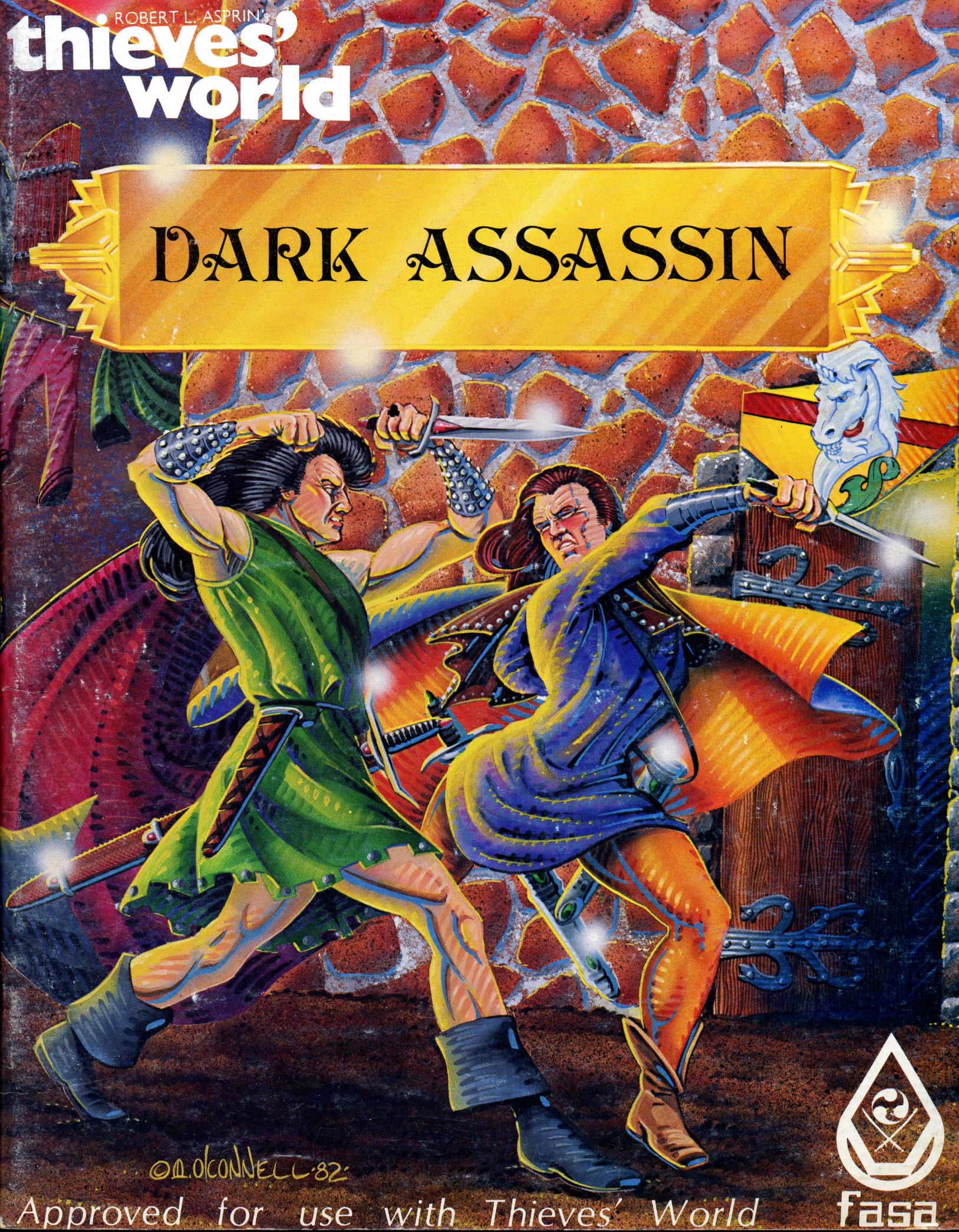
ROBERT L. ASPRIN'S

thieves' world

DARK ASSASSIN



Approved for use with Thieves' World

fasa

DARK ASSASSIN



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gaming sanctuary

by robert lynn aspirn

Since August of 1981, I and some of my fellow writers have been treated (?) to a unique experience, sitting and listening while others "game" in and with our creations. A closet FRPer myself, I am not as unprepared as some for what goes on during these expeditions, yet I still find my reactions range from flattered pride to abject horror. Above all, however, is an overpowering, burning, compelling, frustrating desire to KIBITZ! I mean, I have spent a disproportionately great amount of time with the hell-hole under scrutiny and have developed some definite opinions on the subject.

Well, thanks to those fun-loving folks at **FASA**, I finally have a podium to mouth off from without interrupting a game in process or singling out an individual for criticism or ridicule. This may or may not become a series of articles, depending upon response, time, and how many ideas I actually have when it comes to writing them out. For this first pass, I'll concentrate on major points and save nitty gritty details for later efforts. Please remember that the thoughts set forth are intended only as suggestions or guidelines, not words from the mountain. Half the fun of FRP is individual interpretation and variation, and those factors should not be discouraged. The goal of this work is to expand, not limit, the scope of the game.

With me so far? Onward.

The "anything goes" concept is as outdated in Fantasy as it is in Science Fiction. It has been replaced by the "creeping realism" school of thought, and most of the suggestions I have are toward that end. Again, rather than trying to spoil the fun, I'm attempting to offer ideas to keep the expeditions from blending together with "ho-hum" sameness.

STARTING CHARACTERS

I feel that before beginning the game, the gamemaster should determine if the players have read the **Thieves' World** anthologies. If they haven't, it's fine to start them out as bumpkins from the country out to make their fortune. If, on the other hand, they have read the books, do everyone, including yourself, a favor by granting them characters with prior knowledge of the town. A good character example of this type is a thief/mercenary who is originally from Sanctuary but has been working the capital for several years and is now coming back to town to lay low until the heat's off. This character gives the player a few contacts in town (who may or may not still be around) and explain why the gamer already knows a) to head for the Vulgar Unicorn, b) to avoid picking a fight with Enas Yorl, etc.

Which leads us to another point.

MOTIVATION

Why are these adventurers in town? Are they picking up supplies before heading out on a quest? Spending some of their ill-gotten wealth from an earlier adventure? Looking for a hideout? Looking to make their fortune? Determining this before the game starts will help the players react to their environment in character. With any luck it will avoid having a group of armed men/women standing around asking each other, "I dunno. What do you want to do? " or worse, deciding, "Well, let's just wander down a street at random and trust the gamemaster to come up with something interesting."

Speaking of wandering down streets...

TERRAIN

We've all encountered dungeoners who want to "walk corridors at max-speed, while tapping floors, walls, and ceilings looking for secret passages, watching front and back and listening at at all doors." This particular brand of player has a field day in a town, and for the most part, the gamemasters humor them.

BULLFEATHERS!

If your players want a shop by shop description of the street they're walking down, name a three block stretch of the local main drag and ask them to name each store in sequence. They can't do it in their own home town, and they couldn't do it in Sanctuary! Even tourists tire of window by window scrutiny after the first block.

To avoid turning an afternoon of gaming into an excercise in list reading and copying, I propose the following: Allow the party one main objective to watch for (ie.; an inn), one secondary objective (a tavern restaurant) and maybe one general interest category they would notice no matter how preoccupied they were (a weapon shop). You can then get by with saying "There are none in sight" or "There's one a block ahead on your right," without having to list every clothing store and pot repair shop on the street.

The same goes for people. Sanctuary is a town and, more often than not, during the daylight hours your party will be walking through crowds. They will not be able to scrutinize every person who jostles them or watches them from a window. Allow them to note specific types they may be watching for (ie.; armed fighters or beautiful women), but unless they are taking evasive action and watching closely, they probably will not be able to spot someone following them. Of course, if they follow the latter course of action, your average follower will usually break off pursuit and go looking for easier prey.

Which brings us to my favorite peeve.

PARANOIA

I think the biggest giggle I've gotten watching a game of **Thieves' World** was when a party of ten, heavily armed and including two magic users in their number, broke into a run to get away from a street urchin who was following them.

Let me run this by you once slowly, using contemporary equivalents. If you and nine of your cronies decided to stroll down the streets of an "old town" or "inner city" or any other big city "tough neighborhood", traveling as a group, with handguns on your hips, shotguns and rifles on your shoulders, and a few of your members draped about with grenades, the last thing you'd be worried about would be a solitary mugger! I mean, really!

It should, however, be noted by gamer and gamemaster that like attracts like. The armed party described in the above paragraph would undoubtable attract the attention of other armed parties, to wit, the local gangs on whose turf they're trespassing (the Hawkmasks of the Stepsons) or the police (the Hell Hounds and the garrison).

As we all know, a little paranoia is healthy in that it leads to continued good health. An overdose could in all probability lead to more trouble than the situations you were trying to avoid!

Speaking of avoiding trouble leads to one last favorite point for consideration.

MONEY

From the first volume of **Thieves' World**, it has been repeatedly pointed out that Sanctuary is laboring under a depressed economy. Unfortunately few gamemasters and even fewer gamers have fully grasped the meaning of this fact.

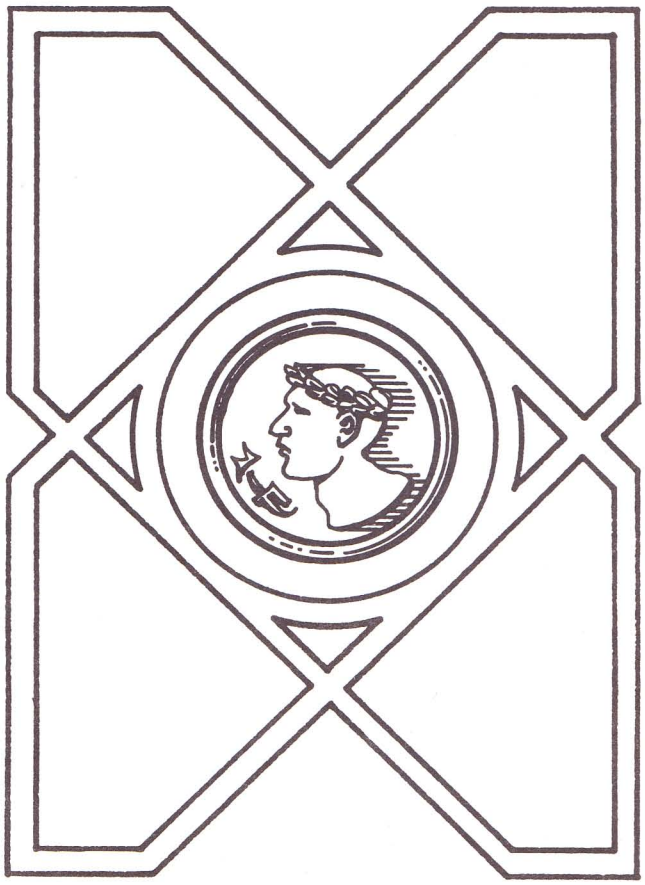
Sanctuary is poor, folks. This isn't a rich wizard's dungeon filled with caches of treasure. It's a town teetering on the brink of extinction. A penniless adventurer looking to make a fortune will find Sanctuary slim pickings indeed. A silver piece for a day's work is considered high wages for a fighting man, so the prospects of being offered "a thousand gold pieces to find a little trinket I've mislaid" are not simply unlikely, they're non-existant! If such an offer is made, the adventurer should expect to have to hack his or her way through half the Rankan army in order to win the prize.

This is one of the "real world" problems that can be encountered in FRP. Sure it's nice to have a dozen buddies along to help cover your back. It's even nicer with a hundred! The problem is that they all expect a piece of the action, and jobs big enough to pay off a small mob are few and far between. That's why so many of your favorite characters from heroic fantasy literature prefer to work alone or in pairs.

Before you get too discouraged, there's a flip side to this depressed economy also overlooked by most gamers. With everybody poor in Sanctuary, money talks. If you're back from a successful campaign with a few reliable comrades and a purse of gold you are in a real power position. If you need some information from Shadowspawn for your next venture, don't eat up a lot of time combing the alleys and rooftops for him—make camp at a table in the Vulgar Unicorn, flash a little gold and let it be known you want to talk to him. Word will spread like wildfire and he'll find you! In fact, this will probably be more effective than trying to hunt him down. If he simply hears that a large party of armed men is looking for him, odds are he'll assume they're after a lot more than information and make himself very scarce. Remember, he knows the town better than you do, and if he doesn't want you to find him, you probably won't. A promise of profit on the other hand will bring him sniffing...cautiously to be sure... but sniffing nonetheless.

That is only one example of what money can do for you in Sanctuary. You will also find that local swordswingers and magic-users will be cheaper to use than members of your old party (if you have a good eye for hiring). You would probably have enough gold to buy a business or two if you prefer getting a return on your gold rather than simply digging a hole and burying it. With a little time you could start to build your own information network to "acquire" rumors or check the validity of news you hear on the streets. The possibilities are endless.

I suppose I should interject a warning lest people become carried away with the power of wealth: There's nothing the people of Sanctuary love so well as a sucker! The town is quite unlike contemporary America where prices are mostly set and standardized. Aside from the haggling, each merchant has a minimum of three price lists stored away in his head: One for the rich (ie., those from the Prince's household); one for his friends; and one for common folk. If our theoretical party of adventurers tries to impress people with their wealth by throwing it around



paying for information in gold rather than copper or paying five times the normal cost for men and supplies—it will very probably have the reverse effect from what they're expecting. Instead of gaining respect, people will think of them as fools; a whole new price list will go into effect throughout the town with that party's name on it as the natives surge forward to sell them shoddy goods and bad information, while snickering down their sleeves the whole time. When you spend in Sanctuary, spend wisely or no one will take you seriously.

I could rave on at length, but hopefully you've got the picture by now. Sanctuary is a town, not a dungeon. If you try to superimpose dungeon survival tactics in a functioning town, you'd be as out of place and prone to trouble as an old-time Indian fighter in modern downtown Chicago.

If all you want to do is slash and burn monsters, stay in the dungeons! The whole idea of **Thieves' World** and its supplements is to give gamers a chance to stretch and exercise their minds as well as their sword arms by dumping them into a new situation. In a town, half if not ninety percent of the problem is separating friend from foe and deciding when to fight and when to talk. Remember, there was a time when learning how to stay alive in a dungeon was new and different, but most got the hand of it eventually. In a similar fashion, once you get the hang of urban hazards you'll find that you can not only survive, but show a tidy profit as well.

standards and assumptions

Dark Assassin is a **Thieves' World** adventure which takes a party of fighters and thieves into the alien world of magic and conjured assassins. Players may use the suggested characters, or their own, to prevent an assassination. All of the skills of the chosen set of characters as well as careful planning will be needed to triumph over the invisible creature summoned to do the work of a league of magicians.

dark assassin

DICE CONVENTIONS

To convert to any system using three six-sided dice divide the value by 5 to obtain the number. For example, a 75 if divided by 5 will give a value of 15, a 45 of 9, etc.

15-3	45-9	75-15
20-4	50-10	80-16
25-5	55-11	85-17
30-6	60-12	90-18
35-7	65-13	95-18+
40-8	70-14	

The "skill" listing reflects both the general skill of the individual in his trade and the specific skill with which the character can employ the weapons listed. An individual in Sanctuary can safely be assumed to carry all but the most awkward of their weapons. To convert a skill value for RuneQuest multiply the skill level by 20% for each weapon for fighters and 15% for thieves and other groups.

This adventure is centered in the City of Sanctuary and in order to utilize it fully you should have a copy of **Thieves' World** from Chaosium. All of the locales and characters in this volume are inspired by the **Thieves' World** anthologies edited by Robert Asprin and published by Ace Books. A reading of these books will give the judge and players great insight in the City of Sanctuary and its inhabitants.

This adventure is not designed for use with any specific system. Chaosium's **Thieves' World** is approved for use with *AD&D, C&S, Dragonquest, The Fantasy Trip, RuneQuest, Traveller, Tunnels and Trolls,* and others. The general physical qualities of each character are described briefly and it is up to each gamemaster to decide exactly how they convert to the system being played.

For convenience, two areas are presented in statistical form; a measurement of skill in the character's chosen trade, and the character's individual characteristics. The skill of each character and the various abilities needed by his trade is rated on a scale of 0 through 9.

- 0 Totally unskilled or unfamiliar. This is the skill a peasant would have with a sword the first time he picked it up or a sailor the first time he tried to ride a horse.
- 1 A novice who has rudimentary knowledge of his craft or skill.
- 2 Apprentices are commonly at this level. They have enough skill to be noticeably above the common crowd, but are far from being truly skillful in their use.
- 3 This is the level of the least competent who is still able to earn a living. The common soldier, man-at-arms, mugger, or journeyman fall into this group.
- 4-5 These are both measures of greater professional ability.
- 6 By this point hard effort and natural ability are required. A person at this stage of accomplishment has been noticed as being good at whatever he does.
- 7 This is a truly skillful individual. He is visibly a cut above the others in his trade and often admired by those of lesser ability. Here are the guildmasters, the captains-of-the-guard, the sea captains, and the like.
- 8 Few exceptional individuals reach this category of accomplishment. These are the elite, and the number in any type of occupation is few, e.g. the Hellhounds.
- 9+ This classification includes the few individuals whose skill is great when compared with anyone in the Rankan Empire. These are the great warriors such as Tempus and the Great Wizards.

Each individual mentioned in this adventure is rated for six personal characteristics which are meant primarily to serve as means of comparing different individuals. Much more detailed information can be found in the descriptions themselves. The characteristics are measured as compared to a percentage of the general population. A Might rating of 70% would show that the character is physically mightier than 70% of the population. Ratings below 15% are reflective of incapacitative weakness in that area. For convenience, ratings are given in 5% multiples. If the total population were rated, a bell curve would result.

MIGHT

This is a measure of the physical ability that can be exerted by the character. This could range from the strength of a blow from a sword to the force which the individual could exert on a door or iron bars.

INTELLECT

Measures the ability of an individual to assimilate and use information. The emphasis here is not on pure IQ, but rather on the ability to use what information is available to cast a spell, plan a theft, or analyze a problem.

KNOWLEDGE

Measures the information that the character personally retains, from both formal training and streetwise experience.

STAMINA

Stamina is a measure of the ability of a character to continue funtioning after extended periods of stress, with wounds, or under any form of duress. It also reflects how disease resistant and robust the individual is.

COORDINATION

Measures the manipulation and general movement of the hands or body. This is a concern not only for theft and fighting, but also for balancing, climbing walls, not slipping on wet surfaces, and the like. Reflexes are significant in this measurement.

APPEAL

Reflects the appeal of the individual to those with whom he interacts. As such, it will vary if the individual is acting in an unusual way or is dealing with a situation far afield from his normal area. For example, a lady who works on the Street of Red Lanterns may have a relatively high Appeal rating, but if she is attempting to rally warriors, her Appeal would be far below that listed. Tempus, on the other hand, would have great Appeal as a commander, but rather less if attempting to convince a scholar to change his views.

ADVENTURING IN SANCTUARY

MONEY The monetary system of Sanctuary is rooted in poverty. The most common coinage is copper pieces. If the players were as rich as most gaming characters they would not be wandering S'danzo. Each character should have a limited amount of money to start the game. It should be remembered that this is literally all the wealth that player has in the world and if it is used up in bribes, etc., he will need to find a quick way to obtain more.

SIZE A good discussion of the size of Sanctuary is included in Chaosium's **Thieves' World.** As a rule of thumb you might insist that it takes three minutes to traverse a normal block hurrying, five walking, and one running. This means that it would take about 45 minutes to go from the Avenue of Temples to the Bazaar if the party doesn't dally along the way. Double this time for winding and unfamiliar streets as in the Maze.

VIOLENCE Prince Kadakithis is determined to bring law and order to Sanctuary. Outright violence and hack and slash behavior will quickly get the entire party imprisoned or hung. This is an adventure requiring finesse, though there may be a need to fight. If the adventurers of the party go about bashing heads or starting fights, they are likely to bring the authorities down upon themselves.

The Cost of Living

It will be necessary for the party to eat, drink, and sleep while in Sanctuary. It is unlikely that the players will complete the adventure in less than three or four days and it may take much longer. Inns will expect cash in advance and shopkeepers in Sanctuary rarely extend credit to even regular customers. Prices will vary based upon the quality of the inn or merchandise. Each item the players need, beyond their clothes, a few utensils, and horses will have to be purchased. This may be additional weapons, shovels, rope, or even torches. Most items will be available in the Bazaar where the merchants will attempt to get the highest price possible.

THE TRADITION

There is a son of the Meldorl,Taramiel, Koarnae,
Bahlt, or other great Clans — a son raised to be opposed to the guiding hands of the infallible Rankan
Regents and yet absolved to guide the "Family Fate"...
This son is called upon by the very gods
to right the wrongs of Barbarism through the spread of sweet and just Civilization.
By foul treachery and cruel betrayal:
That is how an Empire ultimately perishes.
The duty of the great House of Bahlt, Synar, and other just clans must be to advance good Civilization
Expending yea, even the last drop of their blood and the last breath of all life.
Let the very Gods be a witness to this.

Three hundred years ago, in the early days of the empire, the great Rankan clans constantly squabbled among themselves. New alliances and broken treaties occurred at an accelerated rate and political trust was the brunt of many comic theatrics. Of the scheming clans, two of the most noble households of Ranke bear special attention in this adventure.

Four years before the invasion of Ilsig, the Rankan families of Bahlt and Meldorl entered into an alliance against the outland colonies of the Mountain Tribes. In exchange for mercenary assistance, the House of Bahlt would relinquish one third of all conquered lands to the Meldorls.

Fourteen months later, after a particularly costly battle deep within Tribesman territory, the commander of the mercenary forces announced that he intended to withdraw his troops from the front and make haste back to the Meldorl home province to guard against a rumored revolt. The Bahlt field marshal argued that a simple message to the Bahlt home guard would mobilize a back-up police force sufficient in size to aid in even the most serious uprising. The Meldorl chieftain flatly refused and issued orders to his forces to retreat. The Bahlt commander weighed the situation and chose to fortify and defend the newly captured colony, rather than attempt to keep pace with the swifter Meldorl group. In the early morning hours two days later, a large mass of Tribesmen assaulted the Bahlt forces on three sides and annihilated them.

Later investigation showed that rumors of revolt in Meldorl were no more widespread than average gossip of radical plots elsewhere. The Meldorls never gave a reasonable excuse for the desertion of their ally on the eve of the destruction of more than three-quarters of Bahlt's entire military force. The backbone of the Bahlt household was then broken by the invasion of Ilsig. The regents of the expanding Rankan empire insisted that a percentage of troops, with a required minimum from each clan, participate in the march on Ilsig. The minimum quota all but depleted the Bahlt home guard and the regents entrusted Meldorl to aid in protecting the neighboring Bahlt provinces. Word returning from the clashes with the Ilsig defenders reported that Bahlt troops were consistently assigned to areas of the most desperate fighting until only a shell of the once impressive Bahlt army remained. The masters of the House of Bahlt felt that a conspiracy was drawing to an end, and when the Bahlt elders offered legal custody of their estates to the Meldorl leaders (who held their fate from a military standpoint anyway), the readiness of the Meldorl acceptance seemed to confirm the Bahlt's suspicions. Contracts were drawn up and witnessed by all of the Rankan regents in power at the time, guaranteeing against future legal tampering, and the Bahlt household became locked into a position of nobles of the bureaucracy, with an income derived from a percentage of the profits gained through Meldorl's manipulation of Bahlt's estates. Only one problem remained — the need for revenge.

The Bahlt Family is obligated to a semi-religious secret society known as the Ziliz League. Known to have heavy magical interests, the Ziliz League also places extreme emphasis on justice and morality. Because of their obligation, the nature of the Bahlt revenge acquired some limitations.

To begin with, many felt that the foolish decision of the Bahlt commander to remain and defend the Tribeman colony rather than attempt to keep pace with the retreating Meldorls was an irrational response to the situation, and it began the chain of events that led to the termination of Bahlt's military might. Therefore, from one viewpoint, the Balht's misfortune may have been their own fault. Thus, the victim of Bahlt's vengance must not be a key Meldorl Lord. Secondly, a member of the Ziliz League is pledged not to participate in the dispensation of justice if the member is himself directly involved in the matter. Lastly, a Ziliz initiate must employ forces originating beyond the material plane of existence to mete out justice through execution. To satisfy the Ziliz codes, the victim of the fatal act could not be both a leader of the House of Meldorl and an indispensable controller of the fate of that House, and an unconcerned Ziliz magician must create the instrument of death when the opportunity presented itself.

Generations passed and the Rankan empire eventually united much of the known world beneath its roof. The Meldorl family maintained active participation in the conquest and afterwards concentrated on establishing its House as a small empire within the Rankan Realm. The Bahlt family grew politically while it diminished physically so now its descendants number fewer than three score.

In the year 49 RE, the masters of the House of Bahlt were informed by the Ziliz League that a suitable target for their old claim to vengeance had surfaced in the Meldorl household. The candidate was the Marquis Wellinet of Meldorl. The Bahlt family accepted the appointment and arranged for a Ziliz sorcerer to attend to the task in the proper manner. The assassination was planned to take place while the Marquis paid a social visit to the Governer of the city of Sanctuary.

the characters

This adventure has been designed for three to five characters who are thieves or fighters. You may choose to use one of the five provided here or bring in those with whom you are already playing. If outside characters are brought into the campaign, they should be limited in the amount of wealth they have available, and to skill levels 4 or below as either a fighter or thief. Remember also that clattering around in full plate will both attract undesired attention and amuse the locals. The greatest difficulty in this campaign is in the city of Sanctuary itself and not in all the prepared encounters. It is the difficulty of acting virtually unassisted in this city of thieves, which adds interest and challenge to the adventure.

LIEPMANN

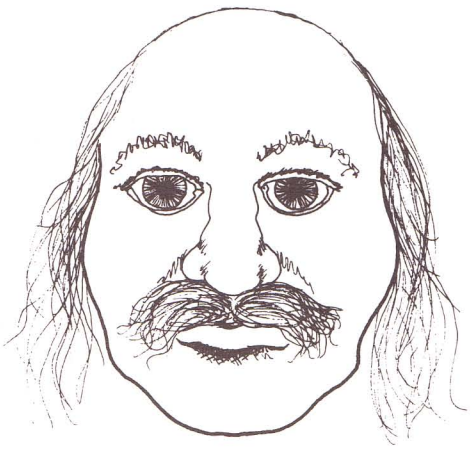
Might 60
Intellect 55
Knowledge 60
Stamina 75
Manipulation 85
Appeal 40

5' 8" 195 pounds Age 32
Thief skill 4
Dagger, short sword, sling, leather armor

Liepmann joined the mercenary band about six months ago by walking into their camp and volunteering while they were still miles from any city. The thief arrived having ridden a horse to death (stolen of course) to escape the wrath of his last victim. The group of warriors was good cover and he escaped further pursuit. The band was then just leaving for their contracted campaign and Leipmann found himself spending the next several months doing the hardest work of his life. While he resigned to return to the softer life of a thief when the the troop reached Sanctuary, he still takes pride in his accomplishment of just surviving the ordeal. Leipmann had the wisdom to restrain his thieving when with the troop, and so is well regarded by his fellows. While convinced he will never again be a soldier, Leipmann has found the companionship of his comrades pleasant and has yet to really begin his renewed career as a thief in Sanctuary.



The characters in this adventure can be all considered to be mercenaries who have served together in at least one campaign against the mountain tribes or bandits. Because of this, they all know something about the background of the others and can trust each other. When the adventure begins, the party has been unemployed for several days and has run out of money. They are in the cheapest inn they could find (probably the Vulgar Unicorn) and have just discovered that between them they are three silvers light on the drinks they have consumed. They have been talking loudly of their prowess and courage, hoping to cadge a few drinks from the other patrons.



BERSHER

Might 65
Intellect 50
Knowledge 55
Stamina 65
Manipulation 55
Appeal 70

5'10" 180 pounds Age 40
Fighter skill 4
Short sword, javelin, spear, dagger, leather armor, helmet

Bersher was once an officer in the army of Caronne. He was young and rather hot headed as only the son of a petty noble can be. As a result, he got into a fight with a fellow officer over the "honor" of a lady. (The other guy was right and he knew it, but felt required to defend her on principle). The fight was observed by a senior officer who ordered that it be broken up and the two punished. The flogging was minor, but the loss of face was more than Bersher could bear. He resigned from the Army at the end of the campaign and joined a mercenary band leaving the city. For the last fifteen years he has held different ranks in various mercenary troops and gained a reputation as a good warrior and a brave, if not always imaginative, leader. He was actually serving as an NCO in the mercenary band when the band decided to take the job in Caronne. Rather than return, Bersher cho se to stay in Sanctuary.

TIEGLER

Might 55
Intellect 60
Knowledge 35
Stamina 60
Manipulation 75
Appeal 45

5'6" 145 pounds Age 22
Fighter skill 2, Thief skill 3
Sword, dagger, leather armor

When Teigler was caught three years ago in the treasure room of a Rankan merchant, he was expecting to lose a hand. Instead, the quick application of a bribe (using every cent he had), found him sworn to a year's duty to a mercenary captain. Placed with other recruits he learned the trade well enough to spend the last three years with the same mercenary band. A minor injury to his leg and a tendency to sea sickness kept him in Sanctuary when the mercenaries sailed. By now his leg has healed and he is waiting until he can save enough to buy passage and rejoin the troop. Tiegler's forced stay has been made bearable by the presence of his old companions in the city, but financially he seems farther from saving the fare than ever.



LEUKASCHUS

Might 75
Intellect 55
Knowledge 45
Stamina 80
Manipulation 60
Appeal 55

Human 5'8" 165 pounds Age 28
Fighter skill 4

Sword, spear, sling, dagger, leather armor and helmet

Leukaschus was once a resident of Ranke who, at the age of 25, tired of the "dull" city and enlisted in the Rankan Army. He served well for years, but left when he became disgusted over an order to slaughter the families of a group of desert nomads who had been raiding caravans. For the last three years he has been a mercenary bodyguard with a really embarassing string of bad luck. Of his last three employers, all have died from accidents while he was present. Each time there was nothing Leukaschus could do, but he was always out of a job. Three months ago, he was recruited into the mercenary band where he met the rest of the party. When the mercenary captain took a commitment for Caronne, the party decided to stay in Sanctuary instead.



PHOLIUS

Might 70
Intellect 60
Knowledge 40
Stamina 65
Manipulation 80
Appeal 55

Half elven 5'5" 140 pounds Age 25
Fighter skill 3, Thief skill 1
Sword, axe, dagger, leather armor

Pholius served for several years with the household guard of Bryant, a merchant whose estate is in Sanctuary. The duty was hardly strenuous and Pholius often grew bored. Like many soldiers, he began gambling to while away his off-duty hours. While not exceptional, Pholius was good enough to stay even in the friendly games he joined. Because of this, he felt a year ago he was ready to play with the pros in the big money games. He proceeded to lose badly and owed money to three gamblers it was best not to owe money to. In the next three months these gamblers had Pholius work off his debt doing a few "errands" for them. Doing these is how he gained his thieving expertise. Because of the reputation he got for consorting with the gamblers, he was also fired by Bryant. At this time Pholius had paid off his debt so he joined the mercenary company. Like the others he has chosen to leave the company rather than take up the service of Caronne.



Magic and the Common Man

Even though magic is available in Sanctuary and throughout the Rankan Empire, the vast majority of the people have little or no exposure to the phenomenon. The cost of even minor magic is prohibitive for all but the richest or most desperate Rankan. Furthermore, there are only a few really first class wizards in the Empire and those are steadily employed or aloof and unreachable. When magic comes to the attention of the common Rankan, it is most often through the tale of a truly spectacular feat which loses nothing in the telling.

Like most things threatening but little understood, magic is generally disapproved of by most citizens. This does not mean a charm to cure an attacker or a love philter would not be purchased if offered, but that as a rule, most people find it safer and far more comfortable to avoid anything involved with magic of any strength. The attitude of magic as something distant and totally alien is, of course, encouraged by those who deal in magic as a commodity. It helps to keep prices up. Further, it keeps them from being bothered by trivial requests and often gives them some immunity from the thugs who inhabit most of the cities.

With such a powerful mage as Enos Yorl suffering visibly from the results of magic, the citizens of Sanctuary are also more aware than most of its dangers. The result of this is that the party will find little help from even the usually brave city guards, when it becomes apparent they are facing a magician or conjured monster. Furthermore, magic is uncommon enough to make the assertion of its presence questioned automatically. By the very nature of th the menace they face, the players are very much on their own.



the set-up

It was a few months ago that Durn lounged in one of the larger entertainment rooms of the Aphrodesia House conversing with nameless patrons over the effects of winter in relation to business enterprise. Durn A-Rahk is a competitor of the slavemonger Jubal, and though he was far from being a celebrity, Durn was definitely the most notable occupant of the parlor at the moment. Because of this, Durn commanded most of the attention of the handful of clientele present. They discussed, argued, and contemplated for the better part of an hour the weather's influence on trade, when Durn finally had enough of his companions' redundancy.

"Look," he began, "nothing is so affected by weather as the sea. Grain and textiles may be brought hundreds of miles overland by caravan and be no worse for the wear." No other merchants present depended on the sea, as Durn did, for the transportation of goods, so the slaver had the floor to himself. "You cannot drown on land."

"Yes, but the land is wild with bandits. A lung full of sword is not that removed from a lung full of water, and every god-cursed bend in the road is equally capable of yielding up a waiting trap". The other merchants acknowledged this very real and significant hazard of overland trade with a mixture of grumbling and snorted chuckles. They looked to A-Rahk for response.

Durn was not to be outdone; "Ah, that's crap! Everyone knows that pirates are everywhere. The difference is that on land, one may hire a hoard of guards and be relatively protected for a price. At sea, those same guards have to be placed in a vessel, and suddenly your cost of protection becomes doubled. No! Tripled, because a fighting man who is also a sailor is rare indeed, and they know it!" Durn had it his way, and the evening wore on until only he and two other patrons remained in the lounge. One was to the side, devoting his attentions to one of the house's women, while Durn and the last hanger-on spoke over half-filled goblets of murky red wine. They had both long since reached that quiet, introverted attitude brought about by slow and steady drinking.

The man sitting with Durn broke off the conversation. "I believe that I shall retire. I've paid for accommodations for the evening . . . complete with companion, and I fancy that I should prefer something a hell of a lot softer than you to deal with at this point." When they stopped laughing, the fellow spoke again. "Personally, I feel that all your talk earlier about the difficulties in getting your merchandise to market is totally warranted. However, when you speak of the problems of acquiring the type of slave that brings the highest price, truly loyal servants, I believe that you are snowing me. How difficult could it be to commission some magician to come up with a drug, a pseudo-aphrodesiac that activates devotion rather than lust?" While the stranger may have slept well, Durn's mind churned until late on the potential of such a dust.

Magician and Slaver

The slaver was nervous as he dealt with the magician. He had little liking for magic, but the lure of a potion mentioned casually in a brothel overcame his distaste. The magician, Hallech, was in contrast relaxed and nearly exuberant. Here was exactly what he needed, a patron who was known to have substancial wealth. With a critical period in his efforts to achieve advancement in the Ziliz League, a substantial commission would simplify life greatly.

It didn't take Durn long to describe the type of potion he desired. When he had finished, the magician was amused to realize he had never before heard of such a potion, even though its benefits were so obvious. If the slavers could have access to a simple potion which subdued their slaves and made them want to please their masters, a slave would be more valuable and acquiring and guarding them would be significantly cheaper. Still, it would be no easy task to create a potion which made men act so contrary to their real desires. Perhaps a variation of a love philter as the slaver suggested, or the blossom of the purple lotus.

After a little debate, the deal was set. Hallech would begin research immediately on the potion of submission. The weight of the purse he carried away gratified the young magician and the promise of more silver as needed put a spring in his step. Even the detailed instructions of the Ziliz League to create an assassin failed to dampen Hallech's good mood. The rich slaver could just finance two research programs instead of one. After a moment's hesitation, the magician began leafing through an old tome on conjuring assassins from other planes.

DURN A-RAHK

Might 60
Knowledge 70
Stamina 50
Coordination 60
Appeal 75

5'8" 150 pounds Age 37
Fighter 2
Sword, dagger, often wears chain armor under his flowing robes.



durn a-rahk

The second son of a caravan master, Durn displayed considerable expertise as a merchant before he was twenty. His older and only brother died at the hands of bandits when Durn was twenty-two and his father met the same fate four years later. Durn reconsidered the dangers of moving caravans and shifted his attention to the profits that might be found in the slave market. With the contacts he established while driving caravans, Durn succeeded in earning a comfortable income within the passing of a single year. In three years, Durn had ascended to the position of first-rate slavemonger with only three other slavers standing between Durn and the status of being the number one slaver in Sanctuary. Two years later, Durn became involved in a blood-feud with a competitor that lasted seven months and ended with the assassination of the rival. Durn thus moved to the position of the number three slaver for Sanctuary. The feud also served to elevate the respect for him of the more disreputable elements of the maze. Durn enjoys the privilege of moving about the maze in safety, even when he travels alone. Retaliatory attempts on Durn's life were few, the last taking place a year and a day after the death of the rival.

Durn's more significant abilities include fine swordsmanship, an adaptability to most languages, excellent business sense, a pragmatic outlook on religion, and a skill with flattery that has saved his life more than once. Also, because of his extensive travels (8-plus years with caravans), Durn has seen many strange things and he will not blindly flee from bizarre or even supernatural dangers.

Bodyguards

The party looked up at the face of their benefactor. It had been long enough since their last cup of ale to appreciate the filled flagons, but they were all experienced enough in the ways of Sanctuary to know there had to be a reason for the stranger's largess. Still, he was dressed well enough to show their price wouldn't have been an undue burden. Leery but thirsty they all pick up a flagon of the cool liquid.

The stranger smiled as he introduced himself as Durn, a local merchant. By the narrrowing of the eyes each of the band noted in each other recognition of the name of one of Sanctuary's most successful slavers. Durn also must have noticed the reaction as he quickly added, "you are probably aware I deal mostly in slaves".

Still curious they listen as Durn explains how a few months earlier he hired a local magician, Hallech, to produce a special potion for him. At the time, the young but reputedly talented magician had seemed a bargain. Now this appears to have been wrong. Durn has advanced Hallech literally hundreds of silvers and is yet to see a drop of the liquid. Finally he ends with his proposition.

"You men appear skilled with arms and also seem to be in need of money. My own guards are reluctant to breach the home of any magician and I fear they would flee at the sign of any danger. I hardly blame them, but I must see if I am being cheated." The slaver drew a deep breath as he continued, " If you would stand by me for just this one day while I confront the scoundrel, it will pay all your bills here at the Golden Lion and provide an additional ten silvers each".

The final figure was fourteen each and it seemed to be a simple way to make some easy money. It was unlikely the slaver would start much of an argument with a real magician. He was already growing visibly nervous and sweating profusely although the day was cool. If he wished to have the party stand there and appear fierce, for fourteen silvers each they could snarl with the best of them.

HALLECH

Might 50
Intellect 80
Knowledge 60
Stamina 70
Coordination 50
Appeal 50
5'9" 165 pounds Age 28
Magician skill 3
Dagger on waist

Hallech, the sorcerer commissioned by Durn, is an active low degree member of the legendary Ziliz League, a covert organization of magicians with large scale political interests and an unshakable sense of duty when a fellow League member requires assistance. As part of his learning or advancement through the League, Hallech has been instructed to satisfy a 300 year old vendetta originally claimed by a long dead Ziliz member. The assignment requires Hallech to implement the execution of the Marquis Meldorl by the sorcerer's applications of his acquired skills. All enchantments must be prepared by Hallech and any equipment or expenses necessary for the task must be generated through the mage's manipulation of the environment. He left for Sanctuary with his clothing, food, and a servant. Upon arrival at Sanctuary, Hallech quickly set up residence on the fringe of the Maze. Finding patrons presented no problem and once steady income became secure, Hallech proceeded with his design for the execution. By duping a credulous slaver into his services, Hallech was able to aquire the necessary ingredients for the operation surreptitiously, allowing the mage to have only one unsuspecting witness to the proceedings.

IV (normal)
Might 40
Intellect 45
Knowledge 35
Stamina 60
Coordination 60
Appeal 30
3'10" 90 pounds Age 31

IV (enlarged)
Might 95++
Intellect 45
Knowledge 35
Stamina 90
Coordination 60
Appeal ?
7'1" 260 pounds

The sorcerer's servant, Iv, stands a shade over three feet tall and has a blue tinged complexion. Being a midget, Iv suffers from an inferiority complex that keeps him relatively anti-social (exceptions coincide with heavy drinking). When Iv reached the age of 13, his parents finally decided that their child was a freak and sold him to a slaver. Iv spent a day and a night in the slave pens, his depression and despair all but killing him. At dawn the next day, a man with living eyes appeared at the entrance of the compound, demanding service. Iv was brought from the pens and introduced to his new master. When they reached the master's residence, the man brought Iv into a laboratory, sat him on a counter top, and asked Iv if he would give his very life to someone who would grant him a place among the mightiest of men for even a moment. Iv spoke for the first time in three days. "Hell, yes!"



"A simple 'yes' will be adequate," the master replied.

"Then, yes!" Iv snapped, looking his master in the eyes, eyes which began to burn their way into Iv's head, which swam, out to sea, under the stars and moon . . .

Iv struggled back to consciousness after what seemed to be days. He was in bed in another room and it was evening. Iv felt slightly feverish and he got out of bed to view himself in an upright mirror. In a quick he saw his scarred neck.

"So, how does it feel to be a giant among men, you lazy scum! Four days in bed!" Iv whirled to face the intruder who struck him with a riding crop. His master was before him, eyes flashing and face flushed with fury. Iv's anger rose too quickly to control. The room wheeled and he wanted to vomit. Iv then found himself standing before his new master who now stood more than a foot below eye level. His master radiated smug success.

"Greatness becomes you."

Iv merely gaped in surprise. "Do not forget," the master continued, "That which is given may be taken. Fail to serve me when I require service the most, and the process may be adjusted for the reverse effect as well 'till you achieve the stature of an ant . . . so that you may be eaten by the same." The shock of the experience began to subside and as Iv relaxed, the servant diminished in size, returning to normal. Iv sought to speak but the master held up his hand and stifled him.

"You may call me Hallech unless outsiders are present, at which time you will address me as 'Sir' or 'Master'. I have given you that which you desired most, and though it operates on a temporary basis, I have keyed the change to your sense of danger (via your adrenal glands). The price, by your prior consent, is your life. I alone give you worth. Grant me obedience even to death, and one day, I shall grant the change permanence. Now come. I have some chores for you."

Iv has served Hallech for five years. His loyalty to his master is full, but tends to flag on the occassions when Hallech has administered him a sound beating for being lax in his duties which include living a tempered life.

With a firm control over the situation, Hallech began the difficult process that would bring an other-world assassin across the void to serve as an agent to execute the Marquis Meldorl. The operation was the most recent product of Hallech's studies. Success would demonstrate his worth to the League and win advancement to the next degree. If he failed, Hallech would have to endure at least another year and a half before advancement would be offered again. The Ziliz are fair in their judgement, but they do tend to procrastinate over some things.

The operation began to bog down because the drain on Hallech was more than anticipated. The slaver was becoming free of Hallech's control and the alienation of the supply source for the operation would cause total failure. Hallech spent two days preparing protective measures for himself and then began pumping his supplier for all the mage would dare. The fates sided with Hallech and he was confident that he would accomplish his assignment before the slaver became a problem. The hour of completion was near. The demon Hallech had summoned for the task had been coded for form and abilities, but it would be a few more days before it assumed full capacity for the powers Hallech had assigned.

setmolicht

The lore of the Ziliz League bestows the title "Setmolicht", or "The Chaser", upon the creature of death that the sorcerer Hallech brought across the void to this plane of existence. In the Netherworld, the Setmolicht would be viewed as a predator with a lower order of intelligence. Ziliz lore informs us that the Setmolicht have been adopted by many societies, even from other planes, as a desirable instrument of justice, because the Setmolicht do not comprehend (let alone exhibit) emotion. While they are often employed as a weapon of vengeance, the Setmolicht are themselves incapable of hatred and therefore can be trusted not to turn against their employer should an assignment run amiss for any reason. Another desirable characteristic displayed by the Setmolicht is determination. Because of the rather low intellect of the Setmolicht, any task that an outside influence manages to introduce as a priority is steadfastly pursued until the task is completed or another priority is assigned (which, in itself is a difficult process).

Because the Setmolicht must be conjured from a foreign plane, Hallech condensed the magnetic life force of the slaves that he received from Durn, forming an entrance portal to our plane in his lab. The lectrial portion of the slave's life forces was stored somewhere to be used later for reversing the polarity of the portal, should the Setmolicht complete the assignment and return to its own plane.

Having successfully accomplished the transplanar shift of the Setmolicht, Hallech proceeded to endow the creature with mass, form, attributes, and purpose. The final product was an assassin standing seven feet tall; a short-haired humanoid bearing feline ears and eyes but with the muscular proportions of a great ape. Even without weapons, the envoy of death could tear a normal man apart with claw-like nails and carnivorous teeth. The beast can also become invisible, with a three day period of fading, but physical contact will always serve to locate the creature. Invisibility is weakened by direct sun or moon light, the former bringing the Setmolicht completely back to visibility, the latter allowing it remain half-faded. To offer a minor guarantee of pre-invisibility survival, Hallech supplied the assassin with a low level mesmerism capability. Thus, in a tight situation, the beast needs only to meet the eyes of three to four opponents (depending on personal resistance) within a six hour period to place them in an instant short-term trance allowing the assassin to escape or eliminate opposition, depending on the situation. The Setmolicht is ordered to execute the Meldorl, not bystanders, unless they threaten the assassin's existence. The mesmerism trance lasts about five minutes with lingering incoherence. Understand that the mesmerism requires eye contact. If the assassin cannot be seen, visual contact does not exist.

SETMOLICHT
Might 120
Intellect ?
Knowledge ?
Stamina 90
Coordination 70
Appeal: Fearsome
7'0" 270 pounds
Fighter skill 5
Sword, claws



MARQUIS WILLINET MELDORL
Might 60
Intellect 75
Knowledge 80
Stamina 50
Coordination 54
Appeal 90

5' 10" 160 pounds Age 25
Fighter 3
Dagger belt, traned with sword, spear, mace, normally wears no armor



The Marquis Wellinet Meldorl is the youngest of three possible heirs to the title of "Master of the Clan Meldorl." At 15 years of age, Wellinet's interests lay in matters of pleasure and his attention to the well being of his family had been less than remarkable. Curiously, Wellinet is the most profoundly religious of the normally zealous Meldorl household, making him seriously superstitious. His elders considered the notion of handing this hedonist over to the priests of Savankala in hopes that his religious inclinations would serve them better than the young Marquis served his clan. Strangely enough, a rapid change metamorphosed the despondent youth during the summer of his 19th year. In one season, Wellinet developed a facility for grace and tact that marked him as a perfect gentleman of the court. Relieved by the welcome change, the elders packed him off as the family ambassador.

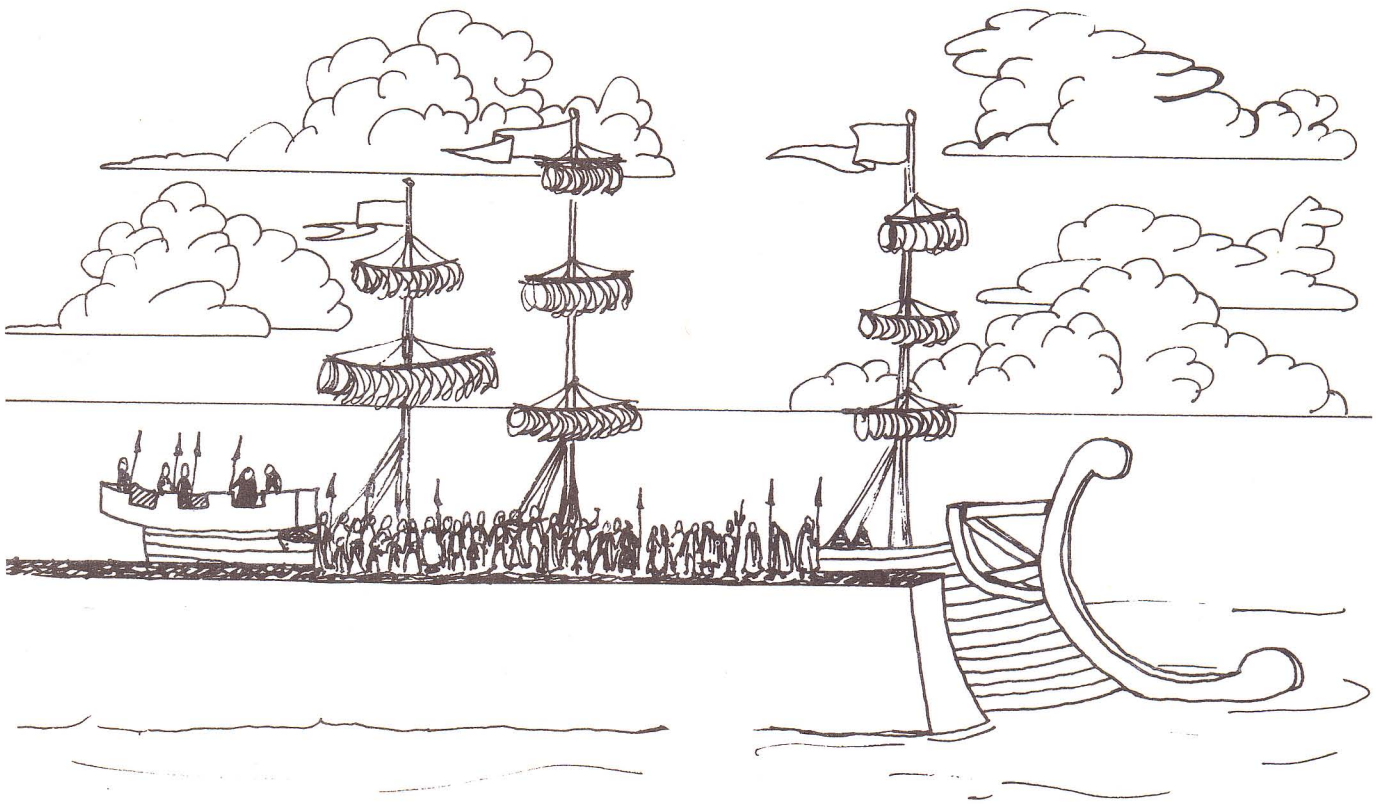
Willinet's incredible new-found charisma quickly made the Marquis very much in demand at every aristocratic function. He is one of the smoothest talkers anyone could chance to meet. Because his well-rounded guile and success at verbal fencing has rendered martial skills all but forgotten, this diamond in the rough is usually attended by two ape-like bruisers of unassailable loyalty. In addition, he acts like a sexual magnet when women are present, so he is also generally accompanied by at least one female who will tend to get in the way in any given situation.

As a point of interest, Wellinet has been corresponding with the Savankala priesthood since his 19th summer and is always extremely welcome whenever he visits their offices and temples. When the visits occur, much secrecy is involved in conversations with the priests held behind closed doors. The elders of the Meldorl clan sometimes question the young Marquis about his discourses with the priests, but Wellinet quickly changes the subject with a peculiar smile that leaves the impression that his religious interests are still fully intact and that he might well be studying for priesthood in his spare time.

The Meldorl House

The continuing importance of the major Houses of Ranke is due to their control of commerce, their great food producing estates, and their contribution of forces to military campaigns. The major houses such as Meldorl have interests in virtually every corner of the empire, even Sanctuary. The Empire dock was primarily built to accomodate the vessels of one of the great families. To watch after the interests of each family and to provide a secure haven for visiting family members and officials, the larger families maintain their own individual villas which function as virtual embassies for the powerful families. The smaller families often share a facility. Most of these embassies are found on Money Street or on the Wide Way.

A visitor of the importance of a potential Meldorl heir would stay with the Prince in the Palace, rather than in the embassy itself. Still, the Meldorl embassy is the one location where any clan member can be totally (well, almost) sure he is surrounded by friends in any situation. If things get too hot for the visiting heir, he may well closet himself in the Meldorl embassy until he feels safe again, causing a great loss of prestige to the Prince.



meldorl's timetable

As is the case of any dignitary, diplomacy requires the observance of a timetable arranged to give the dignitary a sense of control over his or her situation when dealing with other notables abroad. The timetable arranges the flow of events to prevent over-eager hosts from shuffling the guest around until confusion conquers purpose. Because Wellinet Meldorl is assumed to be an unsuspecting target for execution, there is no reason for him to deviate from a predetermined schedule of events. The following is a guideline for Meldorl's actions while in Sanctuary that may also serve as local rumors concerning the Marquis' movements and interests should the adventurers seek to shadow his passage.

DAY 1

10:00am — The Marquis Wellinet Meldorl is formally greeted on the EMPIRE'S WHARF by the Governor of Sanctuary, Prince Kadakithis. From there he returns with the Prince and an honor guard to the Royal Palace via the Processional.

11:00-5:00pm — The Marquis tours the Palace and meets with various dignitaries, both royal and local, ending the afternoon with an exotic buffet with entertainment by Kadakithis' concubines.

6:00-7:00pm — Meldorl closets with the High Priests of Savankala, tours temple site.

8:00-1:00am — A grand banquet is held by the Governor in honor of the visiting Marquis. The guest list exceeds 600 and though the Marquis must necessarily retire early, the festivities proceed until after dawn.

2:00am — Meldorl is escorted to the Guest Embassy, where he will lodge during his six day visit to Sanctuary.

DAY 2

10:00am — The Marquis begins a leisurely tour of the city.

5:00-7:00pm — Another conference between Meldorl and the Savankalan Priesthood takes place.

8:00-9:00pm — Wellinet returns to his quarters at the Guest Embassy and orders preparations for an impromptu party at the Embassy on the following evening. Three hundred guests are invited to show for 9:00pm the following day.

10:00pm — The Marquis attends a function held by the Princes of Sanctuary at the Aphrodesia House where Wellinet will eventually spend the night.

DAY 3

9:00am — Wellinet returns to the EMBASSY and catches 6 hours of sleep, rises at 3:00pm to supervise the preparations for his affair.

6:00pm — The Marquis gets more rest in the Embassy garden until 8:00pm and then prepares himself for the party.

9:00pm — Gate crashers swell attendance to the bash to nearly 500, turning the Embassy into a fiasco which spills into the Royal square, making the party a fantastic success. Wellinet passes out around 8:30am the next day and is carried into the palace where he will sleep for the next ten hours.

DAY 4

7:00pm — Meldorl leaves the Palace and returns to the embassy to prepare for a very formal dinner with Prince Kadakithis and a dozen other politically powerful Rankan nobles to discuss territorial expansion and the future of Sanctuary.

1:00am — The Marquis is escorted back to the Embassy to sleep.

DAY 5

9:00-2:00pm — Meldorl attends the proceedings at the Hall of Justice and afterwards attends a luncheon as a guest of the Count Audak Seidenel and the other magistrates.

3:00pm — Wellinet returns to the Embassy to relax.

6:00-8:00pm — Another meeting with the Savankalan Priesthood.

9:00-10:00 — Reviews the Prince's Hellhounds and the Household Guard.

11:00pm — Receives an escort to the Embassy so that Wellinet may rise early to hunt boar in the countryside.

DAY 6

6:00am — Wellinet leaves Sanctuary for a day in the wilds. Curiously, two guards from the Savankalan Temple are part of the retinue. The Marquis returns to the Palace grounds by dusk.

9:00pm — The Marquis attends an informal banquet at the Palace, prepared by the wives of several officials who seek to draw attention to their husbands' worth (or perhaps their own).

12:00pm — The Marquis Wellinet Meldorl returns to the Embassy for his last night. On the 'morrow, he will leave Sanctuary with the tide, bound for the City of Dar to the north-east.

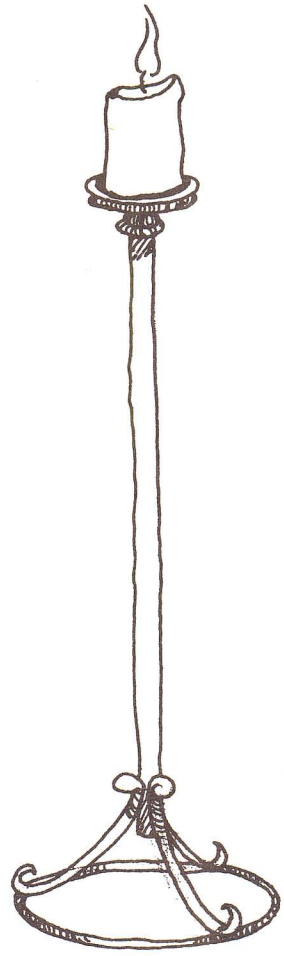
Hallech's Laboratory

A large building off Slippery Street has been rented by Hallech for the last two years. It is large enough to serve as both his laboratory and his home. The front office is austere with just enough "magical" signs painted around to impress those who would hire the magician. The office connects to both the kitchen where Iv normally sleeps and the laboratory itself. The bedroom can only be entered from the kitchen which allows Iv to always be between Hallech and any intruder at night.

Hallech has had most of the walls in the other half of the house removed to create a large laboratory. While supervising this remodeling, Hallech noticed that some of the boards being replaced in one section of the floor were damp and rotted. A little digging exposed a long forgotten entrance into the old sewers. As a precaution, Hallech has placed a trap door over the entrance and has (with Iv, of course) explored some considerable sections of the tunnels below. This will allow him to move through them fairly quickly even in the dark, but he has stowed two torches and flint thirty feet to the North for use in emergencies. Hallech will most likely use the sewers to come and go from his house without being seen if he is being pursued by the party members.

All of the windows to the house are barred with ornate iron gratings. These can be removed with fifteen minutes of prying and careful bending. Those rooms of the laboratory are further covered by large, heavy tapestries (not very valuable ones, just big ones) to prevent the noises of the street from disturbing Hallech's work and to shelter him from prying eyes while at work. The door to the lab is kept barred and there is a bell to alert Iv to customers on the office door.





the confrontation with hallech

The Referee must bear in mind that Hallech has been entrusted with a solemn task by the Ziliz League. A normal reaction to outside interference that threatens the outcome of the task will be earnest resistance. Beyond that, should the adventurers threaten the very life of the sorcerer, Hallech will unleash every last available ounce of concentration to ensure his own survival. Hallech is to only a low degree adept in magic, but he still thinks far beyond the mental capacity of an individual who is not an initiate. As such, Hallech may be defeated in the laboratory, but the probability that he will perish is very low. To avoid the possibility of an unnatural death, sorcerers have adopted the practice of weaving long term enchantments designed to protect them against forseeable hazards. The greatest danger to a mage in a militaristic environment would obviously take the form of an armed opponent(s) and with this in mind, the mage would necessarily have one or two major forms of defense possibly supplemented by a few general purpose safeguards that may apply to other circumstances.

As a primary ward against physical threat, Hallech has produced a servant that normally appears as a harmless midget. Hallech has succeeded in adjusting the control of the servant's metabolism in such a way as to cause the midget to be able to grow in stature and strength until the man reaches near-titan proportions. Growth is triggered by high adrenal activity and is principally keyed to an impulse of fear to avoid unintentional shape-changing from more positive forms of excitement. In the altered state, the midget will present a definite obstacle for even three opponents if surprise is on the servant's side. In the titan-form, the servant will favor a two-handed sword and will wield it with an ease comparable to a normal man handling a broadsword. In open hand combat, the servant is capable of beating any untrained opponent senseless within moments.

Returning to the shape-changing capabilities of the midget, growth rate is extremely fast due to the inclusion of actual magic in the operation that bestowed the ability. Time lapse for growth is five seconds during which period, the servant will experience acute disorientation. In that state of mind, the midget becomes mentally removed from his physical environment which makes him helpless against assault during the change. Because the sorcerer has been an integral part of the midget's life for several years, a mental bond has developed between the two to the point where Hallech may employ subtle mesmerism to approximate the external stimuli that triggers the shape-change almost as quickly as an actual stimulus. The titan-form will shrink as quickly as it grew, with the same disorienting effect once danger is past and the servant relaxes from the situation, which may take anywhere from two to fifteen minutes depending on the degree of danger encountered.

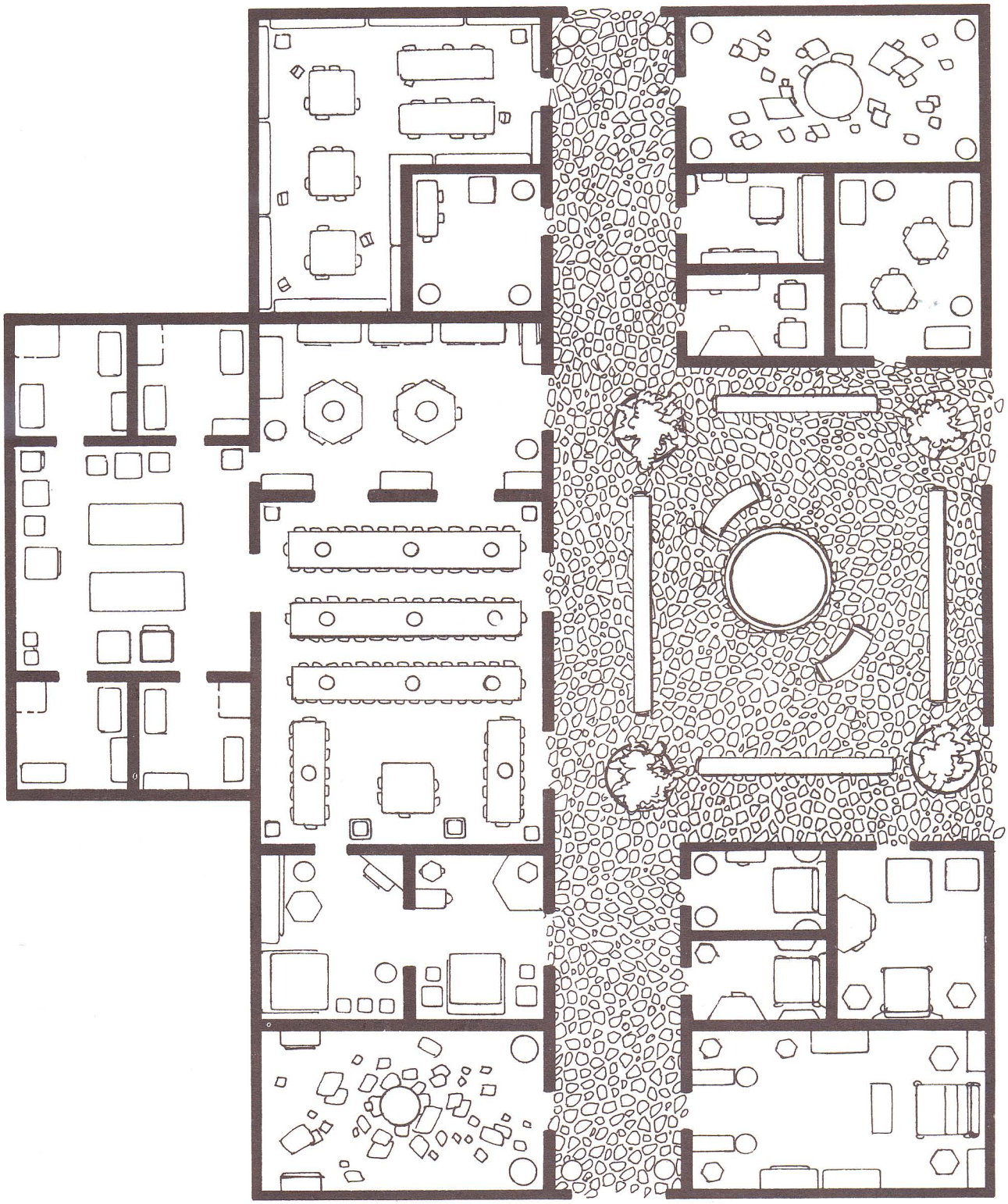
Beyond the midget, Hallech chose to expand on his hypnotic abilities to provide a vehicle of departure, should his life be endangered so far as to make escape the only alternative. Hallech designed an advanced bewitchment which combines the properties of telepathy and mesmerism in such a way that Hallech may establish mental contact with as many as twelve targets and broadcast a powerful mind control impulse that will enable Hallech to enter their thought streams. Then, an implant of utter confusion will drop the opponents in their tracks, stricken with massive vertigo if the targets number more than six, or mental blackout for less. The action is an all or nothing deal that will render those affected incapacitated for approximately one minute and will completely drain Hallech of physical energy for 15 to 20 seconds besides leaving him weak for hours afterwards. Should this "mental punch" be used, Hallech will seek to escape above all else. He will be terrified until he is safe from harm once more; if he was not afraid, he would not have used the enchantment in the first place. The "punch" may be used once per day. Aside from that, Hallech is proficient in the arts of mental magic and may use different degrees of hypnosis to cause others to fulfill their minor desires as dictated by the Referee.

The Referee should seek to make the confrontation between Hallech and Durn in the laboratory semi-climactic, perhaps to the point of a shouting match with the adventurers. By putting himself fully in the position of the sorcerer, the Referee should be able to visualize the predicament the mage has entered. First, the operation that produced the assassin is near completion. That means that the task which shall guarantee Hallech's advancement in the Ziliz League is being threatened in its final hours. Second, if Durn and his band have made their way to the laboratory in the basement, the probability that Hallech's servant (and first line of defense against physical aggression) no longer exists is very high. Third, all the formulae and items that were involved in the nearly completed operation are lying out in the open. Should these notes and things fall into the wrong hands, the assassin might be foiled. Hallech is going to be worried, if not afraid, and the Referee's job at this time is to get the adventurers interested in the sorcerer's activities.

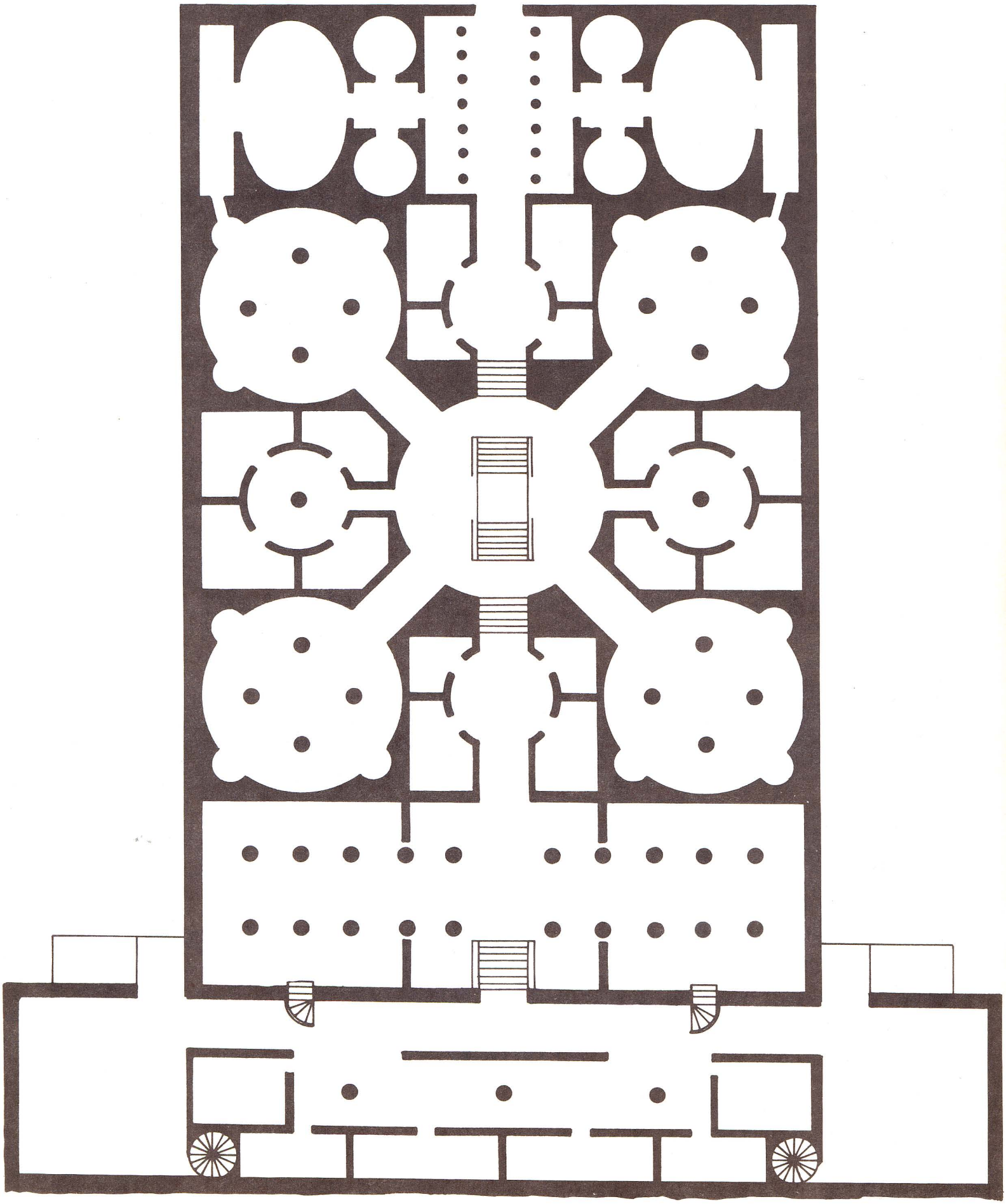
As Durn enters the laboratory, Hallech will be facing away from them, concentrating on a cluster of large blobs of undulating material levitated within an area described by a magic circle on the floor. Hallech will suddenly spin to face the intruders and demand that they leave immediately. The sorcerer will not move from his spot but will launch into verbal abuse until one of the party makes a decisive physical threat. All this time, the blobs within the magic circle will be merging and dividing like a lava lamp, emitting a soft pulsating glow of light. When the threat manifests itself, Hallech will twist his body halfway towards the circle, pointing at it and shouting:

KLES ADO RAH
FIZ ADO YOT!

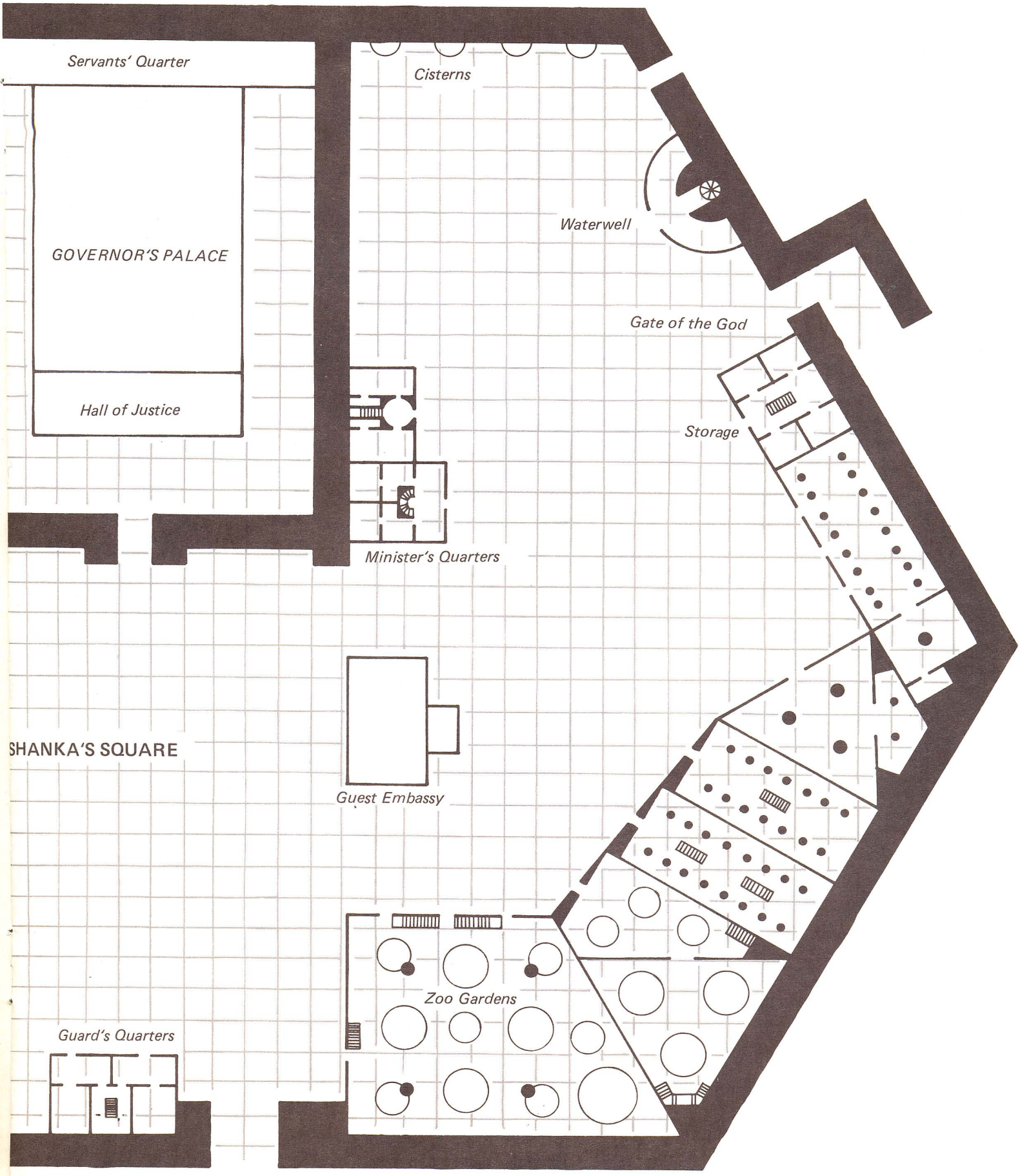
With that utterance, a two-foot section of silver chain that actually forms the circle on the floor will disintegrate in a spray of sparks. The blobs will simultaneously merge into one large mass that rapidly assumes the form of the Setmolicht. Hallech will then face the intruders and

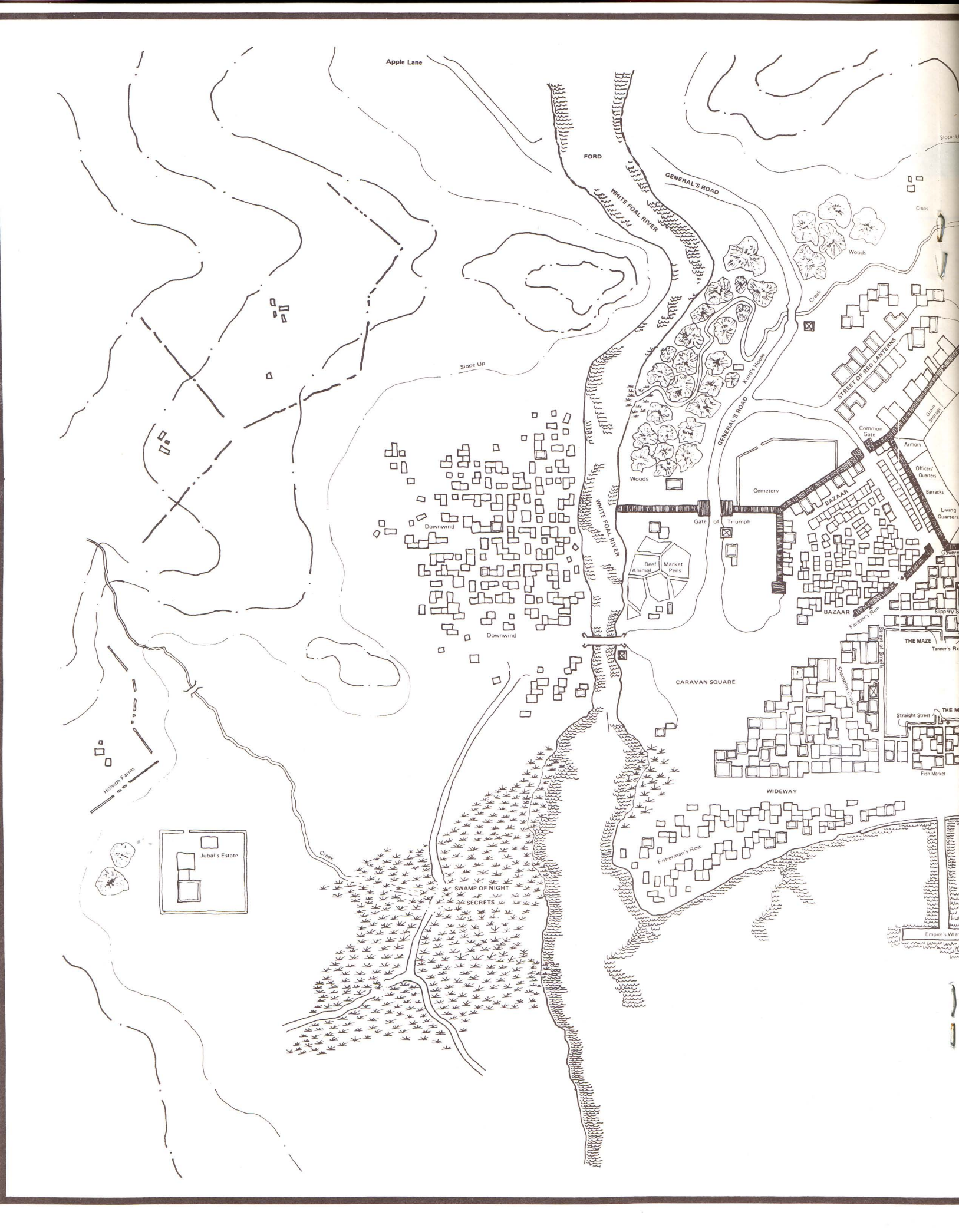


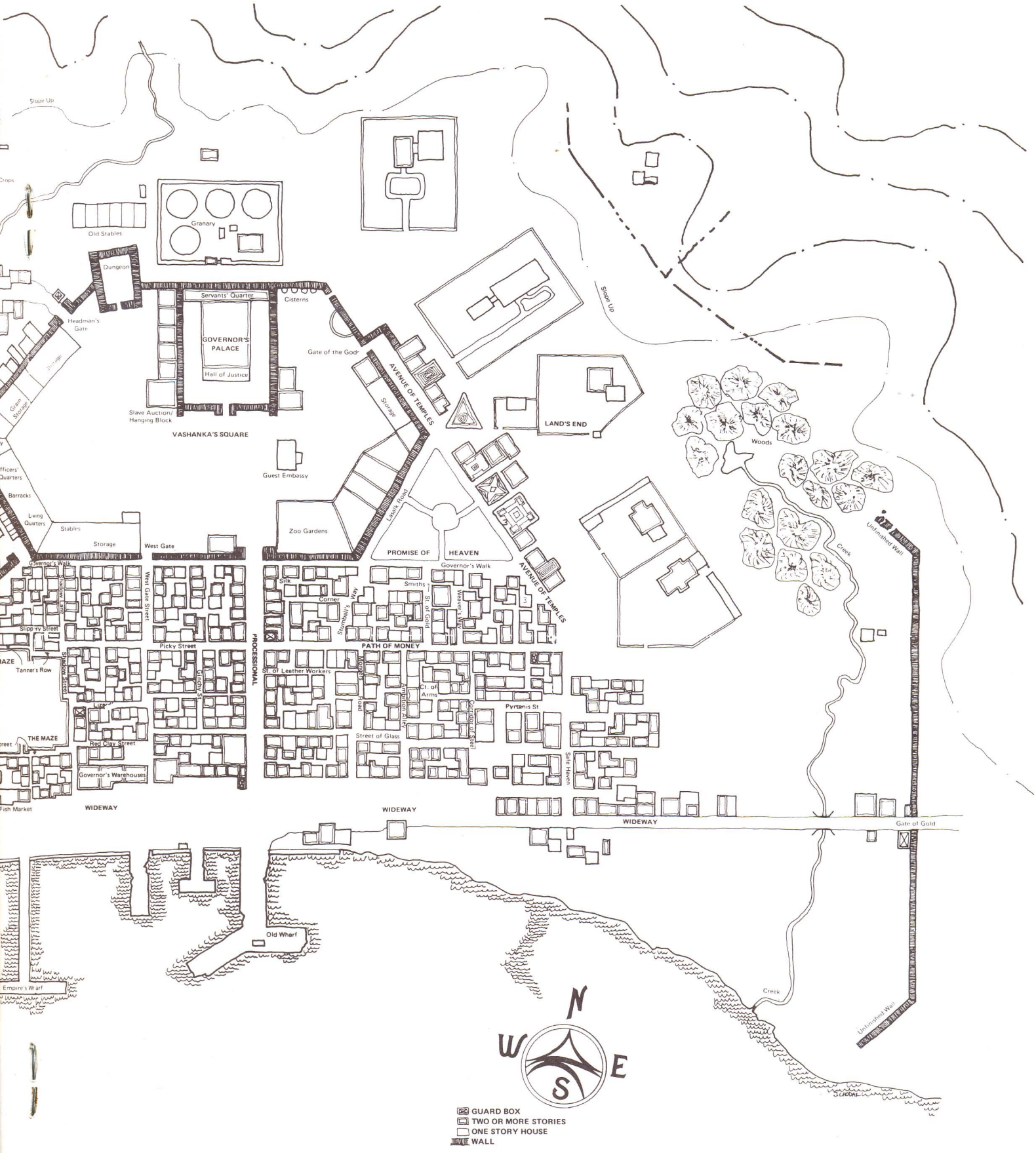
GUEST EMBASSY



GOVERNOR'S PALACE 1st FLOOR


Servants' Quarter
Cisterns
GOVERNOR'S PALACE
Waterwell
Gate of the God
Hall of Justice
Storage
Minister's Quarters
SHANKA'S SQUARE
Guest Embassy
Zoo Gardens
Guard's Quarters

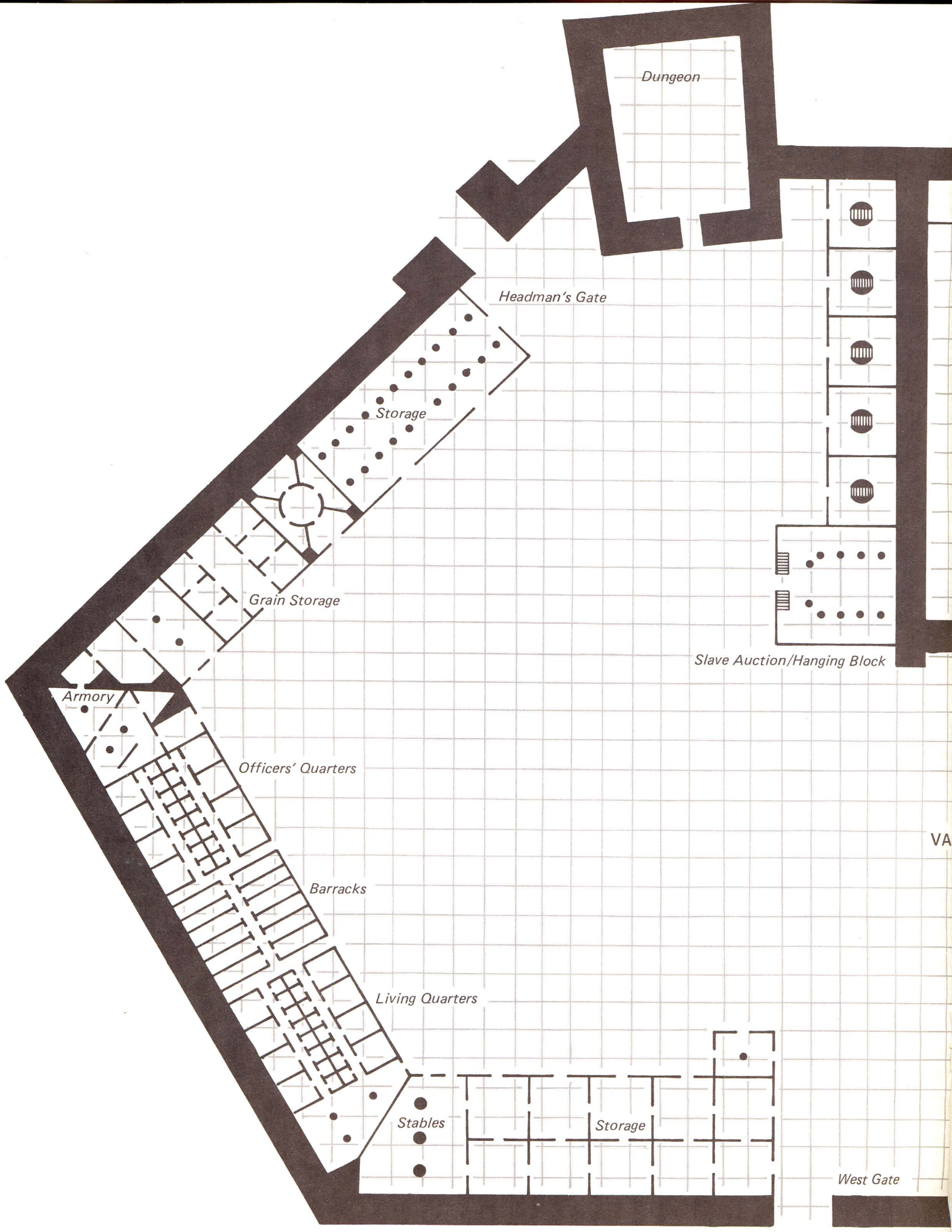

Apple Lane
FORD
WHITE FOAL RIVER
GENERAL'S ROAD
Crops
Woods
Creek
Slope Up
Kurd's House
STREET OF RED LANTERNS
Common Gate
Armory
Officers' Quarters
Barracks
Living Quarters
Cemetery
BAZAAR
Gate of Triumph
Woods
Downwind
Beef Animal
Market Pens
Farmer's Run
THE MAZE
Tanner's Ro
CARAVAN SQUARE
Straight Street
Fish Market
WIDEWAY
Fisherman's Row
Hillside Farms
Jubal's Estate
SWAMP OF NIGHT SECRETS

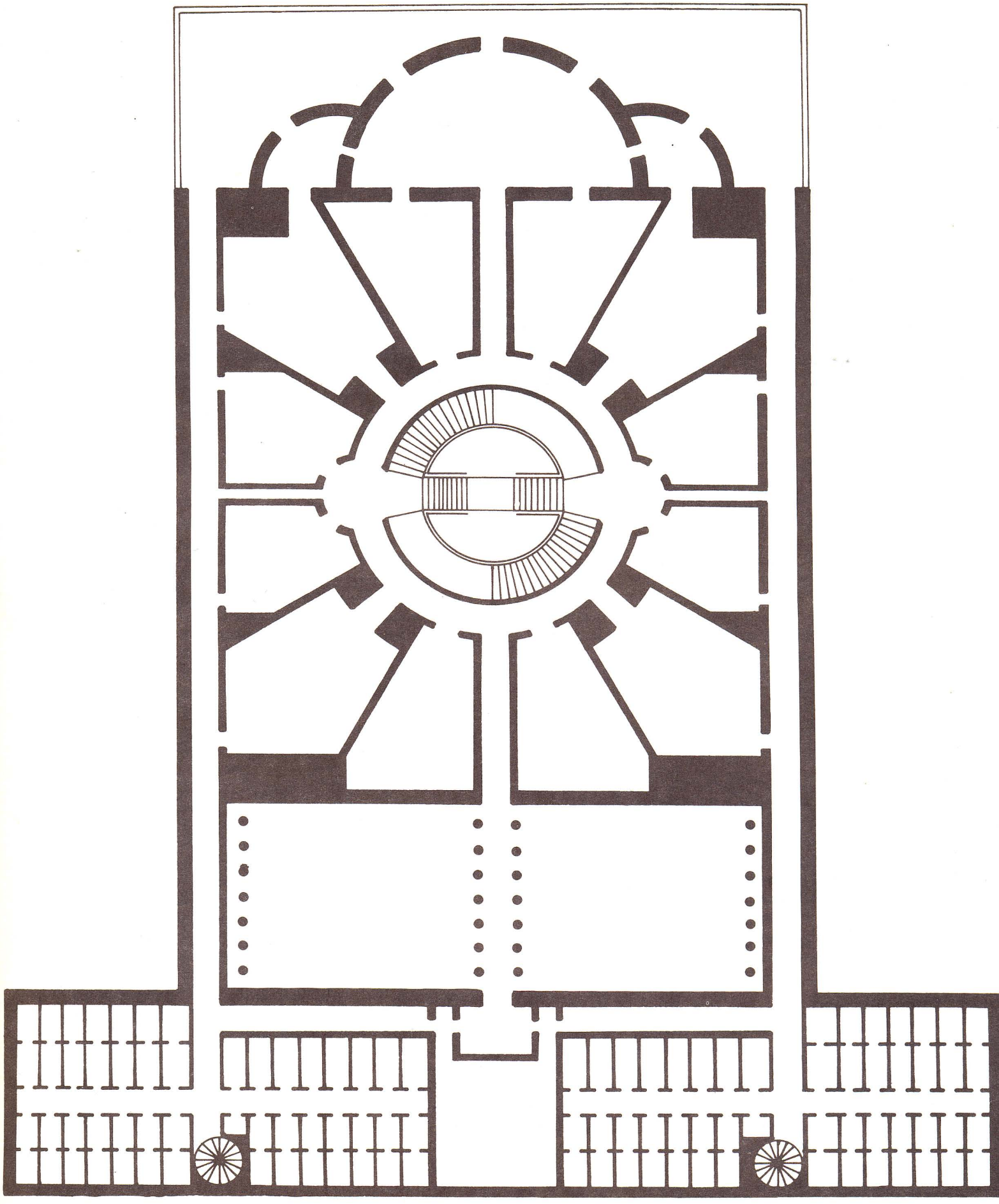


The City of SANCTUARY

Scale: one-half inch equals four hundred feet

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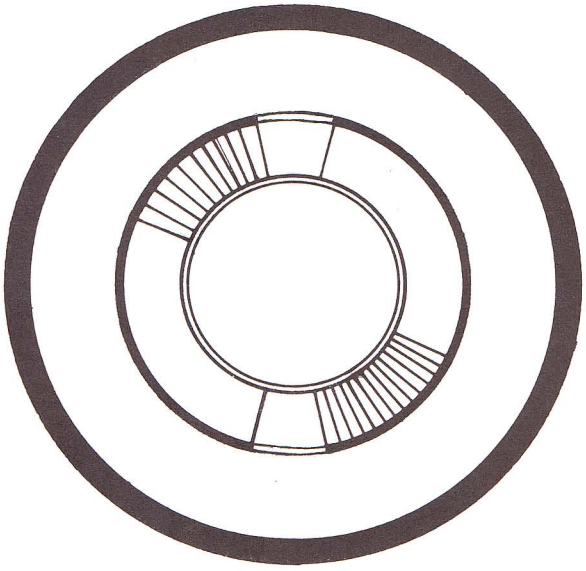

Dungeon
Headman's Gate
Storage
Grain Storage
Armory
Officers' Quarters
Barracks
Living Quarters
Stables
Storage
Slave Auction/Hanging Block
West Gate



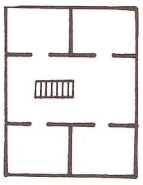
GOVERNOR'S PALACE 2nd FLOOR



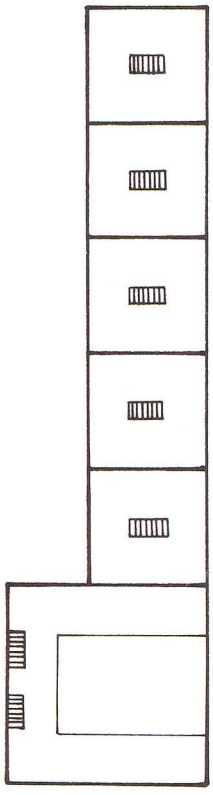
Waterwell



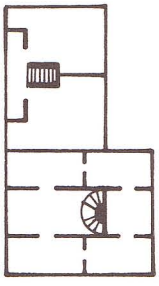
Cupola over the Palace



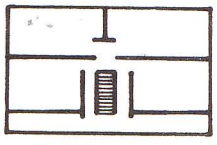
Guard's Quarters 2nd Floor



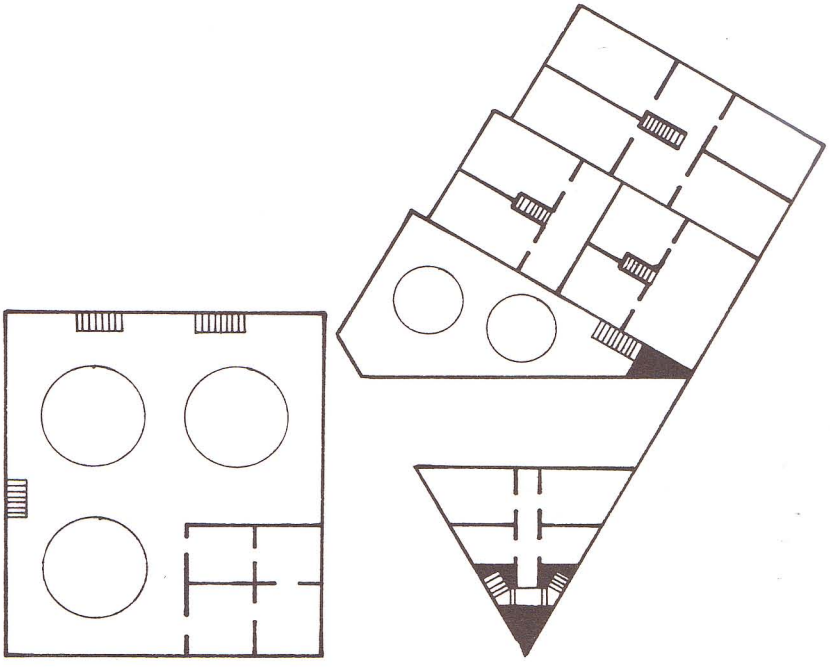
Slave Auction/Hanging Block 2nd Floor



Minister's Quarters 2nd Floor



Guard House 2nd Floor



Zoo Gardens 2nd Floor

project the "mental punch" which will leave the adventurers conscious, but stunned to the point where they may only watch the events that transpire in the next few moments.

Hallech quickly recovers from the drain of the punch and runs to a work-bench where he grabs a large leather bound book and a small-finger ring. Durn will feel the effects of the punch begin to wear off as Hallech says, "Thanks for nearly wrecking my work (or something to that effect) . . . " and then, "In exchange for your interference, I'm gonna see to it that you get the blame!" Hallech will throw a quick glance at the assassin who has come fully to life and begun to leave the circle. The sorcerer disappears down a tunnel leading to the underground beneath the Maze as Durn and his friends feel enough strength returning to stand up again. They are now alone with the assassin who is studying them intently. Without warning, the creature emits a deafening call that sounds like a cross between a chain saw and the air horn of an express train, and then whirls and disappears down the same tunnel. Durn and his men are now back to normal and about 50' behind the assassin. Hallech is gone, so an attempt to trail him will yield no results. Should the adventurers trail the assassin, it will stop and seek to drive them off. One way or another, the Setmolicht will escape and if a confrontation occurs this early, the creature will attack anybody in the party except Durn, and hereafter will avoid him to some degree because the slaver is a pivotal character. The slaver's interest in the items lying about the laboratory must be sparked so that that character may become aware of exactly what the charlatan Hallech meant by "handing him the blame". Among some of the untranslatable notes on the workbench will be a scrawl that refers to the death of someone important. No further information or specifics is available unless Durn seeks outside help. The referee must steer the adventurers but not directly towards the major sources of information, or begin to drop rumors around town, about the unexpected arrival of a dignitary from the capitol without specifically naming anyone. If Durn avoids the aid of outsiders, the identity of the visitor, the Marquis Meldorl, will crop up in local gossip by the middle of the first day. By that time, Durn should have figured out that the thing that Hallech turned loose the previous afternoon is a very dangerous demonic assassin.

The Setmolicht will exit from Hallech's laboratory through an old access to the sewers beneath the Maze. From there, it will continue to the subterrainean ruins of the Temple of Hegt. Hallech has engrained several passages through the underground in the assassin's memory but not the entire network, so the Setmolicht will adhere to one main route to avoid becoming lost. The ruins of the Temple serve as a point of reference from which the assassin receives its bearings. From there it will set a southern course, heading towards the mouth of the main sewer which empties into the Bay just to the west of the Empire's Wharf. If it is followed, it will make good its escape along the shoreline heading west and will return to the sewer opening later in the evening after eluding all pursuit. The assassin is a powerful swimmer, but not an amphibian, and therefore it must surface to breathe. If unpursued, the assassin will cease movement at the sewer mouth and await the arrival of the Marquis Meldorl's galley the following morning at which time the Setmolicht will identify its target. After the Marquis' arrival, the assassin will retrace its path to the Temple of Hegt and then proceed to enter the large tunnels that exist beneath the city. Movement will, as a rule, be slow and careful with frequent stops which the assassin will use to assess its path. The creature will pass out of the Maze in the direction of the Processional. It will continue on through the tunnels, moving north and to the east until it encounters a junction with a sewer line that leads 100' north to the Zoo Gardens within the Palace walls. Reentering the sewer system, the Setmolicht passes beneath the Palace Wall and into the underground passages under the Royal Estate. It will spend the remainder of the second day in the sewers under the Zoo to conserve energy and allow the invisibility attribute to take greater effect. At night, beginning around midnight, the Setmolicht will begin to make short-range forays about the Palace grounds, assembling a crude plan of action. The beast will return to the sewers beneath the Zoo around 3am to rest and contemplate until the following evening. The Zoo Gardens will become the assassin's base of operations throughout the adventure. It will return to it at the end of each night to wait out the day and regain strength. The moon will be visible in a predominantly cloudless sky throughout the adventure, so the assassin will be fully visible on the first night, but thereafter will be half faded from view (effectively reducing sighting range by half), as if heavily camouflaged, and effectively invisible when passing through shadows. The assassin will begin to actively hunt the Marquis on the night of Meldorl's arrival and will stand a chance of being spotted by guards and/or servants in the process. If spotted, the Setmolicht will move into shadow where it must be physically blundered into to be detected without the aid of the eyewash found in Hallech's laboratory. It will always retreat rather than fight and will always fight rather than be captured or decisively hindered from its mission. The Setmolicht will gather enough information through eavesdropping on the second night to determine that the Marquis will be lodged in the Guest Embassy between the Zoo Gardens and the Palace Proper.

Assuming that Durn has realized that time is of essence and is making all due haste to stop the Setmolicht, an encounter between the two may occur as early as the first night of the Marquis' visit. The Referee may designate that the assassin emits a faint, but peculiar odor which might aid in tracking the Setmolicht (very difficult in the sewers, but not so in the tunnels which are relatively clean). The assassin leaves persistent visual traces of its contact with things of this world which may be seen as footprints, fingerprints, smudges, etc, where the assassin rubs against sewer walls when the eyewash is applied.

The assassin will probably make its first truly aggressive attempt to execute Meldorl on the first night of full invisibility (the second night of Meldorl's stay). If Durn has not figured out who the target of the assassination is by now, rumor will sweep through Sanctuary about a ghostly demon that attacked Meldorl in the night and that Meldorl barely escaped with his life.

Items Scattered about the Lab and Living Quarters

If the sorcerer is eliminated by the slaver and his thugs, a search of Hallech's body will yield a small metallic medallion on a silver chain, and a piece of paper.

The medallion is made of iron and inset with lead. The chain is 2½' long. Wearing the chain with the medallion will enable the wearer to resist the "mesmerizing" of the assassin. Furthermore, if the assassin touches the wearer, the assassin will receive a burn. The assassin may strike the wearer freely with a weapon, but the probability that a hit will occur will be greatly reduced because the medallion is a protective device keyed specifically to the assassin. If worn by the Marquis, his chance for survival shall increase accordingly.

In the sorcerer's robes may be found a folded scrap of parchment with food stains on it. It appears to be a short verse in an indecipherable language.

STA TEN—CESS,
NA' FALL GRESS.

No one shall be able to translate the words, but pronounced phonetically in the presence of the assassin, the words will serve as a bond and will mesmerize the creature for a short duration (long enough to place the binding chain on it). This piece of paper may alternately be found in the sorcerer's spare robe pocket on the second floor.

The Eye Bath

On the sorcerer's work table, a small ceramic vase will be found among an assortment of instruments. It is an eye bath containing a solution that renders the assassin totally visible to the applicant. A quick tilt of the bottle over each eye permits instant anti-invisibility vision for a duration of three minutes. When the effects begin to wear off, significant tearing will occur and cause a negative effect on the user's vision (perhaps reducing visual range to a very blurry 20') and ability to hit, should the dose wear off in combat. Dissipation time is quick, taking perhaps 20-30 seconds. The number of doses in the bottle is variable, considered to be hard to utilize, according to the referee's decision. The referee may decide to make the production of the eye wash available by including instructions for distilling among other notes and written procedures found lying on the work table. In this case, distillation time and expense is in the hands of the referee.

The "Tradition" with its dual function (claim to vengeance and part of the focusing procedure that enabled the assassin to make the transplanar shift) in the adventure may be found in a leather cannister approximately 2 feet long and 4 inches across under the work table. It is written on some kind of skin with what appears to be a brown color dye. Touching the skin will cause nausea while prolonged exposure (even during transportation of the skin in the cannister) will begin to impart paranoia. The Referee may seek to mislead the player's thoughts concerning the intentions of the outsiders (always negatively in relation to the encounter) and eventually even the impression the "Tradition" holder has of his accomplices.

There is a page which seems torn from a book. The words are an attempt to copy S'Danzo speech in Rankan letters. A conversation with Illyria in the bazaar after displaying the page will be impossible. The witch will become hysterical and the blacksmith will drive the inquirers out without any benefit of the witch's insight. The dialect is obscure to the point that Melinot the scribe will only be able to translate parts of it (he may try to aquire the page with cash or swindle) and if uninterested in the document, will refer the party to Enas Yorl or Mizraith's sons (adding that in his opinion, an interview with Yorl would be only remotely possible).

If attempted, an interview with Mizraith's sons will prove impossible. However, Yorl has been anticipating an interview and will show keen interest in the situation. He is apparently detached from the Savankalan garrison aimed at the Ziliz League and yet he proceeds to give the impression of acute animosity in their direction. The "torn page" is an unauthorized extraction from the Ziliz Library of Knowledge and Yorl recognizes the origin of the text. The random shape-shifting spell suffered by Yorl is indicated to possibly be derived from Ziliz experimentation. Because of this association, Yorl will offer assistance in concluding the adventure providing he assumes possession of the sorcer's notes and paraphernalia at the conclusion. The page is recognized as being a reference to a theory on the acquision of form in a three-dimensional environment written in symbolic terms that bear analogy to the procedure that successfully warped Yorl's existence in this world.

The torn page will receive a good deal of attention because there is a chance that there are short passages written in an even more obscure style. They may be fragments from a language code that the Ziliz are reported to maintain and alter throughout their existence, as a means of concealing the deepest secrets of the organization. The Savankala priesthood is quite interested in acquiring the parchment page and if it is not entrusted to Yorl, the priests will go to great lengths to gain its possession. If the party takes it to the scribe, Melinot will attempt to swap it for a forgery and in turn sell it to the priests.

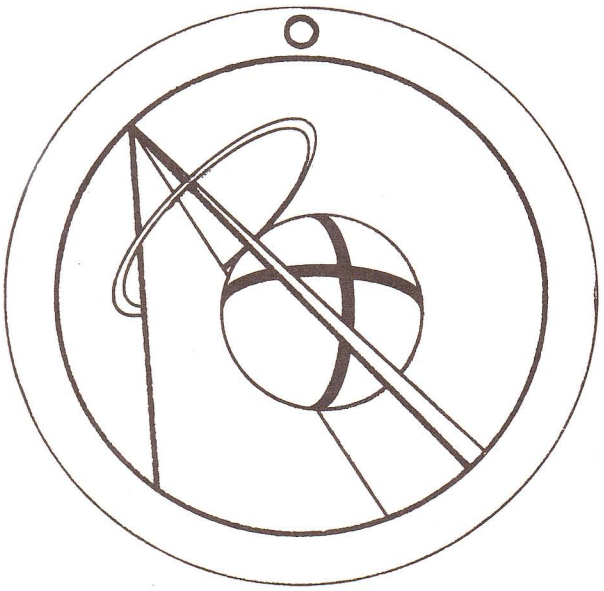
There is a note containing instructions for reforging the chain of binding that forms the magic circle created by Hallech to retain the assassin after the transplanar shift into a magical sword that might be used to do a better job of killing the assassin than normal weapons*. There might be a scrap of crumpled paper on the floor near the magic circle with a list of numbers and arrows written by the sorcerer. These are simple but accurate directions to guide the assassin through the underground to the inner grounds of the palace.*

There is a shallow circular groove about 7 feet in diameter on the floor of the laboratory. This groove positions a long, medium-weight silver chain that formed the magic circle used by Hallech to shift the assassin across the planes of existence and then retain it until the creature

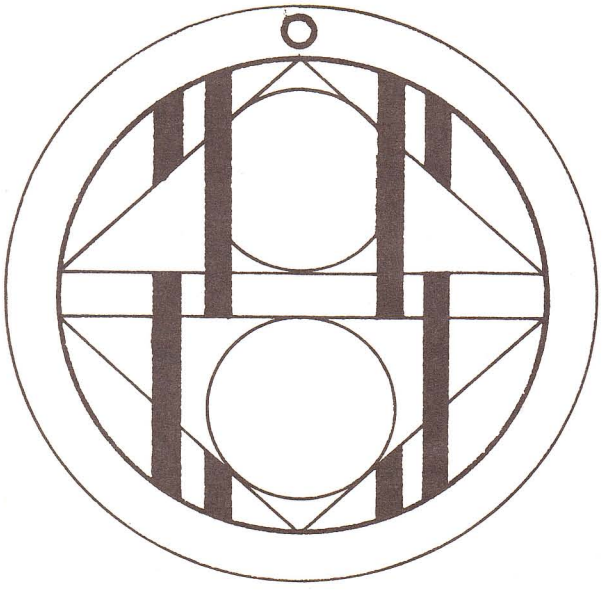
* These last two pieces of information might be better located in the pockets of a spare robe found in the Sorcerer's bedroom on the second floor of the building.

receives the form and instructions through which it shall carry out the execution of the Marquis Meldorl. Attached to the chain is a medallion wrought from gold, lead, silver and stained with mercury that looks similar to the medallion of protection worn by Hallech. Should the sorcerer escape the confrontation with the adventurers (taking the medallion of protection with him), the large medallion of binding may be used as an inferior protective device. Ultimately the binding chain and medallion should be used to subdue the assassin without destroying it, the goal of the Savankalan priests. If the chain, which must be in an unbroken state, and attached medallion are cast even loosely about the assassin it will instantly become fully visible and cease all activity. Unless the referee decides to throw in a clause from Murphy's law, the adventure is in the bag at this point.

Another page that might be found in the laboratory could give a sketchy description of the appearance and abilities of the assassin, the attribute of gradual invisibility in particular. If this item is acquired, it should be able to be translated by one of the adventurers even if the rest of the accessible written information must be translated by an outsider. By achieving a fair approximation of the powers of the opposition, the adventurers may be more inclined to ransack the laboratory and the quarters above for anything that might prove to be an aid in the defeat of the Setmolicht.









After the close confrontation with A'Rahk, Hallech pondered the negative influence the slaver and his thugs might be capable of in the attempt to eliminate the Marquis Merdorl. This led him to contact the Assassin's Guild with an offer of 50 gold pieces for the head of Durn A'Rahk and the same for each of his followers. On the second day of the adventure, Durn and his party have a 5% chance of being attacked by one to four assassins every six hours. On the third day, the chance for an encounter becomes 10% every six hours. On the fourth, 20% every six hours. On the fifth, 20% every four hours, and on the last day of Meldorl's stay there is a 25% chance of an encounter with the assassins every two hours. Note that only four assassins are after the adventurers and their number when attacking is limited to the number remaining after past encounters. Also note that because Durn is a key character, any mortal wounds that occur should be reduced or recalculated to produce less damage.

BAHADIN ELAMED

Might 75
Intellect 65
Knowledge 70
Stamina 55
Coordination 85
Appeal 35
Fighter Skill 5
Broadsword, dagger, leather

Bahadin has an intimate business relationship with death, committing murder as the sole means of putting food in his stomach and krrf in his head for fifteen years. Being one of the best assassins in Sanctuary, Bahadin has kept himself busy for a long time. Because of seniority and the "right to choose" over commissions brought to the Assassin's Guild, the job which earns twenty-five pieces of gold for Durn A'Rahk's head and each of his companions appeared simple and with above average profits, so Bahadin requested the assignment. Having received the commission, Bahadin approached three reliable associates and offered an accepted payment of five gold pieces to each for up to five days work.

MIKON SARENAT

Might 60
Intellect 70
Knowledge 20
Stamina 50
Coordination 95
Appeal 15
Fighter Skill 3
Rapier, short sword, leather

Mikon generally earns income from being a second in duels between wealthy antagonists. Unfortunately, the call for such a specialist is not great in Sanctuary in contrast to Ranke. To supplement his income, Mikon uses skillful insults to incite easy prey to fight and afterwards appropriates the opponent's purse. Mikon is ambidextrous and able to use both rapier and short sword simultaneously without loss to hit probability. Mikon's one great weakness is his lack of visual appeal, particularly in regard to his face and hair. Anyone who intentionally calls attention to this short-coming will automatically send the duellist into a blind rage. Mikon will instantly attack, but at a 25% loss to coordination.

FRESMONT DAWILL

Might 65
Intellect 65
Knowledge 90
Stamina 55
Coordination 50
Appeal 25
Fighter Skill 3 Mage Skill 2
Rapier, throwing knife, leather

Fresmont dabbled in magic while he was a youth and possessed an active interest in telekinesis in addition to the less appealing abilities extended to lower level magic users. Though the greatest mass that Fresmont is able to move amounts to only ten grams, he is able to use the skill to impart greater accuracy to a thrown object and this allows him to throw a knife out to medium range and be as accurate to hit as if his target were at short range. At long range, the probability of hitting would be as if the target were at medium range.

DONWIC HAAMER

Might 75
Intellect 60
Knowledge 70
Stamina 40
Coordination 85
Appeal 40
Fighter Skill 4
Broadsword, flail, leather

Donwic Haamer served as a Sergeant in the Rankan Army for years until he lost an eye from a knife slash. The injury was sustained in a barroom brawl, not in battle, and because of the flat nature of Donwic's face and closely set eyes, the soldier's angle of vision was drastically reduced. He received an honorable discharge and has since made a living by killing in the shadows of the city. When in combat, attacks on Donwic from the sides are treated as an attack from the rear, and as such, receive identical plusses of inflicted damage.

pursuit of the setmolicht

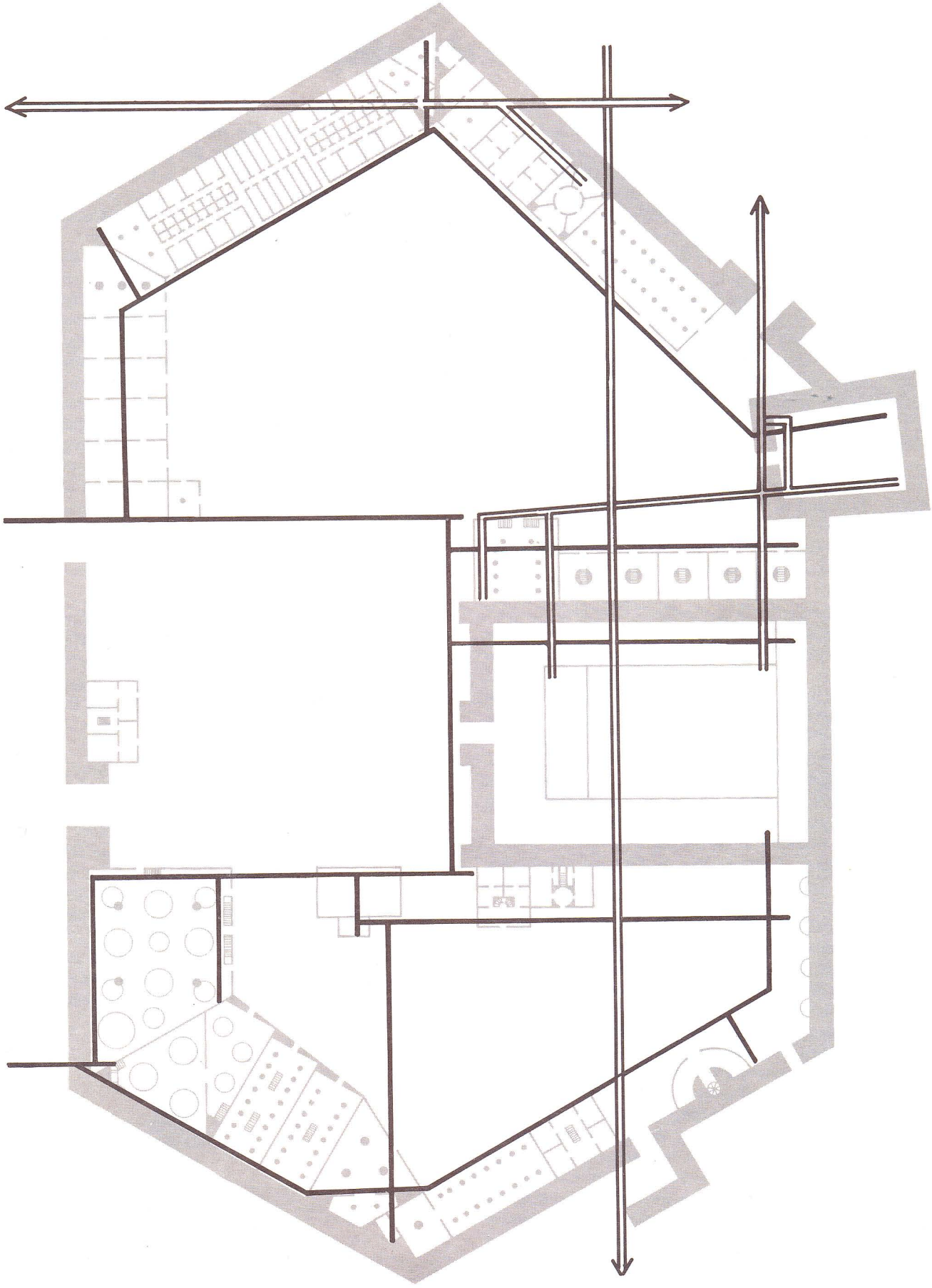
The object of Durn's adventure, the capture or death of the assassin called Setmolicht is twisted with difficulties. The very size and physical strength of the killer will be an obstacle, but entering its zone of control without being passively defeated by the hypnotic trance the creature may project will be even harder. The hypnotic assault is generally always effective, but continued application reduces the probability of effect by half for each successive application. Thus, if the assassin targets once one assailant, the individual is immediately rendered inoperative. If another target is attempted soon after, the second hypnotic attack has only a 50% chance of taking effect, the third target, 25%, and so on. The assassin renews original hypnotic ability after one full hour of withholding its application, in effect, recharging the ability. This ability to hypnotize stops when the creature achieves its fully invisible state. The referee may decide to allow hypnotic assault to occur after that point if the creature enters sun or moon light, which negates the invisibility enchantment, or when the assassin is in the presence of people who have applied the eye solution found in the sorcerer's laboratory. As previously stated, the assassin will only purposely enter combat with someone other than the Marquis Meldorl if the assassin's existence is endangered, as would a cornered animal. Once combat occurs, the assassin will only fight until it can escape.

The hunting of the assassin may draw the adventurers into the sewers and tunnel network below. In Sanctuary, this in itself may prove quite hazardous depending on the referee's conception of the world beneath the "Armpit of Ranke". Though the sewers will be knee deep in sludge, reptiles, and rats, the real dangers will probably emerge in the dryer passages of the tunnels. These may yield up a fugitive criminal or two and possibly a pack of vagrant dogs (nothing overpowering, but obstacles none the less). Should such problems be encountered, aggressive action should be short lived with the opponents fleeing after a few rounds. One important aspect of the underground is that it is dark. Without torches or lanterns, the adventurers are going to become lost very fast and that will be the end of the adventure. To be obnoxious, the referee might employ the fugitives aforementioned to cause a scuffle that serves to plunge, or at least threaten to plunge, the group into darkness for a while.

Above ground, the hazards of the task at hand will prove more complex. The normal perils that arise simply be traversing Sanctuary will threaten the success of the mission constantly; cutthroats may cause trouble, but there is safety in numbers. The serious threat will stem from the possible theft of one of the more crucial objects found in the Sorcerer's laboratory. If the eyewash is stolen, which is unlikely because it is an unimpressive looking flask, the mission would be aborted after the 3rd day; if the assassin locates the Marquis out of sun or moon light, the mission ends at the time of the deathstroke. On the other hand, the large medallion of binding contains both gold and silver which is a very tempting piece of profit for a sly pickpocket. Consider also the amount of silver contained in the length of chain attached to the medallion. Though the links are not very large, the length approaches seventeen feet. Other items that outsiders might deem worth acquiring are indicated in the information concerning each progressive contact.

In all probability, the adventurers will eventually have to infiltrate the Palace grounds to track the Setmolicht, to warn the Marquis once the victim's identity is fixed, or both. The referee must consider the security factor necessary of a compound that houses the ruler of the city. Though guards may be bribed and conned like anyone else, the display of a naked blade or any other hostile act will land the group in the dungeon on short notice. In fact, the mere act of prowling around the grounds might mark the adventurers as burglers. Should the group try to pull a goofy stunt, like sneaking into the embassy to contact the Marquis in the middle of the night and get spotted by guards, the referee should have them surrounded or trapped, disarmed, and unceremoniously tossed into the slammer. No amount of pleading should avert the guards from their task, including talk about possible attempt on the Marquis' life. Should the party be arrested, they will be dragged to the dungeon where they will remain until the next dawn, when an emissary from the Savankala priesthood will come to them with an offer of freedom if they agree to meet with some people who are curious about their strange activities. If the adventurers agree, they will be led to the offices of the Savankalan High Priests. The Referee should decide whether or not Meldorl is to be present at the meeting with the High Priests. After dealing positively with the Savankalans the party will be free to roam anywhere within the walls of the Palace complex, the Palace itself. If challenged, the party will only need to display a token of authority given to them by the priests to avoid arrest. Also, depending on the situation surrounding a confrontation with the Setmolicht, the Referee might choose to place a few Palace guards at the party's disposal to better the odds for stopping it. Another option might be to enlist up to six guards assigned to the priests by Kadakithis to help search and defeat the Setmolicht.





MAP OF THE SEWERS
BELOW VASHANKA'S SQUARE

possible encounters during the adventure

Iv, Hallech's servant, will attempt to repel the adventurers when they seek to confront the sorcerer. The servant will fight until overcome, but should the fellow be stopped by wounds the adventurers inflict, the group may return after dealing with Hallech to question him. The referee must decide how communicative the servant will be and, based on how badly he was injured, whether or not he knows if the master is dead (if Hallech is in fact deceased), and above all, how convincing the group's intentions are if they have figured out the seriousness of the situation. The servant may choose to talk, but he may proceed to feed them lies, or the truth. In that case, he might reveal the target of the assassination, the function of the bottle of eyewash, and/or the use of the medallions worn by Hallech and attached to the chain of the magic circle in the laboratory. The referee can choose to allow Iv to join the party if his wounds are curable. Remember, the sorcerer physically adjusted the servant's metabolism. Iv will therefore retain the shape-changing attribute whether or not the master has perished. Iv would be a valuable asset in combat, but the coercion required to enlist the servant will be difficult. Regardless of which side he is on, Iv will not be aware that he may still shape-change until the next time he is threatened (he returns to normal after succumbing to wounds).

In the underground, the referee may elect to have the party encounter one to four criminal fugitives. They are strictly an obstacle unless they crop up along the route taken by the Setmolicht. As obstacles, they may give a fight for a few rounds before fleeing. Otherwise they will appear somewhat frightened and will utter words concerning a monstrosity that passed among them and disappeared in the general direction of the Ruins of Hegt's Temple. They will then ask for food or drink and depart into the shadows, or attack the party (if they number two to four) if they catch a glimpse of the medallions and their chains. Again, they will flee after a few rounds.

Other than fugitives, the party may encounter various reptiles and the huge sewer rats that inhabit the underground.

In town, the party may seek to have the notes found in Hallech's laboratory and quarters deciphered. If the group goes to Melilot the Scribe, he will be capable of translating the notes that are marked by a (†) but not the magical texts marked by a (*). If the party leaves the papers in the eunuch's care overnight, he will swap them all for forgeries. The group will still have translations but not the originals. When they are finished dealing with Melilot, the scribe will immediately send word to Enas Yorl that he has gained possession of some documents that the wizard might find interesting. Later that day, while the party is scouring Sanctuary, the wizard will meet with Melilot and relieve him of the documents.

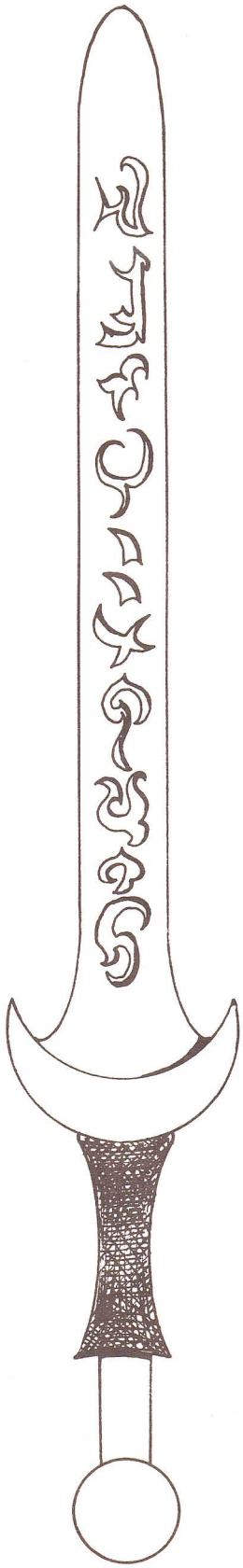
By dusk, the party will be contacted by a stranger who seems to know about their current interests. He (or she) will give them an address in the Jeweler's quarter. If the group goes there, they will have achieved an audience with Yorl. The wizard will display the purloined documents and offer them information for a price; possession of the documents. If an agreement is reached, Yorl will describe the function of the medallions and the eyewash. Yorl will also note that the parchment bearing the words "STA TEN–CESS, NA' FALL GRESS" seems to be a sort of spell, but he cannot decipher it. The mage is also aware of the target of the assassination and commands them to read every second line of the "Tradition". Enas may offer to assist the party in killing the assassin by manufacturing a scimitar forged from the medallion and chain that formed the magic circle, if they prefer killing the creature rather than capturing it. If they accept, Yorl will spend from dark until dawn creating the sword in his laboratory. He informs them that it will do the assassin four times the normal damage inflicted by a similar sword made of steel, but will probably be broken in combat with humans because the blade is made of the silver chain and therefore relatively fragile. In exchange for this, the party must bring him the body of the assassin and return the sword should they succeed in their mission. As a final option, the Referee may allow Yorl to whip up an amount of eyewash equal to that which they already possess (no more).

The referee may rule that the scribe is capable of unravelling the true meaning of the "Tradition" by reading between the lines (every second line).

If the party refuses to part with the documents at the scribe's establishment, Melilot will offer to direct them to someone who could help them further, for a price determined by the referee. Melilot will refer them to Yorl and if the adventurers seek the mage out, they have a 50/50 chance of gaining audience. If they make it, the preceeding information still applies. Otherwise, they are out of luck.

Should the party seek information concerning the nature of the medallions in the jeweler's quarter of Sanctuary, they will be recognized as magical in an instant, but their function will remain a mystery regardless of to whom they speak. At this point the Referee can allow rumor of the medallions find its way to Enas Yorl by the end of the third day of the adventure. The circuit is then completed again and the party once more acquires the assistance of the mage.

If the group rummages around the bazaar or the maze, they will pick up on various rumors depending on how many days have passed since the beginning of the adventure.



Day 1 The fruit seller, Blind Jacob, will offer overpriced information concerning a phantom demon (no description) spotted by his serfs in the ruins of Hegt's Temple at any time corresponding to shortly after Durn's confrontation with Hallech.

Haakon will part, having acquired news about something seen lurking around the shoreline near the Empire's Wharf.

Day 2 Ran-tu, the leader of the street urchins, knows much about the movement of the Setmolicht and his description will be identical to the assassin's appearance. He will speak of the monster being spotted in three different places: the Ruins of Hegt's Temple the evening before Meldorl's arrival, the sewer mouth near the Empire's Wharf on the same night, and around the Palace Zoo this night just past.

Day 3 Hakiem the Storyteller will offer a tidbit about how the visiting Marquis received a favor from a lady of the Aphrodesia House while attending a celebration there. Continuing, Hakiem will chuckle as he relates a rumor that the favor, in the form of a small ring, was impossible to remove even after several varying attempts. Should the adventurers follow the rumor to the brothel, they will learn that the token was given to the Marquis by a woman that did not even work there.

Apparently, the problem generated by the unknown woman (who was never found by authorities instructed to look into the matter) has caused the House a great deal of harassment from the local government because further probing there by the adventurers will only succeed in getting them kicked out.

If the group should seek the council of the S'Danzo witch, Illyria, concerning the future, she will turn up two cards: "Justice" and the "Fool". On top of the "Justice" card she will place the "Magician" and on the "Fool", "Death". If asked to clarify the significance of the first two, she will state that they correspond to two influential people and that the former has been around longer than time itself, while the latter is a newcomer. The significance of the cover cards is that the "Magician" is what the one is, and that "Death" is what the other shall be. If Durn inquires about his own future, the first card played will be the "Nomad" and the cover shall be the "Eye". At that point, the witch will go wide-eyed and become tense. She will look into Durn's eyes for a moment and tell him to "Get out, now!" If the party does not leave quickly, the blacksmith Dubro will show up at the calling and eject them.

the palace grounds

Eventually, the party of adventurers will have to gain access to the Palace grounds. To do so during the day will cost the group a bribe paid out to Honald the Gatekeeper and possibly a second guard if the Keeper is accompanied by an assistant. The amount will be negligible and figured at an amount per entrant. Strolling about the Palace grounds during the day will not raise any undue attention since many people transact business there at those hours. One point of interest is that because Durn is third ranking slave merchant in Sanctuary, his face may be recognizable to employees of the Palace who work near the Slave auction square. Unfortunately, the place of interest will prove to be on the opposite side of the grounds; around the Guest Embassy and the inner Palace walls. Because of the surprise visit (well, a surprise to everyone but the highest Rankan officials) by the Marquis Wellinet Meldorl, an honor guard of 24 soldiers have augmented the standard 12 man security squad that normally patrols the Palace walls and interior. In fact, the additional men are instructed to set up a patrol route that stretches from the Avenue of the Temple's Gate to that which opens on the Processional, with random forays through the builds attached to the walls on the East side. If the group of adventurers wanders in the vicinity of the Guest Embassy, they stand a chance of being challenged. If they do not act suspicious and state that they are on business and heading for a specific place (an air of authority will pass them on), the guards will back down. Otherwise, they may be brusquely shown to the nearest Palace Gate and thrown out. Reentry will cost another bribe. Considering that there is nothing special about the quality of soldier assigned to the honor guard, a challenge will be averted by a decent bribe. In fact, just about any Palace employee that works on the grounds can be bribed nine times out of ten.

The real difficulty will be entering and traversing the Palace yard after dark. A bribe at the Gate will be exorbitant and the alternatives are climbing the Wall (where guards are constantly on watch) or passing beneath it via the sewers. If the party is caught going over the top, they go to the dungeon. If the party goes underground, they may be surprised by the assassin, but they ought to reason that the Setmolicht will generally have the advantage anyway, so the safest route may be subterranean. Should the party be found strolling around inside of the walls after dark, they will be challenged. Smooth talking backed by a hefty bribe may save them a trip to the pound. The one night when the adventurers will be able to wander freely after sneaking in will be the night of Meldorl's impromptu party, when gate crashers will reach uncontrollable proportions.

The Palace stable master, Stilcho, will exchange curious information for a few silver pieces. He will speak of the continuous unrest of the horses toward the east end of the stables since the arrival of the Marquis, especially in the hours after midnight. Stilcho will remark that sleep has become somewhat difficult for himself as well.



The keeper of the Palace Zoo is named Kavelo and if questioned, he will state that the animals have been neurotic since the day of the Marquis' arrival, especially the apes (whose cages happen to be adjacent to the main sewer opening in the Zoo). He will ramble on about how the appetites of the animals have become unstable, and then seem anxious to change the subject.

Celorped is the keeper of the botanical conservatory and his assistant is named Hwuin. Either will talk about a strange thing which occured on the night of Meldorl's arrival. Both had been wandering through the garden when the animals in the zoo had become extremely disquieted. They hurried next door to see if Kavelo required assistance of some sort. Once inside, they located the keeper after searching and calling out for a couple of minutes. They found him standing stock still and staring vacantly straight at the ape cages a few feet in front of him. Vigorous shaking was required to drag the poor man out of his stupor, at which point the keeper vaguely recalled a huge ape staring at him from the shadows. Kavelo reluctantly admitted experimenting with **krrf** and owed the event and effects to the drug. He begged that his fellow scientists not speak to anyone about his indulgence and swore he would lay off the stuff. They agreed, but a renewed commotion among the animals, followed by a fleeting vision of a detached shadow at the far end of the zoo, sent them running for weapons. The three of them combed the grounds of the zoo and found nothing. They passed the mirage off as a trick of the eye and proceeded to get drunk together in Kavelo's office. No one said anything further about the event and all ignored the minor chaos that continued to reign among the animals each night since that event.

The Guest Embassy

Besides the Palace itself, the largest single building on the Palace grounds is the Guest Embassy. This is really a small palace in itself with a main hall for entertaining and parties, an elaborately decorated meeting room, and sleeping quarters for several important guests and their servants.

There are normally only three permanent residents of the Guest Embassy. Two of these are the cooks who sleep in the kitchen, and they are actually forbidden to wander further than the servant's quarters or main hall. The other resident is Kimorris, the head butler, who is in virtual charge of the facility. Kimorris is very observant and is the person most likely to discover the party should they be in the Guest Embassy uninvited (the only way they are likely to be there), or acting suspicous, should the party sneak in during some festivities. He has his own room which, while not as large as the guest rooms, is as nicely decorated. Hidden in the bottom of a chest in Kimorris' room is a pouch containing 117 silver pieces he has saved from tips and bribes. All other servants and guards live elsewhere.

During the day there will be much activity in the guest estate while Willinet is there. In addition to the extra guards there will be numerous servants cleaning, preparing foods, and generally making themselves useful. There is a 20% chance each ten minutes that one or more servants will enter any single room. Most of the servants know each other on sight, but there is enough new help to allow the players to bluff their way through if they look the part. No servant is allowed to carry weapons. To ensure privacy, the guards are limited to the walls around the Guest Embassy and the guard station which is its only entrance. A panicked servant's cries will attract 2-7 guards (fighter skill 2, sword, scale, dagger).

Should the adventurers be judged to have caused interference by palace and/or embassy guards, roll a six-sided die and select that number of guards from the list supplied. The Bribe Factor is a measure of a guard's greed. If an amount of money is offered to positively affect a situation, roll the percentile dice once. If the dice indicate a number equal to or less than the bribe factor, the bribe is accepted. If the first attempt fails, each subsequent bribe must be doubled again to reflect the guard holding out. If the attempt fails four times, no bribe will be accepted henceforth and alternate plans should be considered.

The Breaking Point is a measure of temper control. Being in a position of power, the guards can confidently throw their weight around while dealing with commoners. When approaching a guard, a percentile dice check is made if the situation warrants possible exasperation on the part of the guard. A value greater than the Breaking Point signifies that the guard could become violent.

PALACE/EMBASSY GUARDS

Might 70
Intellect 70
Knowledge 10
Stamina 30
Coordination 35
Appeal 90
Fighter Skill 3/Thief skill 3
Broadsword, pike, dagger leather
Bribe Factor 90
Breaking Point 50

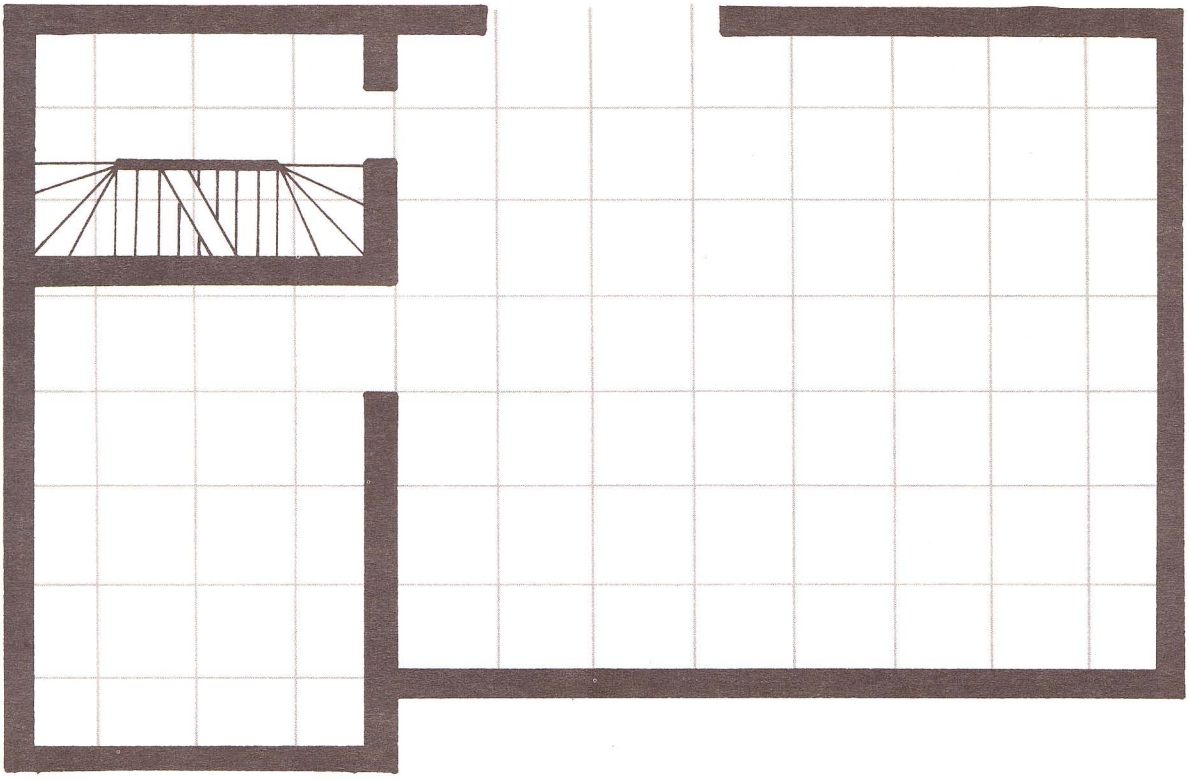
Might 70
Intellect 20
Knowledge 70
Stamina 40
Coordination 30
Appeal 55
Fighter skill 2
Broadsword, spear, dagger chain mail
Bribe Factor 30
Breaking Point 60

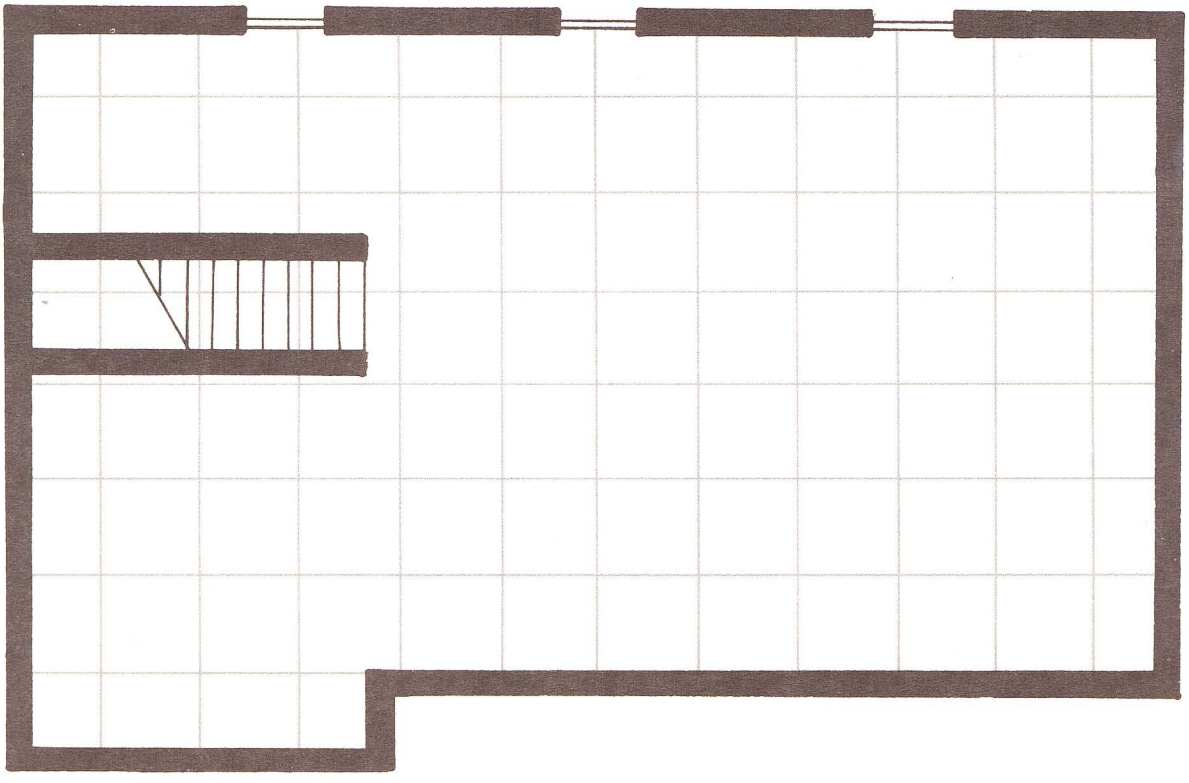
Might 60
Intellect 60
Knowledge 45
Stamina 60
Coordination 40
Appeal 60
Fighter Skill 3
Broadsword, spear, dagger chain mail
Bribe Factor 55
Breaking Point 85

Might 25
Intellect 95
Knowledge 70
Stamina 40
Coordination 50
Appeal 20
Fighter skill 2/Thief skill 4
Broadsword, pike, dagger leather
Bribe Factor 50
Breaking Point 50

Might 95
Intellect 50
Knowledge 20
Stamina 95
Coordination 60
Appeal 10 Fighter Skill 4
Broadsword, spear, dagger chain mail
Bribe Factor 45
Breaking Point 60

Might 45
Intellect 25
Knowledge 80
Stamina 20
Coordination 70
Appeal 80
Fighter skill 2/Thief Skill 2
Broadsword, pike, dagger leather
Bribe Factor 40
Breaking point 95





This list of bumpkins presents a small selection of street rabble prowling around Sanctuary on the lookout for employment. Each is basically dependable unless otherwise indicated. These characters may be used as side encounters during the game or as replacements for adventurers who might be removed from the game due to injury or other circumstances.

Human

Might 30
Intellect 75
Knowledge 80
Stamina 85
Coordination 40
Appeal 75

5' 8" 140 lbs.
Fighter Skill 2 Mage Skill 1
Rapier, dagger, leather
Expert second-story man. Always moves silently, skilled climber, efficient lock-picker.

Half-Elven

Might 45
Intellect 85
Knowledge 60
Stamina 10
Coordination 85
Appeal 85

5' 7" 120 lbs.
Fighter Skill 2 Thief Skill 4
Broadsword, dagger, leather
Dependable in combat and a skilled healer. The half-elf is also a smooth talker and can bribe at half the normal rate.

Half-Dwarven

Might 40
Intellect 55
Knowledge 20
Stamina 85
Coordination 25
Appeal 85

3' 10" 100 lbs.
Fighter Skill 4
Saber, mace, leather
Skilled pickpocket and able to walk invisibly through any shadows. Average healing abilities.

Human

Might 35
Intellect 70
Knowledge 90
Stamina 25
Coordination 80
Appeal 40

5' 7" 170 lbs.
Thief Skill 2 Mage Skill 1
Saber, cudgel, no armor
Considering the lack of coordination, this one is very efficient with the saber and is able to throw it with good accuracy.

Elven

Might 95
Intellect 25
Knowledge 80
Stamina 65
Coordination 80
Appeal 90

5' 9" 140 lbs.
Fighter Skill 2 Thief Skill 3
Broadsword, darts, chainmail, shield
Lethal fighting ability. Ambidexterity allows simultaneous use of two weapons with no detriment to hit probability. Highly charismatic speaker who increases bribe ability by 50%.

Half-Elven

Might 40
Intellect 40
Knowledge 30
Stamina 50
Coordination 90
Appeal 80

5' 6" 110 lbs.
Fighter Skill 4
Rapier, short sword
Superhuman strength beneath the guise of slightness. The half-elf is a lethal open-hand combatant. Usually dips the throwing darts in poison.

Human

Might 40
Intellect 80
Knowledge 35
Stamina 70
Coordination 70
Appeal 40

5' 11"
Fighter Skill 1 Thief Skill 1 no armor
Scimitar
Good fighter with accurate spear casting ability.

Human

Might 90
Intellect 60
Knowledge 35
Stamina 65
Coordination 30
Appeal 25

6' 0"
Fighter Skill 2
Broadsword, spear, dagger, chainmail, shield
Totally untrustworthy and not above backstabbing. Short tempered with a breaking point of 25.

Human

Might 55
Intellect 85
Knowledge 85
Stamina 40
Coordination 50
Appeal 40

6' 3" 260 lbs.
Fighter Skill 2
Rapier, crossbow, leather, shield
Possesses increased accuracy when throwing the handaxe. Because of size, this character is also highly effective in a brawl.

Half-Elven

Might 50
Intellect 35
Knowledge 20
Stamina 30
Coordination 35
Appeal 80

5' 11" 110 lbs.
Fighter Skill 2
Sabre, hand axe, no armor, shield
Capable of movin silently and seeing in the dark (as per infra-red).

Human

Might 40
Intellect 10
Knowledge 60
Stamina 55
Coordination 65
Appeal 20

5' 9" 170 lbs.
Fighter Skill 1 Thief Skill 1
Broadsword, spear, leather, shield
Stoic, cool disposition allows greater self-control and high morale. Speaks in sentences of three words or less.

Dwarven

Might 95
Intellect 70
Knowledge 15
Stamina 40
Coordination 40
Appeal 15

3' 5" 110 lbs.
Fighter Skill 2
Rapier, dagger, pike, chainmail
Dumb as sin and incapable of memory but incredibly accurate when the throwing the spear.

Dwarven

Might 30
Intellect 60
Knowledge 15
Stamina 25
Coordination 20
Appeal 50

3' 7" 70 lbs.
Mage Skill 2
Cudgel, dagger, no armor
The halberd is approximately 1½ feet shorter than the standard type, but still inflicts normal damage.

Human

Might 55
Intellect 60
Knowledge 10
Stamina 35
Coordintion 15
Appeal 75

5' 10" 130 lbs.
Fighter Skill 5
Broadsword, halberd, leather
Typical charlatan magician. No sense of loyalty whatsoever.

Half-Elven

Might 95
Intellect 40
Knowledge 35
Stamina 20
Coordination 70
Appeal 80

5' 10" 130 lbs.
Fighter Skill 3 Thief Skill 3
Scimitar, flail, chainmail, shield
This individual is a survivalist, very confident and possesses good magic healing powers.

Human

Might 50
Intellect 85
Knowledge 75
Stamina 15
Coordination 50
Appeal 70

6' 4" 270 lbs.
Fighter Skill 2 Mage Skill 2 Thief Skill 1
Broadsword, shortsword, leather, shield
Surprisingly agile considering size, this individual is also a very skilled climber.

at the embassy

Procivus is the officer in charge of the daytime guard which maintains the security of the Embassy. He himself does not patrol except to inspect his underlings and may generally be found lounging in the guardroom within the Embassy itself. If contacted properly, he will inform the adventurers about receiving reports of an intruder that has been described as "big and nasty", but he has never seen the prowler because he commands the dayshift. Procivus admits that as an added precaution, the roving guards have been patrolling in pairs since the second night of the Marquis' visit.

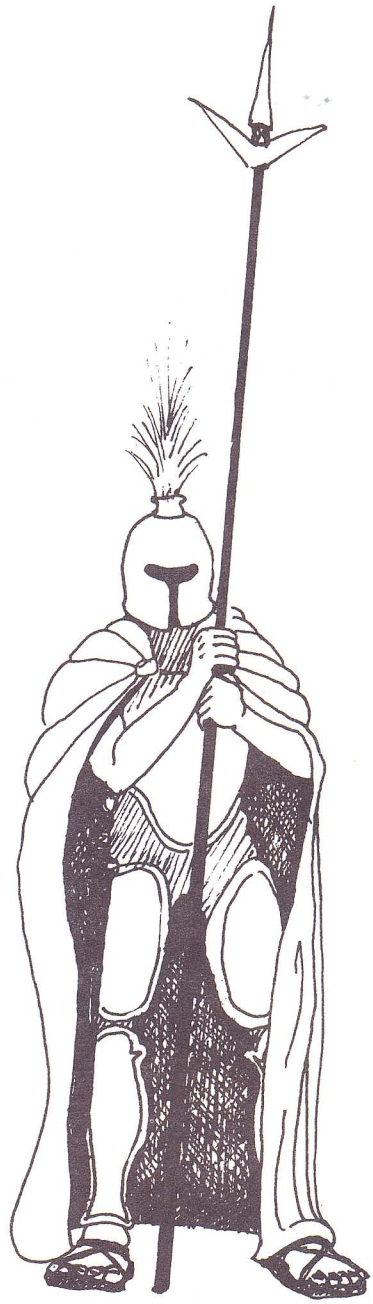
A night guard named Wishan has supposedly spotted the Setmolicht twice, but as the guard approached, the intruder withdrew into shadows and somehow just "vanished" into thin air. If the guard, Wishan, may be contacted, he will match descriptions with the adventurers.

Kimorris is the head butler of the Guest Embassy. If confronted by the party and questioned about any peculiar goings on, the butler will ask them to wait for a moment, disappear around a corner, and return with a dozen guards who will proceed to disarm the party, and take them directly to the dungeon and lock them up. Kimorris achieved his rather prestigious position with the aid of Count Seidenel less than three months ago. The Count impressed him with the responsibility of turning shady individuals over to the authorities immediately so to maintain the integrity of the Embassy as viewed as an extension of the Palace. Kimorris took Seidenel's words to be a veiled offer of future career advancement and carries out his appointment to extremes. The party will be released into the custody of an envoy from the Savankalan High Priesthood at the following dawn.

Voulmet is the wife of Kimorris. She loathes her husband's air of self-importance which has become completely out of control since his appointment to the Embassy. Because of this, she will freely offer the adventurers information without cost, simply to add a little intrique to her monotonous existence within the confines of the Embassy. She will speak of the first evening of the Marquis' stay and how she had been standing alone in the garden, experiencing a pleasant daydream, when her attention locked upon something on the opposite side of the yard. As her eyes focused, they stared straight into those of a monstrous phantom (her description matches that of the Setmolicht). She remembers how her desire to scream and run died within her, leaving her relaxed and incapable of moving for the next five minutes or so. In that time, the phantom detached itself from the scenery and vanished into the shadows. When her will to move returned, she summoned a guard but no trace of the trespasser was found.

Jeevin is a young, attractive woman who serves as a chambermaid at the Embassy. She will offer information concerning a huge man moving in and out of the shadows around the Embassy. She was startled and called for the guards, but they found no trace of the creature whose description is similar to that of the Setmolicht. She will mention that she has been unable to sleep peacefully at night since the arrival of the Marquis and should the party question the other witnesses and informants again, they will admit the same.

If the referee makes the eyewash applicable as a device for detecting the trail of the Setmolicht, an old trail which skirts the Embassy walls will be detected, as well as traces of contact on the sewer cover located in the garden.



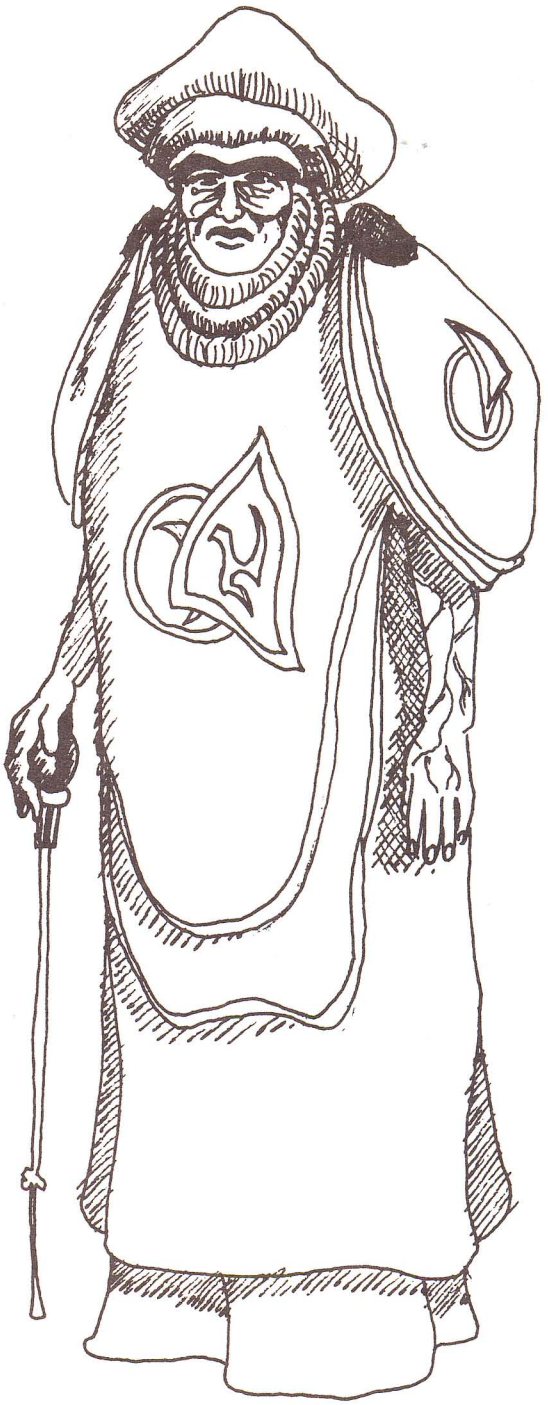


in the hands of the priests

The priests of Savankala may become involved in the adventure by one of two methods; the first is by having a situation arise where the party becomes arrested for a day after which an envoy from the priests will show up at the dungeon to bail them out. The drawback of the first approach is that time will be lost while rumor of the adventurers' imprisonment filters back to the ears of the priests. The alternative is to approach the adventure on the assumption that the priests have been aware of Durn's involvement all along, which will be reasoned as follows.

The servants of Savankala have been in the process of infiltrating the Ziliz League for some time already. Their object has been to acquire the lore of a few magical rituals the possession and comprehension of which, the priests are convinced, will elevate the integrity of the Savankalan religion. The only member of the League who has been mobile to the degree which allows for useful observation is the Count Audak Seidenel. He has been monitored since his arrival in Sanctuary, a move that partially separated the Count from the protection of the League. Unfortunately, because of the political power wielded by Seidenel (and the rest of the Bahlt family), the manipulation of the Count necessitated an indirect approach. To this end, the Savankalans enlisted the services of the young Marquis Meldorl to smoke out the League. The priests have been aware of the pact of vengence for six years and have presented the Marquis as a thorn in the Ziliz's side. Meldorl has been steadily denouncing and generally bad-mouthing the League in an effort to develop prejudice against the Ziliz. That part of the plan succeeded beyond the priest's initial hopes because the Marquis' efforts resulted in the dismissal of five prominent Rankan authorities from office. The Ziliz apparently felt that their world would be better off without the likes of Meldorl, took the bait, and activated the vengeance pact as a means of silencing their opposition. The priests anticipated the arrival of Hallech and shadowed his moves, but the sorcerer never made visible contact with Seidenel so the Savankalans have abandoned efforts to implicate the Count in the conspiracy and have concentrated on protecting Meldorl. The priests have presented the Marquis with a talisman that was capable of diminishing the power of the demonic killer when it moved within a certain range of the Marquis, but during a party thrown at the Aphrodesia House in honor of the Marquis, a strange woman managed to place a ring on Meldorl's finger that can not be removed. The priests fear that Hallech anticipated defensive magic and countered the possibility with an object that the Savankalans believe to be capable of reducing or nullifying the power of the protective token they prepared for Meldorl.

The priests will offer a substantial reward for the capture of the Setmolicht (they will understand the function of the medallions and will offer instructions on their use in subduing the assassin) and reimbursement for the medallions which they are desparate to acquire. From the research of the structure of the Setmolicht and the magic objects (including the notes), the priests are confident that a method of safely infiltrating the ranks of the Ziliz, and the League's headquarters in Ranke may be developed. The prists may also be willing to offer the adventurers a back-up team of up to six Palace guards in addition to authorized movement around the Palace grounds. The Referee may, at this point, have the priests throw in a veiled threat of seeing the adventurers implicated if they fail.



epilogue

Should events progress in favor of the Marquis, meaning that the end of the adventure marks the total defeat of the Setmolicht, Wellinet Meldorl will leave the city of Sanctuary with the morning tide on the seventh morning after his arrival. If the seventh morning comes and both the Setmolicht and the Marquis are alive and the Setmolicht free, the creature will manage to shadow the unfortunate Marquis until the execution is accomplished, or the assassin is defeated elsewhere. To this end, the Referee may extend the adventure out to sea or the countryside of Ranke if the situation remains unresolved in Sanctuary. As for the adventurers, they will be induced (via blackmail if necessary) to continue to aid the Savankalan Priests in further dealings with the Ziliz League.

The Rewards of Success, the Price of Failure

If the party is instrumental in saving the Meldorl representative and does so in a manner where its intervention is visible to the authorities, members will be rewarded with either substanial purses (100 silver for each), or with positions as Estate guards for the local Meldorl vineyards (soft duty with free wine). Furthermore, they will in the future find the priests of Savankala to be surprisingly friendly.

Should the party slay the assassin or trap it so they can turn a body over to the authorities, they also will be rewarded once they can establish that they were not part of the plot themselves.

The other side of receiving such a reward is that they will also become visible as the enemies of the Ziliz League. Should any of the adventurers need magical services, there is a high probability they will be unable to receive them or they may even find they are harmed by the spell they purchase. In a world and city as political as Ranke and Sanctuary, when you make a friend, you also tend to make enemies.

Should the party fail to save the intended victim, there is a possibility they could be implicated as part of the plot. This will normally occur if they have made enough inquiries or been obvious about their interest in the activities of the visitor. This will be especially true if they have never attempted to pass a warning to him. Too much connection with Hallech will also put the players in a bad light if the assassin succeeds.

Additional Urchins

RAN TU, Acknowledged leader of the Urchins of the Bazaar.
Might 65
Intellect 70
Knowledge 60
Stamina 55
Manipulation 57
Appeal 80
Thief skill 2
human 5'1" 110 pounds Age 13

KEMOOM, thinks little for himself and enforces Ran Tu's will if needed.
Might 70
Intellect 85
Knowledge 50
Stamina 55
Manipulation 85
Appeal 35
Fighter skill 1
dagger, club
human 5'2" 100 pounds Age 12

NAREKA
Might 45
Intellect 85
Knowledge 50
Stamina 55
Manipulation 85
Appeal 65
Thief skill 2
half elf 4'7" 75 pounds Age 11

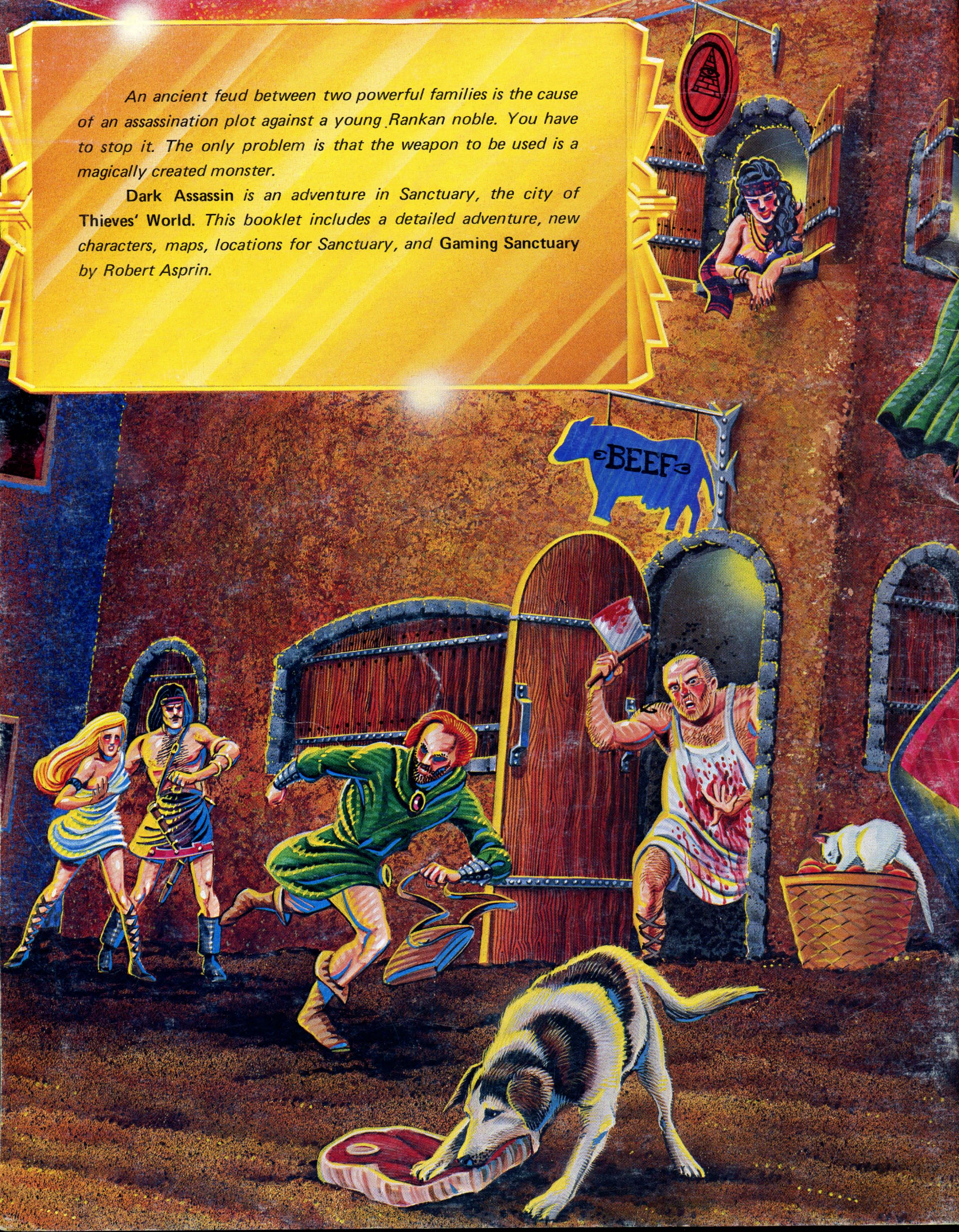
SKWIP
Might 50
Intellect 65
Knowledge 30
Stamina 60
Manipulation 90
Appeal 50
Thief skill 1
elf 4'5" 70 pounds Age 11

TIMT
Might 55
Intellect 50
Knowledge 35
Stamina 55
Manipulation 65
Appeal 45 Fighter skill 1
human 4'9" 85 pounds Age 10



An ancient feud between two powerful families is the cause of an assassination plot against a young Rankan noble. You have to stop it. The only problem is that the weapon to be used is a magically created monster.

Dark Assassin *is an adventure in Sanctuary, the city of* **Thieves' World.** *This booklet includes a detailed adventure, new characters, maps, locations for Sanctuary, and* **Gaming Sanctuary** *by Robert Asprin.*



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ROBERT L. ASPRIN'S

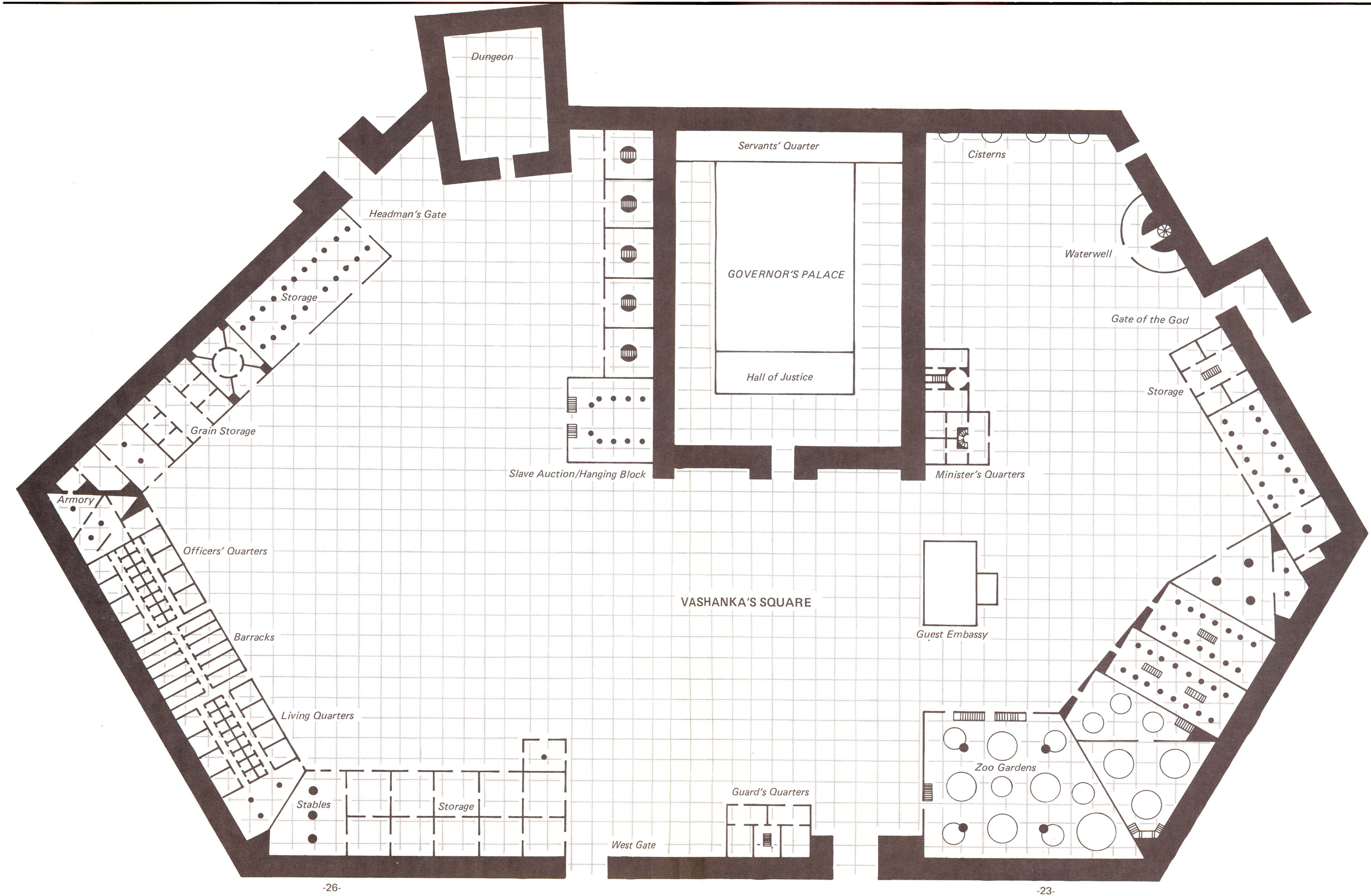
thieves' world

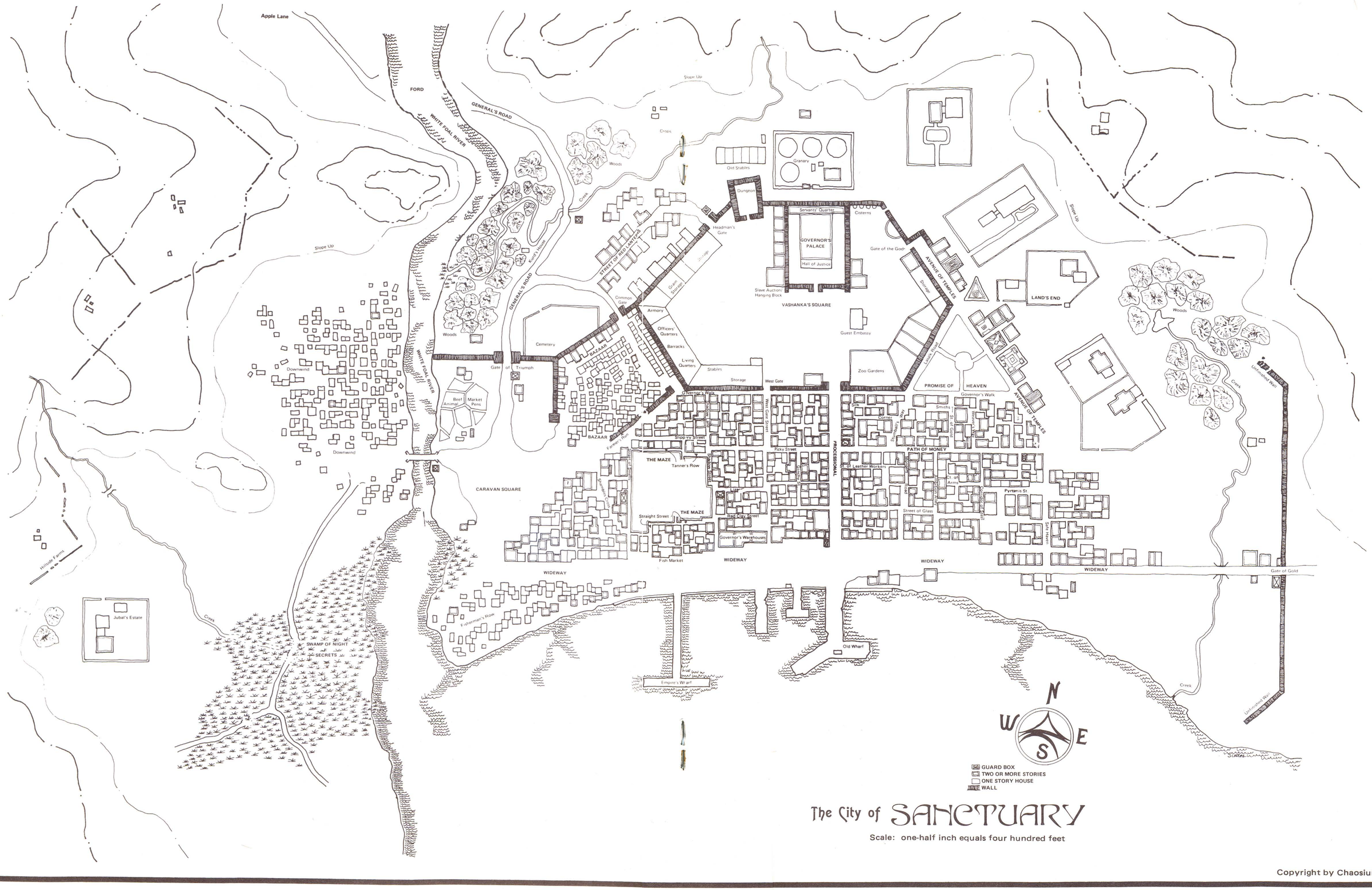
DARK ASSASSIN

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Approved for use with Thieves' World

fasa


Dungeon
Servants' Quarter
Cisterns
Headman's Gate
GOVERNOR'S PALACE
Waterwell
Storage
Gate of the God
Hall of Justice
Grain Storage
Storage
Slave Auction/Hanging Block
Minister's Quarters
Armory
Officers' Quarters
VASHANKA'S SQUARE
Guest Embassy
Barracks
Living Quarters
Zoo Gardens
Guard's Quarters
Stables
Storage
West Gate



The City of SANCTUARY

Scale: one-half inch equals four hundred feet

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