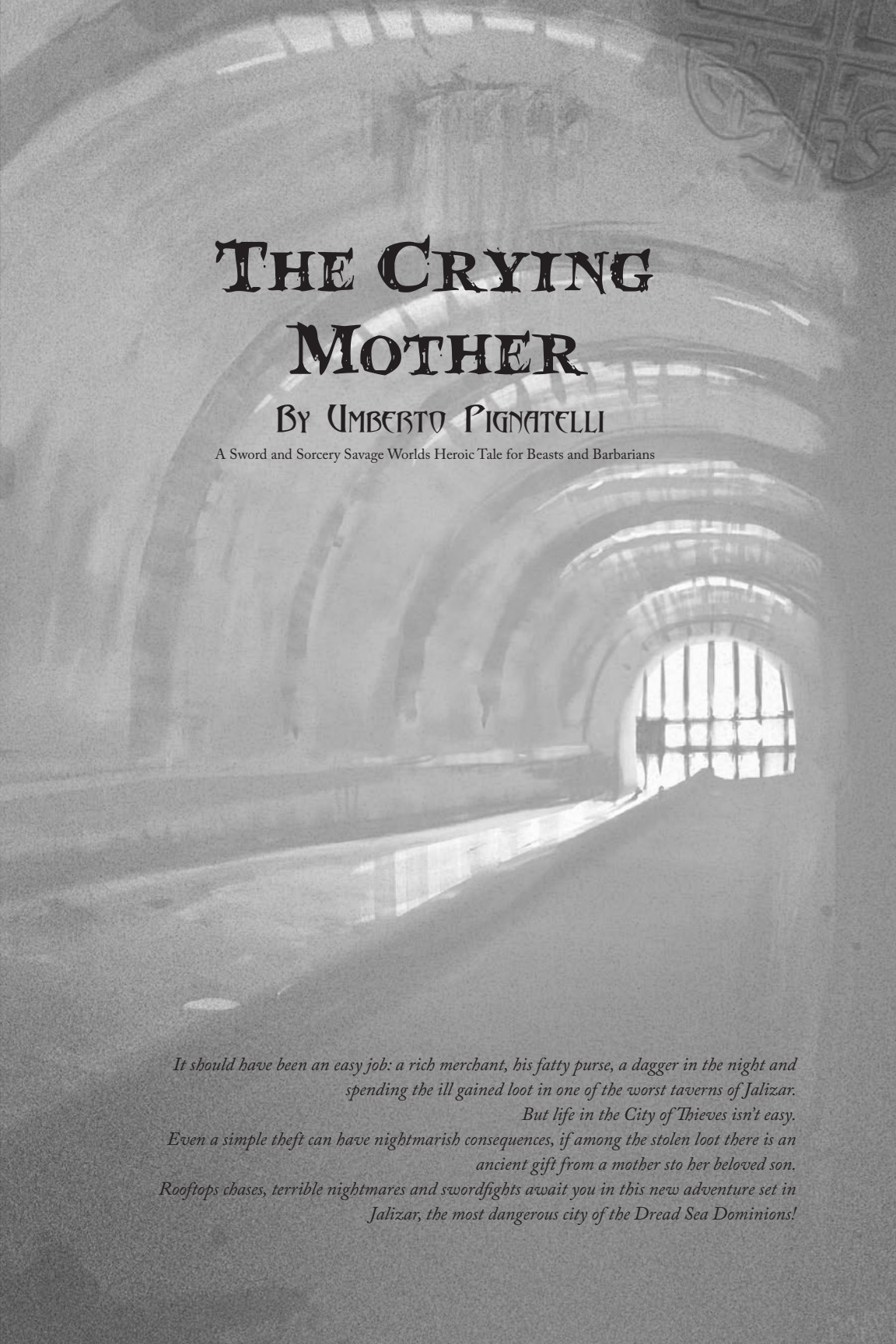


BEASTS & BARBARIANS
Golden Edition
UMBERTO PIGNATELLI

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The background of the entire page is a grayscale illustration of a long, arched tunnel. The tunnel has a series of repeating arches that recede into the distance. At the far end of the tunnel, there is a large, arched window with vertical bars, through which bright light is streaming. The perspective is from the entrance of the tunnel, looking down its length. The overall mood is mysterious and atmospheric.

THE CRYING MOTHER

BY UMBERTO PIGNATELLI

A Sword and Sorcery Savage Worlds Heroic Tale for Beasts and Barbarians

It should have been an easy job: a rich merchant, his fatty purse, a dagger in the night and spending the ill gained loot in one of the worst taverns of Jalizar.

But life in the City of Thieves isn't easy.

Even a simple theft can have nightmarish consequences, if among the stolen loot there is an ancient gift from a mother to her beloved son.

Rooftops chases, terrible nightmares and swordfights await you in this new adventure set in Jalizar, the most dangerous city of the Dread Sea Dominions!

BEASTS BARBARIANS

A Sword and Sorcery Savage Worlds setting

By UMBERTO PIGNATELLI

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SPECIAL THANKS TO: Marta Castellano (my wife) queen of all the Amazons,
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and Polliotti Yoshi (my friends) for fighting alone against the Valk demons

THE HEADLESS CHICKEN TAVERN IS COURTESY OF: Tenchi Montano

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INTRODUCTION

Welcome to *The Crying Mother*, a *Beasts and Barbarians* adventure set in Jalizar, City of Thieves!

To play this adventure you need a copy of the core rules of *Savage Worlds*, *Beasts and Barbarians Golden Edition* (GE), and a copy of *Jalizar, City of Thieves* (JCT).

This scenario is designed for a party of four Seasoned heroes, and it is an ideal introduction to the City of Thieves. It can be used with newly created adventurers, but it can also be easily modified for parties of different sizes and levels of experience by following the instructions in the *Golden Edition*.

If you don't use gaming terrain, you will find it handy to have gaming stones and several copies of Burst Templates to represent specific terrain features during fights.

The parts in italics are intended to be read aloud or paraphrased by the Game Master to the players.

Now, if you want to play this scenario, stop here. The following sections are intended for the Game Master only.

If you are the Game Master, keep reading and get ready to explore the foggy alleys of the City of Thieves!

RECOMMENDED CHARACTERS

This scenario requires a number of skills. Since it is set in the City of Thieves, a hero with some thieving abilities is highly recommended, so Climbing, Lockpicking, Stealth and other skills linked to illegal activities will be necessary. If no hero has such skills, the GM should either tweak the adventure slightly to make the specific thieving challenges easier or add an NPC with useful abilities to the party.

The presence of a warrior or two is also ideal, because a few of the encounters require some swordplay.

In addition, a character with high Persuasion and good disguise skills will have the chance to shine in a specific scene of the adventure.

Although all these skills are useful, none are absolutely necessary to play the scenario.

BACKGROUND FOR THE GAME MASTER

Irvan the Young was best known as the Thirteenth Widower, the Never Married Husband. He was the son of Torrian, the Archon of the ancient city of Pella. Prince Irvan came to Jalizar with the same goal as many other noblemen: marry princess

Emella and become King of the City of Thieves. He was young, gallant, and clever, and he stood a real chance to win Princess Emella's heart and become her most favored husband (Emella had twelve husbands, see JCT, pages 12-13). Sadly, the other suitors saw him as a great threat and took countermeasures so that he could never marry the girl. They decided to strike the very night before the royal wedding.

Being a pious man, Irvan spent the night in the temple of Etu in Jalizar, asking the goddess for a prosperous, long marriage. He felt safe because he knew that his Companions, his trusted sword brothers and defenders, were guarding the door of the temple.

But the killers sent to dispatch him were sly and devious. They drugged the Companions' wine with a type of Lotus that causes sudden and deep slumber. Then, they sneaked into the temple and murdered the prince. He was so surprised that he didn't even manage to draw his sword. His hands, smeared with blood, were still holding a small statuette of Etu, a dear gift from his mother. The legend says that the blood could not be wiped away, and the statuette seemed to cry blood tears, so it was called the Crying Mother.

When the Companions woke up, they discovered the murder and went berserk. They drew their blades and rushed to the royal palace to take vengeance on Irvan's enemies. But the guards were ready and far more numerous. A bloody battle was fought in the hall of the palace and, at the end, no Companion survived.

Princess Emella was disgusted by the treason and the bloodshed and she wept long and hard for the dead prince. She ordered Irvan and his Companions to be buried

in a rich tomb, and she personally put the small statue of Etu in the cold hands of her truest suitor.

Centuries went by, the Emellan dynasty and Pella's royal line died out, and the location of Prince Irvan's tomb was forgotten, becoming part of the Sewers during one of the many reconstructions of the City of Thieves.

Yet, a week ago, a burglar called Sable stumbled upon Irvan's burial chamber while trying to break into a nobleman's mansion by passing through the Sewers. The thief couldn't believe his luck and, abandoning his original plan, he raided the tomb. In particular, he took a small silver statuette from the dead Prince's body. Sable noticed that the face of the statuette seemed to be constantly weeping blood. He thought it a little creepy but, after all, he wasn't a superstitious man.

It was time for celebration and, by the end of the night, Sable was drunk as a skunk and had spent a small part of the jewels raided from the tomb at the Headless Chicken, a tavern of ill repute in Thousand Chimneys. Then, he staggered back to his house, climbed into bed, and fell asleep. It wasn't a restful night. Sable had a terrible dream, in which he was pursued by ghostly swordsmen who vividly resembled the dead knights resting by their Prince in the tomb he had looted.

When he woke up, shortly before dawn, he discovered that his clothes were torn, just as had happened in the dream, and he had a long gash in his shoulder! Shaken by the strange occurrence, he decided he needed a drink and went back to the Headless Chicken. But when he entered the tavern, a terrible surprise awaited him:

one of the ghostly swordsmen emerged from a dark corner and attacked him!

Sable drew his blade and defended himself with the unnatural strength of panic. Dealing a lucky blow, he managed to pierce the heart of the evil creature.

The patrons of the Headless Chicken jumped up from their chairs and stared at him horrified. To his great dismay, Sable understood he had made a terrible mistake. The ghostly swordsman had never existed; the man he had killed was actually a Copper Helm, peacefully enjoying a tankard of ale at the end of his night shift!

The thief had no time to think clearly about the causes of his hallucinations, but he knew that he had to leave Jalizar as soon as possible, because nothing could save him from the rage of the Copper Helms. He needed money, so he ran straight to Mathro the Prodigal, the nearest money-lender and pawnbroker, a man who never asks about the provenance of the items he

is offered. Mathro took all the treasures (statuette included) and, with enough Moons in his pocket, Sable fled to the port, hoping to find a ship ready to take him very far away.

Delighted at having stuck such a good bargain, Mathro placed Sable's items in his purse, as he always does with the most precious trinkets he manages to acquire. This happened five days ago and, from then on, the pawnbroker has forgotten what it means to sleep well. He dreams of being pursued by ghosts, dead knights with ghostly blades. The dreams are becoming more realistic every night, and Mathro has now given up sleeping entirely. He is so desperate that he has turned to Gitara the Cripple, a courtesan from a distant land, who is said to be a witch. However, the woman has so far been unable to find an effective solution to his problem. If this weren't enough, unbeknownst to Mathro, someone is watching his each and every move, hoping to get their hands on the treasures he carries in his pouch...

PART I: THIEVES IN THE CITY OF THIEVES

THE FAT PURSE OF THE MONEYLENDER

The beginning of this scenario assumes that the heroes have one of the commonest jobs in the City of Thieves: they are robbers. The GM can alter the story or present the scene in the way that best suits the characters' background and moral principles (see sidebar on the next page).

In particular, the party has decided to rob Mathro the Prodigal, a moneylender and pawnbroker from Thousand Chimneys, who always carries all his riches in his purse. Mathro is known to be a ruthless man who never leaves his shop, but in the last few nights he has been visiting the house of Gitara the Cripple, a courtesan, who is probably his lover.

The heroes have discovered Mathro's new habit, shadowed him, and decided to strike while he is walking from his shop to Gitara's house, both in Rats' Nest. Mathro is always accompanied by a bodyguard, who is however inexperienced and no match for a decent swordsman.

It is a stormy night, and the darkness is occasionally rent by bright flashes of lightning. You are waiting for Mathro in Dead Fountain Square. The small, dirty square is intersected by Needles Alley, where the moneylender always passes on his way to visit his favorite

courtesan. You are soaked to the bone, but the thought of the gold in Mathro's purse keeps you warm. Suddenly you see a lantern flickering nearby. The pawnbroker and his bodyguard are getting closer. It is time to act!

The square is quite small, 9" by 9" with a dried-up fountain in the middle (see below). A single road, 3" wide, crosses it from east to west. Mathro and his bodyguard enter the battlefield from the east, and they are headed to the other portion of the road, which lies to the west.

The heroes have had plenty of time to prepare the ambush, so they can position themselves wherever they want, choosing a suitable hideout. The best locations are behind the fountain, on the top of a roof, or behind a pile or rubbish (see below). If the group clearly states that one of them has been shadowing Mathro since he left his house (a reasonable precaution given that they plan to rob him), a hero can begin the attack from outside the square, in Needles Alley, a few yards behind the victims. In this case, he is also aware of the presence of two extra guards.

Mathro and his man must check for surprise when attacked. The old man isn't a fighter, but he reacts with surprising violence: he draws his strange blade (see Mathro's stats) and flies at the heroes. See-

ing his master's reaction, the bodyguard follows suit. Mathro shouts things like:

"Show yourselves! I don't fear you! Die and stop tormenting me!"

If the party has counted on a smooth, non-violent strike, they are going to be very disappointed. The pawnbroker is totally wild and looks like a haunted man.

A nasty surprise awaits the party during the fight. Mathro, who has grown more worried every day, has hired additional guards, Ningo and Shad, two thugs from the Thieves' Guild. They are several steps behind their employer, guarding his back, and arrive on the scene in the second round. Note that the heroes aren't aware of their presence unless one of them has been shadowing Mathro since he left his house. Place the thugs 6" behind Mathro and the shadowing hero, if present, 6" behind them.

Both Mathro and his bodyguards fight to the death. It is important not to reveal the identity of the two additional guards till the end of the fight, when the party has the chance to search their bodies.

(M) Mathro the Prodigal (1). See page 47.

(M) Mathro's Bodyguard (1). See page 47.

(M) Ningo and Shad (2). Use the Thieves' Guild Thugs stats.

TERRAIN AND PROPS

- **Dead Fountain:** This old, crumbling fountain has been dried up for years, and it is covered in pigeon droppings. It can be represented on the battlefield by a SBT, it grants Medium Cover and has Toughness 9.

- **Garbage:** Let the heroes place up to two small Garbage Piles (see JCT page 141) wherever they want.

- **Stormy Night:** The scene is set in Dark condition: due to the pouring rain, even torches and lanterns are of little use. The only light comes from occasional lighting bolts in the sky. Every round, check the card of the first character who is acting. If it is red, it means that lighting illuminates the whole scene, eliminating the effect of darkness.

- **Jump from the Rooftops!** A hero placed on the rooftops can attack the targets by literally jumping onto their heads. The victim must check for surprise, while the hero must make an Agility roll. If the Agility roll is successful and the victim is surprised, the attacker gains the Drop when jumping. If the roll is successful but the victim isn't surprised, he only gains +2 to the attack roll. In both cases, he is placed in contact with his opponent. If he

HEY, AREN'T WE HEROES?

Beasts and Barbarians isn't a setting for knights in shining armor. Nevertheless, the heroes might have reservations about murdering people to rob them. You can make the situation more acceptable by underlining the following points:

1) *Thieving is a common way of making a living in Jalizar.*

2) *Mathro is known to be a ruthless man who preys on the poor and needy. Stealing from him can be considered a form of justice.*

3) *The heroes plan to rob him without doing him any harm, if he collaborates. Unluckily, he has no intention of doing so.*

fails the Agility roll, he misses the target, landing d4" in a random direction, and cannot perform any other action in this turn. If the Agility roll is failed with a 1 on the Agility die, he is also Shaken.

GRAB THE LOOT AND RUN

You didn't expect you would have to kill the old man, but he fought like a lion to protect his purse. You pick up the pouch from under his robes and smile when you feel its weight. A quick look inside makes you even happier: you see money, gems, and even a small statuette. You'll have time to admire them later, but now your priority is to get away from the scene and find somewhere warm to take the chill from your bones.

If the players explicitly state that they thoroughly search Mathro's body, let them make a Notice roll. Concealed under his belt, the old man keeps a ring with several keys dangling from it (they will be of great use when the party breaks into the pawnbroker's house, later in the scenario).

Before going away, the party should also hide the bodies of their victims, so that their crime won't be discovered at the very break of day. Dragging the corpses to the garbage piles or into a back alley isn't too difficult. While busy with this macabre errand, they discover something very unsettling.

While you are dragging away one of the extra guards, his hood falls back and you recognize him as Ningo, a member of the Thieves' Guild! And his comrade is Shad, another well-known Guild member! Damn! You have just killed two Guilders! And all because the old fool didn't want to hand over his pouch!

Make sure that the party understands they are in serious trouble, not because they have killed Mathro but because they have seriously offended the Thieves' Guild. This is far graver than stealing without paying the fee set by the Guild; it is an offense the Thieves usually punish with death. The heroes' only hope is to clean up the mess and keep a low profile for some time.

And to spend all the money, of course.

FEAST NIGHT AT THE HEADLESS CHICKEN

When the heroes find a safe place, they can open Mathro's pouch and check its content.

They find the following items (estimated worth in parentheses):

- 300 Moons in coins
- a bull-headed golden amulet (100 Moons)
- a pair of amber earrings with a firefly trapped in one of them (200 Moons)
- a silver bracer with gems and a griffin engraved on it (150 Moons)
- two golden rings (150 Moons)
- a silver statuette representing a crying woman (see The Statuette on page 18) (100 Moons)

With a Common Knowledge roll the characters understand that all the pieces of jewelry are very old (they come from Sable's loot). They will sell most of them as soon as the shops open, but for now they can start spending the coins.

So, what will the heroes do with all this money? Celebrate in style, of course! In this way, they'll also have an alibi, if any-

one asks questions about how they spent the night.

Their favorite tavern is the Headless Chicken, a run-down hole in Thousand Chimneys, so the scenario presumes they'll head in that direction.

When you open the door of the Headless Chicken, the customary smell of smoke, drink and sweat fills your nostrils. It is late but the place is still full of patrons eating, drinking, gambling, quarrelling and entertaining themselves with wenches. Nobody seems to notice your arrival, except the tavern keeper, Ander the Lazy, who greets you with a wave.

The night is young and your purse is full, so what are you waiting for?

The adventurers have their favorite table (the tavern keeper always reserves it for them). There are various activities they can choose to entertain themselves with, but each hero must select one main form of entertainment and roll only for the selected activity. This part of the scenario also offers excellent opportunities for roleplaying. Except for the prices explicitly quoted below, the total cost of the feast is left to the GM (10-60 Moons are appropriate for a night of wild carousing).

Drinking and Eating. Food and beverages aren't of the highest quality at the Headless Chicken, but they come in plentiful supply, provided that you have coins. Heroes choosing to feast on food and drink must make three Vigor (-2) rolls (one every two hours). For each failure, they gain a level of Fatigue. Heroes incapacitated by this type of Fatigue fall asleep due to indigestion or from being too drunk. A character ending the night still on his feet deserves a Bennie.

Gambling. Food and beverages are good, but the dice table might be even more appealing. The hero will play against four gamblers (skills: d10, d8, d6, and d6) and the stakes are very high (25 Moons). The character physically carrying the Crying Mother receives +2 to his Gambling rolls ("it seems you've got a demon sitting next to you, stranger" comments one of the other players). No hero can win more than 300 Moons in this game. If the absolute winner of the game is a player character, he receives a Bennie.

Boasting. Most heroes love talking about their past adventures. Not all the stories must necessarily be true, but the important thing, at least in a tavern, is that they are entertaining. Boasting heroes must make three Persuasion rolls, and keep track of their successes (each raise counts as an extra success). If they manage to gather at least five successes, they receive a Bennie. Characters with the Poet Edge receive +2 to these rolls, and another +2 is given for good roleplay. If a hero scores a critical failure in any of the rolls, the GM can decide that he lets something slip about what he did before coming to the tavern (i.e. robbing Mathro).

Courtesans. Feasting, gambling and talking are for wimps. Real men want just one thing: red lips to kiss. At the Headless Chicken there are several very pretty girls ready to take a handsome (and fat-pursed) hero to the upper floors. Any hero engaged in this activity must make a single Vigor (-2) roll. If he fails, he suffers a level of Fatigue. In case of success, he receives a Bennie, while with a raise he also receives +1 to Spirit rolls during the next day. Courtesans are costly: 100 Moons.

KEEN-BLADED NIGHTMARES

After carousing to their hearts' content, the heroes sooner or later fall asleep and they find themselves in a strange collective dream. During the dream, ignore any Fatigue penalty they accumulated while feasting (it will return, in the guise of a terrible headache, when they wake up).

You open your eyes. A moment ago you were in your beds, sleeping, but now you are in a place you have never seen before: a vast hall with a colonnade running along its perimeter. Surprised and disoriented, you check your body and look around. You are fully equipped and armed, and this makes you feel safer, but the situation is creepy to say the least. The hall is empty except for a open bier, on which you see a richly dressed man. He seems to be sleeping, or he might be dead – you're not quite sure. A pedestal stands next to the bier but, if there was ever a statue on top of it, it is now missing. A strange air of unreality permeates the whole scene, which is abruptly interrupted by a creepy event: the closed eyes of the lying man start weeping blood, which stains his gray skin. Now you are sure, he isn't sleeping, he is most certainly dead!

Give the players some time to explore the hall. With a Common Knowledge roll, heroes familiar with Jalizar understand they have already seen this place. It is the Temple of Etu, the Mother Goddess, in Temples Road. Yet, the place looks slightly different, and newer, as it might have in the past. A noticeable thing is that there are no doors, so how did the party manage to get in? While the heroes are discussing their situation, something happens.

You are in a weird situation, but you have no time to think about what to do. Some ghostly figures emerge from the colonnade, tall men

dressed in cloaks as tattered and dirty as ancient shrouds. Their faces are shriveled and their hands blackened by time.

They speak to you in the raucous voices of long dead things: "Thieves and assassins! Thieves and assassins!"

As a single man, they draw long, stained swords from under their cloaks, and you can see the coat of arms they wear on their armor, representing a white griffin on a red background.

Then, they advance toward you with deadly calm.

The battlefield is the temple's hall. It is quite large, 18" by 10", and it is surrounded by a colonnade (each column occupies 1" and is placed 1" from the wall). The bier and stone pedestal (see below) stand in the middle of the room. Unless the players clearly state that they have moved away, let them place their characters wherever they want within 3" of the bier.

Place the Companions within 1" of a column and position them so that they surround the party.

The Companions fight to the death or until their entire group is dispatched. When the heroes overpower all of them (or if they are killed), the dream starts to fade. Read the following part:

Suddenly the whole scene starts to fade, but you have time to notice that the empty pedestal is now occupied by a massive figure whose features are too confused to be clearly seen. The voice in your mind still repeats its obsessive chant – "Thieves and assassins!" – until it becomes too feeble to hear and is no more.

(M) Companions (12). See page 44.



PART 2: THE CRYING MOTHER

HANGOVERS AND GUARDS

You wake up in your bed with a raging hangover, the memory of the battle with the scary warriors still fresh in your mind. Luckily, it was only a dream, even though it was so realistic that you feel pain in the places where you were hit.

Since this is the first nightmare the heroes experience, their wounds aren't real, but thing will soon get worse (see Nightmare Wounds on page 18).

When the adventurers go downstairs for breakfast, they hear the customers and the tavern keeper chatting about the news of the day: Mathro the Prodigal, money-lender and pawnbroker, was killed during the night together with his bodyguard. But the worst thing is that also Ningo and Shad, two members of the Thieves' Guild hired by Mathro to provide extra protection, were also found dead, and the Guild is now in an uproar.

While you are eating, a scarred man wearing a white cloak enters the tavern. All the patrons fall silent at once. You know him well: Gato is a Copper Helm officer and everybody knows he is on the Thieves' Guild's payroll.

Gato is here to gather information about last night's murders. He makes no secret of the fact that he doesn't care much about Mathro but is furious over the death of

the Guild members. He questions everybody, the heroes included. Gato is keen and smart, but makes no direct accusations. Instead, he casually says that whoever is guilty of the crime will soon regret being alive.

As soon as Gato leaves, if no player brings it up, the GM should suggest that it would be wise to get rid of the loot as soon as possible by converting it into cash. With a Streetwise roll, the party decides that the best thing to do is to visit someone willing to buy their stolen goods, specifically Old Pah the Sailor. He is an independent Jade-man fence from New Docks, well outside the sphere of influence of both the Thieves' Guild and the Jan Tong.

The best time to pay Old Pah a visit is at dawn, so the heroes have some free time do what they want.

Old Pah's shop is a humble shack on the waterfront. Supposedly, Pah is just a poor net maker and repairer, and his shop is always a real mess, full of ropes and nets everywhere. In truth, as you know, many interesting things lie concealed under the smelly piles.

"Welcome to my humble shop, noble men. What can poor Pah do for you?"

The fence is extremely ceremonious, but he is also very smart. He understands that the

heroes are in hurry to get rid of their loot and offers them a low price. Basically, he is willing to give them only 25% of the real value of their wares, but with a Persuasion (-2) roll the adventurers can convince him to go up to 50%. Good roleplaying grants the party a bonus ranging from +1 to +4.

He buys everything, including the small statuette, if the party is willing to sell it.

When the heroes get rid of the loot, they feel strangely better. They go back to the Headless Chicken with a very fat purse and can spend the night as it pleases them.

NIGHTMARE ALLEYS

Sooner or later, the heroes must go to sleep. When this happens, they experience another strange collective dream.

You are in a street in Jalizar; it is a foggy night – or day. You cannot say because the fog is too thick, and you feel strange. You don't know where you are going and this makes the situation even weirder. Suddenly, you notice you aren't alone: some dark figures emerge from the mist behind you. They are dressed in long, tattered cloaks and wield ancient, rusty swords. "Thieves and assassins! Thieves and assassins!" they whisper, while they move toward you! You recognize them as the same ghosts you fought in last night's dream.

The heroes basically have two options now: fleeing or fighting.

FLEEING

If the heroes decide to flee, this triggers a short Chase (5 rounds), based on Agility. Split the Companions into four groups

of two, and deal an Action Card to each group. The remaining four Companions don't participate in the Chase.

Because the city is part of the dream, the heroes will face several weird obstacles. To make the Chase really scary, instead of using the standard Complication rules, each time a hero draws a black card (he is in a dream, so the situation is worse than usual), check the table below and run the corresponding mini-scene. If two characters act on the same card number (for example, on a seven of Spades and a seven of Clubs), they are involved in the same scene. If a hero is running a mini-scene, he cannot attack or be attacked by the Companions during that round.

All the damage suffered during this Chase is considered Nightmare Wounds. Each scene, except Ace – Swarm of Flies! happens only once. Hence, ignore any other occurrence of the same card.

Deuce – Impossible Fall! The hero turns a corner and, as happens in dreams, the road suddenly ends on the verge of a bottomless chasm. He must roll on Agility (-4) to avoid falling. In case of failure, he falls, suffering 3d6 damage, and he is Shaken. At the beginning of the next round the character finds himself lying on the ground, and can continue the Chase.

Three – Talking Heads! The character comes to a crossroads and sees the severed heads of Mathro, his bodyguard and the two Thieves' Guild thugs hanging from a pole. The heads start talking to the hero, cursing and accusing him (Intimidation roll with d10 skill). If they win with a raise, the character isn't Shaken but feels so overwhelmed by guilt that he suffers -1 to Spirit rolls until he wakes up.

Four – Quicksand Fog! The character is walking up to his thighs in a sea of fog, which is quite a common situation in Jalizar. The fog is so thick that the hero cannot see where his steps fall. Little by little, he feels as if he is sinking into the fog! Let the character make three swift Strength rolls. If he manages to score at least three successes (raises count as extra successes), he is able to pull himself out of the fog without suffering any damage; otherwise, before this part of the dream ends, he suffers a level of Fatigue.

Five – Ghost Market. The hero finds himself in one of the many open-air markets of Jalizar, but he has never been here before and the area is very crowded too. It is a very good place to hide, so the character cannot be attacked by the Companions for the next Chase round. But there is a problem: the people around him don't seem to notice the character, they ignore his words and carelessly push him out of the way. Besides being frightening, it is also dangerous, because the hero might end up being trampled underfoot. He must make a Vigor (-2) roll or suffer from Bumps and Bruises; in addition, he loses an item chosen by the GM (only in the dream).

Six – Lost in a Dream! This road... where am I? The character is completely lost. The street names and the look of the place are totally unfamiliar to him. In the current Chase round and in the next, he uses Smarts instead of Agility as Chase skill.

Seven – I Cannot Breathe! While he is running, the hero feels that his throat is closing up! He cannot talk or breathe anymore! The hero must make a Vigor roll or suffer a level of Fatigue. Characters with the Brave Edge roll with +2.

Eight – The Blemish of Guilt. The hero is running down an alley full of clothes

hanging out to dry. He can proceed without any problem, but the garments feel sticky to the touch. When outside the alley he understands why: the clothes were dripping with blood! The passersby around him scream in horror when they see the trail of blood he leaves behind. For the entire duration of the Chase, all the pursuers receive +1 to their Chase rolls, since they can easily follow the trail. As a side effect, when the hero wakes up, his clothes are indeed stained with dried blood. He'll suffer -2 to Charisma until he bathes and washes his clothes.

Nine – Endless Road! The character is running uphill and he cannot see any side street to turn into. The road seems to be endless and the hero feels weaker with every step he takes. He must make a Spirit (-2) roll. In case of success, he understands that the road exists only in his mind, and he manages to find a way out. If he fails, he is stuck in the situation for another round. This can lead the hero to remain in this sort of limbo for many rounds, even until the end of the Chase. When he manages to leave, unless this happens in the very first round, he must make a Vigor (-2) roll or suffer a level of Fatigue.

Ten – Dead End of Dead Hands! Oh no, the road comes to a dead end! The hero turns around and finds a group of Companions right behind him. They can attack the character in melee. If the player declares that his hero stands with his back to the wall (the most logical position in real world), he can only be attacked by two opponents, but many cold, dead hands come out from the wall and try to restrain him! It counts as the *entangle* Power, cast with Sorcery d10. At the end of the round, a gust of wind makes both the wall and the hands disappear, and the character can continue his escape.

Jack – Past Enemy! The hero turns into a road and someone steps out of the shadows, blocking his path. Surprisingly, the newcomer is one of the hero's past enemies (someone encountered in a previous adventure or a character from the hero's background), but he died a long time ago! The enemy will prevent the hero from escaping, unless he is defeated. He has Fighting d10, Taunt d10, Parry 7, the Improved First Strike and the Improved Counterattack Edge and deals 2d6 damage regardless of the weapon he is using. The first round he uses the Defend action. The hero cannot pass without defeating him, but a single hit (no damage roll is necessary) is enough to make him disappear in a puff of cold wind. While dealing with the enemy, the hero is stuck and doesn't receive an Action Card. Except in the round when this mini-scene starts, he is considered to have failed the Chase roll, so he can be freely attacked by Companions within melee range.

If the hero manages to win before the end of the Chase, he gains a Bennie. Otherwise, if he is still locked in melee at the end of the Chase, the enemy disappears with a laugh and the character manages to reach Dead Fountain Square (see below), but in the first round of combat he doesn't receive an Action Card.

Queen – Past Love! The hero enters a narrow alley and sees someone waiting for him at its far end. The individual is one of the hero's past love interests (even better if a dead one)! It can be someone the hero met in a previous adventure, a character from the hero's background or, if no hook is available, the GM can decide to invent a new character in collaboration with the player. The new character can also be a relative or a close friend. The newcomer tries in every way to delay the hero by talking

to him. It is a great opportunity for role-playing but, if you prefer to handle the situation in a mechanical way, consider it an opposed roll between the past love interest's Persuasion (d10) and the character's Spirit. If the character wins, he can leave; if he loses, he must stay for another round. If a player decides that her character attacks the past love, there is no need to roll and the newcomer dies in a gruesome way. The hero can move on, but the action costs him a Bennie.

If the hero is stuck, he doesn't receive an Action Card. Except in the round when this mini-scene starts, he is considered to have failed the Chase roll, so he can be freely attacked by Companions within melee range.

A hero leaving his past love behind must make one last Spirit roll. In case of critical failure, he suffers the effects of the Thwarted Love Hindrance for the rest of the scenario.

King – Dead Horseman! While the hero is running, he suddenly hears the thumping of hoofs behind him. With a quick glimpse, he sees that a horseman is charging toward him with a big sword in his hand! His face is gray like that of a dead man, and the coat of arms on his shield is the same as the Companions' griffin. It is the spirit of Prince Irvan, who has joined his men. The hero must roll on his Pace as if he were running, while the horseman rolls on the horse's movement (Pace: 8, d8 running die). If the horseman wins, he charges and tries to decapitate the hero! It is a Called Shot to the head (-4), dealt by a Wild Card with Strength d8, Fighting d8, Riding d8, armed with a sword (Str+d8) and charging. The horseman performs a single charge, then he disappears.

THE RESTLESS GHOSTS

As a rule of thumb, the heroes will have to fight the ghosts each time they sleep. This can be fun the first time, but it might soon become a nuisance.

To keep the story running, you can handle the situation using the Mass Battle rules. Since they are fighting in a dream, the heroes use the highest Spirit among them as Battle skill. The other heroes can aid the character with the highest Spirit using the standard battle rules. The ghosts have Battle d10 and 10 Battle Tokens (for the Nightmare Alleys scenes, reduce them by one per every two Companions killed during the Chase), while the heroes start with 6 Tokens. Differently from the normal battle rules, all the heroes must take part in the battle. When the party loses the last Battle Token, they wake up.

Subsequent Battles. *Night after night the ghosts become stronger. Add +1 to their Battle rolls.*

Nightmare Wounds. *As they are in a dream, the wounds the heroes suffer are only partially real, but they become more and more serious with every nightmare. Initially, their effects are minor and the heroes wake up feeling tired and disoriented. But, as the nightmares intensify, so do their consequences. When a character wounded or killed by a Companion wakes up, check the table below and reduce the damage taken to the level indicated.*

Nightmare	Effect
1st	No effect. The victim wakes up feeling a bit sore and confused.
2nd-3rd	Phantom Pain. If the victim suffers at least one Wound in the dream, he actually feels pain in the wounded area but has no visible cut or bruise. He suffers a level of Fatigue.
4th-5th	Old Wound. If the hero suffers at least one Wound in the dream, some cuts which had almost healed reappear on his body! He wakes up with a Wound.
6th+	Dreams that kill. The experience is so intense that any wound suffered in the nightmare is real, so the hero can die during the dream. Real cuts appear on his body and all wounds suffered are real.

Ace – Swarm of Flies! The hero hears a loud buzzing sound coming from a sewer manhole nearby. Suddenly, a swarm of flies rushes out and attacks him! He suffers 2d4 damage from the swarm's attack, which disappears at the end of the round. This event can happen more than once.

Joker – Really Scary! Draw two cards and try to combine their effects.

Fleeing is basically pointless, because in the end the heroes are cornered in a foggy square and they have to fight (see below). But trying to flee is natural in nightmares; so, reward the heroes with a Bennie.

FIGHTING

Suddenly you recognize your surroundings. You are in Dead Fountain Square, the same place where you ambushed Mathro! There is something definitely strange about the fountain: it seems larger and taller. But you have no time to check it more closely because the ghastly swordsmen are closing in on you!

The heroes have to fight the swordsmen again. The battlefield is 9" by 9", with a statue in the center (see below) and a single 3" wide street, which is the ghost riders' access point. Place the heroes within 6" of the statue, while the Companions enter the square during the first round.

If you want to handle this battle in a fast way, check the “The Restless Ghosts” sidebar.

(M) Companions (12). See page 44.

The combat can end in two ways: the heroes are either “killed” (and they wake up screaming) or they kill all their opponents. In the latter case, they soon wake up panting and puffing. But, before abandoning the dream, they see something interesting.

Finally, you have time to observe the fountain in the middle of the square. It is no longer a fountain but a giant-sized version of the small statuette you found in Mathro’s purse! The face of the woman is weeping copious amounts of blood and, while you are waking up, you hear once more the rasping voice of the ghastly swordsmen accusing you: “Thieves and assassins!”

But one final surprise awaits the heroes! Even if they had previously sold it, when they wake up, they find the statuette of the Crying Mother next to one of their beds, its stone face smeared with old blood!

TERRAIN AND PROPS

• **The Statue:** It is very sturdy (Toughness 14) and quite big (2” by 2” on the battlefield). It grants full cover and has blurred facial features until the end of the fight.

CLUES

At this point in the story, the players have clearly understood that something terrible is happening to them. They are cursed, and the nature of their curse is simple: the ghosts of the Companions, enraged by the theft of the Crying Mother, haunt

DON'T GIVE IN TO SLEEP!

Unless the curse is lifted, the heroes are unable to sleep safely and get any rest. Use the Sleep deprivation rules on page 89 of the Savage Worlds core rules, with the following modifications:

Stimulants. *Wine spiced with Lotus and other cheap drugs can be used as stimulants. They cost 5 Moons/dose.*

Khav. *Heroes suffering from Fatigue due to sleep deprivation can take some Khav (10 Moons/daily dose). It allows them to ignore the effects of Fatigue (removing any penalty) but it doesn’t actually remove their need to sleep. An Incapacitated hero suffers the full effects of this condition (see below). In addition, Khav is a particularly addictive drug. Any character using it more than twice must make a Vigor (+1) roll or develop the Habit Hindrance. The roll must be repeated after every use of the drug.*

Incapacitation Effects. *Ignore the normal incapacitation effects due to sleep deprivation. Instead, the character experiences a hallucination of some type while he is awake, mistaking some common person for a Companion (this is exactly what happened to Sable).*

the dreams of whoever has the statuette in their possession. Nightmare after nightmare, the specters become more powerful, and in the end they can actually kill their victims. In addition, the side effect of sleep deprivation must not be underestimated (see the Don’t Give in to Sleep! Sidebar). The curse can be lifted only by returning the statuette to its rightful place, on Prince Irvan’s body.

A good portion of this adventure consists in discovering and placing all these pieces

of information together, so the heroes will have to investigate various aspects. Besides the suggestions detailed below, there are many other ways to find helpful hints, and the GM is free to devise methods suited to his group's skills.

THE SPECTERS

The heroes have seen the monsters twice, so they have a good starting point for their investigation. The best clue is the knights' coat of arms: a white griffin on a red field. The heroes can look for information in various ways: by digging into their own memory (with a Knowledge (Ancient History) or Knowledge (Legends and Lore) roll), by going to a library (with an Investigation roll), or by asking a scholar (with a Persuasion or Streetwise roll: add +2 to the roll if a generous tip, at least 50 Moons, is offered).

The investigation can be a group effort, in which each hero uses his skills to find out something useful. Add up all the successes (raises count as extra successes) gathered by the characters, even when made on different rolls, and check the results below. The entries are inclusive of lower successes; so, if the group scores two successes, they also gain the piece of information for one success.

One Success. The emblem belongs to Pella, a very old satellite city state of Jalizar, which was destroyed during the Valk invasion.

Two Successes. A tragic story is told about Prince Irvan from Pella. He was meant to be the thirteenth husband of Princess Emella of Jalizar, but he was murdered the night before the wedding. This put an end to the peaceful relationship between Pella and the City of Thieves.

Three Successes. After Prince Irvan's murder, his trusted bodyguards, the Companions, rushed to the Royal Palace and tried to avenge their lord by attacking Emella's other husbands. The fight ended in bloodshed, and all the Companions were killed. Princess Emella ordered Prince Irvan and his bodyguards to be buried somewhere in Jalizar.

THE STATUETTE

The only physical lead the party has is the statuette, which seems to be at the core of the curse. It is made of silver and represents a crying woman. It is very ancient, but its exact age cannot be determined. As above, the heroes can gather clues in various manners: by using their religious knowledge (Knowledge (Religion)), by visiting a jeweler or a priest (Persuasion rolls, +1 if a tip of 50 Moons is offered), or with a Common Knowledge roll if they have some background experience with jewelry.

One Success. The statuette depicts the goddess Etu, the Mother, and it is quite ancient. It is stained around its eyes with something that looks like old blood. The stains cannot be removed in any way.

Two Successes. The statuette displays some peculiar characteristics. It was crafted using the so-called lost-wax casting method, which was very common in the city of Pella. As for its physical features, the bejeweled navel and naked breasts are typical of the goddess Etu, but the face of the statuette was shaped to resemble a specific person – most likely the artist's tribute to a patron or dear person. The identity of the model is unknown.

Three Successes. This piece of information can be acquired only by visiting a li-

brary. The facial features of the statuette are those of Oneria, Queen of Pella and mother of the unfortunate Prince Irvan.

Magical investigation on the statuette.

The *detect arcana* Power reveals that the object is magical. It emanates a rather strong aura, but its powers are unknown. The statuette actually has two powers: first, it marks out its owner(s) for the Companions to find; second, it has the ability to always return to its last owner, if it feels they are the “right” persons (like the heroes). The statuette is very hard to destroy (Toughness: 12), but it can be melted. Destroying the statuette doesn’t lift the curse, but it actually enrages the Companions even more (they receive +1 to Fighting or Battle rolls), while also leading to a potentially different end of the adventure (see below).

Looking for a Mage. Desperate heroes might try to look for a mage or warlock who can lift their curse. If they ask around, they will be advised to go and see Gitara the Cripple (the same woman Mathro visited), who is said to possess magical powers.

ORIGINAL OWNER

The heroes took the statuette from Mathro, who, being a pawnbroker, must in turn have acquired it from someone else. If he were alive, they could ask him about the original owner, but Mathro was killed, so the group’s investigation is much harder. The evil moneylender had no friend and, besides his very recent visits to the courtesan Gitara, he did not care about anyone or anything except his money. Some information might be gathered in his house, but the heroes must find a way to break in (see Mathro’s House below).

MATHRO’S LOVER

Mathro was interested only in his treasures. So it seems strange that he paid regular visits to a woman – and even stranger considering that it happened five times in a single week! With a Streetwise roll the party discovers that the woman in question, Gitara, is said to be a witch. Maybe Mathro wasn’t visiting her to be entertained. More information about Gitara can be found below.

GITARA THE CRIPPLE

Sooner or later, the party will visit Gitara, either because they believe she was Mathro’s lover or because they heard she is a witch and hope she might help them.

Gitara is a dark-skinned woman in her forties, still showing traces of great beauty now marred by a rough life. She lives on the second floor of a slum in Cheap Meat Road. She was crippled a few years ago by a ruffian, who used to be her lover. The man was often violent and one day he broke her leg, but mysteriously disappeared shortly afterward, lending Gitara the fame of being a witch, as well as a courtesan.

The woman opens the door with a professional smile: “Hey honey, looking for some wine and good company?”

Gitara knows that Mathro was killed but wants nothing to do with it. First, she denies any connection, then she says that the man visited her for very peculiar reasons. He had nightmares – terrible ones. Gitara thought they were only caused by bad digestion and a guilty conscience, so she gave him some herbs to facilitate sleep. The herbs worked, at least at the beginning, but then the nightmares came back,

much more intense than before. Gitara understood that something horrible was tormenting Mathro, probably a curse of some type. So, she proposed a riskier and more costly procedure to discover what was going on. The night he was killed, the moneylender was actually coming to Gitara's house to perform that ritual.

Mathro is dead – that's true – but the heroes are certainly interested in such a thing and can take his place.

I've got everything I need and, if you want, you can take Mathro's place in the ritual. We can start right away. But I'm warning you, it will cost you, and I am not only speaking of the Moons you are going to give me. The powers we will be contacting always ask for something in return... and it isn't coins.

Gitara's help is not cheap. She asks for 100 Moons and is unwilling to go any lower. She is very secretive about the ritual and can't be forced to reveal any other information before starting. If the party decides to go through with it, she asks them to leave a series of items on the floor (for the GM only: all the items that can reflect an image). Then, she unlocks the door to a small room, which is completely dark, and leads the group inside.

The small room is engulfed in darkness. Heavy black curtains hang over the windows and along the walls, and you can barely distinguish the shape of a low table in the middle of the room, surrounded by cushions. Something lies on the table, covered by a black piece of cloth.

The witch limps to the table and gestures for you to sit down. Then, she asks again: "Are you absolutely sure you want to continue? Once we start, we cannot go back."

If the heroes agree, she shrugs and goes on.

Gitara removes the cloth from the object on the table as cautiously as if she was opening a basket full of snakes. The cloth was hiding a crystal of irregular shape, the size of a large book. It is made of black stones, and its polished faces shimmer in the darkness.



The witch chants in a solemn voice: "In the name of the pacts of old Keron, for the power of moon, blood and souls, I, Gitara, call you, Many Faces! In the name of the howling spirits of eternal darkness, for the power of rain, stone and fire, I, Gitara, call you, Sha-rak-na-tur! In the name of the Labyrinth of Beyond, for the power of words, lies and truths, I, Gitara, call you, Serpent Tongue!"

Gitara falls silent and goes limp, an empty shell, her eyes awake but her body drained of all energy. Suddenly, a small light flickers deep inside the crystal, casting its rays across the room. You notice that you see yourself reflected many times over in the polished faces of the stone.

Then, one of your reflections smiles evilly and speaks: "So, here I am. What do you want?"

Gitara isn't a real witch, only a simple charlatan. But many years ago she visited the Savannah and brought back this weird stone, in which a Jabelizzar is trapped (see Sidebar). The creature can jump from reflection to reflection, so Gitara keeps the room locked to prevent him from escaping. Being a supernatural entity, the Jabelizzar knows a lot of things, and can answer the heroes' questions. The demon basically knows everything about the background of this scenario, including Prince Irvan's story, the role played by Sable and Mathro, and how to lift the curse. But the Jabelizzar is a mischievous creature and will reveal only enough information to lead the heroes to Mathro's house. In exchange for an answer, each hero asking a question will have to give the demon one year of his life (see sidebar).

Here is a list of the most likely questions the party will ask, together with suitable answers:

Q: What is happening to us?

A: You are under the effects of the curse, which causes restless spirits, animated by remorse and hatred, to haunt you.

Q: What is the source of the curse?

A: The Crying Mother, the statuette you stole, which belonged to Prince Irvan in life and was buried with him. By stealing it, you angered the spirits of the Companions, his trusted swordsmen who died to avenge him.

Q: Is there a way to lift the curse?

A: The statuette must be brought back to the place it was taken from.

Q: Where is this place?

A: The thief who stole it knows it.

Q: Who is the thief?

A: Mathro knew, but now he's gone. Yet, the answer is still in this world, written in his ledger.

Q: Where is Mathro's ledger?

A: Look in his house. But beware of the snake's eyes.

Q: We melted the statuette, but our dreams are worse every night. What can we do?

A: You must find the mortal bodies of the Companions, the dead guardians of Prince Irvan, and burn them to ashes.

Q: Is there a way to kill the ghostly warriors in our nightmares?

A: No, not in dreams.

Once the heroes are done with their questions, Gitara recovers some of her

strength. There's only one thing the heroes can do now: go to Mathro's house.

(M) Gitara the Cripple (1). See page 45.

Note: After the heroes leave, Gitara receives another visit. Gato, the Copper Helm officer, questions her thoroughly. He finds the party's interest in Mathro very suspicious and starts believing they are involved in Mathro's death.

JABELIZZAR

A Jabelizzar is a demonic entity that cannot be summoned directly into the world, because it dwells only in reflective surfaces, like mirrors, polished gems, calm pools of water, and so on. So, after being summoned, a Jabelizzar resides in such a place.

Jabelizzars usually assume the facial features of the person mirrored in them and twist it. So, when a beautiful girl looks at herself in a possessed mirror, the Jabelizzar turns the reflection into that of an old crone. Jabelizzars cannot interact with the world directly, but they can speak to humans and show them almost anything they want. They use their power to influence people (Persuasion d12+1), scare them (Intimidation d12+1), or anger them (Taunt d12+1). The magic of their words is sometimes so strong that they can convince girls to kill their sisters or children to jump into deep wells to grab imaginary toys.

Sorcerers often summon Jabelizzars as spies, because they can "jump" from one reflective surface to another, if these are less than 12" away from each other, so that they can enter the private quarters of the sorcerer's enemies and eavesdrop. The safest way to banish a Jabelizzar is to destroy the reflective object currently hosting it.

The Jabelizzar and other Demons can be found in Beasts and Barbarians #3, Green World.

MATHRO'S HOUSE

Locating Mathro's house is simple; everybody in Thousand Chimneys knows where it is.

The house of the moneylender looks like nothing special from the outside, but it is very well protected. It is a two-story building, sandwiched between another two houses. The shop where the pawnbroker kept his wares is on the ground floor, while his living quarters are on the first floor. The main door of the house opens onto Good Bargain Lane and the back-door is in Cat Piss Alley. They both look quite sturdy. With your professional eye, you also notice two small windows protected by metal grates on the ground floor and a larger one protected by tough blinds on the upper floor. Old Mathro was definitely obsessed with security!

BREAKING IN

The following paragraph assumes that the heroes try to break into Mathro's house after dark, since the streets are simply too crowded during the day and they would automatically be spotted.

Unless they found the keys on Mathro's body (see page 10), the heroes basically have three ways to gain entrance to the house: by using the front door (leading to the shop), or the back door (leading to the kitchen), or by climbing the wall to break the blinds and access the upper floor directly (Mathro's study). The two doors are both quite difficult to pry open (Lockpicking (-2)). The development of the story requires the heroes to enter the house, so every failure on the Lockpicking roll makes them waste 5 minutes, but then they can try again. To add some excitement, if he wants, the Game Master

can draw a card from the Action Deck for every 5 minutes spent trying to pick the lock. If it is a Club, someone (a passerby, a beggar, a prostitute, a stray beast) goes past the house, potentially causing some trouble. If the heroes are working on the back door, the chances are lower and someone arrives only if a Club face card is dealt.

With a critical failure, the pick gets stuck in the lock and the heroes can no longer try to gain access through this door.

The blind can be reached with a Climbing roll, then the character must make a Lockpicking roll or bash it in (Toughness: 6).

Mathro's Key Ring. It holds a big black key (front door), a rusty bronze key (back door), and a gray key (stairs).

In the House. Unless differently stated, Mathro's house is in the Dark lighting condition and all the doors (except those leading outside) are open and have Toughness 7.

GROUND FLOOR

SHOP

This large room is cluttered with the most assorted wares. Clothes, pottery, cheap jewelry, tools and cutlery are the most common ones, but you also notice some very exotic items, such as an embalmed monkey from the Cannibal Islands and a stained tapestry from Tricarnia. A large bench stands at the far end of the room, with a chair next to it, while a door presumably leads to the back office. The whole place is in desperate need of cleaning and dusting. Old Mathro clearly wasn't a keen housekeeper.

DEALING WITH DEMONS

The Jabelizzar is a treacherous creature that loves tempting humans, bargaining and haggling with them. Its answers should be complete enough to keep the players hooked without revealing anything more than the bare minimum. The main clue the Game Master should convey is that the identity of the previous owner of the statuette is written in Mathro's ledger, which must be somewhere in his house (given that it wasn't found on his body).

Demonic Price. The Jabelizzar wants to be paid in years of human life, which simply means that the hero asking a question will die a little younger than he would have (due to an accident, illness, or other cause).

In gaming terms, this has no real effect – but it's still creepy. The only exception is a character with the Elderly Hindrance. If he "pays" three or more years of his life, he becomes aware that his days will soon be over and might (GM's discretion) also permanently gain the Death Wish Hindrance.

The heroes search the room meticulously, only to discover that Mathro's ledger, if it ever existed, isn't here. Among the assorted wares, for every 10 minutes of inspection and with a Notice roll the party can find something useful and/or precious (GM's decision), worth 1d6x5 Moons (a trinket, a dress, a tool). The bench drawer contains some coins (1d10 Moons). The most interesting thing is discovered if the heroes examine the embalmed monkey: concealed in its mouth is a key, which is a copy of the gray one from the key ring.

Connected to: Kitchen (door), Good Bargain Lane (main door).

KITCHEN

The smell of stale food immediately tells you where you are: in a kitchen – and not a very clean one. Despite his wealth, Mathro was a stingy man, and decent cooking wasn't exactly a priority for him. A fireplace with a cauldron on it, a table, two chairs and a cupboard are the only objects in this room, besides a pallet, probably where Mathro's guard slept. A flight of stairs goes to the upper floor.

This room seems empty, but the heroes get a nasty surprise when they see Mathro's guard dog. It is an ugly, black creature called Terror, which usually sleeps by the pallet. Mathro never treated it very well and always gave it very little food, so the beast is now starving. It growls for one round then attacks the heroes, unless they give it some food. In this case, roll on the Reaction Table of the Savage Worlds core rules with +1. If the result is a Neutral (or better) reaction, the beast grabs the food and goes back to its corner to munch on it. A character with the Beast Master Edge has no need to roll and always obtains a peaceful reaction from the animal. There is nothing of interest in this room.

(M) Terror (1). See page 48.

Connected to: Shop (door), Cat Piss Alley (back door), stairs.

FIRST FLOOR

STAIRS

A flight of stairs, with creaking steps. The stairs end in front of a closed door.

In his obsession with security, Mathro had a door placed at the top of the stairs to protect the upper floor of his house. The door is locked and can be picked only with

a Lockpicking roll or bashed in, unless the heroes have found the gray key (either by searching Mathro's body and finding the key ring or in the mouth of the embalmed monkey in the shop).

Connected to: Kitchen (stair), Upper Floor Corridor.

UPPER FLOOR CORRIDOR

A dirty corridor with two doors halfway down either wall. An old tapestry and a lamp are the only pieces of furniture in this section.

A simple corridor, with nothing special about it. If a fight takes place in the corridor, consider it 2" wide on the battlefield.

Connected to: Stairs (door), Bedroom (east door), Study (west door).

BEDROOM

This room needs some serious cleaning. The bed is unmade and the bedside table and wardrobe are incredibly dusty and in very bad shape. A massive book lies on the bedside table!

The tome on the bedside table isn't Mathro's ledger, but a bound book with ivory inlays containing several erotic pictures. The book is quite precious (200 Moons) but its pages are rather sticky... The room doesn't contain anything else of interest, but there is a chamber pot under the bed which has not been emptied, greatly contributing to the bad smell of the room.

Connected to: Upper Floor Corridor (door).

STUDY

A room with dark wood paneling on the walls. It is full of bookshelves and benches and the massive writing desk standing in the center is crammed with assorted papers, inkwells, and other writing implements. There is a large window but the blinds are shut, making the place even darker.

On the desk there are only spare sheets of paper and nothing valuable or important. With some time to spare (at least half an hour) and by making a Smarts roll, the heroes can examine the bookshelves and find a few precious volumes (mostly genealogies of Jalizar and natural history treatises: total value 200 Moons). But the most important item can be discovered only with a Notice roll, which can be cooperative: a panel in the wall conceals a metal safe. Finding the safe is vital for the adventure, so, if no hero succeeds in the roll, the party will spot the removable panel only after half an hour of searching.

Safes aren't common in the Dominions. This one in particular is a true jewel of engineering coming from Kyros. It is very sturdy (Toughness 14) and equipped with an unusual opening mechanism: an emblazoned dial on a face displaying nine of the ten beasts of the Kyrosian horoscope (lion, gazelle, elephant, tiger, gnu, hippo, rhino, Tsa-Gara, alligator). The dial itself represents a cobra snake, the tenth animal, and can be moved. The safe can be opened by rotating the dial in the correct sequence, corresponding to the following five animals: gazelle, hippo, alligator, lion, and rhino. It is handled as a Dramatic Task, based on Lockpicking (-2). Only one hero can work on the handle, but up to two more can help him by putting their ears to the mechanisms to listen for clicks

(they can cooperate with him rolling on Notice).

When they start moving the dial, the heroes have five rounds to complete the sequence. If at the end of the sequence they got all the animals right (i.e. they have gathered five successes), the safe opens. Otherwise, the cobra's head releases a cloud of nasty poison, the Brown Lotus of Agony (*poison* Power, very fast, cast with Lotusmastery d8, covering a LBT). There is enough poison in the cobra's head to release three clouds. The trap can be found with a Notice (-4) roll. The roll is without penalty if a hero explicitly says she is inspecting the dial. The device can be jammed with a Repair (-2) roll or the tiny tube through which the poison is delivered can be blocked in some way, for example using the wax of a candle or some soap.

In the safe, the heroes find a large pile of documents: title deeds for various houses and businesses in the city, letters granting ownership of the cargo transported by ships sailing to and from Jalizar, and so on. These papers cannot be immediately turned into hard cash, but creative heroes can devise smart ways of using them (see Mathro's Ledger sidebar below). At the very bottom of the pile there is a small booklet: Mathro's ledger, which the old pawnbroker used to keep track of all his dealings!

But the heroes won't have much time to read it, because they are about to be the targets of a surprise attack (see next scene).

Connected to: Upper Floor Corridor (door).

PART 3: THE LONGEST HOUR OF THE NIGHT

GUARDS!

Unbeknownst to the party, Mathro's shop is being watched. Gato might be a corrupt guard, but he knows his job well and has figured out that the thieves who murdered the pawnbroker most probably also found the keys to his house, known to be full of valuable items. So he has stationed a guard in the house opposite Mathro's shop and has paid a beggar to keep an eye to the back door in Cat Piss Alley. When the heroes break in, the beggar stays put while the guard runs to the Thieves' Tower, the nearest Copper Helms post, to warn Gato that someone has slipped into the money-lender's house.

This gives the heroes enough time to explore the house but, immediately after finding the ledger, they realize something is seriously wrong.

You finally have the ledger in your hands, when you hear a muffled sound coming from the street. You look out through a gap in the blinds and you understand you are in big trouble. The road below is full of Copper Helms, who are silently surrounding the house. You recognize their leader as Gato, the officer who questioned you about Mathro's murder.

If the heroes check the back alley, they see that there are guards there too. In total there are six guards plus Gato at the front and another six Copper Helms by the back door. The heroes have very little

time to act. They are outnumbered and, even if they manage to overwhelm their enemies, being publicly responsible for killing Copper Helms would mean they are doomed, at least in the City of Thieves. Yet, there is another way out. If they are daring enough, they can open the blinds of the study and escape using the Way Above, i.e. the roofs of Jalizar's palaces.

(WC) Gato, Copper Helm Officer (1). See page 46.

(M) Copper Helms (12). See page 44.

Hand Action Cards to the players!

The situation can be played by referring to the Road Above rules on page 142 of JCT. This scene includes five Steps, described below, each describing a particular moment of the daring escape. In addition, at the beginning of each step, the party must make a group Stealth (-1) roll. If any of them fails, the guards below spot them, and this triggers the "Slingers!" event described below. The roofs are at Medium height from the ground (4d6+4 damage from falling) and the Cliffhanger rules from page 144 of JCT are strongly suggested. Gato is present but does not intervene directly; he simply shouts orders and spurs his men.

Step 1 – Reaching the Roof. The heroes must leave through the window, and reach

the roof of the house. It requires a Climbing (+2) roll. In case of failure, the characters are stuck for another round clinging to the window.

Step 2 – Walking on the Steep Roof/Water Tank. Walking on the slanted roof can be done with an Agility roll. In case of failure, some tiles yield under the heroes' weight and fall to the ground, automatically triggering the "Slingers!" event below. On the top of this roof there is a big wooden tank made to collect rainwater. With a Strength (-2) roll, which counts as an action and can be cooperative, a hero can push it down so that it falls right onto the Copper Helms' heads! In case of success, every guard in a Medium Burst Template must make an Agility roll to avoid it; in case of failure, the guards hit by the tank are removed from the scene.

Step 3 – Jumping over a Gap/Tightrope Walking. The hero comes to the edge of a roof and must jump over a street to reach the other side. It isn't a very big jump, but the void below looks extremely scary. A character must make a Spirit roll or be stuck for one round, shaking with fear. Alternatively, there is a rope stretching between two buildings, from which the flags of the last Solstice Feast hang. Walking on the rope allows the hero to reach step 5 directly, but it requires two Agility rolls. In case of failure, the hero staggers and cannot go on, while with a critical failure he loses balance and falls.

Step 4 – Slippery Edge. The party is proceeding on the edge of a roof made slippery by pigeon droppings. Each hero must make an Agility (+2) roll. In case of failure, he automatically slips but manages to hold on to the edge, as per the Cliffhanger rule. In addition, if the guards are alerted, one of them climbs up onto the roof

and must be dispatched before the party can go on. The edge is so narrow that the guard must be fought by a single character. Moreover, if a 1 is scored on an Agility based roll, the character falls to the street, as described above.

Step 5 – Among the Chimneys. The party reaches a section of the roofs which is full of smoking chimneys. On one hand, this makes it harder for the Slingers to target them (granting Heavy Cover), but each character must make a Vigor roll to avoid coughing uncontrollably. In addition, if one of the adventurers has the Bad Luck Hindrance, embers fall onto his cloak, with the customary chances of setting it on fire.

Slingers! Four Copper Helms are Slingers (see Copper Helms description) and, when they spot the heroes, they try to take them down. To check if a hero is in range, consider his Action Card: if it is red, then he is in range. Use the Attack Range table of Chases in the Savage Worlds core rulebook to determine the exact distance.

When a hero manages to complete the fifth step, he has escaped the guards' attacks and is safe.

GM TIPS: MATHRO'S LEDGER

This small booklet is worth more than its weight in gold, because it records every single item the moneylender acquired from thieves and other shady individuals, as well as the debts of many people beyond suspicion and other embarrassing secrets. After the adventure, with a Streetwise roll, the party can sell it for up to 500 Moons or even use it to blackmail someone, which can potentially lead to a new interesting story...

SABLE

Once in a safe place, the heroes finally have time to read Mathro's ledger. The small booklet contains several dirty secrets that the heroes might find very useful (see sidebar). But the most important piece of information they are looking for is the name of the person who gave the pawnbroker the statuette: Sable.

Sable is rather well-known in Thousand Chimneys. He is a not-so-good burglar and very fond of the bottle. He is a regular customer at the Headless Chicken Tavern, the same place where the heroes usually hang out, but he hasn't been seen there in over a week. By questioning Ander, the tavern keeper, or any other regular patron, the characters learn the following story:

"Old Sable made the last mistake of his troubled life. About a week ago, he came to the Headless Chicken with a full purse, paid all his debts, gulped down the largest tankard of alcohol in the tavern, and went back to home on trembling legs. I have never seen him so drunk, and I imagined I wouldn't see him again for a couple of days at least."

Ander continues the story:

"So I was very surprised when he came back early the next morning. He seemed wild eyed, and he was mad or probably high on Khav. Suddenly, he turned to Laarto, a Copper Helm sipping wine quietly in a corner, and stabbed him to death. He had no apparent reason and killed the man in front of many witnesses, while screaming something about ghosts hunting him! Believe me, he was completely delirious. Then, he tried to run to the port, but the Helms caught him before he could board a ship. Now he is

being held in the Falchion Tower. No trial in front of the Magistrate for him... he'll be beheaded tomorrow morning. The Helms have no mercy when you kill one of them. Poor sod."

The heroes weren't in the tavern at the time, but they remember hearing about the killing a few days ago. If they question Sable's drinking buddies, they discover very little: the only thing Sable said about his money was that he had had the biggest stroke of luck in his life.

So, if the heroes want to know where Sable got the statuette, they must find a way to speak to him or to break him out of the Falchion Tower, in the Imperial Quarter, where he is being held.

THE FALCHION TOWER

The Falchion Tower, also called the Tower of Beheadings, is a sturdy building hosting a full platoon of Copper Helms. No criminals are kept there, except those sentenced to death. At the moment, there is only one prisoner, Sable. He is being held in a small turret, the Dead Man's Turret, built next to the main tower and facing the city.

A complete map of the Tower is not necessary, as the areas relevant to the scenario are described below. There are two ways into the Falchion Tower, either through the Guards' Gate (the main access) or through the Repentance Door (secondary access).

GUARDS' GATE

The main entrance to the Tower, this gate is always guarded by two Copper Helms in full armor. These two guys are quite arrogant and usually mistreat any low-class looking people (+2 to Notice rolls to see

through this type of disguise), but they show great respect for any person who looks like they have authority and power (-2 to Notice rolls to see through this type of disguise). If attacked, they'll receive aid from the Courtyard in 1d6 rounds.

(M) Copper Helms (2). Wearing heavy armor (+3). See page 44.

Connections: Courtyard (gate)

REPENTANCE DOOR

This small door is concealed by the city walls and can be spotted only with a Notice roll. It is a secondary entrance and, being next to the latrines, it is constantly plagued by bad smell. It is guarded by No-Nose Amos, a Copper Helm who lost his nose while on duty and is now assigned to this boring task. No-Nose Amos is a fairly decent fellow, with a soft spot for downtrodden people, such as poor widows or beggar boys (-2 to Notice rolls to see through this type of disguise), but he absolutely despises priests (+2 to Notice rolls to see through this type of disguise). If offered a couple of Moons, he'll tell the heroes the best way to reach the Dead Man's Turret (see Stairs below). He stands in an isolated position and, if attacked, his comrades from the Courtyard are warned only if a Club card is dealt to him during combat.

(M) No-Nose Amos (1). Use the Copper Helm stats, adding the Ugly Hindrance. See page 44.

Connections: Courtyard (gate).

COURTYARD

A rather large courtyard, always full of guards who are busy training, speaking to each other, or running some errand.

(M) Copper Helms (2d4+2 during nighttime, 3d4+4 during daytime). See page 44.

Connections: Guards' Gate (gate), Repentance Door (dirty, dark corridor), stairs to the Dead Man's Turret (stairs).

STAIRS TO THE DEAD MAN'S TURRET

To reach the Jailer's Room, the first room in the Dead Man's Turret, the heroes must find their way up winding flights of stairs with many side rooms and passages. Unless they know exactly where they are going (the guard by the Repentance Door might have told them), they must make three Smarts rolls. Any time they fail, it means they take the wrong direction and enter a room or stumble upon an encounter, as detailed below. After three successful rolls (or three encounters), they manage to reach the Jailer's Room. Redraw already drawn cards.

Diamonds – Playing Dice. In a small room the heroes see some servant boys and two Copper Helms busy playing dice. One of the boys is Al (see Spades below), who works in the kitchen. Since playing dice is against the rules, they immediately try to hide what they are doing, but with poor results. Then, they get angry and force the heroes to join their game (so that, having broken the rules too, the heroes won't be able to report them). The two guards have Gambling d4, while Al, the kitchen boy, has d8. The guards don't let the heroes go until they have lost at least 10 Moons

each. If the party tries to go away before that or if they win, the guards become suspicious (and examine the adventurers to see if they are in disguise). Young Al doesn't fight and, at the first sign of trouble, he runs off.

(M) Gambling Guards (2). Use the Copper Helm stats.

Clubs – Locked Door. The heroes find a locked door, reinforced with bronze plates. Whatever lies behind such heavy protection must be precious, so Greedy heroes (or Curious ones) might decide to waste some time trying to pry the door open. Doing so requires a Lockpicking (-1) roll and, once inside, the party finds a small storage room, containing a box full of arrows, a bow, a helm, a full medium bronze armor and most importantly, a Copper Helm officer uniform. The uniform is more than enough to allow a character to disguise himself as an officer of the Copper Helms. The door is located in a busy corridor. So, any round the heroes spend there, draw a card from the Action Deck. If a face card is drawn, it means a group of Copper Helms notices the adventurers.

(M) Copper Helms (3). See page 44.

Spades – Bread and Butter. The party enters a small kitchen. The cook, a short-sighted, sweaty man by the improbable name of Cozy, is very upset because his helper, Young Al (see Diamonds above), has disappeared again, but he is needed to deliver food to Druman the Jailer, who easily loses his patience if not fed. If the heroes are convincing enough, Cozy will give them a bowl of stew for the jailer (see Jailer's Room). If threatened, Cozy doesn't fight, but calls for help (the guards arrive from the Courtyard in 1d6 rounds).

Hearts – The Lusty Sergeant. The heroes bump into Sergeant Eric, a blonde athletic man with a penchant for pretty girls. Sergeant Eric loves being bossy and mistreating civilians. He is also more than ready to alert the guards in the Courtyard (who will arrive in 1d6 rounds) but, if the party includes a beautiful female, he will let the heroes go on provided that she is nice to him...

(M) Sergeant Eric (1). Use the Copper Helm stats, adding the Attractive Edge, the Quirk (lecherous) Hindrance and raising Fighting to d8.

Connections: Jailer's Room (door), Courtyard (door).

JAILER'S ROOM

In this room on the lowest floor of the Dead Man's Turret, the heroes find the jailer and executioner of the Falchion Tower, a bear-like man called Druman. He usually sits here, looking idle and melancholic, but now he is happily polishing his huge axe to be ready for the beheading taking place tomorrow. Druman isn't very smart, but he is suspicious, so he receives +2 to any roll to see through disguises; but he is also quite hungry, because the cook (see "Bread and Butter" above) hasn't delivered his food yet. If the characters arrive with a bowl of stew, he wolfs it down and lets them access Sable's cell without any resistance. Since the Jailer's Room is quite isolated and far from the busier corridors, fighting Druman will alert the guards in the Courtyard only if the combat lasts more than four rounds.

(M) Druman the Executioner (1). See page 45.

Connections: Stairs (door), Sable's Cell (locked door – the key is on Druman's belt).

SABLE'S CELL

This small, filthy cell holds Sable, the thief, who is lying on the pallet and shivering wildly, his mind haunted by nightmares. With a Healing roll, it becomes clear that Sable has reached the last stages of alcohol poisoning and is able to speak and act in a coherent way only if filled with booze. Even if the party gives him something to drink there and then, Sable won't reveal any of his secrets until he is out of prison. Sable is considered walking wounded (see *Savage Worlds* core rules, page 78). The cell has a window protected by metal grates (Toughness 7, four grates) but large enough for a man to slip through and a locked door (Lockpicking roll to open it).

Connections: Jailer's Room (locked door – the key is on the Jailer's belt).

FREED SABLE

There are several ways to free Sable and clever players can certainly devise original ones, but the scenario describes three possible methods: cunning, daring, and brute force.

THE CUNNING WAY

The cunning way is suited to heroes who are smooth talkers and/or good at disguises. An individual sentenced to death can only be visited by his relatives or by a priest, but Sable has no known relatives and so far he has had no visits. Wearing a suitable disguise, a hero can try to access the Tower through one of the doors (Guards' Gate or Repentance Door), enter the courtyard, and be directed to the right

stairs leading to the Dead Man's Turret. Once inside, he must speak to Druman the Mighty and gain access to Sable's cell. At this point, he must find a way to let him escape: he can break the grates of the cell's window and help Sable out or dispatch the jailer, disguise the prisoner, and try to get back out through the doors.

THE DARING WAY

The daring way requires one or more heroes skilled in climbing and not afraid of heights. There are basically two ways to reach the Dead Man's Turret from the outside. The first is along the battlements of the city walls (Stealth roll). This allows the adventurers to climb the steep wall of the Falchion Tower (three Climbing rolls) as far as the window to Sable's cell.

The other way instead requires a long rope, a grappling hook and a pulley. First, the party must silently reach the roof of a house in front of the Falchion Tower (Stealth roll required). At this point, use the Tightrope Walking rules you find in JCT on page 99. The rope is 12" long on the gaming table and reaching the window is like moving upward using the pulley rules.

Once they have reached the window of the cell, the heroes must break the grate (each of its four bars has Toughness 7 and can be broken with a Strength (-2) roll).

At this point, they can free Sable and go back using one of the two ways described above. If the heroes have climbed to the cell, they must climb back down, rolling with a +1 bonus because they know the path, but the person carrying Sable (he cannot climb) suffers -2 to the rolls. If the heroes have used the tightrope walking solution and they have one or more pul-

leys, they can simply secure themselves to the pulley and slide down.

Risks of the Daring Way. The main danger of the daring way is falling to the ground below, but this happens only if a critical failure is scored on a Climbing roll or as per the Tightrope Walking rules. In both cases, apply the Cliffhanger rules. The other big risk is being spotted. Whenever a member of the party fails a roll, draw a card from the Action Deck and, if it is a face card, put it aside. In gaming terms, it means they have made some noise, let some debris fall, etc. Whenever they gather four or more face cards, they are discovered. A group of guards from the Courtyard is alerted and will arrive in 1d6 rounds.

THE BRUTE FORCE WAY

Last but not least, the heroes can try the brute force approach, which basically means entering the Falchion Tower in force and fighting their way to Sable's cell. It is certainly doable, as long as the heroes are strong, determined, and very quick. If they choose to enter through the Repentance Door, the heroes might also manage to reach the Stairs without being noticed, but they must fight all the way to Sable's cell and back.

Once their attack is discovered, the general alarm is triggered. Each round, draw a card from the Action Deck and check the table below, which lists the reinforcements joining the battle. Reinforcements keep joining the fight until all the guards of the Tower are engaged.

Falchion Tower Reinforcements Table

CARD VALUE	REINFORCEMENTS
2-6	None
7-8	Copper Helm (1 per 2 heroes).
9-10	Copper Helm (1 per hero).
J-Q	Copper Helm Officer.
K-A	Copper Helm Officer and Copper Helm (1 per hero)
Joker	Veteran! Draw another card: if reinforcements are arriving, one of them is a Henchman/Right Hand.

Heroes surviving the fight will probably be hunted down by all the Copper Helms of the City of Thieves (unless they are disguised or have used some similar precaution). They permanently gain the Wanted (Major) Hindrance.

(M) Copper Helms (35). See page 44.

(WC) Copper Helm Officers (3). See page 46.

SABLE'S TALE

Once Sable is free, the heroes must find a safe place and then question the burglar. Sable is now completely deranged. He constantly sees specters around him and this, combined with the lack of alcohol in his system, makes his speech slurred and at times completely inconsistent.

"The statuette, you say? I found it in a forgotten tomb in the Imperial Quarter... I mean under the Imperial Quarter, under the Marakosian Palace. But I swear, it happened by chance. I was looking for a way into the palace through the Sewers and there it was."

At this point, Sable starts trembling and asks for a drink before going on.

"In the garden of the Marakosian palace there is a manhole to the Sewers. I was going to use it to get to the kitchens, fooling the guards at the door, but I never did. I went into the Sewers... but then I got confused and I took the wrong direction. I found myself in a very old tunnel. I wanted to find a way back but then I saw the door to a forgotten tomb. I picked the lock... It was full of jewels and gold, on ancient bodies! I took what I could, but there is plenty of stuff! There was the statuette too, and I took it. But now please, give me another sip, I beg you!"

If the heroes give him some more alcohol, Sable quaffs it with satisfaction and gives them more details.

"Not much else to say. I went back following the marks I had put on the walls, reached the manhole and went to celebrate at the Headless Chicken. I thought luck had finally smiled upon me... but look how it turned out! That very night I started having horrible dreams... dead men trying to kill me! The morning after I went back to the Chicken to have a pint and I found one of those monsters waiting for me there! I stabbed him, but then he turned into a Copper Helm, a dead one, and so I had to run..."

If the party lets him speak, Sable complains in the sad tone of a drunkard for the rest of the night, with occasional pauses to ask for more booze. If the heroes ask precise questions about how to get to the tomb and what dangers they might find, they must make a Persuasion or Intimidation roll (depending on roleplaying). For each success and raise, Sable gives them one of the following hints:

Success

"When you enter the Sewers, you'll find a dead end and a waterfall of filthy water. Don't be fooled: the waterfall conceals a door and to open it you need to pull a large iron ring. If I were you, I'd bring something to cover your noses with, like a piece of scented cloth, because the smell is unbearable."

Raise

"At a certain point you'll get to an area where a large channel flows, and the only way to cross it seems to be by walking on a thin arch bridge. By Ranikos' balls, there no way I could have walked on it sober, never mind drunk as I was! Luckily, there is another path out of that area: a catwalk running around the perimeter of the room. A little slower, but a whole lot safer!"

Two Raises

"When you find a flight of stairs, you are very close to the tomb. But watch the steps! Some of them look weird and might be booby trapped, so you're better off jumping over them. The fifth and the ninth for sure and then... (Sable scratches his head)... If I had another helping, I might remember a little better..."

If the party hands him a bottle of spirit, he drains it and then goes on.

"The twelfth and the seventeenth! Yeah, may the gods cut my manhood off if it isn't the twelfth and the seventeenth!"

The heroes have extracted from Sable all the useful information he knows and can now let him go wherever he wishes. The drunkard is in no shape to be of any practical help so, if the characters want to reach the tomb, they must do it alone. The sooner the better: if they rest now and eventually fall asleep, they will be visited by the specters of the Companions again.

PART 4: IN THE SEWERS

THE MARAKOSIAN PALACE

The Marakosian family runs a small but rich Merchant House and has a stately palace in the Imperial Quarter. As they are from Ekul, the architecture of their palace has something exotic about it. After watching it for a couple of hours, the heroes learn that its private garden is protected by a simple wall, which can be easily climbed with a Climbing roll or a rope and a grappling hook.

The written scenario presumes that the heroes will try to access the garden as soon as it gets dark.

“You climb the wall and silently sneak into the garden. To your great surprise, it is a small paradise full of plants not originally from this region of the world. The sweet scent of orange, lemon, and olive trees completely covers the rotten smell coming from the roads of Jalizar.”

Finding the manhole Sable spoke of is extremely easy. It is right in the middle of the garden, next to a bench, but reaching it will be harder than expected...

You found the bench and the manhole Sable told you about, but there is a problem. There are people – a young couple reclining on the bench. From the low moans and groans you hear, there is nothing mysterious about what they are doing.

During the night the garden isn't guarded, as the sentinels of the house concentrate on protecting the palace. This is the reason why two young lovers – Ranika, Lord Marakos' daughter, and Alexei, the gallant stable-master – usually meet here. Unluckily for the heroes, the bench they have chosen for their nightly meetings is right next to the Sewers entrance!

The party must find a way to get rid of the couple without raising the alarm.

If need arises, for Ranika and Alexei use the Damsel and a Commoner stats from *Beasts and Barbarians Golden Edition*.

Silencing the couple or making noise to persuade them to move are both good options. The lovers are quite jumpy because they know that if discovered they will be in great trouble. If left undisturbed, Ranika and Alexei will keep busy till the first light of day, then they will sneak back to their beds (one of the house guards is bribed and lets them pass). However, this means that the heroes will waste a lot of time.

Once the lovers are sent away or silenced, the party can open the Sewers manhole and descend into the bowels of the City of Thieves.

Alerting the Guards. If the heroes make too much noise, draw a card from the Action Deck. If a face card is dealt, it means

that the guards of the palace are alerted. A single guard will arrive in 1d4+1 rounds, then, if he calls for help, a reinforcement patrol will come to the garden after two rounds. In this case, the party should run away and wait for a few days before trying to break in again, but this will mean having to deal with their nightmares!

(M) Marakosian House Guards (5). See page 47.

UNDER THE PALACE

The Sewers are damp and dark, and the floor is covered by a foot of filthy water. You look around cautiously before taking the path Sable indicated. You hope his mind wasn't too messed up when he gave you his directions.

To avoid getting lost, Sable marked the walls with Thieves' Signs, so the party can simply follow his marks. They are quite easy to find, so no Notice roll is necessary, and they are also rather straightforward, so no knowledge of the Thieves' language is required.

The written scenario assumes that the party follows the path and faces the encounters described below. If they wander off, the Game Master can devise some nastier encounters using the guidelines provided in the Sewers of Jalizar Chapter of *Jalizar, City of Thieves*. Irvan's Tomb and its surroundings are in the Emellan Sewers.

Thieves' Signs: Sable used Thieves' Signs to interesting things as well as the path. Finding the path is simple (no roll needed) but understanding the meaning of the



other Signs requires knowledge of the secret language.

WATERFALL OF FILTH

The black water you are standing in flows stronger with each step you take, and you soon find yourselves knee deep in filth. You also start hearing the noise of falling water and, after a few moments, the channel comes to a dead end. Some yards above your heads you see a waterfall of filth rushing down through a grate. Several rotten things, which luckily you cannot clearly distinguish, partially block the grate, slowing down the flow.

The smell in this place is truly unbearable, especially by the waterfall. If the heroes followed Sable's advice (see above) and have some scented cloths to cover their noses with, they can stand the smell without suffering too much. Otherwise, they have to roll on Vigor and, in case of failure, they retch and suffer a level of Fatigue till the next scene (Irvan's Tomb). Characters with the Alley Survivor Edge roll with +2.

There seems to be no way forward but an old rusty door is actually concealed behind the waterfall of filth. If the heroes spoke to Sable, they know about it; otherwise, they must explicitly walk through the waterfall and carefully explore the area with a Notice (-2) roll. In case of failure, they find the door but must spend additional time under the filthy water, which forces them to make an additional Vigor roll to avoid retching (in this case, the scented cloth does not help).

Thieves' Signs: On the wall there is a Sign meaning "Secret Passage". If they can read it, the heroes receive +4 to the Notice roll to spot the secret door.

BRIDGE OF DEATH

The door leads to a passage so low that you are forced to bow your heads. You go on and soon the passage opens onto a large sewer channel, which lies a dozen yards below you. The only way to cross it is a narrow arch bridge of stone. It is only a few feet wide and seems quite slippery.

CROSSING THE CHANNEL

Crossing the channel via the bridge is the most straightforward, but also the most dangerous way. It is handled using the rules for the Road Above (JCT, page 142) and consists of three Steps:

First Step. Moving along the slippery, narrow path (Agility roll)

Second Step. Keeping one's balance at the highest point of the arch bridge and finding the courage to go on (Spirit roll).

Third Step. Avoiding a loose stone on the bridge (Notice roll).

As per the Road Above rules, heroes fall only if they score a critical failure. The fall is considered Low (2d+2) and into water (see Savage Worlds core rules). However, the hero must also roll on Swimming to avoid dangerous junk in the filthy water or suffer from Bumps and Bruises, and he must be helped by someone with a rope to leave the water.

SABLE'S WAY

If the heroes obtained this information from Sable, or if they examine the wall near the stone bridge by making a Common Knowledge roll (characters with an architect or mason background roll with +2), they understand that there is another way. A catwalk runs along the perimeter

of the room, crossing the channel and leading to the other side. There are several iron rings on the wall and some niches too, so using this way is somewhat slower, but much safer: a single Agility roll is enough to get to the other side. Yet, one of the niches contains an old corpse which collapses onto the first hero entering the niche. The unlucky character must make a Fear check to avoid screaming (see below for effects). The skeleton, most probably the victim of a Jalizaran Assassin, might have been stripped of all its belongings or, at GM's discretion, might bear something such as a seal or earring that can lead to its identification and to a potential new adventure.

BE QUIET!

This room contains another danger: a large colony of bats sleeping on the ceiling. If the heroes make some noise (i.e. they scream or let something fall into the water), the bats wake up and attack! Any character Shaken or Wounded while in an awkward position (on the bridge or on the catwalk) must make an immediate Agility roll to avoid falling.

(M) Swarm of Sewer Bats (1). See page 48

THE SEWER DWELLER

On the other side of the channel, the party finds a larger passage. On its mossy wall they see one of Sable's Thieves' Signs, which indicates they are on the right path.

You walk through a curtain of smelly moss and take another passage which soon opens onto a vast, partially flooded hall. Water constantly drips from the ceiling and you can see a big pile of garbage at the far end of the hall. To the right, a

heavy metal door stands ajar, revealing yet another corridor.

This hall is the nest of a very dangerous beast: a Malkath, a two-headed giant snake, which sleeps among the garbage. Whenever the party starts moving toward the metal door, the Malkath stirs and attacks them.

Thieves' Signs: On the wall near the entrance to this hall there is a sign indicating "Danger" and another meaning "Guard Dogs". Sable avoided the Malkath by being quick, as well as lucky. When he first came here, the beast was away hunting and, when he came back with the loot, he managed to run past it.

TWO-HEADED TERROR

The party has to fight the terrible beast! This hall is 12" by 6" along the north-south axis. The door the heroes used to access the hall is in the middle of the southern wall, while the corridor with the metal door opens halfway down the eastern wall. Both openings are 1" wide. The water comes to the heroes' hips and it counts as Difficult Ground. It is possible to either walk or swim in it. The water also hides a submerged passage (2" by 2") halfway down the eastern wall. The beast uses it to move to other channels to hunt. The Malkath is cunning and silently swims underwater to surprise the party. Yet, if the heroes reach the corridor or turn back, it cannot leave the water to follow them (but it can strike as far as the length of its necks).

If the heroes dispatch the beast and want to search the garbage, ignore the garbage searching rules. Instead with a Notice roll and five minutes of disgusting work, they find a useful item: a thief's mace. It is a well-balanced iron prying bar, which can be used

as a mace (Str+d6+1, AP 1) and gives +2 to any attempt to force doors or similar things.

(WC) Malkath (1). See page 46

TERRAIN AND PROPS

• **Dangerous Ground:** The heroes cannot see the ground they are walking on, because the water is deep and dirty. Whenever a hero is dealt a Club card and moves at least 1" in any direction, he finds a hole in the floor! He must make an immediate Swimming roll to avoid going down and drinking bad water (counts as being Shaken). Place a gaming stone in the 1" x 1" area where the hole is. Moving over it requires a Swimming roll. The room contains five such dangerous holes.

• **Malkath's Nest:** The 3" by 6" area at the northern end of the room is a mass of garbage collected by the Malkath to be used as a nest. It is solid ground and the Garbage rules apply.

BOOBY TRAPPED STAIRS

Once the Sewer Dweller has been dispatched or fooled, the party can explore the corridor.

The corridor is surprisingly dry and looks like it hasn't been used for centuries, except for some fresh footprints on the dust. At its end, you find small room. An opening leads to a steep flight of stairs going up and on its archway you see ancient engravings. Besides a few brackets for torches along the walls, there is nothing else in the room.

The booby trapped stairs are the last obstacle to Irvan's tomb. Some of the twenty steps, i.e. the 5th, 9th, 12th and 18th, are pressure plates and, if someone heavier than

forty pounds steps onto one of them, a massive cylinder of stone rolls down at tremendous speed. Any hero on the stairs when the trap is triggered must make an Agility (-2) roll or suffer 3d6 damage.

The trap can be avoided by examining each step, with a Notice roll of variable difficulty (-1,-1,+2,-4). If they received the information from Sable, the heroes know which steps are booby trapped, but the thief got the last number wrong, so trusting him completely isn't wise (see above).

There is a way to disable the booby trapped steps. By the torch brackets at the bottom of the stairs, there is a sort of lever that can be moved down, blocking the whole mechanism. Finding it requires a *player* to explicitly say she is examining the torch hook.

Thieves' Signs: Sable placed a mark meaning "Trap" near the archway leading to the stairs. The thief spotted and avoided all the steps, so the trap is still active.

THE REST OF THE DEAD ONES

When you reach the top of the stairs, you understand your journey through the Sewers is finally at its end. You see a sturdy looking portal just in front of you, with a gryphon engraved on it.

This is the entrance to Irvan's tomb. Sable picked the lock of the heavy gate to enter and then left it ajar. The party will probably inspect it carefully, but there is nothing special about the gate.

Past the gate you find yourselves in a large burial chamber, very similar to the

temple you saw in your first dream. The air is thick and smelly, and clusters of fungi dot the walls and ceiling. You see a massive stone sarcophagus in the center of the room and its badly broken lid lying nearby. It contains the dead body of a man of exquisite features, surely a prince. It is still intact, as if the prince was only sleeping, and you can almost imagine him standing up and walking away. Its jewels have been removed but his pale hands are as if holding an object, the damned statuette! The mummified bodies of several warriors stand still in the niches along the walls. You count a dozen of them. Their black hands rest on the hilts of their swords and the gryphon is still visible of their worm-eaten tabards. You recognize them as the Companions, the creatures that have been haunting your dreams, and you can almost feel the malevolence of their stares upon you.

Several coffers of jewels lie open and half plundered at the far end of the room. You cannot see exactly what they contain but are sure that Sable left quite a few valuable items behind.

The right thing to do now is to replace the statuette of the Crying Mother in the hands of the Prince and leave.

Sadly, things are going to get ugly. Have the players declare what they intend to do before going on.

While examining the chamber, you hear a voice behind you. It is Gato, the corrupt Copper Helm officer you have met before. He has come with some friends, dangerous looking fellows that you recognize as Thieves' Guild cutthroats.

"I was sure following you would be a good idea," Gato says.

"I must thank you for leading me to this treasure," he adds. "Unluckily for you, I believe you are Mathro's killers. Even if you aren't, well... the Guild will be satisfied with your heads, and I can retire with the treasures I have found in this place!" At once, he unsheathes his blade and his men follow suit.

A savage battle between the heroes and the Guild cutthroats is about to begin!

The battleground is the whole burial chamber, 18" by 12" along the north-south axis, with a single entrance, a 2" wide door, halfway down the southern wall. The twelve niches containing the corpses of the Companions are 1" by 1" wide and are evenly divided along the eastern and western walls. In the middle of the chamber there is Prince Irvan's sarcophagus, 2" by 2". On the northern wall of the room there are three 1" by 1" coffers, full of gold and jewels.

Place the heroes within 6" of the sarcophagus, while Gato and his men are within 6" of the entrance. Gato is a cautious man, so he stands well behind his men. The cutthroats are skilled fighters and try to use their sheer number to their advantage.

Run a single round of combat, before something unexpected happens.

While you are fighting for your life, you notice that the bodies of the Companions seem to tremble. Then, translucent shadows emerge from the dead bodies. These are the same spectral warriors that attacked you in your dreams. They wield black weapons and, without making a sound, they join the fight!

Every character in the room must make a Fear check (-1). As the heroes are ac-

quainted with these creatures, they roll with +1. The spirits of the dead Companions attack everybody, heroes and villains alike, with a single exception: if the heroes leave the statuette on Irvan's body, throw it into the sarcophagus (a Throwing roll), or perform any other action that clearly reveals their intention of returning it, the specters concentrate only on the thieves, giving the heroes the chance to escape and close the door behind them.

The hero returning the statuette sees the dead Prince's hands move to suddenly grab the object, before returning to their position. The character is awarded a Benjie.

Joining Forces. If the heroes don't return the statuette (for instance, because they have melted it), they have no other choice but to destroy the Companions. In this case, Gato, who is an opportunist, asks for a truce and orders his men to join forces with the heroes and fight the monsters. From this moment on, Gato and his men are Allies of the party and controlled by them.

When the heroes return the Crying Mother to Prince Irvan or destroy all the specters, go to the End.

(M) Companion Apparitions (12). See page 44

(WC) Gato (1). See page 46

(M) Thieves' Guild Cutthroats (1 per hero +2). See page 48. One of them is a Right Hand.

TERRAIN AND PROPS

• **Sarcophagus and Coffers:** The sarcophagus is made of stone, it has Toughness 12

and grants Medium Cover. The coffers at the far end of the room are quite sturdy (Toughness 8) and grant Light Cover. In addition, they are full of jewels which can be used in various ways (for example, throwing them) to distract opponents (it counts as a trick with +2). This works with living beings but not with the specters.

• **Die, Thief, Die!** The character holding the Crying Mother will be the main target of the Companions' fury. They receive +1 to Fighting and damage rolls against him. But the specters are also worried the statuette might be broken, so any Trick threatening its integrity (for example, pretending to smash it) receives +2.

• **Keep that damned door closed!** The heroes might manage to escape and decide to leave Gato and his men locked inside the chamber. This situation can be handled in the following way. Give the party three Barred Tokens. In each round, the thieves make an opposed Strength roll against the heroes. For each success and raise, the thieves steal a Barred Token from the heroes. Similarly, the heroes steal Barred Tokens from the thieves, if the latter have any. If the heroes are left with no tokens, the door they have barred opens. The rolls to open or to keep the door closed can be cooperative. Desperation lends the thieves strength, so they roll with +2.

IRVAN'S TREASURE

Each coffer in Irvan's Tomb still contains jewelry and assorted coins worth 2d6x100 Moons. Sable picked up the most precious things, so the loot mainly includes silver jewellery with semiprecious stones. Hence, it is rather heavy, weighing 10 lbs for every 300 Moons of value.

THE END

As said above, two different endings are possible for this adventure.

FINALE 1: RETURNING THE CRYING MOTHER TO PRINCE IRVAN

The text below presumes the heroes gave the statuette back to Prince Irvan and fled the room, trapping Gato and his men inside. If things went differently, adjust the passage below accordingly.

After you close the door behind you, you hear the thieves screaming for a while, then savage thumps on the door... then silence. Your curiosity is too strong and you decide to peek inside.

The bodies of the thieves lie on the floor like broken dolls, an expression of utter terror twisting their faces. The Companions are standing still in their former place, and their swords look clean of any blood. The faint smell of the moss has grown stronger and you wonder if it might be some sort of hallucinogenic Lotus that has caused both you and the thieves to have a horrible nightmare... But if it is so, why are the thieves dead and how can the Prince's hands be clutching the statuette again?

Not revealing all the mysteries concerning the real nature of the ghosts will make the adventure even more memorable. It will also make the heroes more careful when handling the treasures (see sidebar), though there is no real danger unless they pick up the statuette again or try to defile the corpses.

The heroes have survived and the best reward is a long, restful sleep. This time, they dream of the Crying Mother again but the

statuette is smiling. Etu has bestowed her blessing upon them, granting each hero one free use of the Harder to Kill Edge. Don't reveal this piece of information to the players, but just give them a nice surprise the next time they need it!

FINALE 2: DESTROYING THE SPECTERS AND SAVING GATO

The text below presumes that the heroes destroy all the Companion Apparitions and save Gato.

Finally, all the specters are dead. Gato's men have fought with you, but now they turn to their chief waiting for orders. You know that your former allies might turn on you without any remorse.

But the Copper Helm shrugs and his men lower their weapons. "Well, you saved my skin after all, and I cannot kill you now. I'll tell the Guild Mathro was killed by foreign bandits, who have now left Jalizar. We are even, so get the hell out of here before I change my mind."

Before leaving, the heroes can take half of the treasure. If they want more, Gato and his thugs will consider the deal broken and start fighting again.

Gato can become a useful NPC in the hands of the Game Master. After all, he knows what the heroes have done and can force them to work for the Thieves' Guild or the Copper Helms. But he has also decided not to turn them in to the Guild, so he can become a great Connection.

What about Gato's men? They know the whole story too and, sooner or later, one of them might get very drunk in a tavern and spill the beans...

CREATURES AND NPCs

COMPANION

This is the restless spirit of one of the Companions, the trusted swords sworn to protect Prince Irvan of Pella. They died to avenge their master, and now are returned from the dead to haunt those who have stolen his dearest treasure, the statuette of the Crying Mother. The Companions are tall, heavily armored warriors from a distant past, with long, tattered cloaks and shriveled bodies.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d10, Vigor Special

Skills: Fighting d8, Intimidation d8.

Pace: 5; **Parry:** 6; **Toughness:** 6(2)-12(2)

Gear: Tattered cloak, medium bronze armor (+2), bronze long sword (Str+d8), bronze dagger (Str+d4), tabard with embroidered griffin.

Special Abilities

- **Nightmare Specter:** A Companion is a specter that can normally appear only in the dreams of its victims. It visits the victim each time he falls asleep, growing stronger with every visit. It starts with Vigor d4 and this attribute goes up by one die step after each nightmare (up to d12).
- **Real in Dreams:** The wounds caused by a Companion are only Nightmare Wounds (see page 18).

COMPANION APPARITION

A Companion Apparition is a real, semi-solid specter, created when the Crying Mother is in close proximity to the physical body of a Companion.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d8, Vigor d6

Skills: Fighting d8, Intimidation d8.

Pace: 5; **Parry:** 6; **Toughness:** 5

Gear: Tattered cloak, spectral long sword (Str+d8, AP 2), tabard with embroidered griffin.

Special Abilities

- **Anchored:** A Companion Apparition cannot leave Irvan's Tomb.
- **Semi-ethereal:** +2 to recovering from being Shaken; immune to poison, diseases and called shots, it receives only half damage from non-magical attacks.
- **Weakness (mortal shell):** A Companion Apparition is only an emanation of his physical body, an embalmed corpse placed in one of the niches of Irvan's Tomb. Destroying the corpse (Toughness 6, receives double damage from fire) causes the Companion Apparition to disappear and be killed forever.

COPPER HELM

A typical member of the city guard, with a "live and let live" attitude.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d4, Notice d4, Shooting d6, Streetwise d6, Throwing d6.

Charisma: 0; **Pace:** 5; **Parry:** 6; **Toughness:** 7(2)

Edges: none.

Hindrances: none.

Gear: Bronze tipped mace (Str+d6, AP 1 vs. rigid armor), medium bronze armor (+2), bronze helm (+2, head only), small shield (+1 Parry).

Special Abilities

- **Uncertain Loyalty:** The Copper Helms are notoriously corrupt. When a group of them is encountered, the Game Master must draw a card from the Action Deck.

Unless it is a Heart, the guards are on someone else's payroll (roll on the Dwellers of Jalizar Table, Allegiance column on page 138 of JCT). This also means they have the Connections Edge with their employers. The Game Master is free to ignore this if it does not suit the plot.

• **Slinger:** One in every four Copper Helms is a slinger, with Shooting d8. They are equipped with a war sling (Str+d6, Range: 6/12/24), light leather armor (+1), and a bronze tipped mace (Str+d6, AP 1 vs. rigid armor).



COPPER HELM OFFICER

One of the appointed officers of the City Watch. Some of them have reached this rank through hard work and devotion to justice, but many have bought their position or have come this far thanks to some important sponsor. This individual is assigned to the Falchion Tower.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d8, Intimidation d8, Notice d6, Persuasion d6, Riding d6, Shooting d6, Stealth d6, Streetwise d6, Throwing d6.

Charisma: 0; **Pace:** 5; **Parry:** 7; **Toughness:** 7(2)

Edges: Command, Hold the line!.

Hindrances: none.

Gear: Bronze long sword (Str+d8), medium bronze armor (+2), bronze crested helm (+3, only head), small shield (+1 Parry), dagger (Str+d4).

Special Abilities

• **Uncertain Loyalty:** The Copper Helms are notoriously corrupt. When a group of them is encountered, the Game Master must draw a card from the Action Deck. Unless it is a Heart, the guards are on someone else's payroll (roll on the Dwellers of Jalizar Table, Allegiance column on

page 138 of JCT). This also means they have the Connections Edge with their employers. The Game Master is free to ignore this if it does not suit the plot.

DRUMAN THE EXECUTIONER

This bear-like man is called Druman. He came down from the Northlands many years ago and traveled for a while before being recruited by the Copper Helms as Executioner. He loves his job and believes very few men can deal a single, fatal blow as well as he does. Sadly for him, he doesn't have many victims to practice on.

Druman is a Henchman.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d8

Skills: Fighting d8, Intimidation d8, Notice d4.

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 7

Edges: Brawny, Sweep.

Gear: Iron great axe (Str+d10, 2 hands, -1 Parry, AP 1), loincloth, black executioner's hood, keys to the prison cells.

GITARA THE CRIPPLE

This dark-skinned courtesan is now past her prime and can count on far fewer patrons than before. Born in the Ivory Savannah, she left twenty years ago to work for a northern noble as a dancer, eventually ending up in Jalizar. She isn't a real witch and her powers rely on cunning, practical psychology and, when she cannot find any other solution, on the use of the Jabelizzar.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6

Skills: Fighting d4, Healing d6, Knowledge (Arcana) d6, Notice d6, Persuasion d8.

Charisma: +2; **Pace:** 4; **Parry:** 4; **Toughness:** 5

Edges: Attractive.

Hindrances: Lame.

Gear: Bronze Knife (Str+d4), fancy dresses.



GATO

Gato is a short man with a wart on his left cheek and a cold stare. He is a Copper Helm Officer working in Rats' Nest, the area of Jalizar controlled by the Thieves' Guild, and it's no big secret Gato is on the Guild's payroll. He is a competent investigator with a "don't mess with me" attitude.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d10, Intimidation d8, Notice d8, Persuasion d8, Shooting d6, Stealth d8, Streetwise d8, Throwing d8.

Charisma: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 7(1)

Edges: Alertness, Command, Connections (Thieves' Guild), Investigator, Level Headed.

Hindrances: Cautious, Loyal, Ugly (wart).

Gear: Iron short sword (Str+d6), dagger (Str+d4, Range: 3/6/12), leather armor (+1), white Copper Helm uniform (+1 to Intimidation rolls).

Special Abilities

• **Chimney Sweeper:** The Copper Helms of Rats' Nest, the corrupt ones at least, are commonly known as Chimney Sweepers. Gato fits the definition perfectly. He gains +1 to Streetwise, Notice and Stealth rolls while in Rats' Nest.



MALKATH

The Malkath is a giant snake living in the Sewers. Covered in whitish scales, this aquatic animal has two heads on long necks. Its blood is as corrosive as acid, so killing it is even more dangerous. Luckily, these beasts are almost extinct, because the Cleaners destroy their rubbery eggs whenever they find them.

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength d10, Vigor d8

Skills: Fighting d8, Swimming d10, Stealth d8

Pace: 2; **Parry:** 6; **Toughness:** 9

Special Abilities

• **Acid Blood:** The blood of a Malkath is like terrible acid and those trying to kill it must avoid being splashed. When a Malkath is Shaken by a wounding effect, any character within 1" must make an Agility roll; in case of failure he suffers 1d6 damage due to the acid. If the Malkath is wounded, the Agility roll is made with a penalty equal to the number of non-soaked wounds the creature has suffered (i.e. two wounds = Agility roll -2). In case of failure, the damage suffered is 2d6.

• **Aquatic:** Pace 7 in water.

• **Bite:** Str+d6.

• **Size +3:** A fully grown Malkath can be longer than ten yards.

• **Two Headed:** The Malkath has two independent heads, placed on very long necks (Reach 5). It can make two attacks per round without any penalty.

• **Weakness (Neck Bone):** The Malkath has a weak spot, the T-shaped bone where the two necks meet. This soft spot can be hit with a Called Shot (-2) and any successful hit causes +4 damage and automatically Shakes the beast. As a drawback, a wound in this location causes its acid blood to spray all around. The Acid Blood

Special Ability allows it to hit all targets in a Large Burst template centered on the creature itself. The weakness can be spotted with a Survival or Healing (-2) roll.

MATHRO

This old man is one of the worst moneylenders and pawnbrokers of Thousand Chimneys. Only those who are truly desperate turn to him. Unluckily, there are many desperate people in the City of Thieves and that's why his business is thriving. In the last few days, he has been unable to sleep due to the nightmares caused by the Crying Mother. This is why he has deep, black circles around his eyes and is always very jumpy.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d4

Skills: Fighting d6, Intimidation d6, Notice d6, Persuasion d10, Streetwise d10.

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 4

Edges: Contacts (lowlife, Thieves' Guild), Rich.

Hindrances: Elderly, Greedy.

Gear: Brown cloak, bag of coins and jewels, silver-coated short sword (Str+d6, see below).

Special Abilities

• **Madness:** Mathro is on the verge of madness. When attacked, he believes his opponents to be the dark specters that haunt his dreams. So, he fights back savagely (always performing Wild Attacks) and never surrenders.

• **Silver Coated Sword:** In the last few days, Mathro has met the specters in the real world, so he prepared to fight them. Someone told him silver can hurt them, so he asked a smith to forge a silver coated blade for him. It is a costly thing (300 Moons) but has no real power against the Companions.

MATHRO'S BODYGUARD

A broad-shouldered, slow-witted thug. He is impressive looking and good enough to keep standard opponents at bay, but no match for a good fighter.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Intimidation d8, Notice d4, Stealth d4, Streetwise d4.

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 7

Edges: Brawny.

Hindrances: Loyal.

Gear: Bronze tipped spiked club (Str+d4+1), dagger (Str+d4).

Special Abilities

• **Boaster:** Thugs are strong when they outnumber their opponents. In this case they receive +1 to Spirit rolls. But, when they are outnumbered, they act like cowards, suffering -2 to Spirit rolls.

MARAKOSIAN HOUSE GUARD

A soldier working for the Marakosian Merchant House. All these men are Eku-lians and absolutely loyal to their master.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Notice d6, Riding d6, Shooting d6, Throwing d6.

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 6(1)

Edges: Block, Combat Reflexes.

Hindrances: Loyal.

Gear: Bronze long sword (Str+d8), light leather armor (+1), pointed bronze helm (+2, head only), Eku caftan and burnoose.

Special Abilities

• **Marakosian House:** Being from Eku, the Marakosians are renowned for their

fencing skills. When unencumbered and with the off-hand empty, they gain the Counterattack Edge.

SWARM OF SEWER BATS

Sewer bats are vicious underground creatures. Originally from the Cairnlands, they came to Jalizar centuries ago. They are whitish, furry and hideous to look upon. The size of a cat, they have long, sharp claws along the edges of their wings, which they use to gash their prey.

Beggars and other people living in the Sewers say that they are very tasty, but no heroes in their right mind would even consider trying their meat.

Swarms are treated as one creature. They cover an area equal to a Medium Burst Template and attack everyone within it every round. When a Swarm is wounded, its size decreases to a Small Burst Template (see the Split Special Ability for smaller Swarms). A further hit disperses it.

Attributes: Agility d10, Smarts d4 (A), Spirit d8, Strength d8, Vigor d12

Skills: Notice d6.

Pace: 8; **Parry:** 4; **Toughness:** 8

Special Abilities

• **Bites:** These beasts gash and bite savagely, hitting automatically and causing 2d6 damage to everyone in the template. The damage is applied to the least armored location (victims in completely sealed suits are immune).

• **Flight:** A Swarm of Sewer Bats flies at a Pace of 8 and has a Climb rate of -3.

• **Split:** This Swarm is clever enough to split into two smaller swarms (Small Burst Templates) should its foes split up. The Toughness of the smaller swarms is low-

ered by 2 (to 7 each) and their Agility is lowered by a die step.

• **Swarm:** Parry +2; since the swarm includes dozens of creatures, cutting and piercing weapons only deal half damage. Area-effect weapons work normally.

• **Weakness (Fear of Fire):** Sewer Bats are terrified of fire. If attacked with flames, they must make an immediate Spirit roll. In case of failure, some of the beasts flee (as if the swarm had suffered a non-soakable wound). Continue to roll every time they are attacked with fire until the whole swarm is dispersed or a raise is scored.

TERROR

A big, black dog of unknown breed. Very hungry.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Notice d8.

Charisma: 0; **Pace:** 7; **Parry:** 6; **Toughness:** 5

Special abilities:

• **Bite:** Str+d4.

• **Fleet Footed:** Terror rolls a d8 when running instead of a d6.

• **Go For the Throat:** Terror instinctively goes for an opponent's soft spot. With a raise on its attack roll, it hits the target's most weakly armored location.

• **Size -1:** Terror is relatively small.

THIEVES' GUILD CUTTHROAT

When the Guild needs someone skilled with the knife, it picks one of these men. Bandits and criminals, they are excellent swordsmen too. They are also used as guards by Guild elders or hired as mercenaries.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Intimidation d4, Notice d6, Stealth d6, Streetwise d6.

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 6 (1)

Edges: Counterattack, Cloak Hero.

Hindrances: Loyal.

Gear: Cloak (+1 Parry as per the Cloak Hero Edge), bronze short sword (Str+d6), daggers x2 (Str+d4, Range: 3/6/12), leather armor (+1).

Special Abilities

• **Alley Fighter:** Thieves' Guild Thugs are particularly good at fighting in the dark, narrow alleys of Jalizar and at spotting their opponents' weaknesses. Whenever an opponent scores 1 on the Fighting Die while attacking a Thug, the latter is allowed an immediate free Trick.