

LANKHMAR

EYES OF GORO' MOSH



SAVAGE
WORLDS

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EYES OF GORO'MOSH

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EYES OF GOROMOSH

This adventure for *Lankhmar: City of Thieves* attempts to stay true to the spirit of Fritz Leiber's writing, focusing on the rough and shadowy nature of the city and its inhabitants. It draws on the flavor of back-alley skulkers, sinister sorcerers, black-hearted thieves, fervent priests of forsaken gods, and the myriad schemes and machinations they constantly spin. It pulls the characters into a storyline pitting them against a number of agents of different powerful factions within the city, all while keeping them in the dark about the power behind the chaos until it's almost too late.

In *Eyes of Goro'mosh*, the characters initially encounter a streetwalker accosted by a group of thugs intent on robbing and killing her. Their purposes seem straightforward enough, but the presence of a strange costume mask, plus the mysterious death of both courtesan and assailants the next morning, quickly complicate things.

Over the course of time, the characters find themselves in the midst of odd behavior by merchants, the city watch, and even the Thieves' Guild, and each time, the strange masks with their gemstone eyes are the common thread.

Eventually, the characters discover they've been pulled into a war between the classes of Lankhmar, despite the fact most of the participants are completely unaware of

their participation. If the heroes stay on their toes and don't succumb to the ancient ritual magic employed against the elites of the city, they might just manage to thwart a depraved priest and the vindictive god he serves.

PACING THE MYSTERY

There is no reason you must start your campaign immediately with the first adventure from *Eyes of Goro'mosh*. You might wish to give the characters a chance to get to know the city a bit first. Even after you kick off the main storyline with **A Mask in the Night**, you and the players can move at your own pace. If you wish to run a rather brief campaign, you can sprinkle in only a few of the Savage Tales provided in any of the Savage *Lankhmar* books. If you desire a longer campaign, you can interweave several more stand-alone Savage Tales with the adventures from *Eyes of Goro'mosh*, or even create more of your own, stretching out the mystery—and the fun.

Keep in mind though, as long as the characters are in the midst of the mystery, hidden forces are at work against them. This allows you to put as much or as little pressure on them to continue tracking down who's behind the mysterious masks as you wish. In this way, the Game

THE EYES OF GORO'MOSH PATH

The *Eyes of Goro'mosh* adventure has a definitive beginning and ending, but the two steps in between can be handled in either order. It's up to the Game Master to determine when and how to get various clues in front of the characters and up to them to decide how they wish to tackle them. Below is a suggested sequence, but feel free to mix up the middle portions in whatever order pleases you and appeals to the whims of your players.

Additional Savage Tales are available in other Lankhmar books and can be dropped in at any point on this timeline.

FIRST ACT

Begin with **A Mask in the Night** (page 7), either as the very first adventure bringing the characters together and giving them the impetus to join forces and stay as a group, or after one or two other Savage Tales. This adventure exposes them to the strange masks and the Eyes themselves for the first time, without pulling them too far into the mystery.

SECOND ACT

Whenever you want to move the main campaign along, drop the lead-in to either one of these adventures in front of the characters. It doesn't matter which one you use first; both of the adventures in this Second Act section can occur first, so it's completely dependent on your mood or the habits of the characters. You can continue to interlace stand-alone Savage Tales adventures from other sources between these, too.

✂ **Deathly Delights** (page 9)

✂ **A Daughter's Love** (page 17)

FINALE

When you are ready, lead them into the final adventure, go to **A God Unmasked**. This brings the campaign to a climax and reveals the power behind all the disturbances. If the heroes defeat the mad priest and send his abominable god back where it came from, they become heroes of Lankhmar.

Master controls the pacing while still allowing the players the freedom of choices regarding how they proceed.

A WINDING PATH

Experienced roleplayers might be more familiar with a linear campaign: You visit Locale A and find a clue to B, which leads to C, and so on. *Eyes of Goro'mosh* uses a different approach. Fafhrd and the Gray Mouser and other adventurers are wanderers, exploring the world as they see fit, often with no specific goal or aim, but embracing adventure when—and where—they find it. We want to capture the same feel, the idea that adventure can be discovered at any time and has no set pattern.

As such, once the campaign begins, the heroes are free to approach the mystery and clues however they wish. Once they begin to realize the costume masks are the common thread, you can expose

them to additional events in whatever order you wish, allowing them to follow whichever clues suit you. And, if they are at all like the Twain, they won't mind getting a bit sidetracked from time to time as other exploits briefly beckon. They are free to pick their own direction. However they choose to take on the great city of Lankhmar, the next adventure is ready and waiting to help the Game Master.

THE PRIEST, THE HELMET, AND THE MASKS

Goro'mosh is a god of retribution for the downtrodden, and his priest in Lankhmar is Middark, a blind disciple who only recently arrived through the Marsh Gate. Middark, who wears bandages across his eyes, presents Goro'mosh as the Beggar King, a god devoted to the wellbeing of the poor, the hungry, and the outcast, with

a desire to enlighten the city's wellborn. What he doesn't tell the gathering crowds each morning is his plan for enlightenment involves chaos, death, and upheaval of the social ladder.

HELMET OF GORO'MOSH

Middark possesses a magical helmet which fits completely over his head and covers the priest's face. The helmet is a powerful artifact which grants the wearer several abilities, including the power to transform into an avatar of Goro'mosh as an action. When this happens, the spirit of Goro'mosh infuses the wearer's body, causing it to grow and deform over two rounds until it appears as a massive, eight-foot-tall glowing behemoth of rags and bloody bandages capped by a golden mask showing a horribly beaten human face with a broken nose, bruised and swollen eyes, missing teeth, torn and bandaged ears, and ratty, stringy hair.

Special Abilities:

- **Elemental Manipulation:** The wearer gains the arcane power of the same name, using the avatar's Spirit as the arcane die. The manipulation may be centered on or directed from the Illusory Self (see below) rather than the wearer in order to enhance the illusion (such as having the illusion blow out a candle, etc.).
- **Illusory Self:** The wearer can create an illusory version of himself which he controls. The illusion can move to a Range of 500 feet away from the wearer and looks perfectly real in all respects but is completely intangible. Anyone who becomes suspicious of the double from a distance may detect its illusory nature on a Notice roll -4, while attempting to touch it reveals its intangible nature automatically.
- **Puppet:** The wearer controls those wearing an "*Eyes of Goro'mosh*" mask (see sidebar).
- **Avatar Transformation:** Once each day, the wearer can become the avatar of Goro'mosh, the details of which are listed in the sidebar.

AVATAR OF GORO'MOSH

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d12+2, Vigor d10

Skills: Fighting d10, Intimidation d10, Notice d10

Pace: 8; **Parry:** 7; **Toughness:** 9

Hindrances: Delusional, Vengeful

Edges: Improved Counterattack, Improved First Strike

Additional Special Abilities:

- **Deity Empowered:** The avatar does not suffer wound penalties and gains +2 to Soak rolls.
- **Fear -2:** Anyone seeing the avatar of Goro'mosh must make a Spirit roll at -2.
- **Fearless:** The avatar is immune to Fear and Intimidation.
- **Razorlash:** The avatar can make two Fighting attacks per round with no penalty. Each attack has a Reach of 2 and inflicts Str+d6 damage from razor-sharp lashing ribbons of bloody bandages extending from its forearms. If an opponent with a bladed weapon aims for a razorlash specifically with a Called Shot at -2, it has a Toughness of 5 and is severed on a damage success. Damage to a razorlash can cause the avatar to be Shaken but not wounded. The avatar can replace lost bandages with a Vigor roll as an action, recovering one bandage per success and raise.
- **Size +2:** The avatar is well over 8 feet tall and weighs 700 pounds.

MASKS

When he dons the helmet, Middark is able to see through a set of magical gems known as the *Eyes of Goro'mosh*. These gems allow Middark to create the disruptions he so strongly covets. He has crafted a series of costume masks, with the gems embedded in the eyeholes, and is quietly distributing them to strategic groups of people in the city.

Middark intends to target wealthy merchants, guild leaders, members of the government, and their families by appealing to anyone who chafes against a yoke of authority. The disciple often seeks out common folk of lower station who resent the power of the city's elite, but he also finds potential resources among the wealthy when there is social or familial discord. Thus far, Middark has kept his machinations deeply hidden, moving his schemes forward cautiously at night while continuing to preach kindness, charity, and social responsibility during the day.

In order to receive a mask, a citizen usually exhibits at least some small measure of resentment against perceived injustice at the hands of an authority figure. When Middark detects this quality (and he is a very good judge of character), he lures such targets in. He—or an agent of his—may invite these folk to join in a private prayer session or special meeting under the pretense of “making a difference.” Sometimes targets are given the mask ahead of time, while in other cases, they receive it upon arrival at the billed event.

Once a target puts the mask on and Middark remotely activates it, the magic takes control. It merges with the victim's face, becoming invisible, and the victim ceases to be aware of its presence. When Middark uses his own mask, he can see through their eyes without their knowledge. When he uses the *puppet* power his subject

is no longer in control; Middark can force him or her to do the priest's bidding as per the arcane power. When Middark releases the *puppet*, the person suffers from lost time, unable to remember what transpired while controlled.

Middark intends to aim his army of dissatisfied folk against all the pinnacles of power in the city, bringing low every prestigious individual and placing himself in power. He vows once he is in control the common folk of the city will reap the rewards and the wealthy will be brought low.

The mask has one additional power Middark hesitates to use unless absolutely necessary. When a puppet has outlived its usefulness or is a threat to reveal his identity and plans, he can cause the gems to disintegrate, burning out the eyes of the person who wore it, leaving only scorch marks and empty sockets. The act kills the wearer and leaves behind no evidence of the mask itself, which is the goal; the priest cannot afford to have witnesses remain who can reveal any of what happened to them.

Each mask is made of stiff black fabric with decorative silver stitching around the periphery. Each eyehole holds a smooth polished aquamarine of pale blue about the size of a robin's egg. If someone tries the mask on, it is possible to see through the gems, although everything has a strange, bluish hue to it.

For the next three years, the Years of Leviathan, the Roc, and the Dragon, they wandered the world of Nehwon south, east, north, and west, seeking forgetfulness of their great loves and their first great guilts and finding neither. They ventured east past mystic Tisilinit with its slender, opalescent spires, which always seemed newly crystallized out of its humid, pearly skies, to lands that were legends in Lankhmar and even Horborixen. One amongst many was the skeletally shrunk Empire of Eevamarensee, a country so decadent, so far-grown into the future, that all the rats and men are bald and even the dogs and cats are hairless.

—The Circle Curse

A MASK IN THE NIGHT

Getting Here: Since this is the beginning of the storyline, how the characters arrive at this point is wide open. This might be the introductory adventure for a set of new characters, or they might have been adventuring and exploring the city for a while already. It's completely up to the Game Master how to kick this campaign off.

Lead In: The characters begin in the Silver Eel just as the tavern is closing for the night. They exit the place with the rest of the patrons, including each other.

Have each character tell the others a little bit about themselves, including how they came to be patrons at the Silver Eel. If any of them want to know one another beforehand and have a history together, have them sort out and describe the relationship to the rest of the group.

When they are finished, explain it is closing time and they are heading out the doors into the night. Read the following introduction aloud to the players:

The night-smog is thick and odious, making the torches spaced periodically along Dim Lane appear a weak orange color. As the other patrons shuffle and stagger their way home, you hear a scream issue from an alley across the way.

The other patrons look up fearfully and hurry into the darkness. But you linger a moment longer, curious. A slim figure, a lady of the evening, backs her way out of the alley, facing away from you. She seems familiar, and then you remember she was in the Silver Eel a little while previous, mingling with the crowd.

A second figure, hood drawn up to hide his face, emerges from the shadows and advances toward her. He has a sword at the ready. Two more assailants arrive from either end of Dim Lane. They close in on the defenseless woman, surrounding her and cutting off her escape.

She backs away and spins about, frantic to keep her attackers at bay. Spying you, she shakes a small satchel tethered to her belt. "A pouch full of coins!" she cries out. "My evening's work. Yours if you drive these heartless bravos away!"

"Aye," says one of the attackers, "try it and taste our steel as well!" With that, he takes another step toward his quarry.

The courtesan screams again and stumbles back, tripping and falling. You spy a dark, flopping object drop from her grasp as she lands, cowering.

The woman is Leela, a courtesan and a member of the Whores' Guild. The men chasing her are members of the Thieves' Guild, but they do not identify themselves as such, because they are working outside their sanctioned assignments and don't want to get caught by their superiors. They were hired by a stranger to catch Leela and steal the mask she carries (the item she dropped).

CHOICES

At this point, the characters have several options. They can choose to get involved, either aiding the woman in distress or siding with her attackers, or they can stay back and leave the affair to those already involved.

AIDING LEELA

If the characters decide to help the courtesan, the attackers battle them as well as their original quarry. There are three at street level and one, armed with a bow, hidden on the roof of the closest building who has been tracking her. Once two go down, the rest quickly flee back down the alley from where they appeared.

- **Thieves (4):** See page 31.

Once the characters defeat or drive off the muggers, Leela keeps her word.

The courtesan, still sprawled upon the cobbled lane, nods in appreciation. "My thanks," she says breathlessly. "I would not have lived to see the morning without your aid. Here, as promised." She pulls

the small pouch from her belt and tosses it to the nearest among you. "Yours."

Then she stands, snatches up the mask with a sparkle about the eyes, she dropped before, a black mask, and curtsies with a faint smile.

It's obvious Leela picks up a black costume mask from where she dropped it, for she holds it up for a moment, inspecting it, before tucking it away. A successful Notice roll reveals adorned with large aquamarines over the eyeholes. A raise on Notice shows the gemstones are crafted so the wearer can see through them, and likely very valuable (see **Aftermath** on page 9). Unless the characters attempt to do something untoward, like take her mask as well, she attempts to be on her way without hesitation. If pressed, she answers the following questions.

Q: Who was chasing you?

A: "I know not. They followed me out of the Silver Eel. When I asked the first if he wanted company for the remainder of the evening, he tried to lay his hands upon me."

(But see below)

Q: What did you drop?

A: "'Tis nothing; a trifle, for a party I was supposed to attend tonight." She shows them the mask. "I thought the company would be better at the Eel, but judging by the boorish behavior of those rakes, I was wrong."

Q: What is your name?

A: "I am Leela, and I thank you for your assistance."

She turns to leave, unless the characters try to detain her by force. If they demand the mask, she begrudgingly hands it over before slipping away into the night. If a character asks about retaining her services for the remainder of the evening, she smiles and declines, claiming the ordeal has left her weary and out of sorts.

STAYING OUT OF IT

The characters might choose to stay out of the fight or even move away to get clear. The thieves easily overmatch Leela and then turn on the characters to eliminate any

witnesses. Unless the characters flat-out run (like the rest of the Silver Eel patrons), the thieves pursue them. As before, if they lose two of their number, the others fade into the night.

THE THIEVES

If the heroes manage to capture any of the assailants, or if they throw back the hood of any of them (dead or alive), there is a possibility they are recognized as members of the Thieves' Guild. This requires at least one of the characters be a member of the guild or had dealings with them and a Common Knowledge roll.

Leela certainly knows at least one of them. If given a chance to see one or more thieves' faces, she is surprised.

"Why, that's Pelp, that is! He works at Thieves' House. Hired me to act as lookout on a job just last week!"

If the heroes capture any of the thieves, one of them is Pelp. He (and his companions, if any are still alive) won't admit to being members of the Thieves' Guild, even if Leela recognizes him. He figures he has ways to cover his tracks later, if he lies now. As to what they were doing assaulting a lady of the evening, Pelp won't say unless threatened with a successful Intimidation roll. Then he only says they were hired to steal her mask from her and return it to the stranger who hired them. If the Intimidation roll gets a raise, he also admits the stranger had glowing blue eyes inside his hood.

THE NEXT MORNING

Assuming the characters left at least some of the participants in the previous evening's events alive, there is a commotion outside the window of their abode the next morning when the characters awaken. In the nearest alley, Leela and her assailants are all dead, half-hidden among the refuse. All their eyes are missing, with only empty, scorched sockets staring sightlessly from slightly blackened faces. If all the participants died the night before, then it's

another thief dressed similarly (one more who was party to the events and watched it all unfold from the roof). If the characters somehow acquired the mask during the course of the evening and then sold or gave it to someone else, then that is the person dead in the alley.

No one heard anything, no one knows anything, and while strange, the incident is quickly forgotten. Dead bodies show up in alleys every morning in Lankhmar, after all.

FOLLOWING UP

If the characters at any point investigate different aspects of the strange events, they can glean a little information, but every trail leads to dead ends—for now.

PELP AND THE THIEVES' GUILD

If the characters check with the Thieves' Guild, they are either completely rebuked (if none among them is a member) because the guild handles its affairs internally and privately or thanked for their reporting of the incident and told to stay out of it. Nothing more they do turns up much information. By discreet inquiries, they find out Pelp is, indeed, a member of the guild, and the attack on Leela was not sanctioned by anyone higher up the chain of command. If they push too hard, the characters raise the ire of the guild officers.

LEELA

Leela is an otherwise unremarkable member of the Whores' Guild, and no one within the organization is willing to talk to the characters, except for her friend and fellow courtesan, Julx. Julx says she does not know where Leela got the mask or where she was invited to attend a party the night of the attack. A Raise on a Persuasion roll reveals Leela often seemed restless or bristling against the "injustice" of life on the streets of Lankhmar and liked to talk about "setting things straight" or making the wealthy types pay for looking down their noses at the lower classes.

AFTERMATH

When Middark (through Fustan, his assistant) arranged for Leela to have a mask, she hesitated to put it on and eventually decided against wearing it and joining the secret gathering. At that point, Middark wanted to get it back, which is why he hired Pelp and the others to steal it for him. Since too much attention has been drawn to it now, he decides to let it go dormant and hopes interest in it wanes, so in this case, anyone in the group wearing it experiences no unusual effects.

If the characters ask around about the mask, no one has seen such a thing or knows who might have made it. Furthermore, no one knows about a party where one would be required. If the characters wind up in possession of the mask, then at some point in the next week, a Master Thief (see page 31) makes an attempt to steal it. If the thief fails, no other attempts are made for a week. Then, periodically, additional attempts can be made at the Game Master's discretion.

Selling the mask brings a surprisingly high sum (100 gold rilks), because these kinds of gemstones have been in high demand lately (because Middark has been slowly acquiring more of the smooth aquamarines for use in making more masks).

DEATHLY DELIGHTS

Getting Here: This adventure can be used either after the First Act adventure (**A Mask in the Night**, beginning on page 7) or after the other Middle Act adventure (**A Daughter's Love**, page 17). You might also have run other, unrelated Savage Tale adventures since the conclusion of the previous adventure. A few days, weeks, or even months of game time might have passed since the last adventure, with plenty of other activities keeping the characters busy. Ideally, at least some time should have passed in this way to give the players a sense of, "Oh, yeah, I remember that!"

SCREAMS IN THE DARK

PARK OF PLEASURE



VENDOR STALLS

HEDGES

PATHS

CLOSET TREES

AMBUSH SITE



□ = 6 FT

when they encounter the masks again. Even if they have completely forgotten about the events from the previous adventure, it's easy to draw them back in again, starting with the rumors, below.

RUMORS

Stories of murder and mayhem have poured out of the Plaza of Dark Delights in recent days. According to every tale, hidden stalkers walk among the stalls, or along the winding, sandy paths of the Park of Pleasure, slaying the innocent. Two things are certain: the murderers are either invisible or experts at hiding, and there are never any witnesses. No one knows who is behind it, and the citizens are quickly losing what little faith they had in the city watch to protect them. The watch commanders are at a loss, too, and despite doubling and then tripling the patrols, it hasn't helped at all.

Begin the adventure at some point when the characters are visiting the Plaza at night. If necessary, have one of their contacts hire them to acquire some rare reagents, or suggest something the heroes themselves need can be found among the faintly illuminated stalls. The key is for the visit to occur at night, when the Plaza is at the height of its unusual business.

SCREAMS IN THE DARK

While the heroes are shopping, browsing, or perhaps even keeping an eye out for trouble, a disturbance arises nearby.

The tranquil quiet is broken as a shrill scream erupts from nearby. The crowds quickly grow agitated, with some moving in close to the source and others scurrying the opposite direction. Those with weapons at their sides finger them uneasily, and a few draw blades outright, peering around in expectation of attack.

A number of guards of the city watch try to force their way through the crowd to see what the commotion is. Before you can even catch a glimpse, a shout from another direction draws your attention. "Murder!" Someone cries. "It's happening again!"

Now the crowd panics, with people running in every direction. Vendors with their wares spread upon blankets are trampled, stalls and carts are overturned, and people push and shove, knocking one another down in the ill-lit plaza as they try to flee the unseen terror committing these heinous acts.

RESTORING ORDER

The city watch does its best to calm the populace down, but the people are having none of it. These atrocities have been happening nightly for close to a week, and they are scared. Within moments, the plaza is nearly empty. Only a few vendors remain, including those who refuse to give up prime spots regardless of the danger and those who were not quick enough to get out of everyone's way and now lie injured. At least one is dead with a cut throat, obviously the original victim who started the ruckus.

The city watch still mills around, too, trying to investigate the crimes, but it is clear its members are in over their heads, as their leaders give conflicting orders.

"Get those people out of here!" A sergeant commands. He motions for a pair of watchmen to escort a small crowd of vendors, milling about, looking down at one of their fellow merchants who has been slain.

"No, detain them! Question everyone!" another officer shouts from the distance. "Someone must have seen something."

Over among the closet trees in the Park of Pleasure, someone shouts, "I've found another one! Here, in the trees, throat cut ear to ear!"

"Hush, you dog!" the original sergeant growls as he hurries in that direction. "Keep your reports private."

If any characters are active or former members of the watch, or are just willing to assist, the officers in charge shrug and tell them to do what they can. Otherwise, the guards eye them suspiciously from time to time while hurrying hither and yon, but unless they are obviously committing a



- An innkeeper's wife (her husband kneels, sobbing over the body) rests behind a horse-drawn cart filled with their newly bought supply of rare ales
- A courtesan by herself in one of the closet trees
- A bravo, also by himself in a different closet tree
- And an off-duty member of the watch named Slanan, not in uniform, in a particularly shadowy corner of the park on one of the winding paths.

There is nothing these folks have in common except their presence in this section of the city. Each one of them has been brutally stabbed or had his throat slit. The only bit of irregularity is the dead watchman, who was dragged to the spot where he is found. A Notice roll reveals the drag marks in the path, and a raise indicates where he actually died, which was near the closet tree with the bravo. Nothing else connects these people in any way.

THE TRUTH

The reality is, a number of the city watch have succumbed to Middark's temptation and donned masks. These guards are the very individuals who have been patrolling the Plaza of Dark Delights, trying to find the murderer(s), completely oblivious to the fact they themselves are the culprits. Middark sees the Plaza as representative of the depraved and decadent of the city. Only those with sufficient wealth shop in the Plaza, he reasons, wasting their coin on baubles and distractions, coin which is better used to help the poor. Thus, he uses the city watch—the very institution structured to protect these miscreants—to do them in.

Whenever Middark sees an opportunity, he assumes control of one of his puppets. Waiting until no one is watching, he has a controlled individual slip out a knife or short sword and slay someone quietly. A controlled guard might dart into a

crime of some sort—such as attempting to take unguarded merchant wares or move a victim's body—the guards ignore them.

THE EVIDENCE

Through a bit of judicious investigating, the characters can piece together the events of the evening. They might inquire of the soldiers, walk around and take a look for themselves, or even eavesdrop on reports from the guards to their watch officers. The end result is seven different bodies lie in various places in the Plaza of Dark Delights and the adjoining Park of Pleasure (Note: none were killed by the eye-scorching masks).

- A merchant in his normal vending spot who sells rare perfumes
- A merchant in her wooden stall who deals in special salts
- A scribe (obvious as such by the rolls of scrolls scattered around him and the ink stains on his hands) lies near one of the fountains in the middle of the plaza

closet tree and kill a lone citizen waiting there, step behind a darkened stall in the merchants' area, or creep up behind a stroller near a shadowy corner.

On this particular evening, Middark was able to select six very promising targets before the alarm went up. The seventh, an off-duty guard named Slagan, wandered a bit too close to where the priest's puppet was busy slaying the bravo and heard the commotion. Middark was forced to use his puppet, along with the surprise Slagan felt at seeing someone he knew turn out to be a murderer, to get The Drop on Slagan and kill him before he could yell out.

THE NEXT NIGHT

Regardless of how long they search on the initial night, the characters (and the city watch, for that matter) don't find any other clues to the identity of the murderer(s). At this point, the characters have several options.

SET A TRAP

The characters can decide to pose as lone potential targets, making themselves temptations for whoever is murdering these people. If they come up with a reasonably clever trap, allow it to work; Middark is wary, but he cannot identify every potential pitfall to his plans or see every lurking watcher in the darkness through his masks, so he's bound to slip up sooner or later. He knows this and is willing to deal with the consequences.

After the heroes set their trap, a pair of guardsmen strolls by, intently peering into every dark shadow and hiding place they can. Assuming the character is in a place where he or she can be spotted, they pause to have a conversation.

One of the two guards walking toward you slows, cocks his head to the side as if surprised you are there, and says, "Not a good place to be spending the evening by yourself. I'd find a crowd of people and stick with them if I were you." The watchmen shake their heads and look at one another, then move on.

Within about four or five minutes of this encounter, one of the two guards, whose name is Frimp, wanders back by. Heroes observing watch as he moves within a few feet of the character. He suddenly goes stiff, and his eyes begin to glow with an unholy pale blue light. He pulls a dagger and attempts to slay his target in a single killing blow, using Stealth and The Drop if he can.

- **Frimp:** Use the City Watch profile on page 30.

The fight is quite short. When it becomes obvious Frimp cannot win and cannot escape, or at any point when the characters (or anyone else) speaks aloud about "take him alive!" or something similar, the following happens.

The possessed guard staggers, screams, and clutches at his face just as the twin points of light where his eyes ought to be flare to a brilliant brightness. Through his fingers the light surges impossibly bright and then fades away as he collapses to the ground, unmoving.

When they check the body, the characters discover Frimp's eyes are missing, with only empty sockets and scorch marks left behind. Of course, this is due to the mask, but there is nothing left of it, so they cannot directly connect the dead guard's condition with the magical mask.

At this point, other citizens and guardsmen come rushing up to see what the commotion is. At about the same time, other cries of alarm rise up throughout the Plaza and Park, and chaos erupts again. Guards go rushing everywhere, but again, all the damage is already done and it seems the culprits have gotten away once more.

Frimp's partner, looking quite stricken, returns to the vicinity of the heroes' trap. He is also a puppet, and he was in the act of murdering someone else when the characters sprang their trap. Of course, he knows nothing of this and now believes he got distracted while relieving himself in the bushes. If the characters start to get suspicious of him, go to **Reveal a Mask** on page 15.

Once any commotion dies down, the characters are questioned by a suspicious sergeant, but on a successful Persuasion roll he calms down sufficiently enough to decide they don't need to be detained (assuming none of them seem able to scorch eyes out!). On a raise, he believes their assistance could be useful and encourages them to keep independently investigating.

INVESTIGATE THE VICTIMS

The characters can choose to look into each of the seven victims' lives more to try to piece together some connection. Their families might or might not cooperate very much, but the heroes are able to dig into the details enough to determine they were just in the wrong place at the wrong time.

During the course of this process, more murders occur the next evening in the Plaza of Dark Delights. Use the information from **Give Up**, below, until such time as the characters decide to return to hunt for more clues. At that point, proceed to **Set a Trap**, above, or **The Guards Revealed**, below, depending on their approach to the problem.

GIVE UP

If the characters decide nothing more is to be gained from snooping around the Plaza of Dark Delights at night, they might choose to ignore the murders and return to their own activities. If this happens, the murders continue the next two nights, although the number of dead drops by two each time, as fewer victims are willing to make themselves easy targets. Finally, on the third night, someone witnesses the crime and the sequence described above in **Set a Trap** plays out, except it is members of the city watch who are present and learn about the strange, glowing eyes and the bizarre death of Frimp. It isn't long before word reaches the heroes.

Initially, the city watch chalks it up to a lone case of some kind of evil magic and figure the case is closed, but when the murders happen again a night later, all the guards come under suspicion, and the rest of the puppet-guards vanish before they can be caught as per **The Guards Revealed**.

THE GUARDS REVEALED

After the initial encounter with Frimp, the characters may return to the Plaza of Dark Delights. Another guard surreptitiously approaches them and motions for them to join him in a quiet spot, away from everyone else.

"Greetings. Name's Gafney," the guard says in hushed tones. "I'm just not sure who to trust anymore, but it sure isn't the city watch. I've seen you trying to help, I figure you aren't part of this thing."

Gafney draws a deep breath before continuing, even more quietly than before. "Frimp was a buddy, but even before all this started"—he waves his hand vaguely around the plaza—"Frimp was acting sort of strange. Oh, he'd always been a cranky cuss, railing against the indignity of it all, grumbling about how the city never treated anyone fair, that sort of thing. But it was just talk, you know? A way to cool off."

"Then, a few weeks ago, he started muttering about how it could all change, how it just took a little faith. I didn't know what he was talking about, and he didn't seem to want to share more, but I saw him and a few other men in his patrol huddled in a group. One of them was handing out these black masks with gems for eyes. They didn't put them on, but when they saw me watching, they got all suspicious of me and tucked those masks away right quick."

"After that, the men started acting all funny, missing check-in times, taking long breaks, that sort of thing." He leans in really close. "That was right before all these killings began. And every one of those men has been stationed here in the Plaza when they happen. I don't know if they're all like Frimp, or if my mind is just getting suspicious. But if anyone can figure it out, maybe you can."

Gafney doesn't have any more information. He can name names (one of them is Jark), but he's worried there are more guards involved, which is why he hasn't told the watch officers but has come to the characters instead. If they ask him to describe the mask in detail, he describes the exact same mask the heroes might remember seeing

the night they rescued Leela (if none of the players remember, allow a Smarts rolls for their characters to recall the information).

SEARCH FOR THE MASKS

The characters might decide to search through the guards' belongings to see if they can turn up any of these masks Gafney is talking about. He can arrange to sneak them into the South Barracks and the characters can poke around, but they won't find anything, because the ensnared members of the watch are already wearing the masks.

If the characters jump and restrain one of the guards to see if he has the mask on his person, go to **Reveal a Mask**.

REVEAL A MASK

At any time the characters confront another guard with the intention of finding a mask—whether they believe it's tucked in a pocket or pouch, or if they've actually figured out he's wearing it and it's invisible—they are likely to get the same kind of result they did with Frimp unless they act very quickly or use surprise.

The moment Jark the guard (controlled by Middark) realizes the characters are on to him, he goes stiff for a moment and his eyes begin to glow. If possible, he bolts and, if he escapes, disappears into the city and does not return. If Jark gets cornered or captured, then his glowing eyes blaze brightly, he writhes in pain, and he falls dead, his eyes missing and the sockets scorched.

One key addition to this event, though, is right at the moment Jark becomes possessed by Middark, the mask is completely visible. Thus, if there is better lighting or the characters are paying particular attention, they can see it (a Notice roll accomplishes this). It remains visible until the gems blaze and kill Jark (which destroys the mask along with his eyes).

- **Jark:** Use the Veteran Watch profile on page 30.

MAGICAL DETECTION

If the characters have some means of sensing the magic of the mask and target another guard (say, the original guard's companion during **Set a Trap**, or any others during an interrogation at some later point), they can use this to reveal the mask. Such tools might include the *detect arcana* power or the Blindfold of True Seeing (see **Magical Wonders** in *Lankhmar: City of Thieves*). They might come up with some other means of causing the masks to become visible.

If the players really seem stumped and you want to help move the plot along, consider having a patron magician provide them with the necessary magic, much as Sheelba and Ningauble occasionally did for Fafhrd and the Gray Mouser. This should be a last resort, though, once the heroes have worked their way through both intermediate adventures and before it's time to move on to the final act.

THE REST OF THE GUARDS

Once the characters witness Jark's true nature (whether he manages to flee or gets captured and slain), all the rest of the affected puppet-guards who can do so immediately desert their posts and disappear into the city. Middark brings his puppets into the fold and hides them away for future use (see **Middark's Quarters** beginning on page 27). If they can't escape, then he remotely slays them all to minimize exposure and hopefully destroy the masks as evidence.

REMOVE A MASK

If the adventurers figure out what's going on before panicking Middark as described in **The Rest of the Guards**, they might decide to put together a plan to remove Jark's mask before he can bolt or be slain. Although the mask is invisible, it can be felt by others (not Jark himself) and removed. Any reasonable attempt to get The Drop



on Jark before he realizes what is going on works, since he is confused and disoriented (leaving him Shaken).

You can feel stiff, coarse fabric, though you cannot see it. When you yank it free of the guard's face, it suddenly appears in your hands—a costume mask of black felt, with silver stitching around the edges and two smooth, rounded aquamarines set into the eyeholes.

"Wha—?" Jark mumbles, looking annoyed and confused at the same time. "My mask! I forgot I even had it. What are you doing with it?" He makes as if to take it from you, but at that moment, the gems glow very brightly and the whole thing crumbles in a blaze of light and smoke.

"What did you do to it?" the guard asks, astonished.

There is nothing left of the mask. Jark has no recollection of putting it on and doesn't initially believe the characters when they tell him he has been wearing it the whole time, but he does remember receiving it. Once the whole story is explained to him, he recoils in guilt and horror. He tries to help in whatever way he can, but he just can't remember much.

"The other fellows and I, we were just tired," he says. "Tired of watching the people of the city get stepped on. Tired of feeling helpless to do anything to help them. When we got the invitation to come to a meeting where folks could do some real good, we decided to go.

"The man we met, he was really nice, a noble I think. Maybe one of the grain merchants; he talked a lot about feeding the hungry. We met him in a warehouse near the docks and made plans to have regular meetings. Then he passed out the masks, told us they marked us as members of the movement. The masks would let people know we wanted to help. I don't remember even putting it on."

- **Jark:** Use the Veteran Watch profile on page 30.

AFTERMATH

If the adventurers check out any parts of Jark's story, they can find the warehouse, which is empty and doesn't appear to belong to any of the merchants in the city. Jark admits to experiencing moments of lost time, particularly during patrols in the Plaza of Dark Delights, but he always remembers thinking he had just gotten distracted. The idea he was blacking out never occurred to him.

Jark can provide a fairly decent description of the man they met with (it is Fustan from **A God Unmasked**, see page 24), but no one really knows where he came from; he just approached the guards one evening in a tavern called the Vermillion Viper while they were grumbling about life's injustices and started talking to them. Jark does recall the man was very persuasive.

Asking around in the city does not turn up any more clues about Fustan; the characters do not meet him directly until much later. At this point, you can run **A Daughter's Love** (the other adventure from the Middle Act) if you have not yet used it, or move on to the Final Act of the campaign, **A God Unmasked**.

As with the ending of **A Mask in the Night**, if the adventurers wind up in possession of one or more masks, a Veteran Thief (use the profile in *Lankhmar: City of Thieves*) makes an attempt to steal them. If the thief fails, no other attempts are made for a week. Then, periodically, additional attempts can be made at the Game Master's discretion.

A DAUGHTER'S LOVE

Getting Here: As with **Deathly Delights**, this particular adventure is part of the Middle Act of the *Eyes of Goro'mosh* campaign. You can choose to run it at some point after **A Mask in the Night** or **Deathly Delights**, depending on the order you wish to use the Middle Act adventures. Inserting several Savage Tale adventures between

each adventure allow a few days, weeks, or even months of game time to pass. Only when you are ready to draw the characters back into this storyline should you catch their attention with the merchant's servant from the **Lead In**, below. It shouldn't even be obvious at first that this adventure has a connection to the masks, but as the characters become more involved, the common thread is revealed.

Lead In: A merchant's trusted servant approaches the adventurers to hire them for a very important task. The merchant has heard of their exploits from a previous adventure.

The characters are approached in their favorite tavern by a man of middle years dressed in the clothing of a noble household. It is evening.

The gentleman wears finery making it obvious he comes from wealth. He bows slightly and presents a silver token showing a wagon wheel with a sheaf of grain on the hub.

"Fair greetings, friends," he begins. "I am Vendal. My lady would have an audience with you to discuss a matter of extreme urgency and some delicacy. Would you be free to attend her at our estate?"

He waits expectantly, eyeing you, perhaps with some level of distaste, but the expression, if it was there, is gone a moment later.

He leads them on foot to the northwestern side of the city, near the Rainbow Palace, to one of the sprawling estates.

Vendal leads you through the twisting, smog-filled streets to a gated archway set into a high wall facing Silver Street, just north of the Street of the Gods. It appears to be a side entrance to the estate, rather than the main gate. Seeing him, two guards dressed in livery with the same wheel-and-grain emblem upon their breasts open the gate and allow you to enter. Vendal leads you through a garden along a winding path, past a fountain, and through a door.

From there, the noble's man guides you along a twisting route through a couple of doorways and hallways and finally

into a high-ceilinged chamber with a long table along one side and a lit fireplace set in the opposite wall. A woman stands with her back to you, facing the fire, her hands clasped behind her back. From her finely tailored dress and adornments, she must be the lady of the house.

With a short bow, Vendal announces you. "My Lady Holkat, the individuals you requested." He then withdraws.

The lady turns slightly and sees you out of the corner of her eye then returns her gaze to her fire. "I need you to find my daughter, Fiola," she says simply. "She is to marry a rival's son, is very angry with me about the arrangement, and I think she means to elope with another. This cannot be allowed to happen."

The woman retrieves a coffer sitting upon the mantle, turns to show it to you, and lifts the lid as she says, "Find Fiola and return her here, and I will fill your pockets with gold rilks." She then turns away again, still holding the coffer, and stares into the fire once more, signaling the discussion is done.

Vendal reenters the chamber and beckons you to follow. Once outside in an antechamber, he says, "The lady has instructed me to be of service to you in whatever way I can. Where do you wish to start?"

If the heroes attempt to have a conversation with Lady Holkat, she directs them to Vendal. He is prepared to pay the heroes 20 gold rilks each to deliver Fiola.

LADY HOLKAT

The mistress of House Holkat is a driven woman, focused on the responsibilities of running her business empire since her husband died a number of years ago. She is a member of the Guild of Grain Merchants and, while she agrees to abide by many of the policies of the guild in order to maintain high profits, she is cutthroat in her business affairs and brooks no trouble, disagreements, or laziness from those beneath her. She sees her daughter as little more than an asset at this point, so marrying Fiola off to secure favorable

business dealings is just how it's going to be, in her mind.

FIOLA, THE LADY'S DAUGHTER

Lady Holkat's daughter is Fiola, a maiden of 17 years and in love with another. The man she wants to be with is Gybon, the son of House Holkat's warehouse master. Fiola and Gybon sneak away together every chance they get. Fiola has no interest in marrying a foreign merchant's son, someone named Ninsk whom she has never met. She definitely intends to elope with Gybon, but they haven't made their move yet. Gybon has loved Fiola for many months, and his intentions are to help Fiola slip away. He plans to hide in a little apartment near the Plaza of Dark Delights, which he secured with the help of the Nightlings.

THE NIGHTLINGS

Fiola and Gybon are part of a larger group of noble-born offspring, teens and young adults all near the same age. This group calls itself the Nightlings. Wanting little more in life than to be pampered and entertained, they bristle at the stiff, reserved way their parents run their houses and businesses. None of the Nightlings is interested in taking on any responsibility; they fancy a good time whenever possible, sneaking out to carouse and "slum it" in the less refined parts of the city every chance they get.

Recently, the Nightlings have fallen under the influence of Fustan, Middark's right-hand man, blind priest of the god Goró'mosh the Beggar King (see **A God Unmasked** on page 24, for more information on Middark and Fustan). Fustan has convinced the youngsters the future of Lankhmar belongs to them and they can shape it to their own liking.

The reality is Middark despises the wealthy in the city and how they treat its poor. He sees the heads of the merchant houses as despicable, and their spoiled, self-serving children as worse still. In his

mind, there is no better way to bring the entire merchant class tumbling down than to turn child against parent.

FINDING FIOLA

Vendal can answer many questions the characters ask of him.

Q: Who is Fiola in love with?

A: *"Her paramour is Gybon, the son of our warehouse master."*

Q: Where do they meet?

A: *"I have had Fiola followed at Lady Holkat's behest and determined she sometimes sneaks Gybon onto the grounds, where they spend time in the gardens, and sometimes she goes to him; they meet at a small tavern a few blocks over known as the Sideways Salamander."*

Q: When was the last time Fiola was here?

A: *"She broke her fast with her mother yesterday morn then spent considerable time in her private chambers. She was expected at dinner the previous evening and did not attend."*

Q: Whom is Fiola supposed to marry?

A: *"His name is Lord Ninsk. His family resides in Kvarch Nar, where they are timber magnates. Once they marry, Fiola will dwell with the lord at their estates across the Inner Sea."*

Q: Who else might know Fiola's whereabouts?

A: *"Fiola often insists she would miss her friends terribly if she were forced to wed. I believe she and Gybon spend time with other noble children their age at the Sideways Salamander."*

Q: Is there anything else you can tell us?

A: *"At breakfast yesterday, during one of the fights she had with the Lady Holkat over marrying Lord Ninsk, Fiola threatened to ruin the family business. She claimed she and her friends were going to, 'see to it all of you come tumbling down!' I've no idea what she meant. My Lady is a respectable woman—she has no vile secrets for Fiola to reveal."*

FIOLA'S CHAMBERS

If the adventurers ask to visit Fiola's private chambers, Vendal escorts them there. A Notice roll reveals he is keeping a sharp eye on them at all times, and a raise gives the hero the distinct impression he seems suspicious they intend to steal something.

Fiola's richly decorated rooms are on the top two floors of one wing of the house. She has two maids who attend her and sleep in adjoining chambers. If asked, Vendal says Fiola sneaks out through a window where she can climb down a trellis to the roof of a smokehouse, and from there slip over the wall to the street.

The characters find some love letters from Gybon in the locked drawer of her writing desk, as well as a few crude sketches of what Vendal can confirm are images of her. The drawer is opened with a successful Lockpicking or with a -2 to a Smarts or Streetwise roll, as it is not a good lock. In a false bottom of another desk drawer (easily found on a successful Notice roll if they take anything more than a cursory look through the desk), they find one of Middark's black masks, along with an invitation, formally inked, for a costume ball to be held at the Yewelm estate tomorrow evening. Vendal can confirm the Yewelm family is another influential merchant family in Lankhmar, the costume ball is a big event both the Lady Holkat and Fiola intended to attend, and the Lord Yewelm has a son, Robrit, who is also often at the Sideways Salamander. If the investigators don't search the desk carefully, a puzzled Vendal remarks the desk is usually much messier and she must have cleaned up recently.

THE SIDEWAYS SALAMANDER

If the characters decide to pay the Sideways Salamander a visit, Vendal takes them there and waits outside while the heroes explore within. It is much like any tavern, though it is better kept than such places as the Silver Eel. There are many dockworkers, sailors, and grain tower

workers inside, laughing and carousing as is normal for any taproom. There is no sign of Fiola or any nobly born teens in the main room.

If the characters look around more thoroughly or inquire about Fiola, Gybon, or their friends, a barmaid draws their attention to a private room in the back.

"Aye, your fancy ladies and lords always hole up in there," the wench says, balancing a tray of tankards on one hand. "They make a good mess of the place, too, and never more than a few tiks and agols left for tip, neither. You'd think, with what their families are worth, they could share a bit more coin." Then she hurries on as customers renew their calls for more drinks.

If the characters enter the room, they find a small central chamber with a single large table and a few private alcoves along one wall for more intimate conversation. At the moment, an assortment of noble youngsters mill around. A few sit at the table dicing and laughing while a few pairs occupy some of the alcoves, playing kissing games.

When the heroes enter, one stands up from the table and tries to shoo them out again.

"This is a private room," the young tough says, hand on his finely tooled rapier hilt. "You can drink in the common area." He points behind you at the noisy room before trying to shut the door.

If the characters force their way in, the nobles get testy, and three males take up positions across the front of the room, blocking the heroes' way. Any genuine show of force or successful Persuasion cows them, though, and they quickly back down, looking sullen at being shown up in front of their ladies.

- **Young Toughs (3):** Use the Bravo profile on page 30, except choose only one Combat Edge.

Once they realize they can't intimidate the investigators, the Nightlings—for this is indeed who they are—begrudgingly answer the heroes' questions.

Q: Who are you and what are you doing here?

A: "We're the Nightlings, and we just want to be left alone."

Q: Where are Fiola and Gybon?

A: "They're not here tonight. We haven't seen them."

Q: Where else do they go?

A: "We don't know."

Untrue, see below.

Q: Are you planning to attend the masquerade ball at the Yewelm estate tomorrow night?

A: "Yes, everyone will be there. It's the biggest celebration of the harvest season."

Q: Do any of you have black masks? Are you planning to wear black masks to the party?

A: "We don't know what you're talking about."

Again, not true; they all do, and another Intimidate or Persuasion roll gets them to admit it.

They are lying about not knowing where Fiola and Gybon are. An Intimidate or Persuasion roll gets the Nightlings to admit the couple has a little place all their own, while a raise reveals it's an apartment near the Plaza of Dark Delights.

If at any point the heroes try to scare the Nightlings about the black masks (assuming they know how dangerous they are), it requires a Persuasion roll -2 to get them to believe it. If the Nightlings are convinced of the danger, they become a bit more cooperative and reveal the plan is to wear the masks together at the party as a show of solidarity. They admit it was Fustan's idea and he gave them the masks. They don't know anything more about the masks, but they promise not to wear them. They truly don't know where Fiola and Gybon are and don't know which apartment is theirs by the Plaza of Dark Delights, either; Gybon kept it secret so no one would find them.

STAKEOUT

If the characters decide to secretly wait and watch for Fiola to visit one of her known haunts, they can set up a stakeout. Vendal

can give them a very accurate description of her (aided by the drawings, if they found those) and Gybon. There are a few options for where they can wait and watch. Indeed, they can even divide up and watch more than one location.

HOME

The adventurers might conclude Fiola will return home at some point, suspecting she'll come back for her mask hidden in her desk drawer. If they want to do this, Vendal works with them to find a spot. Possibilities include in the garden where watchers can keep an eye on the window she normally uses to sneak in and out or in her room. If the characters do this, Fiola attempts to sneak into her chambers shortly before dawn, figuring most of the household is asleep and overnight guards the least alert. Go to **Confronting Fiola** if the heroes catch her.

THE SIDEWAYS SALAMANDER

The characters can choose to watch for Fiola at the tavern where she and her friends hang out. It's a simple matter to put someone in the taproom and just keep an eye on the front entrance. However, Fiola doesn't come before the place closes for the night. If the characters are patient and wait the next day and evening, she and Gybon do come to the Sideways Salamander to meet up with the other Nightlings shortly before the beginning of the masquerade. Go to **Confronting Fiola** if the heroes wait for her here.

THE PLAZA OF DARK DELIGHTS

The heroes might decide to track Fiola down in the Plaza of Dark Delights, figuring she and Gybon have been seen shopping or coming and going by some of the merchants there. This is actually not as far-fetched as it might seem, for though Fiola and Gybon are "hiding," they do look out of place in an area of the city frequented by lower-class citizens. They also must procure food for themselves when they are at their trysting place, so it's not unreasonable to investigate by visiting food vendors to find out if the girl has been seen.

If a character keeps at it for a couple of hours, a Streetwise roll at -2 reveals Fiola has been seen regularly within a one-block area. A raise indicates the precise building. Once the heroes have a pretty good (or exact) idea where she and Gybon are living, they can set up a perimeter or start searching house-to-house (or room-to-room) to try and find her.

The pair lives in a two-room apartment on the top floor of a four-story tenement right off the Plaza. The interior is modest compared to what Fiola is used to at home, but it's very extravagant for what most people living here have. Fiola thinks "roughing it" is all so romantic. The two of them leave the abode at some point after midnight, when things in the Plaza have started to quiet down. However the characters spot her, go to **Confronting Fiola** once they meet her.

THE MASQUERADE

The adventurers can decide to wait and catch Fiola attending the costume ball at the Yewelm estate. Vendal cannot provide direct invitations, and he is reluctant to offend such a powerful family by helping the characters sneak in, but he suggests one or two can be admitted on the grounds as liveried servants of Lady Holkat. Possibilities include a coachman or footman, a personal attendant, or as the lady's guest (though it would get many tongues wagging among the upper crust of Lankhmart society, as Lady Holkat hasn't been seen on the arm of a man since her husband's death).

The players might come up with other possibilities. If they decide to just sneak in, Vendal doesn't want to know about it. The heroes can also simply wait outside the gates and watch for Fiola and her friends to arrive. However they manage to catch up to the girl and confront her, go to **Confronting Fiola** for the outcome.

THE MASKS

If the characters have not found Fiola's mask and/or have not spoken to any of the Nightlings about the dangers of



them, then Fiola, Gybon, and the rest of the Nightlings are wearing them when they arrive. In this instance, Middark has not caused the magic of the masks to activate yet, because they are part of the costumes. His plan is to wait until an opportune moment, work the magic so the masks merge with their wearers, then take control of his new puppets and have them move through the house, slaying their own parents and any other nobility they can. His only desire is to create as much carnage as possible before his puppets are killed.

Ignorance of the Masks' Power: If the heroes do not yet understand how the masks work and/or haven't seen them before, the evening might get rather bloody. There are too many variables to sort out all the possibilities, but if a number of Nightlings are still wearing masks as part of their costumes, then Middark puts his devilish plan into action about two hours after the party begins. If the heroes are around, they witness the beginning of the carnage.

Knowledge of the Masks' Power: If the heroes are already well versed in the powers of the masks and see the Nightlings wearing them, they have an unexpected advantage. They can get the masks off before Middark is aware of their involvement. They still must act quickly, though, or the priest initiates his plan and comes to realize someone knows the truth about the masks—dooming those still wearing them.

The costume ball is in full swing and guests mingle in various rooms in the estate. Suddenly, a scream breaks the pleasant din of conversation and lively music. Looking over, you spy a young man staring with glowing blue eyes. He has drawn a dagger and is advancing on a woman a few paces away. She screams again, calling, "No, Bastian, NO!" but his intentions seem clear: she is the target of his blade.

There are too many Nightlings scattered in too many different rooms in the estate house for the heroes to stop them all, but if they act quickly, they can undoubtedly limit the deaths. Of course, house guards

rush to protect and defend the guests, too, so the characters aren't in this alone.

- **Nightlings (12):** Use the Citizen profile on page 30.
- **Guards (8):** Use the City Watch profile on page 30.
- **Guests (30):** Use the Citizen profile on page 30.

If the characters have not yet confronted Fiola, she is in the middle of an argument with her mother when she succumbs to the magic. Her eyes glow, she draws a small dagger from her dress, and she stabs her mother with it.

CONFRONTING FIOLA

If at any point the characters catch up to Fiola and confront her, she is quite unhappy.

"What, my dear mother sent you to haul me back?" She sniffs disdainfully. "Well, of course she did...like I was some bit of stray cargo washed from the deck in a storm. That's all I am to her; a bit of weight on a merchant's scale."

The girl shakes her head. "I won't go. She cannot make me marry some tree baron from up north. Gybon and I would rather live in squalor than let her ruin my life. So if you want to claim some of her ill-gotten rilks, earned trading in human misery, you'll have to tie me up and carry me back there, like the cargo she thinks I am."

She then attempts to flee the heroes, and if Gybon is with her, he tries to help her escape. They are really no match for the adventurers, but they do put up a fight if surrounded and caught, so the characters must make good on Fiola's requirement to haul her back by force.

- **Fiola:** Use the Citizen profile on page 30.
- **Gybon:** Use the Bravo profile on page 30.

Once they get Fiola before her mother, she orders the girl locked in her rooms with guards set at every door and window to prevent her from escaping. As she is led away, Fiola has a few final choice words for the characters (if this occurs at the

BUT WHAT ABOUT THE RILKS?

If Fiola is successful in killing her mother, Vendal is mad with grief and horror and orders the characters away.

"No, begone, ruffians! No gold for you! My lady is slain! Fiola an instrument of death. How could this happen? How could you allow such?" He wails in anguish and cradles Lady Holkat's lifeless body. "Begone!" he shouts at you again.

The characters are forgotten in the fallout from the tragedy. The whole city is stunned by the level of carnage visited upon the nobility, and no one cares the heroes found Fiola. If the characters press the issue of payment, Vendal tries to have the city watch arrest them for harassment and trespassing.

Yewelm estate during the masquerade, the confrontation is slightly more subdued, but it still plays out the same).

Fiola gives you one last glare as a pair of liveried House Holkat guards drags her away. "I hope you choke on her gold rilks, you heartless dogs. You've stolen my life from me, do you hear me? Pray you never fall for the wrong lover. No!" And then she is gone, her screams echoing through the halls of the estate.

(add this only if the confrontation occurs during the masquerade)

The rest of the party guests watch for a brief moment, disturbed, and then nod knowingly and return to their festivities as the music resumes.

Vendal pays the characters 20 gold rilks each and thanks them on behalf of his lady, then sees them promptly out into the street. They are not welcome to return.

If the characters have a change of heart and refuse to drag the girl back to her mother, then Fiola and Gybon owe them a great debt of gratitude and promise to aid the heroes in some manner in the future. They can be used as contacts during some

later adventure, if desired. Of course, the characters don't get paid, and if they don't warn the Nightlings about the masks, then their good deed is all for naught; Fiola and Gybon still attend the masquerade, and she, her mother, and the rest of the Nightlings die in the horrible result of Middark's cruel game.

AFTERMATH

There are two important outcomes to this adventure, regardless of the encounter with Fiola.

THEY HAVE THE MASKS

If the heroes managed to get the masks away from the Nightlings, then they prevent a tragedy of horrific proportions. They also have a set of very important clues to follow up on. Investigation around the city reveals no one in Lankhmar knows where the masks are coming from, and no one is making them (or at least admitting to making them). There has been a run on smoothly polished aquamarines of the correct size, although it's through numerous third parties—many of whom wind up mysteriously dead, some of those with the eyes burned out. The trail seems to stop there for the moment.

As with the ending of **A Mask in the Night**, a Master Thief (see page 31) makes an attempt to steal them. If the thief fails, no other attempts are made for a week. Then, periodically, additional attempts can be made at the Game Master's discretion.

THEY DON'T HAVE THE MASKS

If the characters don't have the masks, it's most likely because they didn't recognize their significance and let the Nightlings keep them. If this is the case, the masquerade is disrupted when Middark activates the masks' magic and causes chaos and bloodshed.

If the adventurers are at the masquerade when this occurs, they witness the effect of the masks firsthand. When the terror dies down and they can piece things together, they don't have the physical evidence, but they certainly know what the masks do.

If, however, the characters are not at the party (perhaps because they never went due to catching up to Fiola well beforehand), they hear about the horror as gossip on the streets. Although the explanations as to what actually happened are confusing and sometimes contradictory, one bit of information is consistent: it was the offspring of all the wealthiest families who did it, their eyes are burned away, and they were all wearing the same kind of masks, though those seem to be missing now. The characters must decide what it means based on what else they already know.

At this point, you can run a *Savage Tale* adventure, the other adventure from the Middle Act, **Deathly Delights**, if you have not yet used it, or move on to the Final Act with **A God Unmasked**.

A GOD UNMASKED

Getting Here: By this point, you have run both the Middle Act adventures, namely **Deathly Delights** and **A Daughter's Love**. You might also have run another unrelated *Savage Tales* adventure or two since then, and some time (a few days, weeks, or even a month) ought to have passed since the last *Eyes of Goro'mosh* adventure. However you arrive at this point in the story, use a fairly straightforward process to draw the adventurers back in, though only when you are ready. Use their contact detailed in the **Lead In**, to get started.

Lead In: The heroes have been involved in a couple of events involving the masks and likely have heard gossip on the street about several more. One of the character's contacts reaches out to the heroes to let them know she has been approached by someone with a connection to the villains behind the distribution of the masks. The person in question desperately needs the heroes' help and has information about these masks which might prove useful in tracking down the perpetrators of these sadistic crimes.

THE RUMORS

Since the events of **Deathly Delights** and **A Daughter's Love**, a number of new disruptions have occurred throughout the city. The heroes hear rumors of these before the **Lead In** takes place—or better yet, they might be present for the action listed below, if they are members of the Temple of Aarth, Thieves' Guild, or temporarily working the docks. They might overhear merchants speaking of the events while shopping at their stalls. Similarly, they might catch a hint of a new crisis while drinking or gathering information in some of their favorite taprooms. If they have any informant contacts, particularly anyone whom the characters have approached in the past regarding the origins of the black masks, this is another fine avenue for distributing the rumors and gossip. These new events include:

- Several members of the Temple of Aarth's clergy turned on the rest of the priests; a number of them are dead, and the power structure within the temple is now in question.
- A group of Thieves' Guild burglars were caught working unauthorized jobs, and when confronted, they became possessed and turned on the guild officers. A number of guild officers were slain before the possessed thieves were put down, and now there is paranoia in the ranks.
- A gang of dockworkers suddenly became possessed and put outgoing cargo (primarily trade goods of high value) to the torch then tried to burn the ships destined to haul the cargo away. There was a significant fire and a lot of longshoremen, sailors, and warehouse guards died before things quieted down.

In every case, the offending individuals behaved in the exact same manner: going stiff or rigid for a moment as their eyes began to glow, and once they were captured or slain, their eyes blazed as brightly as daylight before vanishing, leaving behind empty eye sockets and scorch marks.

By this time, the citizens of Lankhmar have heard the rumors that these strange cases of possession are related in some way to black masks distributed by one or more secretive individuals, and the word is out not to trust these people.

THE INFORMANT

One individual the characters talk with regularly pays them a visit. She tells them she has a friend who has been offered a mask and knows the risks, but is scared because she has been followed a couple of times and thinks the man who offered her the thing now wants to kill her and retrieve it.

The informant instructs the heroes to meet her friend, who is a courtesan, in a wine shop the following day at noon. The shop is Bunch of Grapes on Cash Street. The characters are told to ask for Milga. Only after they inquire after this fictitious name does the proprietor take them into the basement of the shop. Kizzel is waiting for them in a small room with a pallet and wash basin, a place she sometimes sleeps when she needs to hide from an angry or overly aggressive customer.

"My thanks for coming," the woman says after the wine proprietor returns upstairs.

"My name is Kizzel; Milga was just a false name, a way to know you are really friends." She seems unsettled, constantly smoothing her skirt and darting her eyes around.

"I have one of the black masks," Kizzel finally admits, pulling the item from beneath her pallet. "It was given to me by a handsome nobleman with curly blond hair a few weeks ago. I haven't worn it," she adds hastily. "I didn't put it on right away, and then, after I started hearing all the rumors, I didn't dare.

"I went to a gathering with a friend of mine. She's a courtesan, too. In fact, all the ladies who attended the gathering are. The man—he didn't give us his name—told us we were mistreated. Lankhmar steps on ladies of the evening and we shouldn't put up with it anymore. Most of my

companions got excited, started nodding and agreeing with him, but for some reason, I just didn't trust him. I guess it's a mighty good thing I listened to my gut."

Kizzel starts and stares at the door. "What was that? Did you hear anything?"

At this point, give the adventurers a chance to investigate, but there is nothing there. Then continue.

"Sorry, just jumpy, I guess. Where was I? Oh, right. So this man is convincing all my companions that we should band together, work to change the city, make folks realize we're people too. And he wanted us to start wearing these masks to show our support for one another. I never put mine on, and I never saw any of my friends wearing theirs, but now I'm so very worried they've gotten caught in the foul magic of the things.

"What's worse, I think the man is angry with me for not wearing mine. I thought I saw him a couple of times a few days ago while I was shopping in the market, and then last night, when I was spending time with a gentleman in the Tumbling Trout over on Carter Street, I thought I saw him across the room, staring at me. When I looked again, he was gone, but it makes my skin crawl, thinking he might be the man behind all this murder and mayhem and after me."

Kizzel stands and begins to pace. "I don't know what to do," she says, wringing her hands. "I thought about throwing the mask away, tossing it in a garbage heap in some alley, but I was afraid someone else might find it. I'm also worried about the other ladies. What if they've already put theirs on? What's to become of them? Can you help me? Help us?"

THE TRUTH

The man Kizzel refers to is, of course, Fustan. He has been very careful to cover his tracks, and now because word is getting around in the city the masks are bad news, he's trying to tie up loose ends, collecting any unused masks before Middark kicks his plan into high gear. Kizzel doesn't know anything more about him. She can tell the characters where they met (a

private room at the Tumbling Trout) and who else was there (come up with names and locales if the heroes decide to pursue this, but the other courtesans are missing now). Other than a really good description of his fine clothing and good looks, there's nothing more she can offer.

CATCHING FUSTAN

The characters have a couple of options to catch up with (or capture) Fustan. Kizzel is very frightened, but she's willing to act as bait if the heroes want to lure Fustan out into the open as long as they promise to stick close by and protect her. They might decide to grab him right away, or they might try to be sneaky and follow him. Either way, if they use Kizzel to lure Fustan out, he appears that very evening as darkness settles over the city. While Kizzel is walking her usual street, Fustan arrives in secret (at least he believes he hasn't been noticed) and studies her from an alley.

CAPTURING FUSTAN

If the heroes choose to grab Fustan outright, he puts up a fight but he's not suicidal. Once he realizes he's been beaten, he surrenders. He's not about to reveal what he knows without some major coercion. If the characters manage to break him with Intimidation or Persuasion, he eventually gives up his mentor in exchange for a promise of protection from the blind priest. Fustan admits the mastermind is Middark and he can be found at the temple of Goro'mosh on the Street of the Gods. Fustan is not wearing a mask.

- **Fustan:** Use the Courtier profile on page 31.

FOLLOWING FUSTAN

If the characters decide to wait and see where Fustan might lead them, they can lurk in the shadows and watch him. If they do this, his plans unfold quickly. A few minutes after he begins studying the prostitute and when it looks like the street is clear of witnesses, a trio of thugs, their eyes glowing blue, emerge from the same

alley and attack her. By this point, the characters are likely familiar with how Middark's possessed puppets work, so the fight ought to end quickly. If the heroes manage to save any of the thugs by ripping their masks off before Middark can destroy them, so much the better, but remember Middark can "see" the characters through the eyes of his puppets, and he is keenly familiar with the people who have messed up a number of his plans so far and isn't likely to take any chances.

- **Thugs (3):** See page 31.

Fustan departs right when the characters show themselves, trying his best to evade any overt pursuit on the ground, but he's not really expecting a more elaborate plan against him, so if a cunning individual follows him from the shadows or the rooftops, he doesn't think to avoid it. If a character attempts to use Stealth to surreptitiously follow Fustan, treat him as an Inactive "guard" as described under the Stealth rules from *Savage Worlds*. If Fustan notices he is followed, he runs, and if the heroes wish to try to catch or keep up with him, the **Chase** rules from *Savage Worlds* work well for this. If they catch him, go to Capturing Fustan.

THE TEMPLE OF GOROMOSH

Whether the characters coerce the information out of Fustan or follow him there, eventually they reach the Temple of Goromosh. Middark has done relatively well for himself and his patron since he arrived through the Marsh Gate, with daily gatherings for worship swelling just a little bit more each service. Similarly, the offerings have increased enough to allow the religion to make its way a couple of blocks up the street, and it now resides in an actual temple. If things keep going as they are, most folks reason, it won't be long before the Beggar King gets to move up the street even further.

The building is a small, simple affair, with a low-ceilinged, broad sanctuary beneath a couple of additional floors of tenement

apartments. There is also a basement chamber set up for the priest's private quarters.

When the characters arrive, there is a service in session, just about to wrap up. Middark is leading the gathering in prayers, the throng having filled the worship area to capacity and spilled over into the street.

If the characters came here after Fustan's confession to them, they likely have to wait until the prayers are finished and the people file out. They might try to squeeze through the crowds to get a look at Middark, who's at the front, dressed in a simple robe, his blind eyes wrapped in old bandages. As the crowd disperses, he moves hesitantly, feeling his way along the wall to a small, curtain-covered alcove at the back of the sanctuary.

If the heroes have followed Fustan here, he slips inside the front entrance and moves around the perimeter of the crowd as it begins to disperse. He's familiar to many of them, and they let him through. He reaches Middark and helps him walk to an alcove covered by a curtain.

MIDDARK'S QUARTERS

The alcove is a small landing at the top of a narrow staircase leading down into the basement level, where Middark rests and contemplates between services. This is also where he keeps the Helmet of Goromosh as well as a handful of imprisoned puppets who have ceased to be otherwise useful out in the streets.

The area under the street level of the temple is very old, really more like catacombs, with arched buttressing supporting the building overhead. It is chilly, damp, and dim, with only a few candles burning to give off some light (which Middark doesn't normally need, but Fustan certainly does). There are several smaller side chambers, almost like monk's cells, along the perimeter of the room.

Whether the characters followed Fustan or his directions to get here, by the time they can reach the front of the sanctuary of the temple, Middark has already descended.

A GOD UNMASKED

BASEMENT LEVEL, TEMPLE OF GORO'MOSH



Stairs beyond the curtain lead down into dimness, though there must be some candlelight at the bottom, judging from the faint glow.

When the adventurers descend to the bottom and peer in, and unless they can all succeed at Stealth -4 or otherwise conceal their movements, continue.

The priest you watched in the temple above kneels upon a handful of cushions on the far side of the room from you, perhaps meditating.

"Please, come down, and welcome to my abode. Goro'mosh welcomes all," the blind adherent says. He gestures vaguely about himself. "What may this humble priest of the Beggar King do to help you?" he asks.

If Fustan came this way, he is not visible now, for he is hiding in the secret alcove with Middark (see below).

ILLUSION

The figure before the characters is not the real Middark. In fact, the characters have not yet seen the real man at all, not even during the worship service on the level above. The priest has created an illusion using the power of the helmet and mask and has been parading it in front of the worshipers. The real Middark is hiding in a secret alcove, watching the characters through a small peephole. He is generating the false image in order to hide his true activities and protect himself. Initially, he was conducting the services in person, but as his plan has slowly grown to full fruition, it has demanded more and more of his time, so now he stays in his chambers constantly, letting his illusory image interact with his followers.

Middark carries on a conversation with the characters as long as they are respectful, but he knows exactly who they are (they are intruders who wish to disrupt his plans) and is readying to spring an ambush on them. The moment they let slip they know who he is and what he's been up to, or if they come toward his false image in a threatening manner, he springs the attack.

AMBUSH

During the first round, Middark uses *elemental manipulation* to blow a strong gust of air through the chamber and extinguish all the candles in the room. At the same time, a set of puppets whom he has been keeping down here for just such an occasion pour out of the monk's cells, their eyes glowing blue. They close with the heroes to attack, unaffected by the darkness (see **Pitch Darkness** in *Savage Worlds*).

- **Thugs (2):** See page 31.
- **City Watch (4):** See page 30.
- **Citizen (6):** See page 30.

If any character strikes at the false Middark, the attack passes right through the image, which doesn't move at all at this point (Middark is too busy concentrating on controlling as many puppets as he can and has stopped trying to maintain the charade of his personal illusion any longer).

Over the next two rounds, Middark transforms into the avatar of Goro'mosh (see page 5) while his puppets battle with the characters. Then, on the third round of combat, the embodiment of the god bursts through the secret door in all its terrible glory.

A hulking, glowing, oversized beggar stands before you, its head a mask of gold depicting a bruised and beaten visage, as if the man was tormented by thugs until on the brink of death. The thing's robes are a shredded mass of rags and dirty, blood-encrusted bandages that flail and whip about, snapping through the air.

"Quake, all ye who would abuse the downtrodden!" thunders a booming voice all around you. "Fall to your knees and plead for mercy for your excess, your arrogance, your self-gratification! Yet no mercy shall you have! The Beggar King denies it!"

And with that, it strides toward you, those whipping bits of bandage crackling through the air.

If Fustan is here, he stays out of the fight, hiding in the hidden alcove from where Middark entered the battle. If Middark falls in the fight, Fustan tries to bolt up the stairs to the streets and then out of the city.

AFTERMATH

Once Middark is defeated, the battle effectively ends. Any puppets still standing are freed from the priest's possession. The masks lose their potency and become visible, easily removed. The former puppets still don't remember anything that happened, but they certainly feel guilty for their role, however unwitting it might have been. Any missing guards and Nightlings who might have survived from the previous adventures can be among those down here, as well as the missing courtesans Kizzel spoke of.

In Middark's chambers, the characters find a significant amount of treasure in the form of donations from the followers, as well as a diary, written in Fustan's handwriting, which is really more of a manifesto decrying the injustice of the plight of the poor, the beggars, and the downtrodden at the hands of the rest of the city. There is more than enough raving in there to give anyone who cares a good sense of just how vengeful Middark and his god were.

Likely, those saved by the heroes sing their praises and word spreads like rats across the city, reaching even the Overlord's ears. How you choose to reward the heroes is up to you, but a festive dinner in their honor at the Rainbow Palace is a great start!

HEROES AND VILLAINS

BRAVO

Bravo is a generic term for hired swords who fight duels on behalf of nobles or just skilled ruffians.

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

Skills: Fighting d8, Intimidation d6, Notice d6, Shooting d6, Taunt d6

Cha: 0; **Pace:** 6; **Parry:** 6+; **Toughness:** 6

Hindrances: Arrogant or Code of Honor

Edges: Quick. Pick four Edges from: Block, Counterattack, Dirty Fighter, Florentine, Frenzy, Lunge, Sweep, Two Fisted

Gear: Rapier (Str+d4; Parry +1), dagger (Str+d4).

CITIZEN

The normal folk of Lankhmar are largely human.

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

Skills: Fighting d4, Gambling d6, Knowledge (Trade skill) d6, Notice d6, Persuasion d6, Taunt d6

Cha: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Edges: Alertness

Gear: Dagger (Str+d4).

Special Abilities:

- **Jaded:** Often confronted with the darker nature of life, Lankhmarts are jaded and may ignore 2 points of Fear penalties.

CITY WATCH

The city watch is charged with maintaining law and order within the settlement and defending it in time of attack.

WATCH

These are average city guardsmen. They are competent and brave, but not suicidal.

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

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

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

Hindrances & Edges: —

Gear: Chain mail (+2), halberd (Str+d8), club (Str+d4), open helm (+3).

VETERAN WATCH

These fellows are well-trained, well-equipped, and well-led. They are veterans of many scrapes and know how to handle themselves. Most are stationed in the North Barracks.

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

Skills: Fighting d10, Intimidation d8, Notice d8, Shooting d8, Stealth d6, Streetwise d4

Cha: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 8 (2)

Hindrances: —

Edges: Combat Reflexes

Gear: Chain mail (+2), open helm (+3), long sword (Str+d8), dagger (Str+d4), some are

equipped with crossbows (Range 15/30/60, Damage 2d6, AP 2).

COURTIER

Courtiers are more than just servants; they are advisors and often hold positions of importance within the court. Unless the characters know a noble personally, most dealings are conducted through a trusted courtier, typically a seneschal.

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

Skills: Fighting d4, Notice d8, Persuasion d8, Riding d6, Streetwise d8

Cha: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Various

Edges: Charismatic

Gear: Rapier (Str+d4, Parry +1).

MIDDARK

Middark is a blind disciple of Goro'mosh the god of Retribution. Middark recently arrived in Lankhmar and wears bandages across his eyes. He presents Goro'mosh as the Beggar King, a god devoted to the wellbeing of the poor, the hungry, and the outcast, with a desire to enlighten the city's wellborn.

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

Skills: Fighting d4, Knowledge (Religion) d8, Notice d8, Persuasion d8

Cha: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Blind, Vow

Edges: Charismatic, Priest/Priestess

Gear: Blindfold, Helmet of Goro'mosh

THIEF

Thieves are ubiquitous in Lankhmar. Many of them are part of the Thieves' Guild, but a few take the risk and work freelance. They can vary from pickpockets to second-story men and range in skill from green to legendary.

THIEF

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

Skills: Climbing d8, Fighting d6, Lockpicking d8, Notice d8, Stealth d8, Streetwise d6, Taunt d6, Throwing d8

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

Hindrances: Various

Edges: Thief

Gear: Leather armor (+1), short sword (Str+d6), throwing knives (Range 3/6/12, Damage Str+d4), sling (Range 4/8/16, Damage Str+d4).

MASTER THIEF

Attributes: Agility d12, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Climbing d8, Fighting d6, Lockpicking d12, Notice d10, Stealth d12, Streetwise d8, Taunt d8, Throwing d8

Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6 (1)

Hindrances: Various

Edges: Acrobat, Dirty Fighter, Dodge, Level Headed, Thief

Gear: Leather armor (+1), short sword (Str+d6), throwing knives (Range 3/6/12, Damage Str+d4), sling (Range 4/8/16, Damage Str+d4).

THUG

Big, dumb, and strong, thugs are hired muscle. Most operate in gangs, where they can rely on their fellows for support. They are usually reluctant to pursue a fight they are losing and are most likely to withdraw, threatening to return at a later date and even the score.

Tougher thugs might have the Combat Reflexes or Frenzy Edges, as well as one die (or more) extra in Strength, Vigor, Fighting, and Intimidation. Though they may be meaner, it doesn't make them any braver, and they'll still want a gang with them in a fight.

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

Skills: Fighting d6, Intimidation d6, Notice d6

Cha: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (1)

Hindrances: Illiterate, Mean

Edges: —

Gear: Heavy club (Str+d6), leather jerkin (+1).

STREET MAP

