

JALIZAR CITY OF THIEVES

By UMBERTO PIGNATELLI



BEASTS & BARBARIANS
Golden Edition

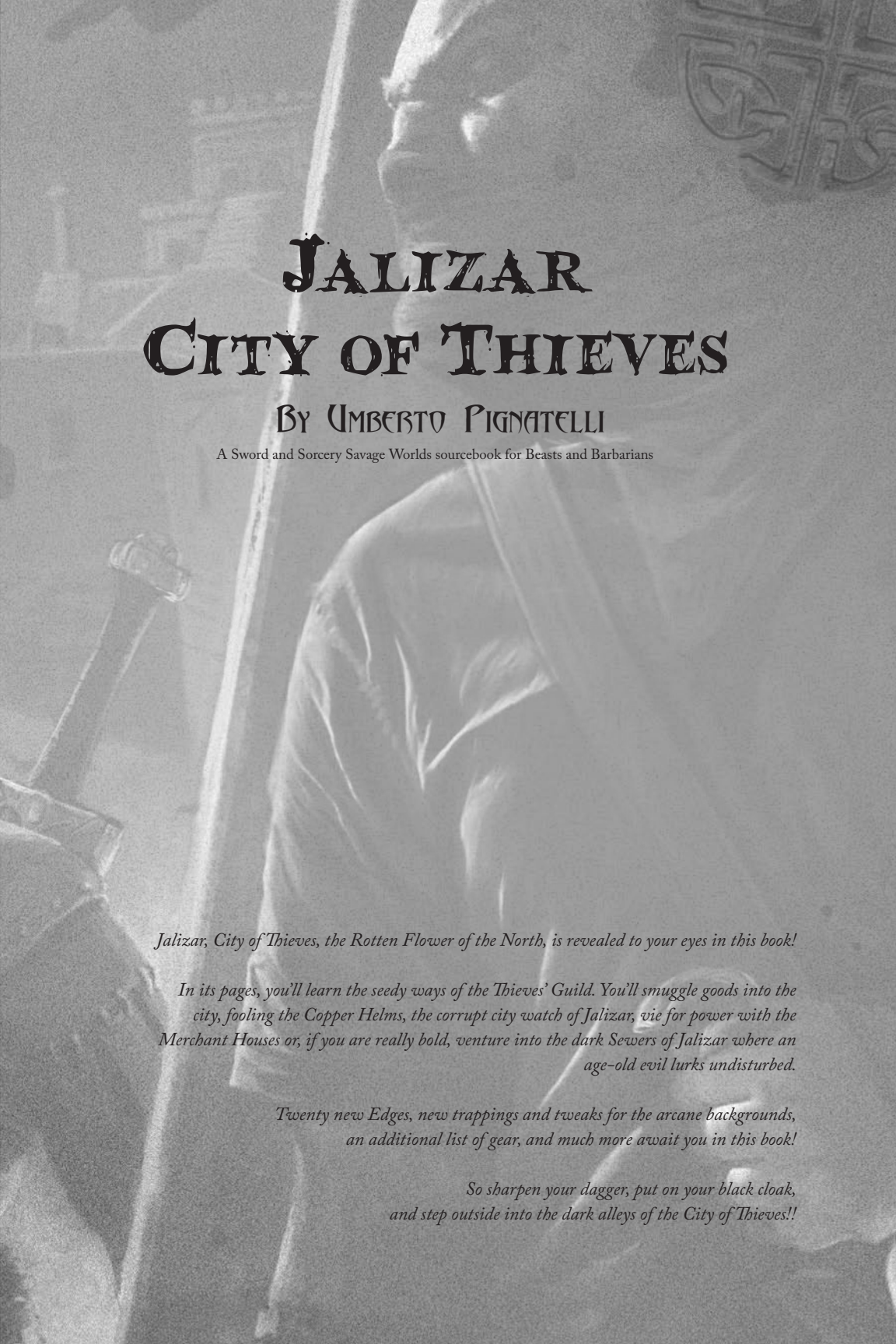
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A Sword and Sorcery Savage Worlds sourcebook for Beasts and Barbarians

Jalizar, City of Thieves, the Rotten Flower of the North, is revealed to your eyes in this book!

In its pages, you'll learn the seedy ways of the Thieves' Guild. You'll smuggle goods into the city, fooling the Copper Helms, the corrupt city watch of Jalizar, vie for power with the Merchant Houses or, if you are really bold, venture into the dark Sewers of Jalizar where an age-old evil lurks undisturbed.

Twenty new Edges, new trappings and tweaks for the arcane backgrounds, an additional list of gear, and much more await you in this book!

So sharpen your dagger, put on your black cloak, and step outside into the dark alleys of the City of Thieves!!

BEASTS BARBARIANS

A Sword and Sorcery Savage Worlds setting

BY UMBERTO PIGNATELLI

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The muscular figure emerged from the shadows of the dark alley, as elegant and dangerous as a panther. He heard a scuttling sound and suddenly an axe flashed in his hands.

A rat. A big, fat rat of the streets of Jalizar gazed with curiosity at the bare-chested barbarian, dressed in nothing more than a loincloth.

"By the Lord of Thunder!" Shangor cursed silently. "I hate civilization, and I hate this rotten city even more!"

"Barbarian, I am here." A rasping voice called from behind.

Crabface, the newcomer, was a small man with a limp, his face marked by scars. A face Shangor wouldn't normally trust. But this was his partner in tonight's business.

"Everything is ready. The merchant's guards will be sleeping by now. The drugged wine I delivered this afternoon has surely worked." The small man said.

"I hope so. Otherwise I'll have to carve a way out of the palace with my axe." Shangor grunted.

"Don't worry, you won't have to. Are you sure you'll be able to climb this wall? It's smoother than a courtesan's belly."

The barbarian shrugged. "In Northeim, babies climb ice-covered mountains far steeper than this wall."

"Good to hear. Remember: the strongbox and all the valuables you find in Master Taaso's house are yours. But the golden sigil he wears on his right hand is mine."

"You'll have it," Shangor nodded and then, without further delay, he started climbing the wall, his big hands finding seemingly undetectable gaps between the stones. Crabface waited for his figure to disappear in the darkness, then he whispered:

"Have you had a good look at him? This is the man you must kill, but only after he brings back the ring. Nobody must know that I have Taaso's sigil and remain alive."

"I have seen him." A soft voice purred in reply, and a third hooded figure appeared, careful not to show her face. "You paid the price set by the Assassins' Guild. The barbarian will die."

No other word was necessary and Crabface hobbled away, ignoring the eyes of the rat spying on him.

"Just another night in Jalizar, City of Thieves," the beast thought and it resumed its search for food among the garbage.

WHAT THIS BOOK IS

Welcome back to the Dread Sea Dominions!

This book is a detailed sourcebook about Jalizar, the biggest city in Zandor. It is a dark, dangerous place, full of corruption, intrigue and treachery. Here, powerful merchant houses struggle with shady criminal guilds for control over the great riches brought daily within the ancient, towering walls that withstood the might of the Valk invasion.

It is a supplement with a very specific focus, which you can either use as an addition to your resources on the Dominions or easily adapt to your own gaming world.

So, put on your black cloak, check the blade of your favorite dagger, and go out into the reeking Jalizar night; but remember, always watch your back, because the City of Thieves is never to be trusted...





PLAYER'S GUIDE

THE BOOK OF LORE

Master Velastios,

I hope this letter finds you well. Three years have passed since I left the Great Library of Syranthia, and every single day I greatly miss your presence and your wise words. But, as you taught me, the life of a Sage is in the wide world, to learn about the people, the cities and the marvels of nature, to track down and record the memories of the past, and to testify to the deeds of the present, so that they will be set down and archived in the Library for future generations.

It was exactly a year ago when I arrived in foggy Jalizar of the gray towers, rotten Flower of the North. I have studied the scrolls I found in the Ragamuffin King's library, spoken with the people, and generally immersed myself in their culture. I fear it is too much for me. I must leave this place now, before the subtle corruption of its ancient walls seeps into my soul and taints it forever.

I am sending you all my reports, so that they can be archived in the Library, before I set off for a new destination.

Faithfully, your pupil and friend, Justinus of Syranthia

HISTORY

THE LEGEND OF JALIZAR'S FOUNDATION

Jalizar, along with Gis and Faberterra, is probably one of the oldest cities in the Dominions. As always happens in cases like these, the origins of the Flower of the North are lost in the mists of time. Several stories are told about the foundation

of Jalizar, but the most famous one, the one that the Jalizarans believe to be true, revolves around Jall the Cattle Stealer and the Manticore.

Jall was a young Cairnlander, a cattle thief by profession. Forced to leave his land due to an unsettled matter with his clan chief, he had a strange dream guiding him south of the Land of Cairns, where very few of his people had ever gone. There he made an amazing discovery. On the southern banks of the Drowned King Sea, sur-

rounded by a huge forest to the south and a group of rolling hills to the north, stood an ancient, crumbling city, far older than any Cairn he had ever seen. The very city he had dreamed about.

The young man explored the ruins, finding the old inscriptions and pictures on the walls strangely familiar.

But the city wasn't deserted. It was the den of a terrible creature, called the Manticore, which pounced on Jall from the shadows, craving his flesh.

At this point, the legend branches out into different stories. One version says that Jall challenged the beast to a game of dice — using loaded bone dice made from his Ancestors' teeth — and won, forcing the monster to retreat forever into the dark catacombs below the city. Another version says that the young hero deftly plunged a dagger into the Manticore's tail, pinning the monster to the ground, and then stabbed it many times in the belly with his spear, until the creature was forced to bite off its own tail to escape, taking refuge in the darkness under the city.

Whatever the truth, in the end Jall became the sole owner of a city with only one inhabitant: himself.

Yet, Jall was a resourceful man and he hated solitude. So, he rode south and sneaked into the camps of local tribes to steal the prettiest girls he could find. He did this many times with different tribes, and was never caught.

Then, he settled for good in the deserted city, which he called Jalizar after himself, with a plethora of new, gorgeous wives. Since his loins were strong and blessed, he fathered a great number of children, who

quickly multiplied and became the first Jalizarans.

So, this is how Jalizar was founded, at least according to the story the Jalizarans most love to tell.

But you'd never trust any story a Jalizaran tells, right?

A MORE REALISTIC HISTORY

Legends are exciting, but the truth is usually duller. The Syranthian sages — authorities on all history-related matters — searched the ancient records of the Great Library dating back to the Keronian Empire, and found references to a city in the north, called Jalzak, or the City of the Stinger Beast. According to these documents, this was the capital of the old, nameless empire whose inhabitants built the Cairns.

At the time when the records were written, the city was still deserted, its populace exterminated by some unknown event.

But the ancient palaces and walls still stood, and they attracted some slaves who had escaped when the Dread Star fell and were searching for shelter in the early, desperate years after the catastrophe. These slaves mixed with the local proto-Zandorian tribes and became the first dwellers of Jalzak, which was soon renamed Jalizar, as this word was easier for them to pronounce.

This occurred in around 900 AF, a date considered outrageous by the Imperials, because it means Jalizar is at least a century older than Faberterra.

HERO'S JOURNAL: JALIZAR, CITY OF POETS

Despite being a ruthless, corrupt place, for some reason Jalizar has always been a source of inspiration for poets, who are charmed by the decadent allure of the City of Thieves. Here are some of the names these elevated souls have devised for Jalizar:

Jalizar, City of Thieves. *Thieves, burglars and other lowlife are found throughout the Dominions, but only in Jalizar are they organized in a guild, so strong and deep-rooted that it is widely renowned and feared. Hence the name.*

Jalizar of the Gray Towers. *Jalizaran nobles and Merchant Houses have always competed to build palaces whose towers stand taller than any other in the city. This has heavily influenced Jalizar's architecture, which is characterized by extremely tall and slender towers. However, to heat their houses, the Jalizarans mainly use peat coming from the Charred Bogs. The chimneys of the common people's houses are lower than the nobles' spires and their smoke stains the lofty towers above them.*

Jalizar, the Flower of the North. *Princess Emella, who had twelve husbands, was often compared to a flower with twelve petals (her husbands) and this definition came to be applied to her kingdom. The City of Thieves being a corrupt place, this name was soon changed to "the Rotten Flower of the North".*

Jalizar, Last Lady of the Valk. *It is well-known that the greatest Valk horde, led by Dhaar, never managed to take Jalizar, due to the sudden death of its leader just in front of the City of Thieves. For this reason, Jalizaran poets and troubadours call the city the Last Lady of the Valk. But only a fool would say this aloud in a Valk camp.*

EMELLA, PRINCESS OF JALIZAR

Jalizar was in a very good location, along a natural route that went from present-day Valkheim (which was then still populated by a peaceful, industrious race called the Zharims, the forefathers of today's Cows, as the Valk call them) to Ekram, crossing Zandor. Gis was easily accessible by water, and sailing down the Elephants' River provided access to the rest of the western lands.

In those days, the pass through the Iron Mountains had not yet been discovered.

This is why Jalizar prospered, becoming a wealthy trading city. The old palaces weren't big enough to house all its inhabitants, but this wasn't a problem. A large forest, the Charred Oaks Wood, stood immediately south of the city, supplying wood to build houses, walls, and even great palaces.

The old stone buildings quickly became the foundations of the new, expanded Jalizar.

Building upon the old layers of the city is a habit that has long characterized Jalizar's history, as will be shown later.

So, Jalizar became a large wooden town, always full of Zharim shepherds from the north and Zandorian farmers, eager to sell their wares, have a good time with the local courtesans, and be cheated in the countless gambling dens. Many of them were also robbed by the local lowlife. The criminals were very well organized and, after a while, they set up the Thieves' Guild of Jalizar, one of the oldest organizations in the city.

But a settlement made of wood, constantly full of carousing drunkards, was a ticking

time bomb. Indeed, in 999 AF, most of the city was burned down in a great fire, which came to be known as Graybear's Fire.

Apparently, the blaze started at the royal palace. King Graybear himself, a man of enormous appetites, knocked over a burning brazier while chasing a girl during an orgy.

With the city reduced to ashes, many long-time enemies of Jalizar flocked like vultures to feast over its ruins. Among them were the envoys of the so-called Triple Archontate, the city states of Talum, Sharna, and Tulezzar, the most powerful city states south of Jalizar, which had for several centuries been overshadowed by their thriving bigger neighbor.

Also, the Elders of the Zharims sent a prince and a small army to take control of Jalizar.

The task of dealing with such dangerous and unwanted guests fell completely on young Emella, Graybear's only daughter, who was then sixteen. Her father had been hit by a stroke immediately after the fire and remained maimed and unable to rule for the rest of his long, worthless life.

Emella surprised both the invaders and the Jalizarans. She was beautiful, cunning and absolutely unconventional. Because no force among the Archontate, the Zharims and the many other claimants was able to take full control of the city, she offered herself in marriage to them, mainly to avoid bloodshed.

Following an old Zandorian tradition dating back to times when men were far more numerous than women, she made a "part-marriage". So, for example, the Archon of Talum married her left arm, the Archon



of Sharna her left leg, and so on. It was a political stratagem and, each believing they had the upper hand over the other factions, the suitors accepted this strange agreement. As husbands, they became malleable pawns in Emella's hands.

At the peak of her power, Emella had twelve husbands, but the real power rested with her.

These foreign husbands, with their retinues, built or occupied several palaces in the city and used them as bases for trade with their home countries. The palaces would later become the Merchant Houses of Jalizar.

Besides being busy in her bedchamber, Emella had the city rebuilt. The trees of the Charred Oaks Wood were felled to provide huge amounts of building ma-

terials and the beautiful forest disappeared forever, slowly turning into today's Charred Bogs, an unsavory swamp and the main source of peat for Jalizar.

Emella introduced a system of taxation on goods coming in and out of Jalizar and set up a city watch, which later came to be known as the Copper Helms. She is also remembered for having introduced a tax on brothels, called Emella's Pillow. The Jalizarans grumbled, but Emella answered that she had won the city's independence in her bed, so the Jalizarans could certainly pay a coin for using their own.

Not all of Emella's husbands were princes and nobles. The most famous was Chiban, a humble man from Shallows Village, a village of fishermen and smugglers built

on small islands not far from Jalizar. Chiban was ugly, cross-eyed and, if what the chronicles say is true, smelled quite bad. But he was the finest shipbuilder in the region. He taught the Jalizarans how to build small, maneuverable ships, which are called Chibbars or Jalizaran Smuggler Ships. Emella ordered a whole fleet of these vessels to be built and had them moored near Shallows Village, far from the eyes of her foreign husbands. The ships' crewmen were thugs, smugglers and assorted lowlife coming from the Shallows and the darkest alleys of Jalizar. With this fleet, Emella took control of the entire Drowned King Sea, conquering the smaller villages along its coasts, inhabited by Cairnlanders and Zharims; plundering those too big to be captured, and trading with the biggest ones.

Emella was never crowned queen and kept the title of Princess until she died.

Sadly death came early for the Flower of the North, as the poets used to call her, and that tragic event has been shrouded in mystery to this day.

One morning, the princess was found dead in her own bed. The guards at the door swore they had heard nothing strange during the night, but the physicians who examined the body said she had been strangled by something or someone not human: the mark of an unnaturally long hand was found on her neck — the flesh black and rotten in that area, as if she had died days before.

The room was locked from the inside, but a thorough search revealed an old secret passage, leading deep below the city to what is now known as the Sewers. However, no trace of the killer could be found.

HERO'S JOURNAL: EMELLA'S BODY

Emella's body was embalmed by the priests of Chamuga and laid to rest in the Crypt of Kings. Years later, when her son, the Smuggler King, opened her tomb, he found it empty. It was clear that the Thieves had stolen her remains. In the following years, parts of Emella's body were found throughout Zandor and in even remoter places. They are still considered relics of great power, granting their owners acumen and great luck.

The Jalizarans went to great lengths to buy, steal, and generally recover their beloved queen's body, but it soon proved an impossible task, as many of the alleged relics were actually fakes. The Crypt of Kings now holds enough parts to make up three full bodies.

Certain sages say that they are all fakes and that the body of Emella lies, still intact, somewhere in the city.

People said that the spirits of the old dwellers of Jalizar were jealous of Emella's power and this is the reason why they killed her.

Emella was 38 years old on the day of her death.

THE WIDOWERS' WAR AND THE RISE OF THE SMUGGLER KING

Even before Emella's corpse had turned cold, the struggle for succession broke out. Eleven of the Princess' husbands, all foreigners backed by their soldiers and mercenaries, fought openly in the roads to achieve power.

It took a while for them to realize that there was someone with more right to the throne than them. During her life, the Princess had given birth to a single son: a pale, cross-eyed boy called Zoran. Since her marriage had been such a peculiar one, nobody knew who the boy's father was, but Zoran bore a definite resemblance to Chiban, which indicated he was most likely the son of the ugly shipbuilder.

When the husbands realized this, they sent guards to imprison Zoran, but found the young prince's quarters empty.

The boy had in fact left Jalizar on a smuggler ship, manned by Chiban himself, and taken refuge in Shallows Village, protected by his father's people.

At the time of his mother's death, Zoran was twelve years old.

The next few years were troubled ones for Jalizar. The eleven widowers fought,

bribed, and made threats in an attempt to gain exclusive control over the city, but they were too divided and no one could get the upper hand. Their numbers dwindled due to murder and treason and, after four years, only six of them remained.

To pay for their bloody war, the Widowers imposed heavy taxes on the Jalizarans and the population soon came to hate them deeply.

In the meantime, thanks to their fleet of Chibbars, Zoran and his father maintained control over the Drowned King Sea, virtually blocking any sea trade with the west. In addition, their men smuggled goods into the city, avoiding the taxes imposed by the Widowers and becoming richer and richer.

In the end, the Widowers reached an agreement during a meeting at the Tavern of the Conspirers (which still exists today). They decided to hire Shade, the most skilled member of the Assassins' Guild, to dispatch the Smuggler King, as Zoran was called, and his father.

But their decision came too late. That very night, taking advantage of the unusually thick fog, Zoran's fleet silently entered the Old Port of Jalizar. His men disembarked and sneaked down the dark alleys of the city, led by guides from the Thieves' Guild. They surrounded the palaces of the Widowers and suddenly launched their attack, taking advantage of the element of surprise.

It was a harsh battle that lasted two whole days. Another large blaze developed and burned down most of the wooden city Emella had rebuilt in the previous decades.

But at the end of the second day, all the Widowers had been captured or killed and the Jalizarans cheered the return of their rightful lord, the Smuggler King, who had managed to triumph thanks to the help of his far from noble supporters: thieves, smugglers, and assassins.

It was 1025 AF.

JALIZAR OF THE STONE WALLS

The teenage King proved to be as good a ruler as his mother had been. He set up a City Council, with his father Chiban presiding over it, but the Council members only gave suggestions and the real power remained in the hands of the King.

That didn't mean the Smuggler King had an easy time of it. The first five years of his reign, from 1025 to 1030, were terrible for the population. Jalizar was hit by famine, bitter weather and pestilence, which

brought great misery upon its homeless citizens, struggling to rebuild their houses, lost in the fire.

In this period, many were forced to turn to begging (and occasionally stealing) from the richer ones. From then on, beggars became a major presence in Jalizar and organized themselves, creating the Beggars' Guild.

So, King Zoran's priority was to rebuild his city. No timber could be found nearby, because the Charred Oaks Wood no longer existed, and it was now clear to everyone that a whole city made of flammable material was doomed to burn down again and again.

Jalizar needed stone — and plenty of it. Fortunately, a short while later an amazing discovery was made. The nearby Hollow Hills were found to hide a series of very old Cairns, devoid of any inhabitants, living or otherwise. They had been built using good square stones, perfect for the needs of the Jalizarans.



From morning till night, the Jalizarans used all their remaining strength to accomplish a great task: take the old Cairns apart and use the stone to build a new city on the ashes of the old one.

The Cairn Lords of the north complained vehemently about this sacrilegious behavior. But they were on the other side of the Drowned King Sea and their words had little weight — or, as Head Counselor Chiban put it, they had: “the same importance as a drunkard pissing in the sea.”

This sentence soon became a favorite saying among the Jalizarans.

Other complaints went unheard, and far wiser ones. Gis, the City of Alchemists, sent envoys to persuade the Jalizarans to drop their project, because the stones of the Cairns were tainted by ancient sorcery and raging spirits.

“I’ll gladly leave the stones where they are,” the Smuggler King answered, “if the good Alchemists can conjure up for me stones from thin air. And for free, of course.”

So, the construction work went on, following the traditional Jalizaran style of piling layer upon layer. The new Jalizar of Stone stood several yards above the ancient ruins the first colonists had found.

These ruins, and what was left of the wooden buildings destroyed by the fires, turned into the present-day Sewers of Jalizar, a world of filth, garbage and all things unwanted. No one suspected what impact this decision would have on the future of the City of Thieves.

After few years, it became clear that the Alchemists had been right all along. Strange sounds, voices and smells were often heard

coming from the manholes in the streets and occasionally people disappeared near one of the entrances to the Sewers.

The Kings of Jalizar found no better solution to the problem than having heavy bronze grates placed to cover the manholes, and people generally ignored the disappearances.

Things seemed to get better, as fewer and fewer people went missing, but the evil lurking under the city continued to prosper unseen.

THE EMELLAN DYNASTY

Zoran ruled for forty years and, when his successor Emel I came to power, Jalizar was almost totally rebuilt, had a strong navy and a small but professional army, and, more importantly, it was bustling with commerce again.

Zoran adopted a very interesting approach to dealing with the Widowers, his step-fathers. These men had set up various enclaves in Jalizar, the so-called Merchant Houses, each with strong trading relations with their hometowns. They were simply too important for the city’s economy to be dismantled, so they were allowed to continue their trade as long as they paid taxes to the King. In the end, their importance grew to such an extent that their representatives even gained seats in the City Council.

Emel I and his descendants — Emel II, Emel III, and Emel IV — continued the work of their ancestor, but the last heir of this great line of rulers managed to destroy most of what they had created.

Zobar the Puny, also called Zobar the Convict or Zobar Brickhead, was a vain

man who loved ships and pretty courtesans. He used to take long voyages on his luxury vessel, full of good wine and concubines, going far from Jalizar. During one of these pleasure trips, his ship, moored along the shores of the Cairnlands, was taken by Cairnlander marauders. The tomb dwellers couldn't believe their luck when they realized they had captured the King of the Jalizarans, and demanded such a high ransom that some members of the City Council actually fainted upon hearing the figure.

But Zobar was the King, after all, and couldn't be left in their hands. After nine years of negotiating and bargaining, Zobar's ransom was paid. Yet, when he got back to Jalizar, he found the city deeply transformed. The Merchant Houses no longer feared royal power and were now the true rulers of the city. In addition, the royal coffers had been emptied to pay for the ransom.

But these were the least of King Zobar's problems. Nine years of imprisonment had turned him into a terrified man, obsessed with personal security. He locked himself in his palace, and ordered the defenses of the city to be improved. He wanted the biggest, tallest and sturdiest walls built around Jalizar so that he could feel protected, and the only way to achieve that was to ruthlessly increase taxes, despite the Council's heated opposition.

Zobar's Walls were titanic, and future generations of Jalizarans would thank him for them, because they saved Jalizar from the Iron Empire and Valk attacks. But in 1380 AF the citizens had had enough. They stormed the royal palace, captured Zobar, and threw him off the walls he loved so much, putting a bloody end to the Emellan Dynasty.

THE REIGN OF SHADE

When the King was killed, Jalizar went through yet another period of turmoil. The lords of the Merchant Houses, some nobles, and even influential commoners laid claim to the throne, and civil disorder erupted. Only the Copper Helms, the city watch set up by Emella, were neutral and continued to take care of the port and the gates.

Then, one evening, six strangers arrived at the southern gate of Jalizar, shortly before it was closed for the night. They looked very much alike — they were probably brothers — wore rough furs from the Iron Mountains, and wielded strange staffs of polished black wood.

Something in their eyes convinced the guards to let them through without questions. The strangers seemed to know the City of Thieves very well and immediately made for Jurgo's Tannery, where the feared members of the Assassins' Guild were known to gather.

For several hours the six strangers talked to the Assassins. Then, in the dead of night, an unusual party comprising six hooded assassins and the six strangers pried open one of the Sewers manholes and disappeared into the bowels of the Rotten Flower of the North.

Three days later, only two people emerged from the Sewers, battered and wounded but guided by extraordinary, non-human determination.

They were one of the Assassins and one of the strangers, the only survivors of the underground expedition.

That very night, the main pretenders to the throne died in unpredictable, grue-

some ways. Then, the Assassin come back from the Sewers walked into the Royal Palace's throne room and spoke in front of the Council: "I am Shade of the Assassins' Guild. I declare myself King *in the name of* Jalizar. Bow before me or die."

The Counselors were left speechless both by the identity of the man (see Shade sidebar) and by the words he used. He declared himself King "in the name of Jalizar", not "of Jalizar", as if speaking on behalf of the dark powers lurking in the Sewers.

One of the Councilors, who had dared laugh at Shade's words, was found strangled in his bed that very night, the stench of rotten flesh all around him.

Thus began Shade's reign over Jalizar. He dismissed the Council, taking Rakon, the stranger who came back from the Sewers with him, as his only advisor. Rakon proved to be as ruthless as Shade, and a sorcerer gifted with frightening powers. He was rumored to have the ability to hear any conversation occurring near one of the Sewers' manholes, meaning that no one was free to speak out against the new king.

With the support of the Assassins' Guild, Shade and Rakon ruled over the Flower of the North with an iron fist. Jalizar was no longer the dangerous yet vital city it had always been. Instead, an atmosphere of suspicion and fear shrouded everything, making the roads as quiet as graveyards and the markets as gloomy as the temples of forgotten gods.

Once the City of Thieves was secured, Shade started extending his dark influence over northern Zandor. Talum, Sharna and Tulezzar were subjugated by Jalizar, just

HERO'S JOURNAL: SHADE

Readers might be puzzled by seeing the name of Shade appearing in the chronicles of Jalizar. This designation, more of a title than a real name, refers to the most skilled member of the Assassins' Guild, but he does not necessarily hold a position of power. In many cases, Shade has been a mere pawn in the hands of the Guild Master. Shade's identity is one of the best kept secrets in Jalizar and, whenever somebody finds out who he is, a new Shade must be chosen.

One of the most infamous Shades (who lived from 1380-1501 AF) managed to become King of Jalizar and ultimately caused the destruction of the first Assassins' Guild (see below).

The figure of Shade is shrouded in mystery and some even say that the process of choosing a new Shade requires a pact with the evil entities lurking underneath Jalizar.

like many other minor states and cities. This was achieved with the help of the Assassins and with acts of dark sorcery performed by Rakon.

Besides paying heavy taxes, each year the subjugated states were forced to send dozens of young men and women to Jalizar, where they were dragged by Rakon into the darkness of the Sewers, never to be seen again.

"Sewer Sorcerer" the Jalizarans called him, and it was the first time this expression was used.

In the following decades, it became clear to everyone that something very creepy and unnatural had happened to Shade and

Rakon in the Sewers. Both the King and the wizard seemed to be immune to the passing of time, and, if the records are true, Shade's reign lasted for more than a century, turning Jalizar into a darker place every day. Strange things cautiously sneaked to the upper levels of the Sewers, and then became bold enough to venture into the dark alleys of the city, looking for human flesh to satisfy their strange appetites.

Then, the nightmare finally ended.

Jalizar usually enjoys fairly good climate, with the exception of fog, and heavy rains are rare. But in the spring of 1501 AF, torrential rains swept the City of Thieves for ten days, as if the gods themselves were weeping for the tragic doom of the Flower of the North.

The roads were soon filled with filth, rotten corpses, and even worse things emerging from the deep caverns under Jalizar.

Meanwhile, King Shade and his dark-hearted counselor remained locked inside the banquet hall of the royal palace, gorging themselves on food and planning nefarious acts.

The situation in the city was so desperate that many were forced to find shelter on the rooftops and to move around by barge.

Suddenly, a wave of putrid water flooded the royal palace too. The King's guards, who were all highly trained Assassins, rushed into the banquet hall to defend their lord. But the room was soon filled with their, and their masters', shouts of terror.

By dawn, only one servant, who had been smart enough to hide in an empty barrel in the kitchens, was still alive. He said he had heard the screams of King Shade and his evil

mage as they were dragged by some supernatural being into the cellars of the palace.

Some daring souls went down to the cellars, but they were empty and no secret door or passages could be found. Neither King Shade nor Rakon were ever seen again.

JALIZAR UNDER THE COUNCIL

So, in 1501 Jalizar was once again without a ruler. Sick of bloodshed and death, the population decided to adopt a more peaceful approach to the issue of succession.

A single exception was made: the members of the Assassins' Guild, who had served King Shade as spies, secret police and ruthless soldiers, were hunted down one by one and beheaded. Their heads were left to rot on the city walls. Many years went by before the Assassins' Guild of Jalizar came back to life.

It was paramount to find a new king as quickly as possible, to restore order both in Jalizar and in the subjugated city states scattered across most of northern Zandor.

The Jalizarans hastily reformed the City Council and, after screening the many pretenders without finding a suitable candidate, opted for a solution that the rest of Zandor found, to say the least, hilarious: an election.

Yet, the Jalizarans were no fools and had good reasons to act in such a way. They declared that everyone, noble or not, Jalizaran or foreign, could lay claim to the throne after having paid a fee of fifty thousand Moons in gold. In this way, the royal coffers were partially refilled. Also, only the representatives of the various

quarters of Jalizar, of the major Merchant Houses, and of the subject city states were allowed to vote.

The votes were cast three times, the first two made invalid by open bribery, but the outcome of the third vote was utterly unexpected: Ronazar, Archon of Talum, the city states' candidate, and Master Merchant Aareso, Jalizar's front runner, received exactly the same number of votes.

So, following an ancient tradition, the choice of a king was left to Yalg, one of the oldest and most beloved gods of Jalizar (see page 35).

The statue of the four-armed god has hollow ears and its stone body is full of winding pipes with an opening through its lame foot. To ask for Yalg's advice, the priests simply slide two stone balls into the god's ears, one red and one white, representing the two possible answers to a precise question. The first stone to fall out of the god's foot indicates Yalg's will.

The stones were thus placed into the holy ears by a blindfolded virgin, in front of all the Council members. The result was red: Master Merchant Aareso became the new King of Jalizar.

Ronazar's supporters shouted that it was all just a trick, but their lowly insinuations were ignored. However, the Jalizarans weren't at all surprised when the priests of Yalg soon started purchasing some grand palaces in Temples Road and exquisite artifacts to decorate their temple.

Aareso wasn't a strong king, because from this moment on most of the real power was in the hands of the Council, which was steered by the Merchant Houses and the various guilds of the city.

Under Aareso and his successors, Jalizar had peace for almost three hundred years, and the Council Kings, as these petty monarchs were called, focused mostly on restoring trade and maintaining control over the satellite city states.

But from 1660 onwards, they had to face another threat, the biggest Jalizar had seen in its troubled history: the Iron Empire.

THE GREAT BET

The Council Kings were malleable pawns in the hands of the Merchant Houses. This was certainly good after the nightmare the Flower of the North had experienced during King Shade's reign, but these rulers did not have the skills to deal with the iron-clad armies of Faberterra.

Year by year, chunk by chunk, most of Zandor fell under the Empire's control, conquered thanks to the blood spilled by the Iron Phalanxes, the cunning of the Faberterranean envoys, and the occasional use of Tricarnian black magic.

Finally, in 1812, the armies of Masterarkos Furialkos, the Conqueror of Zandor, reached the outskirts of Jalizar.

The Masterarkos, a general who had survived many campaigns, had brought twenty-four Phalanxes of hardened veterans but, when he saw the walls of Jalizar, built by Zobar Brickhead and improved by his successors, he understood that a long siege was the only way to take the Flower of the North.

From high on the walls, King Emellon, last of the Council Kings, understood that Jalizar couldn't withstand such an army.

So, to avoid bloodshed, he made an offer to the Masterarkos. Instead of wasting the lives of the Hoplites and those of the citizens of Jalizar, why not hold a single challenge, a duel between two champions?

If Jalizar's champion won, the Phalanxes would have to retreat and not come back for twenty years. In case the Empire's champion was victorious, the city would surrender without any bloodshed.

Furiarkos wasn't a fool. He was sure the Jalizarans were plotting something devious, but he needed time to deploy his troops, build siege engines and establish supply lines, so he agreed to the duel. He immediately dispatched his fastest courier to Faberterra, summoning the best gladiator of the Imperial Arena to Jalizar.

When the courier arrived in Faberterra, he found out that Juura Lionhead, an Ivory Savannah slave known as the best pit fighter of the Empire, had been sold two months earlier to a Jalizaran merchant.

So, the choice fell on Russ Blackmane, a Northlander warrior known to be the second best.

When Russ arrived in Jalizar, both the city and the Empire's camp were brimming with excitement at the prospect of the imminent duel. Huge bets were being placed on both champions, but Juura was by far the favorite.

On the morning of the first day of autumn, Juura walked alone out of the city gates and, in front of the whole population of Jalizar gathered on the battlements, he faced his opponent, Russ.

The gladiators fought valiantly, but suddenly Juura tripped and fell, and Russ

planted his curved sword in the great gladiator's belly.

Against all odds, Jalizar had lost and was forced to surrender.

But the real winner was King Emellon. In fact, as it was discovered later, the King had bet against his own champion and won a huge sum of money, for the most part belonging to the Phalanxes. The Masterarkos even had to sell some of his spoils to pay his men's debts.

To avoid ridicule, the Imperials paid their debts without flinching, and this story, called the Great Bet, became one of the most popular tales sung in Jalizar.

Sadly, Emellon never managed to enjoy his gold. A week after the Great Bet, the deposed King, Russ, and Juura Lionhead (surprisingly still alive) were killed on-board a ship, ready to carry them to their golden exile.

Strangely, none of Emellon's gold was found on the ship.

Thus started the Imperial Era of Jalizar.

IMPERIAL JALIZAR

The Emperor of Faberterra replaced the King of Jalizar with a trusted Governor and the Flower of the North quickly became the second major city of the Empire.

For the sake of peace, the Governor didn't dismiss the King's Council, but its power was greatly reduced.

The transition from independence to foreign rule went surprisingly well. The Imperials, a more pragmatic race than

the Jalizarans, immediately saw the great potential of the City of Thieves. Until then, Jalizar had prospered thanks only to its trade, but had lacked craftsmen. The Imperials set up great workshops, where Zharim wool was made into cloth and raw gold and silver turned into fine jewellery ready to be sold to the Cairnlanders.

The Imperials also realized that, besides providing peat, the Charred Bogs were rich in good clay, excellent for making vases, tiles and mosaics, a Faberterranean tradition that quickly took root in Jalizar.

So, in less than half a century, a new artisan class arose and founded its own guilds. The Weavers', Goldsmiths', and Potters' Guilds were collectively called the New Guilds, to distinguish them from the traditional guilds, those of the Thieves and Beggars, and the secretly reborn Assassins' Guild.

Such massive economic expansion also caused the city to grow. Because constructions beyond the walls were forbidden by law and empty plots of ground had prohibitive prices, the New Guilds started building by the port. In the space of a century, a new area of Jalizar, called the New Docks, was built on pillars rising from the water.

The early centuries of Imperial domination were also famous for the so-called Silent War. Soon after Jalizar lost its independence, the frightening events linked to the evil coming from the Sewers started again. As had happened before, everything began with strange smells and voices

coming from below, then people started disappearing.

These events attracted the attention of two groups among the newcomers: the Tricarnian sorcerers who had come with the Phalanxes, and an elusive sect of warriors who claimed to be worshippers of an ancient god of the West, Hulian, Smith of Words.



The two groups had very different purposes. The Tricarnians wanted to explore the Sewers to find out more about the powers lurking under the City of Thieves, while the Iron Priests of Hulian wanted only to battle and destroy that evil.

Soon, the two factions were fighting bitterly instead of pursuing their agendas. In particular, in 2212 AF, the conflict escalated and a massive fire destroyed half of Market Square.

Now, if there is something that all Jalizarans fear, it is fire. The Merchant Houses, the Thieves' Guild and even the Assassins' Guild used all their influence to expel from their city both the Tricarnian sorcerers and the Smith Priests, threatening to trigger a global insurrection.

The Tricarnians were sent back to Faberterra using subtle diplomacy. As for the Priests, the cult of Hulian was forbidden throughout the Empire, so they were mercilessly tracked down and killed by the Assassins.

This ended the Silent War and, from that moment on, access to Jalizar was forbidden to both the Smith Priests and the sorcerers of Tricarnia.

Nevertheless, the Smith Priests had somehow found a way to reach their goal, at least partially, because the Sewers remained empty and quiet for many decades.

Nothing noteworthy happened until the Fastfingers' Exodus.

In 2222 AF, a strange date in itself, an even stranger fact happened. After exhausting journeys on foot or voyages on crammed, reeking ships, Jademen from Lhoban started arriving in Jalizar. Not

the few, occasional merchants and wanderers that had passed through the City of Thieves before, but whole families that wanted to move in, looking for work. The cause, they said, was a terrible pestilence in their land, which had killed most of the yaks, their main livelihood.

In truth, they came for entirely different reasons, as explained on page 83.

These people proved to be the fastest weavers Jalizar had ever seen, hence their nickname. Nobody can make better cloth than a Jademan, and they asked for only a fraction of the Weavers' Guild's standard pay.

Naturally this wasn't good news for the Weavers' Guildmaster, who hired thugs from the Thieves' Guild to teach the newcomers the proper way to do business in Jalizar.

But the Jademen were more than able to defend themselves. Among these humble people, in fact, there were warriors trained in the fighting styles of the far East. These fighters were collectively called Jan Tong, after their main weapon, a sort of hooked staff used to lift wool from boiling cauldrons. The Jan Tong repelled the Thieves and made it clear that the New Docks of Jalizar, from then on called the Quarter of the Brass Lanterns, were now their territory. As time went by, the Jan Tong proved to be almost as ruthless as the Thieves' Guild, becoming one of the most feared criminal organizations in Jalizar.

Around the time when the Fastfingers arrived, the evil coming from the Sewers stirred again for a brief but very intense period. Even today, the Jalizarans believe that the Fastfingers are somehow connected with the wicked powers hiding underneath the Flower of the North.

THE VALK WARS AND THE REIGN OF TWELVE WINTERS

Life in Jalizar went on without any great changes for quite some time. The title of Governor became hereditary and the Jalizarans started to see him as their rightful King. The Governors, in turn, understood that, without support from the Council, the City of Thieves was almost ungovernable, so the old institution gradually regained most of its influence.

Then, in 2327 AF, with the start of the Valk invasion, Jalizar became one of the biggest military bases in the Iron Empire, hosting several Phalanxes.

But, as the history books explain, the Iron Empire had become a mere shadow of its former self.

In 2450 Dhaar, lord of the mightiest Valk horde ever seen, invaded Zandor. The Empire retreated, and the Zandorian city states were left alone, each trying to defend itself and its surrounding farmlands.

The peak of this crisis came in 2451 when Emperor Domestan XII the Cautious refused to send help to his cousin Ornestan, who was Jalizar's Governor. Domestan also ordered the Phalanxes stationed in Jalizar to return to Faberterra, to protect the heart of the Empire from the raging Northlanders. With one noteworthy exception (see sidebar), all the Phalanxes abandoned Jalizar, leaving it to face the Valk horde almost defenseless.

Ornestan, nicknamed by the Jalizarans the Haughty, declared Jalizar capital of the new kingdom of Zandor. Using mercenaries, the militia of the city, and all the soldiers he could find, the self-crowned

king managed to keep the Valk away from Jalizar for twelve years, until the might of the horsemen's horde crashed against the imposing walls of the Flower of the North.

Again, the Jalizarans blessed the name of old King Zobar Brickhead, who had given the city such a great gift: its mighty walls.

On the first day of the siege Ornestan died, his heart shattered by the hardship of the war. He had no heir.

A successor, Ornestan II, was hastily elected by the Council. The new King, a prince of the Merchant Houses and a distant relative of the former king, tried to negotiate with Dhaar, leader of the Valk, in the typical Jalizaran way. He sent out ambassadors with crates full of gold and twelve beautiful girls from the finest pleasure houses of Jalizar.

But Dhaar couldn't be bribed. He considered himself the King of the World and always took what he wanted by force.

The next day, the Valkyrie tied the twelve girls behind their horses and dragged them around in front of the city walls, until their tender bodies were reduced to a bloody pulp.

The ambassadors were killed and sent back to Jalizar — their mouths and stomachs full of the gold sent by Ornestan.

Then the long siege started. At first, the Valk didn't manage to breach Jalizar's walls but, using captives from the nearby cities, after a few months they built catapults capable of throwing huge stones and dead bodies over the city's imposing walls.

Inside the city, the situation was desperate. The Jalizarans could not even count on their fleet for supplies, because the Valkyrie summoned storms that sank the ships and dark creatures to patrol the waters. The lack of food and the rotting bod-

ies hurled over the walls caused a major pestilence, the Red Plague, which claimed many more victims than the fearsome Valk.

HERO'S JOURNAL: THE GRAY PHALANX

The Iron Phalanxes won many wars — and lost some battles too. Yet, their most shameful defeat wasn't on the battlefield, but on their way home. When ordered by Emperor Domestan XII to abandon Jalizar, they obeyed and, as they moved from their barracks to the city gates, the Jalizarans insulted them and pelted them with filth.

The soldiers, ashamed, didn't react and their departure turned into a rout, known as the Shameful Retreat.

However, not all the Phalanxes left. The Thirteenth Phalanx, made of specialized sappers and called the Gray Phalanx due to the fact that the soldiers' armor was always dirty, disobeyed the Emperor's orders and stayed in Jalizar to defend their adoptive city.

There were 457 of them at the start of the Siege of Jalizar, but only twelve were still alive when Dhaar died. Without their incomparable support and sacrifice, Jalizar would certainly have fallen.

Today this Phalanx no longer exists, but its insignia, a falcon made of the purest steel, is displayed in a small shrine in the center of Victory Square, where everybody can see and touch it, a gesture that brings courage and good luck.

No one, even the worst cutthroat of Jalizar, would ever dare steal it.

"Thieves have no honor" the saying goes, but some debts are too great to be forgotten, even in Jalizar.

However, the evil priestesses' magic never managed to penetrate the walls of Jalizar. The Copper Helms, the city guards, later said that, in the darkest nights of the siege, they weren't alone on the battlements. Old, rugged Fastfingers stayed with them, sitting cross-legged in silence and staring toward the Valk camp. When questioned about what they were doing, the strange men said that they were "protecting the world". These words seemed weird, but the soldiers were somewhat heartened by their presence.

In the meantime, Ornestan II didn't remain idle. He hired killers, the best the Assassins' Guild could offer, to sneak into Dhaar's tent and dispatch him, but none of them came back. Some say that even Shade tried to assassinate the Valk warlord but failed.

Then, one morning, while breaking his fast in his private garden, Ornestan II heard a voice calling his name. It was coming from a forgotten Sewers manhole. Trembling with fear, he approached and listened attentively.

Nobody knows what the voice from the Sewers revealed, but Ornestan II ordered his treasurer to load all the gold remaining in the city's coffers onto the fastest ship still afloat in the port. That same night, the ship set sail to Gis, manned by a crew of pardoned smugglers freed from the city's prison.

A week later, Dhaar died, and the smugglers' ship came back empty.

JALIZAR TODAY

Ornestan II didn't survive very long. Despite having put an end to the greatest threat of his age, the Jalizarans never loved him much. This was because, while the masses were dying of hunger in the terrible famine after the siege, the obese king was said to gorge himself on stuffed eels and other delicacies in his palace.

In 2482 violent food riots erupted in the humblest quarters of the city: hundreds of beggars stormed the palace, captured the fat king while he was trying to hide and, using the abundant food found in the royal kitchens, cooked him alive in a sumptuous stew.

People who ate the King's Stew, as it was called, still remember that "It tasted fittingly like swine."

After ten years of turmoil and the death of Ornestan II, the Council placed a new leader on the throne: Timorias, a timid Imperial bureaucrat.

Having no Merchant House or powerful Guild to support him, Timorias has always behaved very cautiously and has never had any real power: he can't, because the coffers of the state are now almost empty.

All his decisions must be backed by some of the major actors in Jalizar's power struggle, and many times he has been forced to put his royal dignity aside to beg the Merchant Houses for money in order to maintain a semblance of order in the Flower of the North.

Timorias's poverty is so legendary that he usually wears patched clothes and this is why the Jalizarans call him the Ragamuffin King, or the Troubled Father, due to the fact that his two heirs, his son Juros and his scandalous daughter Monya, constantly embarrass him.

Timorias has another two sons: Arman-gas, who disappeared in mysterious circumstances (see below) and Ronikos, the youngest, who left the City of Thieves to search for his fortune in faraway lands.



TIMELINE

All dates refer to the period After the Fall of the Dread Star (AF).

- 700-800 *Jall the Cattle Stealer's life (estimated date).*
- 900 *Zandorian tribesmen found Jalizar on the ruins of an old city.
First Fire of Jalizar.*
- 1000-1021 *Rule of Princess Emella, Flower of the North.
Rise of the Smuggler King. Second Fire of Jalizar.*
- 1030-1380 *Reconstruction of Jalizar under the Emellan Dynasty.*
- 1501 *Reign of Shade.*
- 1502-1811 *The Council Kings
Iron Empire conquest. The Great Bet.*
- 1850-2212 *Silent War. Foundation of the New Guilds.*
- 2212 *The Fire in Market Square ends the Silent War. Hulianites
and Tricarnian Sorcerers banned from the City of Thieves.*
- 2222 *Fastfingers' Exodus.*
- 2450 *The greatest Valk horde seen in history, led by Dhaar, crosses
the River of Tears, attacking Collana. The invasion of Zandor
begins.*
- 2451 *Ornestan, Governor of Zandor, asks the Iron Empire for
support. Domestan XII the Cautious refuses it. Zandor
faces the invasion alone.*
- 2452 *Ornestan declares the independence of Zandor from the
Empire. The Reign of Twelve Winters starts.*
- 2464 *Zandor fights the Valk on its own soil, but the Zandorian
armies are divided and slowly driven back year after year.*
- 2464-2467 *Siege of Jalizar. Ornestan II is King of Zandor.*
- 2465 *The Red Plague breaks out in Jalizar.*
- 2467 *Death of Dhaar. The Valk horde shatters.*
- 2482 *King Ornestan II is cooked alive by the Beggars.*
- 2492 *Timorias, the Ragamuffin King, is made ruler of Jalizar.*
- 2494 *Winter Feast Earthquake.*
- 2505 *Beggars Revolt.*
- 2510 *Today.*

Some evil tongues say the Ragamuffin King isn't actually that poor, but simply a miser. Indeed, given Juros and Monya's extravagant lifestyle, their father very probably has a large treasure hidden somewhere.

Jalizar, it is said, is a haughty, pretty woman: she needs a strong-willed husband to keep her under control, and the Ragamuffin King doesn't seem fit to play this part. But, despite his faults, he has been on the throne for 18 years and has had to solve many problems: fights among the Guilds, an earthquake, and the terrible Beggars' Revolt.

In 2494, during the night of the Winter Feast, the ground trembled, the towers of the city shook like the hands of an old man and, with the sound of a thousand hammers beating on the Anvil of Hulian, the southern docks of Jalizar sank into the water and the quarters nearby were heavily damaged. Thousands of people died that night, and today on Winter Feast night, the cries of widows and orphans still fill the air.

In 2505, instead, the Beggars' Guild, which had long been subject to the Thieves' Guild, suffered a major upheaval. The Beggars were divided in two groups: the so-called Fat Beggars, the higher echelons of the Guild who never begged and never missed a meal, and the Poor Beggars, homeless people who spent their entire life in the streets. The Poor Beggars outnumbered the Fat beggars twenty to one, but almost all the earnings of the Poor ones went into the purses of the Fat ones. In the end, the Poor Beggars rebelled and the city was shaken by a civil war: in the alleys, squares, and temples, the Fat Beggars, backed by Thieves' Guild enforcers, fought the angry mob of the Poor Beggars savagely.

The whole city was ungovernable and blood ran copiously in the streets. So, Armangas, the eldest son of the King and a valiant man, decided to go into the Rats' Nest, the Poor Beggars' base, to offer a truce, despite his father's opposition.

Nobody really knows what happened to Armangas: he never came back from the Nest. But a few weeks later, a new leader emerged from the Rats' Nest. His face is covered by a metal mask and he calls himself the Prophet. He is the sole leader of the Poor Beggars, now called the Children of Hunger, and has made a treaty with the Beggars' Guild, by which the Children of Hunger have become independent and have claimed the Rats' Nest as their home.

The Fat Beggars have been persuaded by the Guildmaster of the Thieves' Guild and the Merchant Houses to accept the Prophet's terms, and an unstable peace has returned to the city. The only one who hasn't gained anything and is still mourning is the Ragamuffin King: in fact, the body of his son has not been found anywhere.

This is Jalizar today: a rotten place, full of dangers and opportunities.

Will the would-be heroes of this age manage to get a lucky kiss from the lips of the Flower of the North or will they end their lives in some forgotten back alley?

DWELLERS IN JALIZAR

The City of Thieves is a multicultural place, where men of very different races trade, cheat, bargain, and generally live

side by side. This chapter will describe who the typical Jalizarans are, and how members of other major populations are seen in the city.

TRUE JALIZARANS

Let's be honest: there is probably no such thing as a true Jalizaran. The City of Thieves is a melting pot of so many different races and cultures mixed and mingled together that a "true Jalizaran" is very difficult to identify.

The original Jalizarans are an archaic mix of Zandorians and Cairnlanders. Of average height, they tend to have black or brown hair, hazel eyes and very fair complexion, which reddens very quickly when they quarrel or are out in the cold. Although oral hygiene is unknown in the Dread Sea Dominions, the true Jalizarans tend to have very white teeth (having a perfect set of teeth is a sign of great luck among them). Many have a tendency to put on weight as they grow older, but this is probably the effect of their diet rather than a general physical feature.

Typical Jalizaran names are a mix of Imperial and Zandorian ones. They tend to be euphonic and with a distinctive sound (as in Sebjalos, Jall, Emella, Torran, Vandaio, Renya, Furius) or to have a double vocal (as in Vaaro, Taaso, Meena).

IMPERIALS

The Imperials are fairly common in Jalizar, in some cases so intermingled with the ruling and merchant classes that distinguishing them from the true Jalizarans isn't easy. After all, they have lived in the City of Thieves for six centuries and have

now been fully accepted as part of society. Even after the separation from the Empire, the trading bonds between the two races were so strong that they weren't severed. Political relations with the Empire have slightly improved and there is now a resident Imperial Ambassador in the City of Thieves.

JADEMEN

The Jademen arrived *en masse* in Jalizar in 2222 AF, almost three centuries ago. Many of them are humble, industrious people who work very hard to earn a living in the production of textiles. Yet, along with the workers came a whole bunch of troublemakers, members of the famous criminal organization from Lhoban, the Jan Tong. With the excuse of protecting their people from the Thieves' Guild, the Jan Tong created a rival organization. The Jan Tong are the absolute rulers in the Quarter of the Brass Lanterns, where most of the Jademen live, with their own laws and separated from the rest of Jalizar.

What about the monks? Surprisingly, there are very few of them. One of the stories circulating in the city is that they are in disguise. According to a not-so-far-fetched theory, the Fastfingers arrived in Jalizar only to cover up the activities of the monks. The theory also states that the monks were summoned here by some unknown power to replace the Iron Priests in the fight against the evil lurking in the Sewers of Jalizar.

CAIRNLANDERS

The Cairnlanders are probably the oldest race that has had dealings with the Jalizarans. The merchants of the Flower of

the North, sailing in their Chibbars, were the first ones brave enough to trade with and, frequently, to swindle the barbarians living in the Cairns.

This and the fact that the Jalizarans destroyed the revered Hollow Hills Cairns makes the Cairnlanders hate and mistrust the dwellers of the City of Thieves. If a clan of Cairnlanders surprises an uninvited Jalizaran in its territory, that man will probably never see the walls of his beloved city again.

On an individual basis, instead, some Cairnlanders travel to and even decide to live in Jalizar. Many of them work in the docks or have lowly jobs that people of other races refuse to accept. For example, the Sewers Cleaners – the daring individuals who descend below the city to clear the channels when it rains or to investigate why the wells have gone dry – are almost all Cairnlanders.

For some reason, the Cairnlanders living in Jalizar feel more at home here than in any other city built by civilized races.

TRICARNIANS

The Tricarnians took an interest in Jalizar immediately after it was conquered by the Empire. Sorcerers and many other shady figures ransacked its ancient libraries, studied the paintings in its oldest buildings and, in general, were attracted to the Sewers, as if some power was calling them with seductive words.

Luckily, despite being outlawed, the Iron Priests fought fiercely

against the Priest Princes, so that in the end, for peace's sake, both factions were banned from Jalizar.

In the following centuries, the Tricarnians had too many problems – the Caled wars being the biggest – to concentrate on Jalizar. But now, at a time of relative peace, many of them are returning, like curious and very dangerous cats, to discover the dark secrets concealed deep below the Flower of the North.

VALK

A quarter of a century has passed since the siege of Jalizar, but the Valk are still looked upon with suspicion in the city, which is perfectly understandable. The horse-rid-



ing barbarians shattered Zandor, violated cities and fields, and reduced most of the land to a nightmare-infested waste. In addition, some of them are continuing their plundering undisturbed. This doesn't mean that they cannot enter the City of Thieves: after all, they have ill-gained riches to spend, and the local merchants and brothel owners aren't too picky about who fattens their purses. But any Valk who decides to wander alone in the dark alleys of the city should be careful, because he might disappear forever.

The situation is a little different for the Valk of Valkheim. Usually noble Valk, escorted by bodyguards, arrive in Jalizar with trading delegations of Cows, traders who have been subjugated by the Valk. The Cows sell their wool in the great markets of the City of Thieves, although most of the profit ends up in the pockets of their new rulers. The Jalizarans have quickly learned that a drunken Valk isn't very good at bargaining, and his Cow slaves never dare tell him he is doing bad business.

NORTHLANDERS

Despite not being far from Jalizar as the crow flies, Norheim is separated from the City of Thieves by the Drowned King Sea, so not very many barbarians of the North visit it. The few who do aren't very fond of the place and its dwellers. They find the people too devious and the roads too dirty and smelly, very different from the harsh but untainted landscape of their own country. Most Northlanders who live in Jalizar are lone mercenaries, soldiers, and, occasionally, thieves. However, some Merchant Princes have started hiring whole companies of Norheim mercenaries, highly sought after because of their strength and

courage. Yet, some fear that having so many of them within the city's walls is a decision that will be regretted in the future.

IVORY SAVANNAH TRIBESMEN

Men and women from the Ivory Savannah are very rare in Jalizar. No stable community of this race exists within the City of Thieves, and even traders are fairly rare. The few Tribesmen coming to Jalizar are either slaves sold in the flesh markets of the north, or mercenaries and adventurers looking for fame and luck.

LIVING IN JALIZAR

TECHNOLOGY

Describing a whole culture in a few pages is impossible, but this section presents Jalizar's most characteristic features.

Alchemy: Lotusmastery is known in Jalizar and, given its relative proximity to Gis, some alchemical goods can be found in the markets of the City of Thieves (some may even be authentic). The Lotusmasters of Jalizar can pick quite a few useful plants in the Charred Bogs and in the Hollow Hills, but some say that the most powerful mosses and fungi grow in the dark depths of the Sewers. They are highly priced and extremely rare, since those who go underground to collect them rarely come back.

Architecture: Jalizar's architecture is very diverse, because the city has been rebuilt on top of its own ruins many times. Nowadays, Jalizar has narrow streets, mostly paved, with a disgusting trickle of sewer

water running down the middle and disappearing into manholes. Passersby must also keep an eye on the windows of the palaces, because the habit of emptying chamber pots out the window without warning is all too common in the Rotten Flower of the North.

Sometimes the manholes get clogged up, and the streets start filling up with garbage and slime. The Jalizaran nobles hate walking through this filth, so walkways are built between the higher floors of the palaces to allow them to move around. Certain areas, such as Graytowers and Tallbridges, have so many walkways that they are used as a secondary street network. Thieves and burglars, instead, are at ease on the rooftops.

The layout of the city has some remarkable features. In Imperial cities, the roads are mostly built with geometrical perfection, while the Tricarnian Priest Princes prefer to follow routes inspired by secret cabalistic rituals. Nevertheless, in both cases some sort of order in town planning does exist. In Jalizar, instead, as the saying goes, the roads were built over the tracks of a drunkard chasing a pig in the mud. They are twisted, winding, and lack any apparent logic, so that finding one's bearings is extremely difficult for a foreigner.

Notoriously, the most difficult area to navigate is the Quarter of the Brass Lanterns, which is completely under the Jademen's control. First, most of the Quarter is built on water, with canals instead of roads, and people move around on small barges or along its many bridges. Second, to ensure security, the Jan Tong frequently close some of the channels, by simply placing a ship or large raft at a critical point.

Note that, before being conquered by the Empire, the Jalizarans did not build arch-

es, so that the older buildings give the impression of collapsing on top of each other.

Currency: It is widely known that the Syranthians invented the use of coins. But, the legend says that when the first Syranthian coin maker made his tenth coin, the first Jalizaran thief had already stolen the other nine. The Jalizarans are fascinated by coins and know much about them. Even before the Empire, they had their own coin, the Lak, an octagonal piece of silver, but they were happy to adopt the Syranthian coins. This was for two reasons. First, Moons are easier to counterfeit than Laks; second, they are easier to scrape in order to make new coins, a very widespread criminal practice in the Flower of the North, so much so that a common saying goes: "Thinner than a Jalizaran coin".

Entertainment: Jalizar is a place of entertainment. Brothels, houses of courtesans, and Khav-smoking dens are very common. The Jalizarans also imported the gladiators' games from the Empire and, although the city doesn't have a main arena, small, private ones are abundant. In particular, the Jalizarans have invented a type of gladiatorial combat called Blind Fighting, in which blindfolded fighters duel with the aid of an animal companion, usually a fighting bird or a dog. But the favorite pastime of the true Jalizarans is gambling. At least fourteen types of dice games exist in the City of Thieves and the locals will place a bet on anything, from gladiatorial fights to the color of the dress princess Monya will wear tomorrow.

Funerary Customs: The City of Thieves is a crowded place. For this reason, the Jalizarans don't have much time for the dead (once their teeth have been removed, see page 36). There are basically three ways to deal with the dead. The most traditional

one is to take them to the Charred Bogs and burn their bodies. If the gods are merciful, the wind will carry the smoke from the pyre over the Flower of the North, reuniting the deceased with their city. Sadly, the most common method, used by the homeless and the poor, is to throw the dead bodies directly into the Sewers. Finally, the rich and nobles build lavish crypts under their palaces, where their relatives' bodies are mummified and buried with their treasures.

Government: Jalizar has experienced several forms of government. At present, it is a sort of monarchy, but the real power is in the hands of the Council and the Guilds. The Guilds themselves have a fairly complex structure, with a Guildmaster chosen from among the highest-ranking Guild members, called Masters or Elders. Then come the lower ranks, which have the power to rule over hirelings, while the lowest levels include affiliates and apprentices. The lower ranks must obey the higher ones and give them a share of their earnings, all the way up to the Guildmaster. Naturally, many lower-ranking individuals try to hide their earnings from those above them, but this is a serious crime, punished in different ways ranging from simple fines (for instance, in the Weavers' Guild) to mutilation or throat slashing (in the Thieves' Guild).

The Merchant Houses, instead, are organized like noble houses, with hereditary titles, and so on. It should be remembered that no true noble class existed in Jalizar before the arrival of Emella's foreign husbands. They retained the titles they had had in their homeland, thus giving rise to a noble class in the City of Thieves. So, for example, the Master Merchant of the House of Talum is commonly called Lord Talum.

Lastly, Jalizar has a very complex system of fees on goods and people entering and leaving the city. It is the Copper Helms' duty to collect such fees, but they are easily bribed, a fact which contributes to the royal coffers always being empty.

Literacy: As for literacy, Jalizar is no different from the rest of the Dread Sea Dominions. Only nobles, priests, powerful Guildmasters, and merchants can read and write (Thieves' Signs, detailed later, aren't considered real writing).

Medicine: Sadly, the healing arts aren't as advanced in Jalizar as in Syranthia or Tricarnia. The local medics are barely better than the shamans of barbarian tribes, healing poultices and leeching are still widespread, and dying of an infection is quite common. But the Jalizarans do excel in one field, that of mutilations or, as they are commonly called, Beggars' Gifts. As said before, the city is full of beggars and the most piteous looking ones are also the most successful. So, in many poor families, the children destined to begging are mutilated by their own fathers so they will have an easier life on the streets. This might seem abominable to foreigners, but it is widely accepted in Jalizar. In the past, certain Guildmasters require some form of mutilation to be allowed to join the Beggars' Guild.

Warfare: Jalizar no longer has an army, and this is one of the Ragamuffin King's biggest concerns. The Copper Helms, the city watch, guard the gates and walls and patrol the streets, but they are widely known to be corrupt.

In the case of an attack, the city would have to rely on the various mercenary forces paid by the Merchant Houses, but their loyalty is uncertain and their ex-

act number unknown. However, Jalizar isn't easy to conquer: its walls are titanic and, once inside, the thieves and beggars would challenge the invaders street after street.

Water Supplies: For such a big city, a reliable and abundant source of fresh water is fundamental. The various districts of Jalizar have several public wells and fountains, fed by reservoirs under the city. The wells are incredibly deep, deeper than the Sewers, and were built in the forgotten past when the city was founded. Sometimes they go dry or, even worse, the water gets polluted. In these cases, heroic squads of Cleaners (see page 57) are sent down to investigate. Some of them never come back.

In the last few centuries, the Jalizarans have started building great tanks on the rooftops of the palaces to collect rainwater. Given the general pollution of the water and the unhealthy presence of disease-ridden pigeons, this water is often toxic and causes sickness and infections.

RELIGION

Despite their reputation, the Jalizarans are quite religious. This section describes the city's main cults and superstitions.

CULTS

Religion in Jalizar is polytheistic and exquisitely instrumental. The Jalizarans pray not out of fear, pure love, or blind faith, but to achieve a precise goal. For example, a Jalizaran will pray to Etu, Mother of Health, if he is ill, but, once he recovers, he will turn his prayers to a Syranthian idol of richness to fill up his purse without any remorse. This is a perfectly acceptable behavior, since faith and veneration, like

love and loyalty, are always for sale in the City of Thieves.

This doesn't mean the Jalizarans don't respect the gods – they simply bargain with them.

A powerful god has always been seen as an important commodity. This is why, after winning a war or subduing a satellite city, the Jalizarans take the statues of the losers' gods and add the new divinities to Jalizar's crowded pantheon. This has led to the creation of Temples' Road, where the houses of gods from all over the Dominions stand side by side, competing with each other to attract followers, and their donations of course. Even today, new cults appear on a monthly basis, with priests hawking their religious wares to passersby and faking the most incredible miracles to attract the masses.

Many foreign gods are worshipped in the Flower of the North, along with some original ones. The three most renowned are **Yalg**, **Chamuga**, and **Ranikos Blindfolded**.

Yalg is an ancient god, represented as a fat, vaguely apish humanoid, with four arms and a grinning face. He also has a lame foot, which confers on him the gift of prophecy. The sages believe Yalg to be a modified version of another deity, Yallara of the Many Faces (see *Beasts and Barbarians* #4: *Shadows over Ekul*).

In Jalizar, Yalg is considered the god of luck, protector of thieves (especially pickpockets), gamblers, and anyone living on the edge. A statue of Yalg, with hollow ears, stands in his rich temple in Jalizar and is used for divination. Stone balls of different colors are placed in its ears, then they fall through a complex system of pipes, and reappear through a hole in

HEROES' JOURNAL: RELATIVES' DICE

The dwellers of the City of Thieves do not fear the dead, at least not their dead relatives, and often consult priests to communicate with them. It is believed that, from their otherworldly home, the deceased can bestow great luck on the living, helping them to find hidden treasures, establish the right connections, and so on.

One of the most peculiar customs of the Jalizarans, which confirms their Cairnlander origins, is the habit of crafting Relatives' Dice. Two teeth are removed from the body of a deceased relative and used to craft a set of gambling dice, which are believed to bring great luck to their rightful owner.

In gaming terms, any Jalizaran character can start the game with a set of Relatives' Dice by renouncing 1 skill point. Once per adventure, the character can decide to throw the dice (2d6) to call upon his relatives. Check the table below for the effects. Only one set of Relatives' Dice can be used by a character at any given moment and he must be their rightful owner (i.e. he must be related to the dead person).

In case they are lost, they cannot be replaced, but a new set can be made using the teeth of another deceased relative, which requires a Common Knowledge or Repair (+2) roll.

DICE	EFFECT
2	Angry Relative. Bad luck! For the remainder of the session, the hero cannot spend Bennies when he rolls a critical failure.
3-4	Insufficient Prayers. The character forgot to make the proper offerings for his relative's soul. He must discard any Joker and cannot use Wild Card Edges unless he visits a temple and spends 10 Moons/rank on candles, prayers, and so on.
5-6	Better to Stay in Bed Today. This is not the right time to play with Lady Luck. The character receives -2 to Gambling rolls or a member of the opposite sex will act as the hero's Enemy (GM's choice). These effects last for the remainder of the session.
7	Busy Relative. The dead relative is carousing with other dead ones, or doing other things dead people do, so he has no time for the hero.
8-9	Lucky Day. For the remainder of the session the hero receives +2 to Gambling rolls or he gains a free use of the Connections edge with a member of the opposite sex who has a crush on him (GM's choice).
10-11	Ancestors' Blessing! The ancestor is watching over the hero, protecting him. The character receives a free use of the Danger Sense Edge or a free Soak roll (GM's choice).
12	You Are My Son! The ancestor is very fond of the hero today. One of the hero's skills is raised by one die step (player's choice) for the rest of the session, as per the <i>boost trait</i> Power.

the god's lame foot, thus giving Yalg's response.

The Jalizarans love Yalg, because he once gave them a true Jalizaran king, avoiding the risk of a foreign monarch (see page 21).

Chamuga is probably a Zharim deity. Indeed, she is also called the Cow Mother. She is represented as a woman with four breasts, short horns, and a nose ring (like those used for bulls) on which all the sufferings of mortals are engraved. Chamuga is the Goddess of Mercy. Those repenting an evil deed, such as a murder, pray to Chamuga for pardon, while Merchants toast her after a day's swindling, just to be on the safe side.

She is also the goddess of rain and life, the great cleaner of the streets of Jalizar, and she is often depicted weeping milk, because the tears of the goddess cleanse both men and beasts from the evil within them and bring new life. Some say that Chamuga's and Etu's cults are in competition with each other, as both deities have maternal aspects.

Ranikos Blindfolded is the third deity that originated in Jalizar, and is mostly worshipped by beggars. Ranikos is rather more like a demigod, represented as a blind beggar and a trickster with a sharp tongue. All the tales about Ranikos are based on the fact that he is blind and that people try to cheat him, but they always end up being cheated. This is because, besides his two blind eyes, Ranikos has a third eye on his forehead, concealed by his long hair, with which he can see. The Jalizarans believe Ranikos to be a sort of spirit which freely roams through the City of Thieves and occasionally appears to beggars and people in need. Ranikos

offers help, but it might not be wise to accept, since a price must always be paid. He is also said to be the best dice player in the world and the only creature to have ever broken out of the dreaded Prison of Jalizar (see page 46).

During the Silent War, the Iron Priests studied the myth of Ranikos and his apparitions and concluded that he is a powerful demon, somehow linked to Jalizar, who must be found and rooted out. The Jalizarans didn't believe these falsehoods and, although some tried to find him, the Blind Trickster managed to fool them.

SUPERSTITION

Another key element of the Jalizaran way of thinking is superstition. The Jalizarans place great faith in oracles, divination, and omens and have a sort of obsessive veneration for luck. All Jalizarans, even the richest Merchant Princes, dream of having a stroke of luck so big (gambling, finding the right husband, closing a particularly good trading deal) that they can stop working and retire to a life of leisure.

Naturally, most of them chase this dream to no avail, but this inclination makes them ready to give up their security and wealth to undertake hazardous ventures and to spend a lot of money on petty magicians, would-be prophets, and similar shady individuals.

CUSTOMS

Domestan I, the first Emperor of Faberterra and a great statesman, had a favorite phrase: "To understand a man, observe what he eats and how he dresses". And that is exactly what we are going to do in this section.



CLOTHES

The Jalizarans wear trousers and gowns, made of either wool or linen. They usually choose various shades of brown, but the rich favor far brighter colors, like blue, yellow, and red. They prefer boots to shoes, but humble people mostly wear rags wrapped around their feet or go barefoot. The women of Jalizar invented the whale bone corset, a very uncomfortable item which, however, has the advantage of enhancing the bosom. It is regularly used by courtesans but, for some reason, it is considered outrageous by the women of other populations and even the bare-chested dancers of the Ivory Savannah refuse to wear it.

Another very important garment is the cloak. Beggars cover themselves with a

scrap of cloth, commoners wear short capes, traders and guildsmen have longer ones, while the Guild Masters and nobles use very long capes, with embroidered hems. Thieves and assassins wear dark cloaks to remain concealed in the shady alleys.

Dress code is generally very important in the Flower of the North. The quality, value and overall state of an individual's clothes clearly indicate his or her social standing. Nowhere more so than in Jalizar is it indeed the clothes, or better the cloak, that make the man.

FOOD

Jalizar isn't self-sufficient in the production of food. Rice is imported from Tri-carnia and wheat from Syranthia, but,

given the climate, meat and fat are eaten in large quantities. High-class people eat good beef and goat's meat (a Cairnlander tradition) plus fish from the Drowned King Sea. The eels caught in the Charred Bogs, stewed with onions and honey, are a delicacy for the finest palates. Turnips are the most common vegetable grown in the fields around the city and they are very common in Jalizar's cooking.

Sadly, the masses of Jalizar are always starving and mainly live on Chimney Pheasants and Roof Hares, two colorful names to describe much more mundane and disgusting food: pigeon and rat meat.

The pigeons of Jalizar are dirty, disease-ridden beasts that soil the roofs of the Flower of the North with their droppings. It is said that they were brought to Jalizar by Queen Fracassia the Birdlover, one of Emel II's wives, and they have plagued the city ever since. However, the cooks working in the taverns of the lower quarters of Jalizar claim to know a secret ingredient to make their meat absolutely safe. The ingredient is unknown and people still fall sick after eating pigeon meat, though not on a regular basis.

Rats are also very common. They come from the Sewers and prosper among the abundant filth in the roads and alleys of Jalizar. A Beggar's meal usually consists of a handful of rice stewed with a fat rat – the best dish ever, they swear.

Yet, the Jalizarans should be thankful for pigeons and rats, which helped them survive the Valk siege.

LAW

Many of the civilizations of the Dread Sea Dominions are ruled by absolute mon-

archs and, in some cases, ruthless tyrants. Jalizar, instead, has always had a fairly weak government, which has led to the creation of a complex set of laws to settle disputes.

HERO'S JOURNAL: REDSHOULDERS' JUSTICE

Given the harshness of Jalizaran law, people settle their disputes privately. In particular, duels are common, and many problems are settled in this way.

This has led to the creation of a particular caste of individuals, professional duelists for hire, commonly known as Redshoulders.

The name derives from the fact that many of them used to be longshoremen, and one of the effects of unloading heavy crates and sacks all day long is the formation of semi-permanent wounds on the shoulders.

However, nowadays no Redshoulder worthy of his name has ever unloaded a single crate. Instead, they wear a short red cape on their right shoulder, and fight with long, hooked knives, which resemble grappling hooks. They can be hired to fight on behalf of someone else to settle a dispute.

The duels are usually held in dark alleys or, if the parties want publicity, in broad daylight, but always after a formal challenge. They tend to be bloody affairs but are rarely mortal, since crippling is one of the most common outcomes.

Though it might seem incredible, even close Redshoulder friends will fight each other to settle a dispute between their patrons. They often belong to the Thieves' Guild or the Assassins' Guild.

Yet, this doesn't mean that Jalizaran laws are fair. The rich and powerful are often favored over the lower classes. In theory, the King passes judgment on all legal cases, but in truth he only concerns himself with cases regarding nobles, guilds, and important personalities. All other lawsuits are examined by the Magistrate, the ruler of the Tower of Justice. To keep the number of cases down, the Magistrate typically hands down very harsh punishments, from life-long convictions to mutilations and executions. Hence, the Jalizarans tend to solve disputes privately, by their own means or through the Redshoulders (see sidebar).

CLIMATE

Despite being quite far north, Jalizar enjoys a mild climate, with moderate rainfall and rare snow. Yet, the city is cursed by the constant presence of fog and the Jalizarans have different names for its different types.

There is the odorous, almost pleasant fog coming from the sea. It is called the Smuggler's Lady, because it is under its protection that goods are smuggled on black Chibbars from Shallows Village into the City of Thieves.

Then, there is the so-called Bogs' Fart, coming from the swamps. It is smelly and yellowish and it is said to bring fevers and infections.

The dreaded Sewer Fog is black and thick as darkness. Some say that inhaling it forever corrupts the soul and turns common people into remorseless killers. Luckily, this type of fog is very rare.

An unusual but dreaded problem is frost. It is subtle and biting and, when it comes,

many people die, mostly beggars without heavy clothes or access to a good fire. It is a sad occurrence but it helps keep the number of poor citizens down.

Jalizar is also constantly enveloped in smog, produced by thousands of chimneys burning peat.

GAZETTEER: A TRAVELER'S GUIDE TO THE CITY OF THIEVES

This chapter describes the main features of the various areas of Jalizar and its immediate surroundings. Note that the layout of the streets is so complex and labyrinthine that a detailed map cannot be provided. Even true Jalizarans don't know every alley of the city, except in their own area. The map on page 42 displays the various neighborhoods, traditionally separated by the major roads of the city.

OUTSIDE JALIZAR

HOLLOW HILLS

As everyone knows, the Hollow Hills lie north east of Jalizar, and they are empty of anything interesting, at least at first glance. The Hills, in fact, are one of the biggest mysteries of the Dominions. They are a series of Cairns, so old that they are now covered with grass and no longer recognizable as tombs. What's even stranger is that no Cairnlanders have lived in them for at least two thousand years and no Ancestors are buried within. When the stone

miners of Jalizar opened the first tomb, they were ready to face hellish creatures or, at least, to find something valuable inside, but it looked as if someone had removed the dead and all their belongings. Yet, a more disturbing theory says that the Ancestors simply migrated. But where can they have gone?

Today the Hollow Hills are a desolate place, inhabited only by wild dogs living among the shattered Cairns, which also double as hideouts for bandits.

Dharima of the Blood. It is widely known that Dhaar had three legitimate sons. Two of them died, while the third one is the ninety-year-old king of Ekul. Yet, a Valk woman called Dharima claims to be the daughter of the King of the World, conceived with a bed slave a few days before his death.

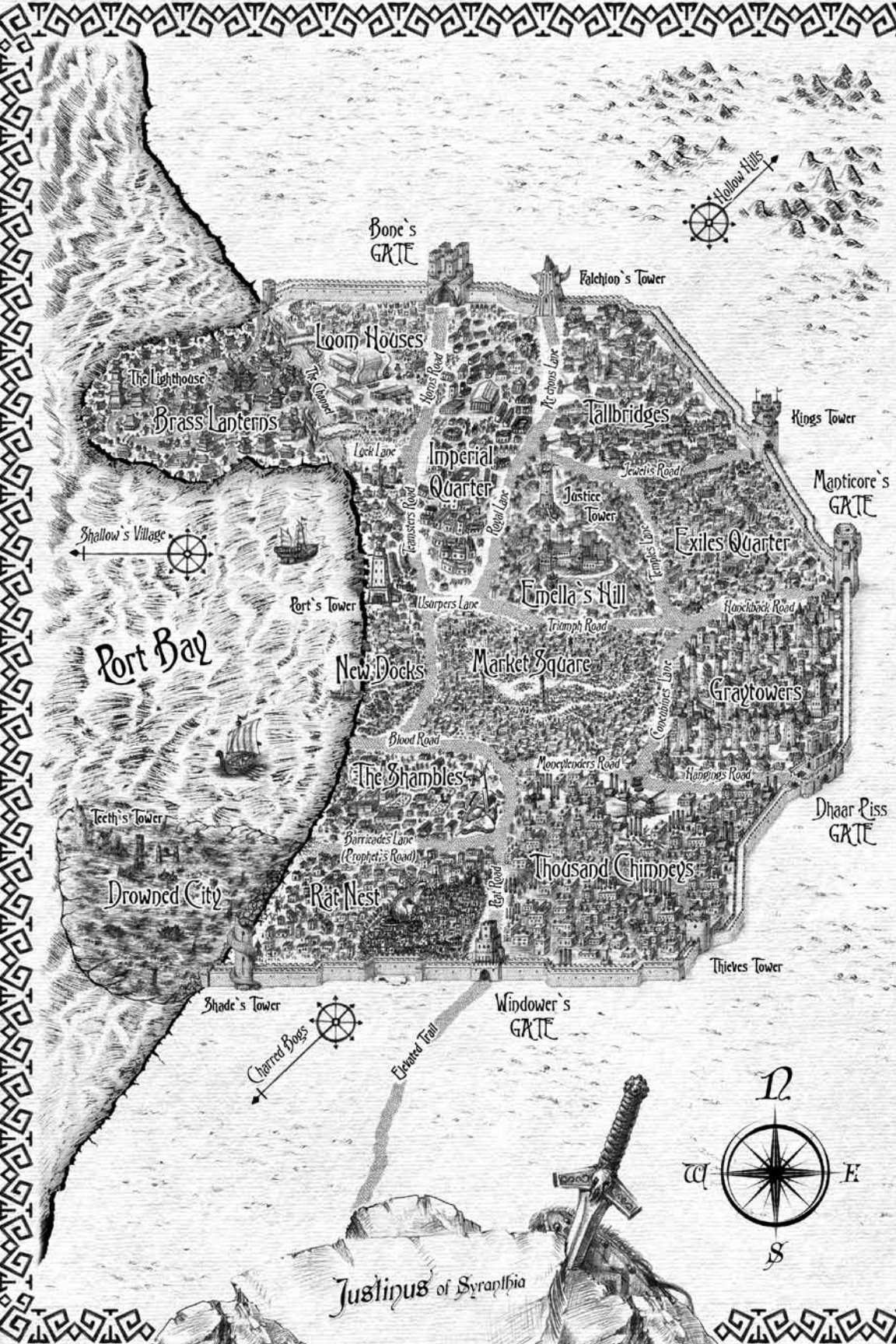
Nobody knows if this is true, but she has gathered a big band of Valk warriors

who haunt the surroundings of the City of Thieves. She has sworn to destroy the Flower of the North to avenge her father, but so far her band has only committed acts of banditry against caravans and nearby villages. The few survivors who saw her say she is blonde and tall but no Valkyria. She is just a warrior woman, a very uncommon role in Valk culture; moreover, she looks younger than her supposed forty-three years.

Ruins of Talum. One of Jalizar's greatest enemies in the past, the city state of Talum didn't survive the Valk invasion and was destroyed by Dhaar during the Reign of Twelve Winters.

Its haughty palaces aren't far from the Hollow Hills. The city is deserted but its water wells are still full, so many travelers rest here. However, caravans now avoid the ruins because in the last years there have been cases of people stopping at the wells to drink and disappearing, never to be found again.





Bone's GATE

Palchion's Tower

Loom Houses

The Lighthouse

Brass Lanterns

Tallbridges

Kings Tower

Imperial Quarter

Justice Tower

Exiles Quarter

Manticore's GATE

Shallow's Village

Port's Tower

Usurpers Lane

Emella's Hill

Port Bay

New Docks

Market Square

Graytowers

Dhaar Piss GATE

Teeth's Tower

Drowned City

The Shambles

Thousand Chimneys

Rat Nest

Thieves Tower

Shade's Tower

Windower's GATE

N



Justinus of Syraiphia

SHALLOWS VILLAGE

The Shallows are a group of small rocky islands not far from Jalizar. More like a reef than real islands, they have been inhabited for thousands of years by smugglers, pirates, and other shady individuals, who set up their hideouts in the islands' countless caves.

The Shallows have always had a piratical streak, testified by the age-old habit of starting bonfires on stormy nights to fool passing ships. The sailors thought they had arrived in Jalizar and the ships would run aground in the Shallows, where they would be plundered by the Shallows and the men captured and sold as slaves.

Shallows Village, a bunch of crude shacks, is the only visible settlement in the islands, because the caves are still the real core of all illegal activities. Fishermen, smugglers and pirates find a safe haven in the Village, while the Seagulls, the Copper Helms charged with patrolling the sea, aren't welcome at all and their ships are attacked on sight.

Jalizar periodically attacks and destroys Shallows Village, but it is soon rebuilt every time.

And yet, the Jalizarans should be grateful to Shallows Village. Only thanks to the smugglers and assorted cutthroats of the islands did they defeat the Widowers, so that a true Jalizaran ruler, the Smuggler King, could be restored in the city. But the memory of the City of Thieves is a short one, and certain debts are easily forgotten.

Captain Kodar. Among the various pirates who find shelter in Shallows Village none is more dangerous than Captain Kodar. His dromon with pink sails, *Etu's Manhood*, is feared by honest merchants

and smugglers alike, because the Kyrosian pirate attacks whomever he pleases to satisfy his greed or lust. Besides his flagship, he can count on at least half a dozen large vessels and a small fleet of Chibbars.

Kodar makes no secret of his passion for young, handsome men and, despite his flashy clothes, his sword is sharp and his gutting knife cruel. Kodar secretly dreams of pillaging Jalizar, but he knows he needs to find a way to fool the Seagulls first.

King's Tomb. One of the Shallows, King's Tomb is permanently underwater. Only on one night a year does the tide retreat enough to expose its land for a few hours. Mariners and treasure hunters look forward to that special night because the island's cairn is said to hold a huge treasure. Some claim it is Emella's body, covered in gems, others say it is the tomb of the Drowned King himself. Whatever its content, no one has ever managed to enter the cairn and come out before the waters cover the island again.

According to some tales, King's Tomb is linked to the other islands via an underground passage but, although many have spent their entire life looking for it, nobody has found it yet.

CHARRED BOGS

The Charred Bogs stretch south of Jalizar, starting from the coast and continuing for at least three days' ride.

They are a fascinating place: imagine a vast, shallow lake, dotted with countless small islets covered in colorful flowers during the summer. Gray herons and elusive eels populate them, and many strange Lotus flowers and roots grow all around, if you know where to look.

Despite this poetic image, they can be dangerous and bleak. If you leave the relative safety of the Elevated Road, which crosses the Bogs, you can find yourself in quicksand or be attacked by a swamp dragon, a cross between an alligator and a giant lizard, which can eat a man and his horse in a few bites.

The local dwellers, derogatively called “Bogmen” by the haughty Jalizarans, live in pile dwellings, either along the Elevated Road or deep in the Bogs where nobody, except a true Bogman, can find them.

They move on flat barges, but every village of some importance has at least two oxen and a cart, because, although the Bogmen are almost self-sufficient, if they want something besides fish and swamp roots, they have to trade with Jalizar, selling a fundamental commodity: peat. The whole City of Thieves, in fact, relies on this reeking source of fuel for cooking and heating. The Bogmen dig for it in selected spots, cutting rough blocks which correspond to the amount used by a typical Jalizaran family in a day. The peat is then dried and taken to the city via the famous Peat Road, along which the poorest citizens collect even the tiniest piece of peat falling from the carts.

The Bogmen are reclusive and suspicious. Most of them are descendants of the criminals escaped or banned from the City of Thieves, and they mistrust the Jalizarans, who, in turn, try to cheat the Bogs’ people whenever they can.

The Black Pond. The Charred Bogs were created by deforestation when large quantities of timber were needed to rebuild Jalizar during the Emellan Dynasty. At least, according to the official history treatises; but the Bogmen have another theory.

Somewhere in the Bogs there is a filthy pond of bubbling black water which pollutes the environment. Over time, this caused the death of the Charred Oaks Wood and its transformation into today’s Charred Bogs. The pond is fed by an underground river connected with the Sewers of Jalizar. So, according to this theory, the filth from the City of Thieves is responsible for creating the Bogs. Yet, even though this story is quite common among the Bogmen, nobody knows the exact location of the Black Pond.

The Hooded Boatman. On foggy, starless nights, unwary travelers may see a strange barge in the Bogs, which seems to move without any crew. The only creature on the barge is a tall, cloaked figure. He is the Hooded Boatman, known as the greatest sorcerer who has ever lived in Jalizar and rumored to have come out of the Black Pond ages ago. The Boatman is willing to trade, especially secrets and knowledge, but always beware when dealing with him: his services inevitably have a hidden cost.

IN JALIZAR

BRASS LANTERNS

The area of Brass Lanterns is by far the most exotic part of Jalizar and, walking down its street, you might easily believe you are in Lhobanport or some other Jademen city. In time, the Jademen have bought or occupied all the buildings, creating a separate enclave, ruled by its own laws, where even the Copper Helms dare not enter.

This doesn’t mean that strangers aren’t welcome. Mariners, traders, and people of all types can come here, as long as they have money to spend in the Lotus smok-

ing dens, brothels, tattoo parlors, and several other businesses crammed into the area. However, once they have concluded their affairs, they must leave.

The architecture of Brass Lanterns is very peculiar, as most of the neighborhood is built on water. Given the limited space available, some Jademen used wooden pillars to create suspended platforms and built their dwellings on them. The idea was soon copied and a new quarter of pile dwellings appeared in no time.

In addition, many big barges are permanently moored in the area, which makes it very simple for the Jan Tong to change the topography of the channels by simply moving a barge from one place to another.

Access to the quarter is possible on barges or via one of the three bridges over the Channel which separates Brass Lanterns from the rest of the city. Dragon Bridge (north), Whispers Bridge (middle) and Loom Bridge (south) are always stealthily watched by members of the Jan Tong.

The Jan Tong, which rules in Brass Lanterns, was a trade union established to defend the Jademen workers from the Weavers and Thieves' Guild, but it quickly became a fearsome criminal organization, second only to the Thieves' Guild itself. The Jan Tong is led by the Three Elders, allegedly powerful monks coming from Lhoban. Yet, very few people know their real identities and nobody can explain how and why they got involved in criminal activities.

The Rope Maker. One of the biggest problems posed by the Jademen living in Jalizar is the peculiarity of their social structure. Although there are many "uncles" (important people) and "venerables", it is quite

difficult for a non-Jademan to understand who the truly prominent figures are. One of them is certainly Jan Pon, an old man who runs a humble rope making workshop. For some reason, the Jademen hold him in high esteem, and young boys are sent to him as apprentices, although many wonder who would actually buy his ropes, so tattered and full of knots. Well, the locals seem to like them very much and almost every house has a piece of one of Jan Pon's ropes over its door, kept as decoration as well as protection against evil spirits.

Secret Waterways. Below Brass Lanterns, a whole aquatic world swirls among the pillars. Here, the Jan Tong do as they please and move unnoticed. In addition, when the fog rises, smugglers and pirates from Shallows Village find shelter from the Seagulls in these dark waters. Some also say that somewhere below Brass Lanterns there is a secret entrance to the Sewers, leading to the forgotten lower levels of old Jalizar.

CITY WALLS

The city walls of Jalizar are the most imposing in all the North, sturdier even than those of Gis. Built by King Zobar in 1380, they were made stronger by generations of rulers in later times. Ninety feet tall and forty feet wide, their battlements are as broad as a road. So far, they have never been breached, and the reason, the Jalizarans say, is that they were built with the stones of the Hollow Hills, so a whole legion of ancient ghosts protects them. This theory is supported by stories about the Ghost Sentinels (see below).

But the true wonder of the walls is within them. Indeed, each section contains rooms, barracks, corridors and gaps for weapons to fire on any assailant. It is a sort

CITY TOWERS

Jalizar has no real army, but rather a sort of city watch, called the Copper Helms. They are divided into various garrisons, collectively called Towers (although not all garrisons are actually housed in a tower), each ruled by a Captain. The Tower of Justice, instead, is ruled by the Commander, the leader of the Copper Helms.

Today only four Towers are actually in the hands of the Copper Helms.

The Lighthouse. *This tower used to stand on a small island and it was a lighthouse, manned by the Copper Helms themselves. Today no guard dares enter Brass Lanterns, so the tower is no longer under their control. Instead, an old Jademan is said to live at its top, in perpetual meditation. The other Jademans call him the Watcher of Jalizar. He is very wise, but also a powerful warlock who doesn't like being disturbed. Very few people, even members of the Jan Tong, visit him, fearing the many dangers hidden within his tower.*

Falchion Tower. *This tower is also called the Tower of Beheadings, because in ancient times criminals sentenced to execution were killed here and their heads were then placed over the gates of the Tower. Today, beheadings are rare (the Ragamuffin King prefers to sell criminals as slaves), but this imposing building still has a fearsome aura. The Captain of the Falchion Tower, Xaber Tiomar, is said to be extremely honest but very harsh in his decisions.*

Tower of Justice. *This massive though slightly rundown fortress is the headquarters of the Copper Helms. The Commander and most of the Helms are garrisoned here. It is also the residence of the Magistrate, who administers justice to the lower classes, and hosts the Prison of Jalizar, which everyone dreads more than death itself.*

Kings' Tower. *In ancient times, before the King's Palace was built, this tower was the residence of the Kings of Jalizar. The legends say that under its roof fall the*

of city within the city, but nobody knows all its secrets, since nowadays only a small fraction of the rooms are actually used.

The city walls are manned by the Copper Helms, the city watch. Officially, the Copper Helms do not take sides in the power struggles of Jalizar but have the sacred duty of watching the city gates and charging customs fees.

The gates of the city are all very similar. They are massive wooden structures armored with bronze plates, and can be opened and closed only by operating a very powerful winch.

Each section of the walls has a sturdy building, simply called Towers, in which the Copper Helms have their barracks (see sidebar).

The Rat Passages. A rumor circulates in the darkest alleys of Jalizar about some hidden passages within the City Walls which make it possible to leave the Flower of the North unseen. Built to outmaneuver enemies, these passages are now used to avoid paying customs fees and to smuggle people and goods in and out. Nobody knows their exact number and location, but it is almost certain that the Thieves' Guild controls one of them, while another is the hands of one of the Merchant Houses. Both passages are cleverly concealed and heavily guarded, as the Copper Helms' Commander would do anything to discover them.

There is also another reason for such tight security: moving within the Walls isn't safe and smugglers often enter a passage never to come out again. It might be because of the many traps put in place by the masons to protect these weak spots in the city defenses, but some speak of a terrible mon-

Cattle Stealer fathered many of the future Jalizarans. Today the fortress is the personal residence of Juros, the eldest living son of the Ragamuffin King and heir to the throne, who lives in extravagant luxury, his expenses paid by the Lord of House Talum in return for being well represented in front of the King. At present, no Copper Helm is allowed into this tower.

Port Tower. *The Port Tower is a real fortress and its garrison is probably the*

ster, called the Silent Hunter, which lurks in the dark passages within the walls...

The Ghost Sentinels. On foggy nights, the Copper Helms on guard duty on the battlements pray to Chamuga and stay very close to their fires. The reason is simple: they fear they might be attacked by strange creatures haunting the battlements and wearing ancient clothes and armor. According to one legend, they are the souls of all the defenders killed by the black sorcery of the Valk while manning the walls. Another theory says they are the spirits of the dwellers of the Hollow Hills, ancient warriors forever bound to the stones used to build Jalizar's walls. A third explanation states they are the souls of the victims of King Shade, who were trapped in Shade's Tower to be tortured forever (see sidebar) and could get away from their cruel master only at night. Finally, the most rational citizens believe the Thieves' Guild is behind the sightings and uses the fear caused by the legend of the Ghost Sentinels to temporarily take control of the city gates and carry out its smuggling activities undisturbed. This seems the most logical interpretation, but how then to explain the Copper Helms found dead at the base of the battlements after a foggy night with a look of terrible fear on their faces?

strongest force of the Copper Helms. The Seagulls, as guards housed in this Tower are called, have two tasks: watching the docks and collecting fees, and patrolling the Drowned King Sea to prevent smuggling and piracy. This is why they have a remarkable fleet: twenty Chibbar, a dozen dromons and three war galleys, manned by slaves. Despite this impressive force, the Seagulls are often fooled by the Shallows Smugglers (see above), which infuriates their leader, Othel the Walrus.

Thieves' Tower. *The fees collected by the Helms used to be stored here before being sent to the King. But many saw the fees as extortion and the guards were ironically nicknamed thieves, hence the tower's name. Being assigned to the Thieves' Tower is still a prestigious position, sought after by any Copper Helm, as it involves handling money and receiving generous bribes (see Chimney Sweepers below).*

Shade's Tower. *This tower, also called the Tower of the Assassins, holds very sad memories for the Jalizarans. After Shade's demise, the Assassins locked themselves within to get away from the angry mob. They fought bravely but in the end the citizens of Jalizar swarmed in and killed them without mercy. Then the Copper Helms occupied it, but abandoned it soon afterwards, because frightening events and fatal accidents happened far too often. Today the tower is empty, and nobody, not even the beggars, dares enter it, because bloodcurdling laughter can be heard at night. The laughter, the locals say, comes from the spirits of King Shade and of his murderous minions who, even in death, torture the poor souls of their former victims.*

The Tooth. *When in 2495 AF an earthquake severely damaged the Longarm neighborhood of Jalizar and created the Drowned City (see page 48), the tower of Longarm was also flooded but, as it was the tallest building, its top is still visible above the waters. Officially, the tower is abandoned.*



DROWNED JALIZAR

Until 2495 AF the part of Jalizar now under water was known as Longarm, since it extended into the sea like an arm. Then came the Winter Feast earthquake, and in few hours the whole area sank into the cold Drowned King Sea. Casualties were very high because the disaster happened at night and countless people died in their beds. There are many legends about the causes of the event: some say it was a sign of divine anger, others believe the Longarm dwellers are to blame because they secretly worshipped unholy idols, while some claim that moments before the earthquake filthy water and the bones of people long dead spouted out of the Sewers.

Whatever the truth, today only the rooftops and the upper floors of the tallest buildings are above the water line. No one dares sail in this area or eat its fish, made fat by the flesh of dead Jalizarans.

Smugglers' Cove. Those who hang out with the shadier portions of Jalizaran society say that Drowned Jalizar – or the Drowned City as it is also called – isn't completely abandoned. The flooded houses and towers are a complex maze where the stealthy ships of the smugglers from Shallows Village can safely hide during the day and come out undisturbed at night. The Seagulls, the Copper Helms charged with watching the waters, occasionally patrol the area in their Chibbars, but so far they haven't found any evidence of illegal activities.

Webbed Feet. The children grown up in New Docks are always told by their mothers not to play near the water after sunset. In fact, many young boys and girls have mysteriously disappeared in the last few years. The only clues found at the scenes of these disappearances were the marks

of webbed feet returning to the water. The disappearances always happen at full moon, and strange croaking sounds are heard coming from the Drowned City. Rational people say it is only the wind blowing among the flooded houses, but many think that someone or something may be feasting on the poor lost children.

EMELLA'S HILL

The royal palace stands right in the center of Jalizar on a hill higher than its surroundings, named after the greatest queen of the Flower of the North.

The palace is huge and built in the typically untidy Jalizaran way. Many kings and queens expanded it according to their tastes, and now some parts are falling into ruin, since the Ragamuffin King simply doesn't have enough money to make all the necessary repairs. The security of the palace, and of the King, is in the hands of the Serpent Guard (see below).

At the foot of the hill stands the Tower of Justice, which, despite being smaller than the royal palace, inspires greater fear. Past its bronze gates, if you turn right you reach the barracks of the Copper Helms, but if you turn left you enter the gloomy Tribunal of Justice. If no other settlement can be reached (see page 39), those accused of crimes are dragged in front of the Magistrate, who is always surrounded by lawyers wearing black robes. If they are found guilty, they can be sentenced to work as slaves on a galley, or thrown into the dreaded Prison (see sidebar), a fate much worse than death itself.

The Serpent Guard. The Ragamuffin King isn't rich enough to have a personal guard, but it would be a shame for Jalizar to have an undefended ruler, so the

THE PRISON

The Prison of Jalizar is one of the most dreaded places in the City of Thieves. It is built entirely underground and, when a prisoner enters it, he won't see the light of day again until he is released. Very few of them survive long enough to regain their freedom.

The Prison is ruled by the Gaoler and his ruthless guards. Usually, when a new Magistrate is elected, he holds his post for seven years, then he becomes Gaoler for another seven years, taking charge of the Prison. The current Gaoler is Master Giurgas, called the Cannibal. Indeed, the convicts believe that the prisoners who cause trouble end up in his stew. Perhaps there is a glimpse of truth in this story, because bestial grunts and mad laughter are often heard from the section of the Prison called the Black Cells, where the most troublesome prisoners are sent, never to return. They probably aren't eaten by the Gaoler, but by something far worse.

Yet, the greatest danger the convicts must face is madness: the complex was built in a portion of the Sewers and black shadows constantly whisper in the ears of the prisoners, filling their minds with bleak thoughts. So far nobody, except the legendary Ranikos Blindfolded, has managed to escape from the Prison.

security of the palace is in the hands of the Serpent Guard. They are a mercenary company entirely made up of Caldeian soldiers and led by Captain Kalethor. Their green scaly armor is well-known and feared throughout the city and so far they have been faithful to the King. The problem is that they are paid by House Jarikos, and this means that the King is more their hostage than their lord, a situation which worries him greatly.

The Royal Baths. When the Imperials conquered Jalizar, they brought some of their Faberterran habits with them. One was the construction of baths, a common feature in the palaces of Faberterran nobles. As often happens in Jalizar, the idea spiraled out of control in no time: huge baths were built in the eastern wing of the palace and deep wells were dug to reach clean water. The Baths were a sight to behold, full of precious mosaics and statues, but they worked well for less than two years. Then the water turned foul and dirty and the royal engineers and architects were unable to solve the problem. In the end, the Royal Baths were abandoned, and the whole wing of the palace fell into disuse. Even the rugged members of the Serpent Guard prefer to give this eerie place a wide berth, since something evil and hungry lurks in the slimy waters of its pools and those foolish enough to approach it rarely come back.

EXILES QUARTER

The Flower of the North has always been a very tolerant place. Foreigners and refugees of all types find shelter within its solid walls, as long as they have some money to spend, of course. Foreigners tend to stick together and their favorite area is the Exiles Quarter, also called the Foreigners Quarter, where you can meet Syranthian merchants, mercenaries from the Independent Cities, ex-slaves from the Ivory Savannah, and many other people. The architecture of this part of the city is very peculiar: palaces with elegant Syranthian lines stand next to sturdy houses built in the Borderlands style, and even the Autarch of Kyros took residence here after being defeated by the Empire.

The Black Windowed Mansion. Among the many dwellers of the Exiles Quarter

the noblest one is certainly Priest Prince Talbarioci. He fled Tricarnia for political reasons and came to the City of Thieves years ago, with an entire galley full of slaves, furniture, and strange contraptions. He must certainly have planned his escape very well. He took possession of an old mansion, which was completely renovated overnight by cloaked servants who weren't part of his entourage and were never seen again after that night. Prince Talbarioci loves his privacy, and this is why all the window panes of his mansion were replaced with tinted glass, jet-black and as cold as ice. Naturally this stirred the curiosity of the local thieves and three foolish burglars tried to sneak in a few weeks after Talbarioci's arrival. Apparently, the following day, the Master of the Thieves' Guild, probably the most powerful person in Jalizar, received a basket containing the heads of his three guild members. Despite being dead, the heads spoke and delivered a very personal message to the Guild Master. From then on, no thief in Jalizar has dared approach the Black Windowed Mansion. Talbarioci rarely comes out, but his servants are often seen in the dark alleys by the Docks and in the Imperial City, running secret errands for their master.

The Escaping God. During the reign of the Smuggler King, the Jalizarans destroyed a city in the Iron Mountains, inhabited by barbarians so fierce that they preferred death to surrender. As always, the conquerors brought the bronze statue of the local god back to Jalizar. It was twelve feet tall and portrayed a muscular humanoid wearing a helm with a fissure for a single eye. The Cyclops god was called Thokh. The statue of Thokh was placed in Temples Road, but, having no followers, it was soon forgotten. Then, one night, the statue mysteriously disappeared, only to reappear in a small square in the

Exiles Quarter. The authorities thought it the work of some prankster and had it brought back to its proper place. Yet, a few months later, the statue moved again, and then again. The Jalizarans started calling him the Escaping God, and in the end the authorities left the statue where it wanted to be. Few individuals dare come to the square of the Escaping God at night because, when the bright star known as the Eye of Thokh shines over Jalizar, people disappear from it. Their lifeless bodies are found the morning after piled at the foot of the statue, their right eye gouged out, while the hands of the god's statue are smeared with blood.

GRAYTOWERS

Graytowers is one of the oldest neighborhoods in the City of Thieves. Until twenty years ago it was inhabited by rich merchants, Guild members, and artisans, who competed with each other to build the tallest tower, so that year after year their houses became ever loftier. Yet, taller doesn't mean cleaner, since the winds blowing northward from Thousand Chimneys smear the towers with grayish smoke, making them look like the skeletal fingers of dead people.

This area is famous for another gruesome event. While besieging the city, the Valk threw carrion and dead bodies over the walls into Graytowers, and this caused a massive pestilence. Rich men and servants alike dropped dead one after the other and the only thing the authorities could do was to place the Mark of the Red Plague on their doors, so that nobody would approach them.

Thus began the decadence of Graytowers and the rich moved en masse to new residences in Tall Bridges or the Imperial

Quarter. Most of the area is now deserted, but some daring souls pay brief visits to plunder the mansions. They do so heedless of rumors about the Red Plague still lurking in the tainted air and about any object from the area being cursed and leading to a horrible death if touched.

The Followers of the Dog. Being almost deserted, the city quarter of Graytowers is the favorite gathering place of the Cult of the Dog. This religion has no altar in Temples Road, being too wicked, but has quite a number of followers, many of which beyond suspicion. They see themselves not as truly human but as belonging to another race, the Dogs, who turn into bloodthirsty beasts when the moon is full, and hunt their favorite quarry, men. So, they kidnap some unfortunate soul and, after smearing him with goat's blood, they give him a few minutes' head start, just enough time to say a prayer to the Dog. Then, the hunt starts. If the chosen victim manages to leave the quarter before being captured, he is safe; otherwise, he is killed and eaten by the Dog who caught him. Very few people have managed to survive this bloody ritual and their accounts are inconsistent. Some say the Dogs are just madmen with masks and sharp daggers, others say they were chased by big bloodhounds or even by a monstrous creature with the body of a man and the head of a dog.

Kilprayos' Secret. Before the Valk siege, no merchant in Jalizar sold finer silk than Kilprayos, a weaver and former slave from Tricarnia. His business flourished so much that he built the tallest tower in the block, stirring great envy in his neighbors. A very solitary man, he lived alone in his mansion.

When the siege started, things got worse every day and the common people, driven by desper-

ate hunger, stormed the house of the rich looking for a piece of bread or a scrap of meat.

Kilprayos' mansion was one of them. But when the hungry mob got in and went up the tower looking for the merchant and his pantry, they made a terrible discovery. The walls and ceiling of the top room were covered in thick spider webs and at the center, cocooned and ready to be eaten, was poor Kilprayos. It wasn't the dead body that frightened the mob but the enormous gray spiders that scuttled hungrily toward the newcomers! So the secret of Kilprayos' silk was finally discovered!

Torches were brought and the tower was burned to the ground. Yet, a few spiders managed to flee and, in the deserted quarter, they multiplied undisturbed. No one knows if their offspring still lurk in one of the tall towers...

IMPERIAL QUARTER

During the Imperial age, many new workshops were opened in Jalizar. Craftsmen of all types, from potters to goldsmiths and tanners, set up their businesses in the Imperial Quarter, showing such industriousness as to rival Faberterra. The only exceptions were the weavers, who preferred Loom Houses.

Today, things are no longer so hectic, but the Imperial Quarter is still bustling with activity. This also means that a lot of money is involved and, where money abounds, so do shifty characters ready to swoop down on their prey. This is why the Thieves' Guild and the Jan Tong vie for control over the Imperial Quarter. The clash mainly concerns protection money; many businesses are forced to pay both factions and open fights aren't uncommon.

The House of Free Women. There is a famous brothel in the Imperial Quarter

which is run by an all-female staff. Even the bouncers are rough-looking, scarred women. The owners of this strange business are Erianna, a slender beauty said to have been the concubine of a Kyrosian noble, and Kiria, a tough Amazon from Ascaia. All the courtesans working in the House of Free Women, as the name suggests, do it of their own free will. No slaves are permitted and, if a slave woman manages to enter the brothel, she is immediately taken under the protection of the House. It can be the start of a new life for the fugitive, because the House is an Ascaian recruitment center, and a small group of Amazon veterans is permanently stationed here to provide security. No one knows if the House pays protection money to the Jan Tong or the Thieves' Guild.

Spitting on the Triumph. The Jalizarans are very superstitious and are willing to do anything to get lucky, especially at the gambling table. In particular, there is a sort of ritual known to every mariner who has visited the City of Thieves. First, he must buy a large mug of beer in one of the waterfront inns of New Docks and drink it in a single gulp. Then, he must walk to the main square of the Imperial Quarter, where there is an ancient engraved column called the Triumph, depicting Masterarkos Furialkos, the Conqueror of Zandor. The luck seeker must spit on the statue's face. Then, if he is not too drunk, he must go down Luck Lane, walk along Blindfold Dock with his eyes closed and, if he hasn't fallen off yet, he must empty his bladder in the sea. Following the ritual ensures that one of these three things will happen before the night is over: great luck at the gambling table, conceiving a child, or finding a new faith. All of them are great blessings, but nobody can know in advance which of the gifts he will receive.

LOOM HOUSES

Loom Houses were originally part of the Imperial Quarter but became an independent area when the textile manufacturers moved here. They drew seawater for boiling wool and, once used, they poured it into the Channel, giving it its typical bad smell.

Today only the Weavers' Guild still has workshops in the Loom Houses, while the Jademen work in Brass Lanterns, protected by the Jan Tong. In the last few years, the Weavers' Guild has found a way to beat the great productivity of the Fastfingers: they have started using slaves to work the looms, who are even cheaper than Jademen manpower. Many of them are children and they are forced to work day and night until they collapse. Their life expectancy ranges from three to six months, but the Guild finds easy replacements in the slave markets or by capturing young beggars in the streets. In particular, the Beggars' Guild, supported by the Thieves' Guild, takes young Children of Hunger and sells them to the Weavers.

The workshops of the Weavers' Guild are something between a prison and a fortress. Their need for protection is twofold: there are regular incursions by the Jan Tong trying to damage the competition and the slaves often try to escape. The Weavers are no warriors, but employ mercenaries and hired thugs from the Thieves' Guild.

Baby Gangs. Escaping from the prison-workshops is difficult but not impossible. Many desperate methods have been tried, from jumping into the water drains to swallowing the poisonous chemicals used to process the wool. Those who are lucky look dead for a few hours and can then break free, but many others simply never make it.

Whatever method these poor boys and girls use, once outside the workshops, they find themselves in a city they don't know and the only way to survive is to stick together. Despite their young age, desperation makes these gangs of ragamuffins very dangerous, because they have nothing to lose. Most of these groups are independent and roam the Loom Houses and other areas freely, while others join the Children of Hunger or, some say, are recruited by the Assassins' Guild.

The Arsonist. Someone is setting fire to the workshops and warehouses of the Weavers Guild, destroying cloth worth millions of Moons. The arsonist, or arsonists, must have spies among the Weavers, because they always manage to start the fires from inside the buildings and the guards on the perimeter never see any trespassers. Many suspect the Jan Tong is to blame, but this isn't its usual *modus operandi* and doesn't explain why exactly thirteen days pass between one fire and the next.

MARKET SQUARE

This is the very heart of Jalizar, because the market works as a magnet for all sorts of activity. There are two types of stores in Market Square: the brick and mortar ones along its perimeter and the stalls of the Suq, offering all the wares under the sun. In the middle of the square is the Flesh Market, an elevated platform on which the slave merchants auction their goods, just in front of the Temple of the Divine Lust (once Temple of the Divine Couple, see below).

Trading never stops in the shops and especially in the stalls of the Suq, some of which are permanent, while some alternate on a daytime-nighttime basis. Stall

fees are officially paid to the Copper Helms, but everyone knows that a trip to the Thieves' Guild can ensure a good spot and keep away the fee officers. Another great danger of the Market, especially for foreigners, are pickpockets. The ones in Jalizar are no doubt the best and can steal your tongue from your mouth, as the saying goes. The beggars are also numerous. If they are paying members of the Beggars' Guild, they are allowed to stay, but if they are independent or, even worse, Children of Hunger (see Rats' Nest), they are very quickly dealt with by the Thieves' Guild.

Temples' Road. Temples' Road lies to the east of Market Square. It is famous because all the temples, altars, and cult sites in Jalizar lie along it. Priests of all creeds and races advertise their gods, preach, celebrate rites, and, most importantly, collect money from their followers. Once there were only the temples of the gods captured by the Jalizarans, but today it is common for priests of any religion (either true or invented) to seek fortune and fame in Temples' Road. Competition is fierce because the number of potential followers is limited and only a few cults can survive. The Temple of Yalg is still the biggest but it often lends its halls to other cults.

Temple of the Divine Lust. When the Emperor conquered Jalizar, he built a great temple of the Divine Couple in the center of Market Square, to set his creed apart from the idols and exotic religions of Temples Road. The Jalizarans have never loved the priests of the Divine Couple, deeming them too haughty. After the Shameful Retreat, when the Imperial phalanxes left Jalizar to fight the Valk alone, a surge of anti-Imperial feeling erupted and the Temple of the Divine Couple was one of the targets. The priests were dragged off and kicked out of the city. Their temple

was desecrated in a wild Bacchanalian feast which lasted for three days. The statues of Hulian and Hordan were moved into a lewd sexual position and the Courtesans' Guild took control of the temple, turning it into its headquarters and the biggest brothel in Jalizar. Yakzama, the Pale Lady, ruler of the Courtesans' Guild, still resides in the Temple of the Divine Lust, as the place is now mockingly called.

NEW DOCKS

This narrow strip along the shore is probably the busiest and most vital in the city. On its countless piers, all sorts of wares, from Cairnlands gold to Tricarnian rice, are loaded and unloaded by muscular dock workers of every possible race. Most of them are affiliated to the Dockers' Guild and can be recognized by the bronze bracelet they wear. There are very few independent laborers and finding work is much harder for them.

From here, the goods are taken to nearby warehouses or sent to Market Square to be sold. It often happens that, during the short trip, some valuable items casually disappear. Bands of young beggars target the carts and, if not promptly chased away, they can steal half the goods in a matter of moments.

The whole area is patrolled by the Copper Helms. They aren't very interested in maintaining order but inspect every ship to collect customs fees and arrest smugglers – except those who greet them with a purse full of coins.

Port Tower, a massive fortress on the water, is the local headquarters of the Copper Helms (see sidebar on page 47).

Blood Sports. Jalizar doesn't have a proper arena, but gladiators' combats are

HERO'S JOURNAL: WARS OF ATTRITION

Despite the impression of a civilized, cosmopolitan city, Jalizar is torn by conflicts that sometimes escalate into gruesome violence. The causes are as old as the world: power, riches, and control over territory.

The most heated conflicts in Jalizar today are:

Thieves' Guild vs. Jan Tong. *The Thieves' Guild, which also controls the Beggars' and Courtesans' Guilds, is no longer the greatest criminal orga-*

very common. Fights are held in the rich mansions of the nobles in Tallbridges and savage duels take place on the flat roofs of Thousand Chimneys, where a single blow can mean falling five stories to the ground below. But if you want to watch a truly gory, spectacular fight, you must go to New Docks and find one of the many warehouses hosting Pit Fights. Here men, hawks, dogs, and other beasts fight for the entertainment of spectators of every social class. Pit Fights are a very lucrative business, given the amount of gambling surrounding them, and the outcome of many fights is fixed by the Thieves' Guild.

Khav War. Working in the Docks is very tough and many laborers find solace in smoking Khav. Despite its side effects, this drug relieves fatigue. For many years, Khav trafficking and dealing was a monopoly of the Thieves' Guild. Then, the Jan Tong entered the market, and their Khav was cheaper and better. The Tong opened smoking dens in Brass Lanterns and, surprisingly, this didn't seem to bother the Thieves' Guild much. But in recent years

nization in Jalizar. It rules Thousand Chimneys and most of Market Square, but the Jan Tong has power over Brass Lanterns. The Imperial Quarter, Loom Houses and New Docks are contested areas.

Fat Beggars vs. Children of Hunger. *The division of the Beggars' Guild in 2505 created two factions. The Fat Beggars remained with the Thieves' Guild and exert control over Thousand Chimneys and most of Market Square, but the Children of Hunger rule undisputed over Rats' Nest, are influential in Loom Houses, and are quickly gaining ground in other districts.*

Ragamuffin King vs. Merchant Houses. *Let's be clear: the Merchant Houses have King Timorias under their thumb and grant him only enough power to maintain a semblance of order in the city. But the King himself is no stranger to scheming and is looking for other allies (thieves, foreign nations, and so on) to curb the power of the Merchant Houses.*

Copper Helms vs. Smugglers. *The city watch and coastal guard of Jalizar are traditionally neutral in political matters, and easily bribed to boot. So, the Copper Helms' Commander really can't stand unauthorized smugglers who try to duck out of paying the necessary "donations" to the guards. If he catches any of them, he will show no mercy.*

Alliances. *"The enemy of my enemy is my friend", as the saying goes, and the wars of attrition above have also led to some alliances or, to be more precise, some common goals, for example between the Jan Tong and the Children of Hunger, or the Thieves' Guild and the Copper Helms. But everyone knows these agreements aren't meant to last. The Assassins' Guild is a different matter, since its members work for whoever is willing to pay, but nobody is fool enough to trust them.*

the Jan Tong has become much more aggressive (see Attrition Wars sidebar), going so far as to attack the dens of the Thieves' Guild. The Thieves have responded with bloody retaliations and, if the situation isn't settled soon, a full-blown war might erupt in this neighborhood.

BATS' NEST

Rats' Nest, located in the southern part of the city, not far from the Shambles, is by far the most neglected and one of the dirtiest districts in Jalizar. Its history is marred by many tragic events. During the Valk siege, its walls were attacked on a daily basis, and the Winter Feast earthquake caused great devastation.

For these reasons, Rats' Nest has always been inhabited by the poorest citizens of Jalizar and not even the thieves find it worth their while to come here.

Today, Rats' Nest is controlled by the Children of Hunger, a group of beggars that separated from the Beggars' Guild years ago. They are ruled by the enigmatic Prophet, a masked man whose past is completely mysterious but who is gifted with exceptional charisma.

The access roads to the area are blocked by barricades, patrolled by the Children of Hunger, and it is difficult as well as dangerous to get past them if uninvited.

The Curse of the Manticore. Some say that the Children of Hunger have discovered one of the oldest secrets of Jalizar: the Manticore. This ancestral creature was defeated by Jall the Cattle Stealer and is now forced to obey the Prophet.

Learned men and sages don't believe these wild rumors because, as everyone knows,

the Manticore is only a legend. Yet they cannot find a rational explanation for the strange death of Babarion the Smooth, former Guild Master of the Fat Beggars. The man was found dead, locked in his closet, with hundreds of tiny punctures on his skin caused by poisoned needles. And everybody has heard of the venomous needles on the tail of the Manticore...

Explosions! Rats' Nest is usually as quiet as an ancient corpse. But lately, loud explosions and sudden fires have disrupted the silent nights with unsettling regularity, about twice a month. According to some, they are caused by a madman who claims he is carrying out experiments to build a flying machine!

SEWERS

The Jalizarans use the word Sewers to refer to any city level below ground. And Jalizar has got at least four levels of Sewers.

Starting from the top, the Emellan Sewers, directly under ground level, are what is left of the city built by Princess Emella.

Below them are the Rotguts, the ruins of the wooden city built by the Jalizaran Kings before Emella.

Then there is Old Jalizar, the old city dating back to the times of Jall the Cattle Stealer.

The last and deepest level includes the dungeons of the ancient city and is called the Manticore's Nest, because, as the legend goes, the Manticore took refuge here after being defeated by Jall.

For today's Jalizarans, the Sewers are the Sewers, no matter how deep. Nobody knows exactly what lurks down there but,



whatever it is, it is most definitely dangerous. So, the manholes at ground level are protected by bronze grates and only the Cleaners (see below) have keys to open them. However, a good lockpick or a crowbar and a good deal of determination are enough to gain access.

Why would anyone want to do that? The answer is simple: the hundreds of manholes allow anyone smart and bold enough to reach very interesting places, like the latrines of a Merchant House, avoiding all security.

But entering the Sewers is only the first step. Once inside, the greatest danger is getting lost. Very few maps of this underground labyrinth exist. A complete one is rumored to be in the hands of the Assassins' Guild, while a partial one is said to be part of Marzul's treasure (see below). Without a map, the old method of leaving

marks on the walls can work well, but it is easy to miss them in the dark and blunder into a deadly trap.

The Cleaners. Nobody knows the Sewers of Jalizar better than the Cleaners. This small but fundamental Guild has a crucial task: they inspect the Sewers, at least the upper levels, clean the passages, and do what they can to prevent clogging and the subsequent flooding of the city roads. As one can imagine, this is extremely dirty work and most of the Cleaners are foreigners, usually Cairnlanders who seem to be very much at ease in the dark, reeking caverns under the City of Thieves. Even the Cleaners don't venture below the second level and always move in groups, although the disappearance of entire parties of Cleaners is not uncommon.

Sewer Writings. Strange writings in an obscure language are sometimes found

THE MERCHANT HOUSES OF JALIZAR

The City of Thieves hosts a large number of Merchant Houses – some big, some small, each of them connected with the others through a network of alliances, rivalries, marriages, betrayals, and so on. It is impossible to describe all of them, so this list includes the four main ones, with information about the colors its members and supporters wear, its emblem, and main enemies.



House Talum. *House Talum is one of the oldest Merchant Houses in Jalizar, dating back to the time of the Widowers. It was founded by Antollos, the Archon of Talum, who, as the story goes, gave up his title to marry Princess Emella. Today Talum is a powerful Merchant House, with a large armed force, the Talum Falcons. It is ruled by the oldest male member of the family, the Lord, and its riches come from the trade between Ekul and Jalizar. The current Lord Talum, Perikles, is a sophisticated, pleasant man in his forties. House Talum pays the bills of Juros, the son of the Ragamuffin King, and in return its customs fees are often greatly reduced, a fact which enrages the other Merchant Houses.*

Colors: Blue and Gray.

Emblem: Falcon.

Main Enemies: House Jarikos

near the manholes. No one would think much of them if they weren't written in blood. The Ragamuffin King has ordered them to be removed as soon as they are found, so as not to worry the population. But, if you believe the chatter of drunken Cleaners, you'll know that many more are found in the upper levels of the Sewers, along with burned out candles of black wax and sometimes dead bodies, sacrificed in some unholy rite. "Sewers' Sorcery" the Cleaners mutter in these cases, and will say no more.

TALLBRIDGES

For centuries the area of Tallbridges has been the district of the nobles and Merchant Houses, two classes which often overlap. The name derives from the fact that the nobles don't like walking in the filthy streets of Jalizar, so several bridges have been built over time to connect their palaces to one another and keep them separated from the commoners below. Today there are so many elevated walkways that a man can move from one end of Tallbridges to the other without setting foot on the ground.

Naturally, the guards and mercenary forces of every Merchant House carefully watch their parts of the walkways, so that no scoundrel or other unwanted person can gain access to them. However, the patrols can be easily avoided with a grappling hook, strong muscles, and a good dose of stealth.

Although the Merchant Houses are constantly at odds with one another, open fights in Tallbridges are rare and the guards and soldiers of the Houses usually fight in the Imperial Quarter or at the Docks. But when tension escalates, major

conflicts do erupt, which often leads to the total annihilation of a House.

The Copper Helms patrol the ground level of Tallbridges, but their jurisdiction stops there. They have no power on the walkways and in the palaces, which makes this district very much an independent one.

Pigeons and Crows. While the other neighborhoods of Jalizar are plagued by rats, Tallbridges have another pest to deal with: pigeons. They are known as the Whelps of Fracassia, since it was the mad queen who first brought them to the City of Thieves, and are so numerous that their guano covers the rooftops and bridges of the district, making them extremely dirty and slippery. In addition, they spread diseases, such as the infamous Whiteplume Cough. Even with a legion of hunters dedicated to killing these beasts, their numbers wouldn't dwindle. Some time ago Jarmikos of Askeros, a Sage of the Great Library, suggested that Ironbeak Crows should be brought to Jalizar, since these carnivorous birds are natural enemies of pigeons. As is often the case, the idea was far too successful. The Ironbeak Crows, in fact, can kill a pigeon in no time, but they do the same with cats, other birds, and even humans. They have multiplied quickly and, even though they are not enough to eliminate the pigeons completely, they are a danger to the citizens. Jarmikos himself was attacked and killed by a flock of raging Ironbeaks when he tried to approach one of their nests to study them. The Ironbeak Crows hunt and nest in Tallbridges, but their biggest nests are in the lofty, deserted buildings of Graytowers.

The Magpie. Despite the tight security, some palaces in Tallbridges have recently been the targets of spectacular thefts.



House Jarikos. *This Merchant House is quite young and cannot boast age-old traditions like House Talum. Its founder, One-Handed Jarikos, was a marauder and a pillager. During the Reign of Twelve Winters, he and his men razed the coastal villages of the region, bringing stolen food back to the City of Thieves and selling it at extortionate prices. Today House Jarikos controls imports from Faberterra, which reach Jalizar via the Iron Mountains. When caravans from House Jarikos and House Talum meet on the Iron Route, savage fights break out, but in the City of Thieves only minor, although bloody, skirmishes periodically occur. The ruler of House Jarikos is a seventy-year-old man, Crumbal, who truly bates Lord Talum for both political and personal reasons. Crumbal married a sixteen-year-old girl, Tamiria, of whom he is very jealous, but in the last few months there have been rumors of an affair between young Tamiria and the handsome Lord Talum. House Jarikos doesn't have a strong military force, but sponsors the Serpent Guard (see page 49), the mercenary company that protects the King, which gives it a much-needed edge in its competition with House Talum. In addition, it has strong ties with mercenaries of all types.*

Colors: Brown and orange.

Emblem: Iron gauntlet.

Main Enemies: House Talum.



House Blackhorse. *House Blackhorse dates back to the age of the Council Kings. It is quite big and powerful, and in competition with House Talum and Jarikos. The Blackhorses made their fortune trading with the Cows, once known as the Zharims. Differently from the other Houses, they built several fortified outposts along the eastern route, which then became small villages, thus extending the influence of House Blackhorse. With the Valk invasions, its power was greatly diminished and the fortified villages razed and destroyed, but at the end of the conflict new trading relationships with the Valk of Valkheim were created, and today most of the meat and horses entering Jalizar belong to the Blackhorses. The house is currently ruled by two brothers, Tiroman and Valerios. Their strong bond was suddenly broken a few months ago when an attempt on Tiroman's life was made. Luckily Tiroman survived but evidence leading to Valerios' involvement caused the House to break into two factions that are now ready to kill each other. Nobody knows if the evidence is authentic or if it was planted by a rival House. What is certain is that the business of House Blackhorse is suffering, to the great dismay of its Valk business partners. House Blackhorse employs herd guards and can always count on bands of Valk mercenaries stationed along the main trade routes.*

Color: Red.

Emblem: Black horse's head.

Main Enemies: Inner struggle.

Gems locked in a booby-trapped chest in the top room of a tall tower, documents kept in a safe within a secret vault, and even the platinum wedding rings of Lord Jarikos and his wife, taken from the very fingers of the sleeping couple, are only some examples. The culprit cannot be found and nobody has ever seen him, but he has been nicknamed the Magpie due to his preference for small, shiny objects. The Thieves' Guild is quite embarrassed, because the Magpie isn't one of their men but rather a Whitemouse (see page 67), which means that the stolen items cannot be bought back through the usual channels. The even stranger thing is that none of the pieces have appeared on the black market, which means that they weren't stolen to be resold.

THE SHAMBLES

The Shambles is one of the oldest parts of Jalizar and it has remained mostly unchanged through the years. The City of Thieves has always imported cattle from the Cows' lands. The beasts come in through the Bones Gate, are taken down Horns Lane to Market Square where they are sold, and then herded to the Shambles, where the slaughterhouses and tanneries are located.

Although the Valk now rule over the Cows and fewer beasts arrive in Jalizar, a trip to the Shambles is still not for the fainthearted. The streets are filled with the mooing and baaing of poor beasts that somehow know they are doomed to die and the waste water flowing in the gutters is always blood red. What's more, the smell of dung and blood and the fumes from the tanneries are hard to bear, unless the sea wind is strong enough to blow them away towards Thousand Chimneys.

Jurgo's Tannery and the Assassins' Guild. It might be just a wild rumor, but many believe that the Assassins' Guild's base is located somewhere in the Shambles. In particular, Jurgo's Tannery seems to be the best place if you want to hire a professional murderer. The tannery has quite a long history and it is currently managed by Jurgo, who is a descendant of the original owner by the same name. However, hiring an Assassin is by no means easy; you cannot simply walk in and state your need. Since the end of King Shade's reign and the subsequent destruction of their Guild, the Assassins are much more cautious and you must be introduced by someone to have the chance to speak to one of these shady professionals.

The Offal Well. In the middle of the Shambles there is a big hole in the ground, nine feet wide, which is the largest known access to the Sewers. Bloody water and the entrails of eviscerated animals plummet into the ever hungry belly of the City of Thieves. The Offal Well is blocked by a heavy grate, so rusty and stained that nobody can tell for sure what it's made of. The workers sent here to drop waste do it quickly and with fear. Indeed, if you stare into the darkness of the Well for too long, you start hearing voices whispering secrets you would rather not know. At night, the place is even scarier, as cloaked figures crouch by the hole and engage in long conversations with the voices below. It's best not to disturb them if you value your life.

THOUSAND CHIMNEYS

The district of Thousand Chimneys is probably the humblest and most crowded in Jalizar. The vast majority of laborers, washerwomen, artisan apprentices, and assorted commoners live here, crammed

House Tankara. *House Tankara represents an exception to the other Merchant Houses. First, it is very recent: it dates back to 2468, the year after the death of Dhaar. Second, it is owned by the Alchemists of Gis, who were allowed to build a base in the City of Thieves for their services during the Siege of Jalizar. House Tankara is very secretive. Its members always wear black garments and hoods and their base, an old palace in Tallbridges, is one of the most heavily-guarded places in the city. The House is ruled by a Legatus, a sort of ambassador of Gis, who also has the role of Royal Food Taster, a ceremonial duty which gives him a permanent place in the King's Council. House Tankara has always remained neutral in political matters and it has only a single type of trade: twice a year, it sends a caravan to Ekul to bring back some mysterious alchemical supplies which are then sent to Gis by ship. Nobody knows the nature of this trade, but the cargos are always very well protected. House Tankara's security guards, the Veiled Caravaneers, are tough men who know the dangers of the southern trails very well.*

Color: Black.

Emblem: None.

Main Enemies: None known.

in tiny spaces, with up to ten people in one room. The area is a huge labyrinth, its buildings piling up with no rational plan and its balconies and stalls often turned into temporary shelters. But the truly incredible thing is the stench of humanity that mercilessly clings to everything. The district owes its name to the chimneys built to burn the most affordable fuel available in Jalizar: peat.

In the past, cheap braziers were used, but this often caused massive fires – and the Jalizarans are mortally afraid of fires! So, the braziers were replaced by chimneys, which now spout their smoke all over the area.

Thousand Chimneys also hosts the headquarters of the Thieves' Guild, located in the Hospice of the Poor, a very old palace originally built for the homeless. It is a real fortress and access is granted only to those who are invited. Naturally the Guild has other bases in Jalizar, since most inns, brothels, shops – and even individual people – pay protection money, or belong, to the Guild.

Labyrinth of Lies. Marzul was the Master of the Thieves' Guild thirty years ago. He was well-known for his dishonesty, as well as for his suspiciousness, a fundamental trait if you rule over a group of cutthroats.

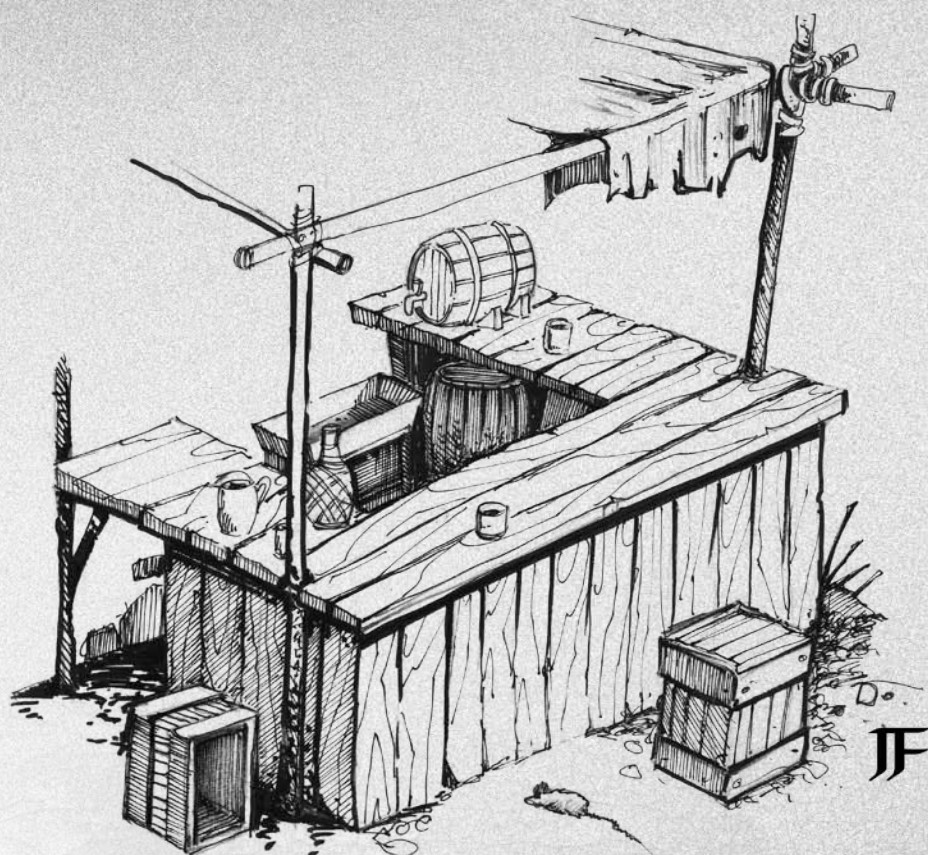
By stealing from the Guild's coffers, Marzul gathered an enormous treasure. He ordered Torkimas, the most brilliant architect in Jalizar, to build a secret place where to hide his riches. Torkimas did his best and created a maze full of traps so devious that it is called the Labyrinth of Lies.

Yet, sometime later the dishonesty of the Guild Master was discovered by the Guild's Elders and he was deprived of his title at once. He was imprisoned and tortured, but died during the process without revealing the location of his labyrinth. Witnesses say he died with a smile on his face, happy to have fooled his peers.

In the following years the Thieves' Guild literally tore the whole city apart looking for the Guild Master's treasure, but it was nowhere to be found. Torkimas also disap-

peared, and despite a rich reward offered for any information on his whereabouts, he was never caught. He is believed to be hiding in the lower districts, terrified at the idea that someone might recognize him as the sole living man knowing where Marzul's Labyrinth is.

The Chimney Sweepers. The Copper Helms assigned to patrol this district are mockingly called the Chimney Sweepers. They are known to be the most corrupt guards in the city, and on the payroll of the Thieves' Guild. In certain cases, they themselves collect the protection fees due to the Guild and keep their share. The captain of the Tower of Thieves, the Copper Helms' base in this quarter, is the infamous Rogarius the Fat, a man of great appetites, in all senses, and a good friend of the Thieves' Guild. A couple of months ago a new lieutenant, Melikan Than, son of a nobleman from Tallbridges, was assigned to his garrison. Melikan doesn't seem to understand how things are run around here: he has put an end to the collection of protection money and has even arrested some honest thieves doing their job. The man seems determined to start a pointless fight against crime, embarrassing his commander. Rogarius hasn't yet decided how to deal with this problem but, before acting, he needs to find out if Melikan is working alone or if he has the support of powerful friends.



MAKING JALIZARIANS

Jalizar offers a great array of possible characters. To help the players create a hero from the City of Thieves, several ideas are listed below. In addition, certain concepts already present in the Golden Edition are explored again to better fit the setting.

As usual, tweaking and mixing them is highly recommended.

Assassin. Being a professional murderer is dangerous as well as a potential source of great wealth in Jalizar. The City of Thieves sports one of the best organized

and deadliest Guilds of the Dominions. But even the Assassins must be cautious after the events dating back to the time of King Shade, which almost caused the total annihilation of the Guild. Very few independent Assassins exist, given the harsh punishments the Guild deals to competitors, but they are the cream of the crop.

Barbarian. This hero was born in the wild lands, in cold Northeim, in the dangerous Savannah, or any other uncivilized place. Why would such a man come to the City of Thieves? Soft skinned girls, decent food, and riches in the hands of weak merchants who have never wielded a sword are certainly the main reasons.

Beggar. She is poor, probably misshapen and surely dirty, but the streets are hers! She knows every back alley, temple, and deserted building where she can find food and shelter for free. And she is a mistress of the delicate art of begging: she knows how to make a haughty merchant open his purse or how to move a noblewoman to pity. And, under her rough appearance, not all her scars are actually authentic...

Cat Burglar. Jalizar, City of Rooftops, loves its dauntless children! A cat burglar specializes in spectacular break-ins: chases on rooftops and walking on tightropes are her bread and butter. She enjoys this dangerous life more for the thrill than for the enormous loot she can get her hands on.



City Watch. Jalizar teems with thieves, scoundrels, and other criminals. The Copper Helms, the city watch, solve crimes and protect the citizens – in theory at least. Most of them are practical men who know that getting home safe and sound in the evening requires being reasonable and often turning a blind eye.

Courtesan. The courtesans of Jalizar are the prettiest and most ill-reputed in the Dominions. Dancers, poetesses, or mistresses of the erotic arts, they can make you spend all your money, if you are lucky. Yet, many are also thieves and assassins, in which case you could be found dead and naked in a dirty alley.

Duelist. The law isn't fair in the Dread Sea Dominions. And it is even more unjust in the City of Thieves, unless you are a rich merchant or an influential Guild member. But any man drawing a weapon in answer to some provocation does so at his own risk, and the only verdict that matters is given by the iron of his – or his opponent's – blade. Fighters for hire, such as the famous Redshoulders, offer their services in perfectly legal duels.

Entertainer. Poets, mimes, actors, and beast trainers are widely present in Jalizar. Indeed, the City of Thieves always needs a few

more entertainers. Some of them are little more than beggars, singing rowdy ballads in the brothels of Thousand Chimneys, while others are pampered poets composing delicate rhymes for the daughters of Merchant Lords. Many of them have a soft spot for adventure, too.

Jan Tong. The people of Brass Lanterns are the family of the Jan Tong. Apparently, these tattooed thugs act exactly like the other criminals of this rotten city, but they consider themselves superior to them. Many are skilled martial artists and follow the mysterious Way of Enlightenment. Family and clan are their strength, and the Elders their masters. They keep the district safe and make businesses prosper, though not even they know why the Jademen have come here, so far from the mountains of Lhoban. Anyway, they greatly enjoy the pleasures, the riches, and the girls of Jalizar.

Lotusmaster. Those who have mastered the secrets of the Lotus are always welcome in Jalizar. Rich merchants employ them to be protected from poisoning attempts, while thieves and other criminals always need special concoctions to help them in their work. In addition, the area around Jalizar is full of strange varieties of Lotus, provided that you are bold – or mad – enough to go to the Charred Bogs or infiltrate the Sewers.

Mercenary. A blade for hire can always find work in Jalizar. Mer-



chant Houses, Guilds, and private citizens alike often seek a strong man to deal with the dangers of the City of Thieves. Not all mercenaries are equally skilled but they always know when to desert their old master for a new one.

Priest. The Flower of the North is full of possibilities for a man of the cloth, if he accepts the fact that here religion is no different from any other business. Good acting and marketing skills are the foremost requirements for a priest in the City of Thieves. It doesn't matter if his god is just or treacherous, good or evil, true or false, as long as he is colorful enough to attract crowds of people – and their money.

Rat Catcher. Rats, pigeons and even nastier critters live in the gaps in the walls, and lurk in the manholes of the sewers. Haughty lords and ladies call rat catchers “mousters” or use other derogatory terms, but when vermin infest their manors and towers, you are the person they call. And yes, you have seen white alligators in the Sewers.

Thief. Thief is too generic a term in Jalizar, given the number of crooks dwelling in the Rotten Flower of the North. He is probably connected

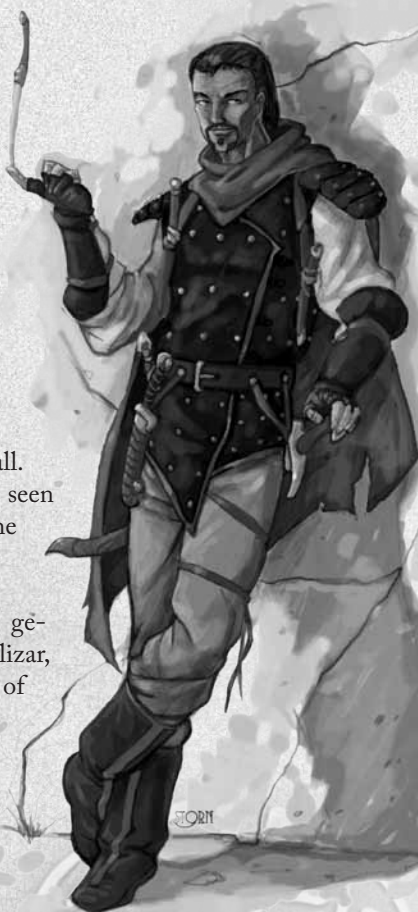
with the Thieves' Guild (unless he is a Whitemouse, see below), but his skills and field of expertise vary a lot. Burglars and pickpockets are the most common types, but some of these individuals specialize in other areas such as kidnappings and Khav dealing.

Thug. A thug is above all a survivor, a rough fellow who lives in the City of Thieves respecting its laws. No task is too lowly for him and the only thing that counts is loyalty towards his gang, the only family he has ever known.

Sewer Sorcerer. Some warlocks and witches are so power-hungry that they dare venture into the Sewers of Jalizar.

The few who come back are forever tainted by the Powers Below. They can be charming maidens, but the whiff of the Sewers never leaves them and no perfume or Lotus can hide it. Sewer sorcerers are powerful and feared, but their skills always come at a price: they will eventually be dragged into the darkness below.

Smuggler. This shady individual has learned a hundred ways to smuggle something, or someone, into or out of the City of Thieves. He knows every bribable Copper Helm in the area by name, as well as his weaknesses. Some are excellent sailors too, and can sail blind on a moonless night if the recompense is worth it.



HERO'S JOURNAL: THIEVES' SIGNS

The thieves of Jalizar have developed a particular form of communication, called Thieves' Code or Thieves' Signs, to deliver messages in an inconspicuous manner. The language exists in two different forms: gestural and written.

The gestural form of the language includes handshakes and touching the body. The idea is that, even in total darkness, a thief can touch a friend and communicate without speaking a word. In the same manner, two old friends shaking hands in a crowded tavern can chat a bit. Note that the language is very basic and something like "The guards are coming" is the most complex message that can be conveyed.

The written form of the language mainly includes inconspicuous looking graffiti found on walls. They are left as notes and deliver meanings like: "House with guard dog", "Tricky lock", "Generous landlady", and so on.

To get a general idea of the limits of the Thieves' Code, compare it to real-world street signs.

Playing characters can learn the Thieves' Code just like any other language, in both the gestural and written form. Since it isn't a fully-fledged language, even illiterate characters know the written form.

A character must have Streetwise d8+, the Thief or Lowlife Edges, or be born in Jalizar to learn the Thieves' Signs.

✦	ASSASSINS GUILD	↻	(TURN) RIGHT
↘	BAD LUCK	↺	(TURN) LEFT
⤴	BEGGARS GUILD	↑	NOT WORTHY
⌘	DANGER	❖	RICH LOOT
ΦΦ	DOG(S)	Λ	ROOF
○	DOOR	#	SAFE (PLACE)
▲	FOE	⊕	SECRET PASSAGE
▽	FRIEND	👁	SORCERY
♣	FENCE	👤	THIEVES GUILD
▲▲	FORGER	👤	THIEF
⌘	GAMBLING DEN	👤	TRAITOR, SPY
⚙	GODLOVER, PRIEST	♦	TRAP
👤	GUARD(S)	□	WINDOWS
♦	LOCK	👤	WOMAN
👤	NIGHT	✕	SEWER ACCESS

Swindler. A charming voice and proper manners are the trademarks of the swindler. He is just another criminal in the City of Thieves, but he prefers shrewdness and treachery to sword and dagger. Have you bought a gem from him? You'd better check at once it isn't a fake!

Whitemouse. "In a world of gray and black rats, the white mouse has a hard life" the saying goes. Gray and black rats are thieves and bandits affiliated to the Thieves' Guild or the Jan Tong. The Guild asks for a good share of your earnings to let

you do your business but, if you decide not to accept it, you become a Whitemouse, a freelance thief, with no other boss but yourself. Be careful! The Guild is watching you, and will do anything to force you back into its ranks.

Character Creation
Creation of a Jalizaran character follows the rules of *Beasts and Barbarians Golden Edition*. In addition, this chapter introduces some new Edges and Hindrances which, despite being typical of people from Jalizar, can also be taken by characters not born in the Flower of the North.

SKILLS

No new skill is used in Jalizar, City of Thieves, but some of them are used for new tasks, as explained in the Life as a Thief chapter (see page 94).

NEW HINDRANCES

IMPORTANT NOTE: MUTILATIONS

As you keep reading, you'll find some specific rules referring to Mutilations. A mutilation, in gaming terms, corresponds to one of the following Hindrances: Blind, Lamé, One Arm, One Eye, One Leg, Small (with a trapping like hunchback or dwarf), and Ugly.

SHARP-TONGUED (MINOR)

Certain people are born to provoke. You are sarcastic, sharp-tongued and, even in combat, you waste time babbling something clever about your opponent's personal hygiene or his mother's profession. A Sharp-Tongued hero must spend his *first* action in any combat on a Taunt Test of Will. He can perform other actions in the round, with the normal multi-action penalty. He can also avoid this restriction by spending a Bennie.

In addition, his somewhat unnerving attitude conditions his social abilities: he cannot raise his Persuasion skill over d8.

As minor compensation, a Sharp-Tongued hero gains +1 to Taunt rolls.

CHEATED AND ROBBED (MAJOR)

A staple of Swords and Sorcery sees the hero being fooled at the end of the ad-

venture by someone who robs his loot and leaves his pride and head deeply bruised (usually the pretty she-thief who helped him steal the treasure or the treacherous courtesan who offers him drugged wine). Alternatively, the gold turns out to be cursed and crumbles into dust.

The character is one of these unlucky (and careless) people. At the end of each adventure, the player must draw a card from the Action Deck. If the seed of the card is not Hearts, her character has been cheated and robbed, and loses any treasure or rewards earned in the current scenario. The character's previous Savings are untouched and the equipment can be replenished for free as normal.

The player should narrate to the group and the GM how the cheating happened and, if the story is entertaining, she should be given an additional Bennie at the start of the next session.

Experience makes the hero more careful, so this Hindrance can slowly be removed: any time the hero gets an advance, he is allowed a Smarts (-4) roll. In case of success, he adds another card suit of his choice (Clubs, Diamonds or Spades) to the list of the ones that don't cause him to be fooled. Jokers have no suit, so drawing one always means the hero is robbed.

GULLIBLE (MINOR)

Certain people are just born to believe anything they hear. The hero is one of them. This hindrance might seem suitable only for slow-witted barbarians, but it is not so. Gullible people actually *want* to believe, so sages and learned people can be Gullible, too.

No matter how weird a story sounds, the character is willing to swallow it. He believes in faeries, monsters and even in the prayers sailors say against venereal diseases.

HERO'S JOURNAL: GUILD STRUCTURE

All the Guilds in Jalizar have roughly the same structure, outlined below. Each rank pays fees to the higher ranks, making the Guild Master and the Guild Elders richer and richer, while the lower ranks constantly struggle to climb the organization's ladder.

Characters belonging to a profession supported by a Guild (thieves, beggars, weavers, and so on) are considered Guild Members by default (see below).

Guild Master. *The Guild Master is the ruler of the Guild. In certain Guilds, like the Weavers' Guild, he is elected; in the shadier Thieves' Guild, instead, the creation of a new Master usually involves a sharp knife in the old Master's back. Being a Guild Master keeps a hero away from adventures, so it is usually an NPC-only position. In terms of rules, it is the same as having the Noble Edge.*

Guild Elders. *The Elders are the higher echelons of the Guild and go by names like Master Thieves, Loom Lords, and so on. A character wishing to be a Guild Elder should take the Connections or Rich Edge (or both), as they both suit his position.*

Guild Members. *These individuals belong to the lower ranks of a Guild. A Guild member must pay the Guild's Pinkie (a tenth of his income, Savings included) to an Elder in exchange for formal protection. If he does, everything runs as normal, otherwise he becomes an Outlaw (see below).*

Guild Affiliates. *These are the apprentices and lowest ranks of the Guild. They have all the duties of Guild Members but no rights. You can be an Affiliate if you take the Poor Edge. It can be removed, once you achieve Seasoned rank, by spending an advance, or through promotion in the field by an Elder (GM's decision).*

Guild Outlaws. *You aren't paying the Guild fee and you are playing in its playground. You should take the Enemy Hindrance.*

JOINING A GUILD AND GUILD ADVANCEMENTS

Heroes usually start the game at Seasoned Rank, which means they joined their respective Guilds in the past. Yet, nothing prevents characters, especially if they are foreigners coming to the City of Thieves, from trying to join a Guild later, i.e. during the game. Usually, a formal request must be made and the candidate must be sponsored by someone who is already a member of the Guild (Guild Member or Elder). At this point, a membership fee is requested and/or a specific task is assigned to test the candidate's motivation.

More difficult tasks are assigned to those seeking a promotion within the Guild. While these tasks are usually quite dull in the case of the New Guilds (for example, producing certain goods, or something similar), the "adventuring" Guilds, like the Thieves, Beggars, and Assassins, set harder missions, called Guild Missions, which can lead to interesting adventures.

The Game Master's section of this book offers some hints on how to create Guild Missions.

EXAMPLES OF GUILDS

Here follows a brief list of the major Guilds of Jalizar, but many others can be devised (GM's discretion), especially if the characters belong to a specific professions (such as leatherworkers or cobblers). Minor Guilds are often controlled by (or subject to) a Major one.

GUILD	NOTES
<i>Thieves' Guild</i>	<i>Controls Beggars and Courtesans Guilds.</i>
<i>Beggars' Guild</i>	<i>The "Fat Beggars". Subordinate to the Thieves' Guild.</i>
<i>Courtesans' Guild</i>	<i>Subordinate to the Thieves' Guild.</i>
<i>Assassins' Guild</i>	<i>Very secretive.</i>
<i>Children of Hunger</i>	<i>Dissident beggars. More like a sect than to a real Guild.</i>
<i>Weavers' Guild</i>	<i>New Guild. Infamous for their slave-based workshops.</i>
<i>Potters Guild</i>	<i>New Guild. Also manufacturers of mosaics.</i>
<i>Goldsmiths Guild</i>	<i>New Guild. They are also moneylenders (and usurers).</i>

This character has great comic value but suffers -2 to resisting Smarts-based Tricks, opposed Persuasion rolls, and in Social Conflicts.

Removing this Hindrance is possible through a personal quest to find Enlightenment again. In this case, the Hindrance should be replaced with another suitable one.

LOST ON THE WAY (MINOR OR MAJOR)

You must have the Enlightenment Arcane Background to take this Hindrance. Your deeds or your lifestyle have made you stray from the Path of Enlightenment to become, for instance, a Jan Tong thug.

In the minor version of the Hindrance, your Enlightenment skill cannot start above d8 and you cannot raise it further, even with advances.

The major version is even harsher: it works exactly like the minor one, but you can't take any New Power or Power Points Edges.

NEW EDGES

BACKGROUND EDGES

BEGGAR'S GIFT

Requirements: Novice, Spirit d6+, must have a Mutilation (see below).

It is sadly common among the Jalizaran fathers of the poorest classes to inflict a mutilation of some sort on their children, because

this will stir pity and make their lives easier when they start begging in the streets.

Your character is one of these unfortunate souls, so he must have one or more Mutilation Hindrances. They can *all* be considered Minor Hindrances for character creation purposes, even when they are Major.

A maimed body sharpens one's wits, so the character receives an additional Bennie for each Mutilation he has, even when he is an Extra.

In addition, having lived with these limitations all his life, he is used to them, so at any time the hero can spend a Bennie to ignore the penalties caused by *all* his Mutilation Hindrances during the current round.

As he is often underestimated by others, a hero with the Beggar's Gift also receives +1 to Tricks and to Agility rolls to interrupt opponents.

NIGHT EYES

Requirements: Novice, Notice d8+

Legends say that, by wetting one's eyelids with Sewers water and whispering an incantation as old as the City itself, the thieves of Jalizar can see in darkness like cats. This is clearly a legend, but it is true that through long training this character has learned how to use smell, hearing, touch, and even taste to cope with darkness. The character reduces by 1 any modifier for poor lighting, including those caused by blindness, as long as he can freely hear, touch, and smell the environment.

STREET BAT

Requirements: Novice, Spirit d6+, Vigor d6+

You have lived most of your life in the lower parts of the city, fighting over scraps of food with rats and even more disgusting creatures. Once or twice, you have also had to drink Sewers water. Your guts hurt a bit and you vomited green stuff, but you are still alive and kicking.

You receive +1 to Toughness and +2 to both Vigor rolls to resist illnesses and Survival rolls in the urban environment. Your body is strong but has suffered too much deprivation, so you cannot take the Brawny Edge.

COMBAT EDGES

BEAT BACK

Requirements: Novice, Strength d6+, Fighting d8+

Ask old swordsmen: fighting is half dealing precise blows and half forcing your opponents to retreat where you want, to hinder their movements and then quickly dispatch them.

A character with this Edge, who hits an enemy in melee with a raise can choose to renounce the additional damage to push the enemy 1" away in direction of his choice. The attacker, if he wants, can "follow up" occupying his enemy's previous position. The attacker must push the opponent into an empty space; if this isn't possible, the defender is automatically Shaken. If the defender is moved into Difficult Terrain he must make an Agility roll to avoid falling down and going Prone (see *Savage Worlds* core rules).

If you aren't using minis and a battlemat, the GM judges if there is space for the

defender to retreat or if he is pushed into Difficult Terrain.

A defender who is beaten back doesn't trigger a free attack from the attacker when he is moved away, but all the other rules for leaving a melee apply (i.e. other fighters participating in the fight can make a free attack on him).

CLOAK HERO/HEROINE

Requirements: Novice, Agility d8+, Fighting d6+, Stealth d6+

What is a cloak-and-dagger scoundrel without her cape? This Edge allows the heroine to use any cape, mantle, or cloak in combat to deflect blows and hinder enemies.

As long as the heroine is unencumbered, she can use a cloak as a small shield (gaining +1 Parry). In addition, whenever she does a Trick using a cloak, the player can place a Small Burst Template on the battlefield with one edge in contact with the heroine. The Trick affects any character caught by the Template.

CLOAK MASTER/ MISTRESS

Requirements: Heroic, Cloak Hero/Heroine, Charisma 1+, Persuasion d8+

The heroine can use her cape in such a flamboyant way that enemies are literally dazed by her coolness. Every time she initiates a Trick involving her cloak, she can add half her Charisma (rounded up) to the roll.

In addition, the cloak works as special Light Armor (+1), which doesn't prevent the use of the Loincloth Hero/Bikini Heroine Edge.

HARASS

Requirements: Seasoned, Fighting d6+, Intimidate d6+, Smarts d6+, Taunt d6+

This character is very good at threatening and distracting opponents, so his friends can dispatch them with greater ease. His support in a fight grants a +2 Gang Up bonus instead of +1. This requires excellent coordination, which has an additional benefit: if the hero starts the round within 1" of an ally, he can decide to discard his own Action Card and to act on the Action Card of the ally, but this can be done only if the ally draws a 7 or a lower. The choice must be made when the ally shows his card. The hero always acts *after* the ally.



NIMBLE STRIKE

Requirements: Seasoned, Agility d8+, Fighting d8+, Vigor d6+

This Edge is favored by light, fast rogues who know how to best put their great nimbleness to use. When picking this Edge, the character chooses a single melee weapon for which he meets the Strength requirements. As long as he is unencumbered, he deals damage with that weapon

using Agility instead of Strength to calculate damage. Note that the chosen weapon must be a specific one (like “Dingus’ favorite dagger” or “my black staff”), not simply a class of weapons. The character can decide to change the weapon with which he has the Nimble Strike, but at least two weeks are needed to learn to use the new weapon before the Edge applies.

This Edge can be taken more than once, choosing a different weapon every time.

***Example:** Dingus of Jalizar has Strength d6, Agility d10 and the Nimble Strike (trusty short sword) Edge. Normally, with his favorite blade he would deal Str+d6 (2d6) damage but, thanks to this Edge, he deals Agi+d6 (d10+d6), as long as he is unencumbered. Dingus also owns a fine iron battle axe (Str+d8) but, as his Strength is lower than the minimum requirement, he cannot take the Nimble Strike Edge for that weapon.*

BAIN OF STEEL

Requirements: Seasoned, Quick Draw, Throwing d8+

Sometimes quantity is better than quality. The character has learned how to hold more than one blade between his fingers and can throw them all with a single move of the wrist. He can throw up to 3 daggers, throwing daggers, or Manticore’s Stings (they must all be of the same type) in a single action, suffering -2 to all the attack rolls. The weapons can be used against different targets.

Given that his grip on the weapons isn’t very strong when he uses this Edge, for damage purposes the Strength of the thrower is considered at maximum d8.

POWER EDGES

FLYCATCHER

Requirements: Seasoned, Enlightenment d8+, Fighting d8+, Notice d8+

One of the tasks master monks assign to their disciples consists in patiently catching flies with bamboo chopsticks. It might seem pointless, but constant practice grants the Enlightened One perfect eye-arm-brain coordination, which can be used in combat to deflect incoming projectiles.

Any time a non-Shaken character with this Edge is hit by a physical projectile (so it applies to a sling bullet but not to a magic *bolt*), he can make a Fighting roll opposed by the incoming attack roll. If he is successful, he deflects the projectile with his weapon or bare hand. If he scores a raise, he can spend a Power Point to turn the projectile against his attacker, who suffers the standard damage. This Edge requires the character to actually see the projectile and can be used multiple times each round, with a cumulative -2 penalty to the Fighting roll for each consecutive use in the same round.

INCENSE TRADITION

Requirements: Veteran, Lotusmastery d8+, Knowledge (Arcana) d8+, Smarts d8+

A Jalizaran Lotusmaster stole an ancient book from the city of Gis which described the secrets of using the smoke of a burning Lotus. This archaic knowledge, merged with the mastery of burning other herbs imported by the Jademen, has led to a particular branch of Lotusmastery, called the Incense Tradition. This consists of burning special types of Lotus and trapping the smoke in crystal or glass orbs previously treated with

particular rituals. The smoke inside the orbs is magical and can be released at will by the wielder on his chosen target.

In game terms, to use this Edge a Lotusmaster must have an empty Incense Orb (see Gear chapter). Then, he makes a Lotusmastery (-2) roll and pays a number of Power Points equal to twice the base cost of the Lotus concoction he wants to imbue the Orb with, plus one for each “charge” he wants to put in. The whole process requires a full day of work.

If the roll is successful, the Orb will have the chosen number of charges of the selected Power. If he scores a raise, two additional free charges are put into the Orb. With a failure, the process fails but the Orb can be reused; with a critical failure, the Orb is destroyed.

Any character touching the Orb can unleash the Power stored inside it (using the maker’s Lotusmastery skill), spending a charge. All the Powers have a range of 6/12/24 and basic duration.

The Lotusmaster doesn’t recover any of the Power Points spent on the Orb until all the charges are used or the Orb is broken. A Lotusmaster can carry a single active Orb at any time.

Example: *Kurasta, a wicked Lotusmaster, decides to imbue an Orb with the poison power. It costs him 4 Power Points plus 6 for the six charges he wants in it, for a total of 10 Power Points. He rolls 11-2=9 on the Lotusmastery roll, scoring a raise and adding two free charges to the item! After a day’s work, his Orb, full of greenish fumes, is ready. By touching it, Kurasta can invoke a tendril of smoke delivering the poison power at range 6/12/24 eight times! He slips the precious object into his*

pocket and is ready for a dangerous expedition to the Thieves’ Guild palace...

SEWER SORCERER

Requirements: Novice, Spirit d8+, must have accepted the Sewers Pact (see page 78)

The character has made a deal with the powers sleeping deep below the Flower of the North, has listened carefully to the voices whispering from the dark manholes, and has learned forbidden secrets.

He receives an additional Sewers Bennie (see page 78) at the start of each session. Moreover, when he receives a Bennie, including the new ones at the start of each session, he can decide to pick a Sewers Bennie instead of a normal one.

Sewers Bennies also grant him an additional power: each can be traded for 5 Power Points. Note that the Power Points received in this way must be used in the same round or they are lost.

Note: This Edge is useless outside Jalizar, so if the hero leaves the City of Thieves for good, he should be allowed to use the Advancement Substitution rule (see page 102).

PROFESSIONAL EDGES

CAT BURGLAR

Requirements: Novice, Agility d8+, Spirit d6+, Pace 6”+, cannot be Yellow

This hero is not afraid of heights. He jumps over chasms with reckless abandon and climbs walls like a cat. In addition, he is perfectly at ease when walking the Road Above, as thieves call the dangerous path made of towers, chimneys, and rooftops.

A Cat Burglar adds +2 to any Climbing and Strength roll to determine jumping distance, and generally to any roll made walking or running along the Road Above.

Also, whenever he might fall, the player can invent a providential prop (like a flag pole, a rock or anything similar) and make an Agility roll to avoid all damage. In narrative terms, he clings to the prop and will regain solid ground at the beginning of the next round. Even when failing the roll he ignores Bump and Bruises and suffers only half the damage from falls.

FALCONER

Requirements: Seasoned, Beast Master, Smarts d8, Survival d6+

People from Jalizar are very fond of birds and falconry is an advanced art among them. A falconer knows how to train, look after, and use birds of any type. To be a falconer the character must have a bird companion, not necessarily a falcon (as per the Beast Master Edge). The bird becomes a Henchman, its Vigor and Smarts increased by one die step each.

The creature is so well trained it obeys orders as a dog would. If the understanding of an order is doubtful, the GM can ask both the falconer and his beast for a Smarts roll; if both succeed, the order is understood.

The falconer has a special bond with his beast: the falcon grants his master +2 Gang Up bonus instead of +1 and gives him +1 to any Trick roll if he is within 6" of his trainer.

JAN TONG TATTOO

Requirements: Novice, Agility d6+, Spirit d6+, Streetwise d6+, must be a member of the Jan Tong

The Jan Tong members tattoo their bodies with images of exotic beasts from their far land. These marks are far more than simple physical embellishments; they denote great skill. When taking this Edge, the character must describe his tattoo and then specify a focus on one of these Traits: Agility, Fighting (limited to unarmed attacks and Monk weapons), Intimidation, or Stealth. If the character is an Extra, he gains a Wild Die on the selected skill. If he is a Wild Card, his Wild Die is raised by one step (usually from d6 to d8).

Every two Ranks above Novice the character selects an additional Trait to focus on. So, a Veteran character has two Trait focus and a Legendary hero three.

POET

Requirements: Novice, Knowledge (Legends and Lore) d6+, Smarts d6+, Spirit d6+

Jalizar is beloved by poets and attracts many of them. Some are cowards who faint at the mere sight of blood, while others are men of the sword as well as of letters. A Poet can use the Knowledge (Legends and Lore) skill instead of Taunt or Persuasion.

This is limited to cases in which poetry can be used effectively: composing a mocking rhyme to taunt an opponent (replacing Taunt) or winning the heart of a lady with a sonnet (replacing Persuasion) are reasonable, while using poetry when signing a trade agreement isn't. The GM has the last word on the appropriateness of the skill substitution.

Poets are always looking for new stories and legends. Whenever the GM starts an Interlude, the Poet receives a free Bennie (two Bennies if he is the subject of the Interlude).

SHADOW MONK

Requirements: Novice, Enlightenment d8+, Notice d6+, Persuasion d6+, Spirit d8+, Stealth d6+

The Shadow Monks are a group of Enlightened Ones with a particularly dangerous task. They must investigate and fight any demonic presence in the City of Thieves, but they must do it quietly so that the hidden powers of the Sewers won't stir and become enraged.

A Shadow Monk receives the *detect/conceal* *arcana* Power for free and can use it at will, without spending any Power Points but with the following limitations: *detect* works only on detecting demonic presence and magic. *Conceal* is considered always active (but doesn't cause any penalty) even when the character is sleeping or unconscious and protects the monk from any attempt at detecting his Enlightened powers.

Also, a Shadow Monk excels at moving undetected, focusing his inner power to misdirect the attention of others. By spending 1 Power Point he can decide to roll on his Enlightenment skill any time he would normally roll on Stealth.

SOCIAL EDGES

CONNECTIONS (JALIZAR)

Requirements: Novice

Connections are crucial for campaign taking place in Jalizar, so the Connections Edge is slightly tweaked with typical Jalizaran contacts. The players and the GM are encouraged to add other personalized Connections to the following ones.

Beggar Boys. The hero has befriended a band of beggar boys. These little scoundrels can be very useful in the City of the Graytowers. They are inconspicuous and people tend not to notice them. They aren't fighters or experts at anything but can keep their ears open (Streetwise d10) or shadow any target (Stealth d10). As they are a group, they get a Wild Die in these specific situations. They are quite easy to locate (+2 to Streetwise roll to finding them and to persuading them to act).

City Watch. The hero knows a fairly prominent Copper Helm, which grants him some protection from the law and ensures (by successfully contacting the Connection) that his minor crimes (thefts and similar) are ignored by the city watch. In addition, the Copper Helm is well informed about the criminal underworld (Streetwise d8, Wild Die). However, he will never provide manpower of any kind, since that would expose him too much!

Sewer Fiend. For some reason, the hero has attracted the attention of a terrible monster, the Sewer Fiend (see Creatures of Jalizar). The creature is somehow attracted to the hero and won't do anything to harm him, unless provoked. A Sewer Fiend can be found by calling it with a Spirit or Sorcery roll (player's choice), instead of a Streetwise roll, when within one mile of the Sewers. The Sewer Fiend is a Wild Card and will do anything the hero wants (no Persuasion roll required), but always asks for something in exchange. It doesn't want trinkets or money, but expects the hero to perform some evil deed as dangerous as the one asked of it. If a Sewer Fiend isn't paid, it will stop answering the hero's calls or might even become an Enemy (GM's choice).

Smuggler. The hero knows a smuggler, a shady man involved in some highly lucrative import-export business. A hero can turn to his smuggler friend to locate a Rare Item, a suitable means of transportation (horses, carts, and boats are the most common), or an expert in some field (a pilot, a forger, a safecracker, and so on). The smuggler does not provide mercenaries or killers for hire. Experts and vehicles can be borrowed for free, if they are sent back intact, while an item must be bought as normal.

Everyone's Friend. The character has a vast network of connections of various different types. They aren't very close Connections and he doesn't need to choose a specific connection group (like criminals, soldiers, merchants, and so on) when taking this Edge but, every time he uses it, he can call a different person. However, the connection is quite loose, so the Persuasion roll to call for help suffers -2.

This Edge is useless outside Jalizar. So, if the hero leaves the City of Thieves for good, he should be allowed to use the Advancement Substitution rule (see page 102).

MASTER OF DISGUISE

Requirements: Novice, Notice d6+, Smarts d6+, Persuasion d6+

"Life is like a stage" is the motto of this hero. A professional actor and impersonator, he learned his tricks pretending to be a mutilated beggar in the streets, or actually performing in front of kings and queens. Whatever his origin, even his mother cannot recognize him when he is properly disguised. He receives +2 to Smarts and Persuasion rolls in preparing and using a disguise (see page 95) and,

given his experience, he can improvise one by using very basic tools and altering his facial expressions. He can ignore the no equipment penalty while working on a disguise, as long as he isn't trying to imitate a specific individual.

WEIRD EDGES

STILL GOT ONE

Requirements: Seasoned, Smarts d6+, Stealth d6+, Repair d6+

The heroine has done her best to conceal on her body a number of home-made throwing blades, disguised in clever ways. They might look like hairpins, parts of her armor, or whatever she wants. These blades have the stats of a Manticore's Sting (see page 87) and their number isn't fixed: unless the character rolls 1 on the Throwing die, regardless of the Wild Die, she still has another blade concealed somewhere. When a 1 is rolled, the character has run out of blades and cannot use this Edge again till the end of the combat, provided that she can then retrieve her weapons. Otherwise, she cannot use the Edge before she has a chance to restock.

This Edge has another use. Once per session, the character can state she has a normal dagger *or* a lock pick concealed on her body even though she was captured and searched before. This declaration cancels any other use of this Edge for the remainder of the session.

This Edge also works on bare-chested heroes and bikini heroines, even though it is not quite clear *where* they can conceal a weapon while wearing such a scanty outfit...

MAGIC

As in the rest of the Dread Sea Dominions, magic is common in Jalizar (including sorcery, Lotumastery, Enlightenment, and so on). Yet, various forms of customization are possible, as explained in this chapter.

SORCERY

SEWERS PACT

Every sorcerer worthy of his name not only knows but actually *feels* that the heart of a great power is beating deep within the Flower of the North. And this unknown entity is always trying to seduce sorcerers.

The first time a sorcerer rolls a critical failure on a Sorcery roll while in Jalizar, ignore the normal rules. Instead

he is contacted by the Sewer Powers, which offer him help.

Accepting means making a deal with the evil forces, which is called the Sewers Pact. If the sorcerer agrees to it, he immediately gains a special Bennie, called the Sewers Bennie (use a different type of gaming stone to distinguish it from the others). The Sewers Bennie can be used to reroll critical failures, or stored for future use. It works normally but can be used only on magic related rolls (Sorcery rolls, damage rolls for Powers, and so on).

The Sewers Bennie is a permanent addition, and the sorcerer receives a new one at the beginning of every session, like the Luck Edge.

But power always comes at a price. The warlock will no longer use the normal Sorcery Critical Failures Table but the Sewers Critical Failures Table (see below), which is much more dangerous.

The unknown entities lurking in the Sewers are very patient. If a sorcerer doesn't accept the deal the first time, they will try again the next time he rolls a critical failure. They know that men are weak and sooner or later they'll accept...

The Sewers Pact applies only while the character is in Jalizar or its immediate surroundings.

Sealing a Sewers Pact is the first step to becoming a Sewer Sorcerer (see page 74).



SEWERS SORCERY CRITICAL FAILURES TABLE (D20)

- 1 **Sewer Taint.** *The character's soul and body are permanently tainted. He smells very noticeably of filth from the Sewers, which causes -1 to Charisma and to Stealth rolls. There is, however, a minor advantage: the warlock gains 1 permanent Power Point since the Sewers' energy is now within his body. The hero can gain up to 5 Power Points in this way (there is no limit to penalties).*
- 2-4 **Sewer Voices.** *Eerie voices are heard coming from Sewers manholes, whispering terrible secrets in a language incomprehensible to most, except those who meddle with the Sewer Powers. Any sorcerer who has made the Sewers Pact within 12" of the character (himself included) is automatically Shaken and loses a Spirit die step for one day.*
- 5-7 **"My Eyes!"** *The sorcerer becomes photophobic: daylight counts as Dim Light for him. A character that suffers this penalty twice in the same session develops the Blind Hindrance while in daylight. Both effects last till the end of the session.*
- 8-10 **Hungry Ones!** *A swarm of rats emerges from the nearest manhole and attacks the character! If a 9 is rolled, the attack is much more vicious: the rats don't ambush the character but a relative or a close friend (for example a dependant or a sidekick) located elsewhere in the city, with consequences left to the GM.*
- 11-13 **Animated Garbage.** *The Sewers' powers bring one or more piles of garbage to life. 2d4 Garbage Monsters arrive on the scene after 1d4 rounds and attack the sorcerer and his friends. The GM can decide to replace 3 Extra monsters with a Wild Card one, or to remove 1 Extra monster in order to give +1 Size to another one.*
- 14-15 **Sacrifice!** *What the Sewers give the Sewers take! The hero experiences a feeling of dark oppression. Every spell he casts costs him an additional Power Point, but he can stop the effect by sacrificing an intelligent being (i.e. any creature except those with Smarts (A)) to the dark beings of the Sewers.*
- 16-17 **Sewer Flood!** *Filthy water starts spouting from the manholes nearby! After three rounds, a huge wave of filthy water overwhelms the hero and all the characters on the scene! They must make a Swimming or Strength (-2) roll every round for three rounds and suffer 3d6 damage any time they fail. After this, the water subsides, but the area counts as Difficult Ground for at least one hour. Damage to the environment and belongings are determined by the Game Master.*
- 18 **Lure.** *The warlock feels the irresistible urge to go deep into the Sewers of Jalizar, the only place that makes him feel at ease. While not in the Sewers, he regains Power Points at half the normal speed (1 every 2 hours) and suffers -2 to any Sorcery roll. This condition lasts until the character is placed under a banish spell or leaves Jalizar for at least one year.*
- 19 **The Hunter.** *The Sewer Powers decide that the sorcerer must now pay his due, and send someone to kidnap him and drag him underground. The character permanently gains a new Major Enemy, a Wild Card Sewer Fiend. The Fiend appears after 1d4 hour or whenever the GM deems it appropriate. If the warlock suffers this effect more than once, the Fiend becomes stronger (raise one attribute and one skill by one step each time this result is rolled).*
- 20 **Illness.** *The character's health is sucked away by the Sewer Powers. He gains a level of Fatigue that can be healed only by magic. It lasts until the end of the session, then the player is allowed a Vigor (-4) roll. On a success, the Fatigue is lifted, otherwise it lasts until the end of the scenario. In the case of a critical failure, the hero permanently receives the Anemic Hindrance, too.*



JALIZARAN SORCERY TRAPPINGS

This section provides additional ideas about trappings for sorcery powers.

Glyph. A Glyph is a sign of power written on an object. Glyphs are more powerful and lasting than normal sorcery powers, because the magical energy trapped within them is magnified. In gaming terms, a power with a Glyph trapping actually needs to be written down (doubling the time needed to cast it; the minimum is a whole round). In addition, a spell linked to a Glyph can be lifted by destroying the Glyph (Called Shot at -2, Toughness 5). On the plus side, a Glyph power doubles its basic duration.

Minion. Sorcerers can count on a legion of animal and demonic servants, so some of their powers might manifest themselves through the summoning of a minion. Given that summoning a minion takes time, a Power with a minion trapping actually

takes effect the round after it has been cast. On the plus side, it lasts an additional round, even if it is an instantaneous Power.

Mesmerism. This is created by the sorcerer's strong hypnotic powers. It is merely an illusion and does not exist outside the victim's mind. A power with a mesmerism trapping can be resisted through a Spirit roll opposed by the casting roll. In the case of failure, the illusion is so real that the victim suffers -2 to all Trait rolls while under the spell. If he is successful, he sees through the illusion, becoming immune to all the effects of the power. Casting the spell costs 1 Power Point less (minimum 1).

SORCERY TRAPPINGS IN USE

Here follow some example of Jalizaran Sorcery Trappings in use.

Barrier (Illusory Flames). This power causes a barrier of hellish flames to rise up from the ground. They are a fiery barrier (causing

ROLEPLAYING THE PACT PROPOSAL

The GM should encourage roleplaying when the Sewers Pact is proposed to a player. Remember, the Sewer Powers are so strong that they can manifest themselves in whatever way they want. Hence, the Pact can be proposed by a disembodied voice coming from a manhole, through the apparition of a dead friend, or even by lawyers dressed in black offering contracts to be signed in blood. Whatever its form, the GM should make the scene memorable.

STARTING THE GAME WITH A SEALED PACT

If the GM agrees, a character can begin the game having already sealed a Pact (and so he can take the Sewer Sorcerer Edge during character creation). However, during the first Interlude of the game, he must tell the other players how it happened. The player doesn't receive any reward for the Interlude, he only returns the GM's favor.

2d4 damage to whoever crosses them), but they are completely illusory! Any character stepping into them can make a Spirit roll opposed by the caster's Sorcery roll. If he fails, he believes the illusion, suffering -2 to all Trait rolls till the end of the spell. If he is successful, he sees that the flames are only an illusion and can advance without being harmed! Casting the spell costs 1 Power Point less (minimum 1).

Bolt (Sorcerous Scorpions). With a sleight of hand too quick to be noticed, the sorcerer extracts something from his sleeve and throws it at his enemy. The mysterious object is a deadly scorpion, conjured up from nowhere! It deals damage the round after being thrown and the next, before scuttling away.

Summon Ally (Evocation Circle). The sorcerer draws a circle on the ground (using a stick, piece of chalk, or other tool) and recites an incantation. This forces a powerful entity of his choice to appear within in the circle. The demon is trapped and must swear to be faithful to the evoker before being freed. This process makes the casting more lengthy (a full round) but doubles its basic duration.

LOTUSMASTERY

SMOKES, FUMES, AND VAPORS

Jalizaran Lotusmasters are very skilled at creating smokes, fumes, and vapors, subtle and very insidious means of delivering the powers of the Lotus. A new Power available for Lotusmasters is *living smoke*.

JALIZARAN LOTUS TRAPPINGS

As usual, trappings are very important to making the Powers in *Savage Worlds* unique. Here are some new ideas for Lotus based trappings.

Candles. A very subtle method to deliver Lotus concoctions. These Candles are made with wax or other suitable material, and contain a particular Lotus concoction which is slowly released while the candle burns. Powers with a Candle trapping cost 10 Moons/Rank of the power in raw ma-

terials. The Lotusmaster can set a delay (1-3 hours) before the Lotus starts taking effect. This power affects all targets within a Medium Burst Template, but only in a closed room. Opening a window is enough to immediately disperse the effect.

Smokes. Almost any Power can be transformed into smoke. Smoke is stored in small vials sealed with wax which must be opened or smashed on the ground to be activated (vials can be thrown as normal). A smoke concoction affects any target in a Small Burst Template. As a drawback, opposed rolls to resist its effects are made with a +1 bonus due to the fact that the chemicals are very much diluted.

Impurities. Jalizaran Lotusmasters, especially those who sell their wares on the cheap, are known to replace good quality materials with inert or even dangerous ones. The motivation is simple: poor materials cost less. An impure concoction costs 1 Power Point less (minimum 1) but it has a dangerous side effect (usually a Hindrance of some sort).



LOTUS TRAPPINGS IN USE

Here follow some examples of Jalizaran Lotus Trappings in use.

Boost Trait (Strength) (Black Khav). Black Khav or Wild Khav is a dangerous drug, a favorite among Jalizaran thugs before committing a crime. It is a mix of impure Khav, Sewers' water, and other disgusting waste. Any individual taking Black Khav develops the Bloodthirsty Hindrances for 2d4 hours.

Slow (Pale Smoke of Numbness). This pale smoke, made with Lotus from the swamps, is strangely cold. Contact with it causes a feeling of numbness in the arms and legs. The smoke affects all targets within a Small Burst Template, but opposed rolls to resisting its effect are made with +1.

Slumber (Golden Candle of Sweet Dreams). These yellow candles are made with the purest wax mixed with Golden Lotus and other exotic materials. They are used both by those who suffer from insomnia and by thieves and burglars to knock out guards. A candle affects any target within a Medium Burst Template, costs 20 Moons in raw materials, and usually takes effect one hour after being lit. It also grants very nice dreams.

ENLIGHTENMENT

THE GREAT SECRET

The presence of the Enlightened Ones in the City of Thieves is by no means accidental.

As is widely known, the Silent War of Jalizar ended in 2215 AF and the followers of both Hulian and Hordan were killed or banished from the city.

But the few surviving Smith Priests couldn't abandon Jalizar to its doom. They had fought the ancient evils hidden in the Sewers for centuries, and knew that the threat had to be removed once and for all or, at least, be controlled.

So, they decided to seek the help of the monks of Lhoban, the only other force opposing demonic power in the Dominions.

Smith Priest Terianus and five of his brothers started the long journey from the Flower of the North to Lhoban in the south. After three years, only Terianus reached the gates of the City of Clouds. He was battered and wounded but asked to be taken at once to the Enlightened One, the greatest and wisest monk. They talked for three days and, when their secret meeting was over, Terianus closed his eyes and joined his god.

Nobody really knows what the Smith Priest said to the leader of the monks but, after meditating for a month, the holy man revealed to his people that they had a new mission. Some of them would go north, to a foreign city full of corruption, and continue the work of the Smith Priests, fighting the evil lurking underneath it.

But they would have to be subtle and cunning to avoid being detected by the agents and followers of the so-called Sewer Powers. So, the monks would have to be hidden among groups of ordinary immigrants.

This is the real story behind the migration of the Fastfingers – the Great Secret explaining the Jademen's presence in the north.

The plan of the Enlightened One was a success. The Jademen integrated into Jalizar's society very well and the monks blended in with the craftsmen, common

people, and criminals. The Jan Tong wasn't, as many believed, a criminal organization but simply the armed wing of the monks in Jalizar, ruled by the three Elders.

Yet, nobody can spend many years in Jalizar without being tainted by its corruption. Many monks and demon hunters are forced to pose as criminals to avoid suspicion. But dealing drugs, running prostitution rings, robbing and killing eventually mar the purity of their spirit and they often stray from the Path of Enlightenment.

The same has happened to the Jan Tong, which resembles ever more closely the Thieves' Guild, a criminal organization driven by its thirst for power.

But the Enlightened One overlooked an even greater danger: the ability the Sewer Powers have to lure and seduce. Despite their cautiousness, the real nature of the Jademen was soon revealed to the evil entities living under Jalizar and, unfortunately, not all monks are strong enough to resist temptation forever.

TEMPTATION AND CORRUPTION

The dark powers of the Sewers try to seduce the monks with all sorts of temptations. In game terms, when an Enlightened One suffers a critical failure and has no Bennies, the Sewer Powers help him by granting a free d4 Obscurement skill (which works exactly like Enlightenment). The new skill can be used immediately to reroll the critical failure, as if the character had used a Bennie, Wild Die included.

The acquisition of this skill is permanent and the monk can use this taint on his soul as he wants.

Obscurement can be raised by spending a leveling option as normal or in another way: whenever the character rolls another critical failure and has no Bennie, the dark forces offer to raise his Obscurement by one step and grant a free reroll. But this time there is a price: the hero's Enlightenment skill drops by one step.

When a character's Enlightenment drops below d4, the skill is lost and the hero turns toward the path of evil, becoming an NPC in the hands of the GM, unless the GM decides differently (see sidebar).

JALIZARAN ENLIGHTENMENT TRAPPINGS

This paragraph suggests some new trappings for the powers of the Enlightened Ones.

Breathing. Meditation and self-awareness are crucial in the training of the Enlightened Ones. Both can be achieved by breathing rhythmically, which allows the monk to become calm and focused and to fully express his potential. A Power with this trapping has its maintenance cost halved (so a power with a maintenance cost of 1/round become 1/two rounds). However, as it is difficult to maintain, any check to avoid disruption is done at -2.

Inconspicuous. For Jalizaran monks it is very important to be unnoticed. This is why many of them strive to make their powers as inconspicuous as they can, ascribing incredible feats to sheer luck, coincidence, or nothing at all. A Power with an inconspicuous trapping is detected as a supernatural event only if the witnesses win an opposed roll between the monk's Enlightenment and their Notice.

Vessel. By practicing for a long time with a single item, the monk has become capable of achieving perfect concentration. Unfortunately, without the item the monk can no longer use his Power. The Power is closely linked to a specific item (a weapon, a book, a tool, or something similar). So, when casting the power while using the item, the character can decide to roll on the most logical skill the item is linked to (i.e. Fighting for a weapon, Knowledge (Religion) for a holy book, Stealth for a cloak, and so on) rather than on Enlightenment. Yet, the character *cannot* use this power without the vessel. If the original vessel is lost, a new one can be created or found in 1 week/rank of the Power, spending 100 Moons/rank and/or completing a specific quest.

ENLIGHTENMENT TRAPPINGS IN USE

In this section you can find some examples of the new Enlightenment Trappings.

Banish (Staff of the Seven Whispers). By wielding the whispering staff carved by his old master, a monk can make it whistle in such a high-pitched tone that it breaks the link a demon has with the physical world. In game terms, the monk can use the *banish* power rolling against Fighting rather than Enlightenment. However, if, for whatever reason, he loses the ancient relic, he cannot use this power until he builds or finds a suitable replacement.

Boost/Lower Trait (Breath of the Deep Mountain). By breathing slowly and rhythmically, a monk can tap into the incredible resources of his body and soul, greatly enhancing his skills. In this way, he can maintain his focus longer (halves the maintenance cost), but the process requires continuous attention (-2 to any check to avoid disruption).

Deflection (Minimal Dodge). The monk using this power is capable of avoiding incoming blows. His movements are fast and brief, almost invisible, but always precise enough to get out of harm's way. The opponent needs a Notice roll opposed to the monk's Enlightenment to detect the actual use of a supernatural power.

NEW POWER

LIVING SMOKE

Rank: Veteran

Power Points: 4

Range: Smarts

Duration: 1 Round/ Rank of the creator

Trappings: Lotus fumes.

Lotusmasters rarely use evocations, but the *living smoke* power is a partial exception.

By burning a specific variety of Lotus mixed with exotic ingredients, the Lotusmaster actually creates life within a cloud of smoke. The semi-intelligent being is then preserved in a vial of some sort. When the vial is opened, the creature comes to life and is placed under the control of whoever has freed it.

The Living Smoke occupies a Medium Burst Template (a Large one if the Lotus concoction was cast with a raise) and has a Pace equal to half the Lotusmastery skill of its creator. The Living Smoke is a dying creature: as soon as it is born, it feels life fading away and is eager to steal energy to prolong its existence.

Any living target (undead and constructs are immune) caught in the Living Smoke's Template must make a Vigor roll or suffer

a Wound, caused by the vicious creature sucking life away from his lungs. During any round in which the Living Smoke manages to inflict at least one Wound, place a counter upon it. Each counter extends its duration by a round. When the basic length of the Power plus the bonus rounds expire, the creature dies.

The Living Smoke has Toughness equal to the caster's Lotusmastery/2+2, the Ethereal and Invulnerability Special Abilities, but can be damaged by fire and strong winds (a mild wind causes 1d10 damage, a medium gale 2d10, and a hurricane 3d10).

The Living Smoke is a treacherous creature: if, at the end of its controller's round, it hasn't had the chance to suck life from someone, the controller must make a Spirit (+2) roll. In case of failure, the Smoke becomes an independent creature, controlled by the GM, and its only goal is to prolong its life by stealing energy from the nearest living being.

GM HINT: ROLEPLAYING AN EVIL MONK

A character seduced by Obscurement becomes a villain. In a normal gaming situation, he would be placed in the hands of the GM. However, the GM can allow a player to continue using the villain if this doesn't disrupt the group's dynamics. Do not forget that the presence of a very evil character should never spoil the fun for the other players.

GEAR

This chapter describes additional equipment typical of the City of Thieves. At the GM's discretion, these items can be avail-

able in other lands of the Dominions too, but their price is increased by 50% elsewhere.

MELEE WEAPONS TABLE

TYPE	DAMAGE	WT	COST	NOTES
Axes and Mauls				
Mace	Str+d6	6	150	AP 1 vs. rigid armor
Padded Cudgel	Str+d4	2	25	Non-lethal damage, see notes
Spiked Club	Str+d4+1	4	50	
Swords				
Manticore Sword	Str+d4	4	450	+1 Parry, d8 damage on raise, see notes, Rare
Polearms				
Jan Tong	Str+d6	4	150	Monk Weapon, +1 to Tricks, 1 h: Reach 1, 2 h: +1 Parry, Reach 1
Exotic Weapons				
Combat Fan	Str+d4	-	200	Monk Weapon, Rare, used in pair: +1 Parry, see notes
Knotted Rope	Str+d4	4	500	Monk Weapon, Rare, Reach 5, ignores shields Parry and cover bonus, see notes



RANGED WEAPONS TABLE

TYPE	RNG	DMG	COST	WT	STR	NOTES
Manticore Sting	4/8/1 6	Str+d4	100/3	-	d4	Rare, see notes
Throwing Dagger	3/6/12	Str+d4	200	1	d4	+1 Throwing, -2 Fighting Rolls

ARMOR TABLE

TYPE	ARMOR	WEIGHT	COST	NOTES
Cloak	0	-	50	See notes
Fine Cloak	0	-	500	+1 Charisma, Rare
Thief's Cloak	0	2	200	See notes, Rare
Hidden Pouches	-	-	+25%	See notes
Weighted Cloak	-	4	+100%	See notes, Rare

MUNDANE ITEMS TABLE

ITEM	COST	WEIGHT	NOTE
Special Adventuring Gear			
Assassin's Scabbard	150	-	See notes, Rare
Beggar's Trick	5	-	See notes
Disguise Kit	100	5	See notes, Rare
Advanced Disguise Kit	400	20	See notes, Rare
Incense Orb	100/Rank	1	See notes, Rare
Jalizaran Lock Picks	300	1	See notes, Rare
Pulley	25	2	See notes
Sewer Lotus	100/Dose	-	See notes, Rare
Animals and Tack			
Gemthief	400	-	See notes, Rare

VEHICLES TABLE

VEHICLE	ACC/TS	TOUGH.	CREW	COST	NOTES
Chibbar	2/8	11(2)	2+8	10K	See notes

WEAPON DESCRIPTIONS

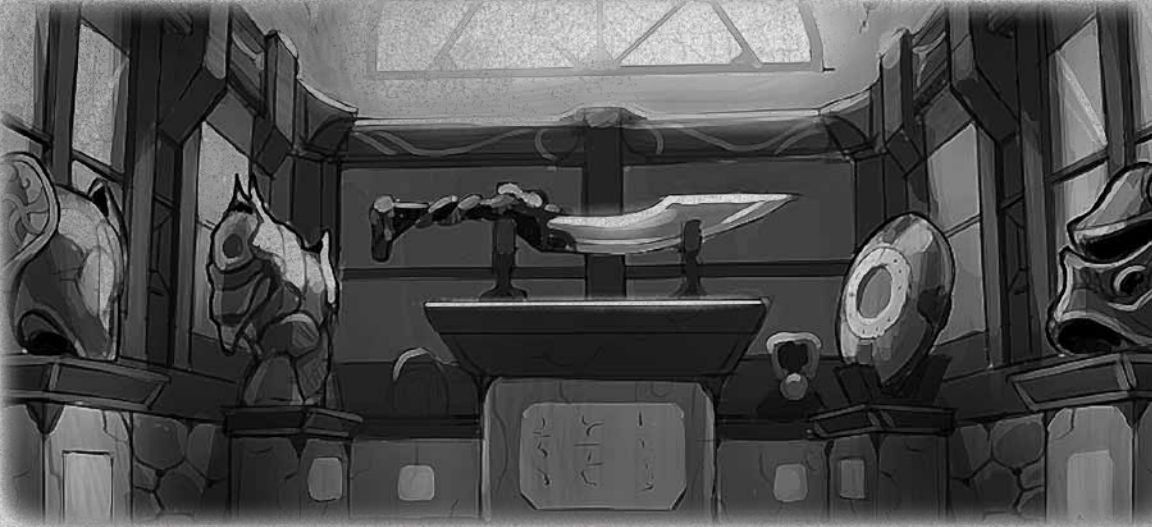
Combat Fan. The Jademen are masters in the manufacturing of fans, used by many courtesans to hide their faces, thus enhancing their power of seduction. Combat Fans are made of silk and wood and have a sharp edge. It is common to use a set of two fans, which grants +1 Parry. They are very graceful weapons and, by spending a Bennie, a character can add his Charisma bonus to a single damage roll inflicted by a Combat Fan.

Jan Tong. A short spear with a perpendicular grip halfway down the shaft, the Jan Tong was originally a tool used to lift wool from the boiling cauldrons in which it is washed before carding. It is the trademark weapon of the Jan Tong criminal

gangs and any character wielding one is considered affiliated to the Jan Tong.

Knotted Rope. These six-yard-long ropes are usually made by twisting the hair of young maidens from Jademen families with tiny silver wires and rings. The ropes are then knotted at regular intervals, each knot bearing a secret meaning in the Jademen's language. In the hands of a common person, this type of rope works exactly like a whip. But, if a character with Arcane Background (Enlightenment) wields it, it almost comes to life and becomes as deadly as a living snake. If a target is hit with a raise, the rope doesn't cause extra damage but the target's neck is considered grappled. Each round, the wielder can automatically deal the weapon's damage to the grappled target until he breaks free (winning an opposed Strength roll, the wielder rolls with +2). Knotted ropes are very sturdy (Toughness 7).





Mace. Maces are the typical weapons of the Copper Helms and fairly common among soldiers from the North. They are quite cheap, as they are mostly made of wood, while the head is reinforced with bronze nails.

Manticore Sting. These throwing blades are very simple metal darts but, according to a Jalizaran legend, they have the same shape as the stings of the Manticore fought by Jall the Cattle Stealer. They have a longer range than a normal dagger, but cannot be used in melee. They are sold in sets of three.

Manticore Sword. The trademark weapon of many Redshoulders, the Manticore Sword is a short pointed sword made to thrust. It is an evolution of the traditional short sword of the Iron Phalanxes, but with a thinner and much more maneuverable blade. A skilled swordsman can use it to pierce through armor, so it deals d8 additional damage rather than d6 if a raise is scored on the hit roll. It is also an excellent parrying weapon but requires great freedom of movement, so its Parry bonus doesn't stack up with shields. A Manticore Sword can only be made of iron, because bronze is too soft for such a thin blade.

HERO'S JOURNAL: MARKETS OF JALIZAR

Jalizar is the biggest market city in the North-East. In Market Square you can be sure to find almost everything you might be looking for. Characters in Jalizar can find one additional Rare item before each adventure. In addition, at the GM's discretion, they can also find a minor relic on sale (prices varying from 500 to 2,000 Moons are usually appropriate).

But beware of fakes. If you are looking for Dhaar's dagger, you are likely to find not only one but at least three or four merchants swearing that the dagger on display at their stall is the real thing!

Jalizar's merchants are master forgers, so whenever you buy a Rare item from them the GM secretly draws a card from the Action Deck. If it is Club, the object is fake. Recognizing it requires a Notice (-4) roll or the use of an appropriate power such as detect arcana.

Fake objects grant no bonus and break when the user rolls 1-2 on the skill die, regardless of the Wild Die. This is the risk of buying from Jalizaran merchants.

HERO'S JOURNAL: CLOAKS AND PERSONALITY

The players are encouraged to describe their cape, adding an additional layer of characterization to their heroes.

There's no need to be extremely detailed – a single adjective, such as “stained” or “embroidered”, or a color is enough. Also, remember that the duelists and professional litigators of Jalizar, the Redshoulders, wear a red cape.

At GM's discretion, the description of the cloak can sometimes give a +1 modifier to Streetwise, Persuasion, or Intimidate rolls.

Padded Cudgel. Also called the Robber's Caress, the padded cudgel is a gnarled piece of wood wrapped in a cloth. Bandits use it to put down victims in dark alleys without killing them. Despite its simplicity, it is a dangerous weapon in the hands of a skilled wielder. When used in called shots to the head, it gains AP 2. It deals non-lethal damage.

Spiked Club. A favorite weapon among thugs and lowlife, it is a club studded with nails. It is simple but very effective. Any club can be turned into a Spiked Club with a Common Knowledge or Repair (+2) roll. Unless a raise is scored, the new weapon is considered weaker than wood for weapon breaking purposes. Spiked Clubs bought from traders aren't subject to this rule.

Throwing Dagger. Jalizaran weapon smiths are famous for the slenderness of their products. A throwing dagger is particularly well balanced and ideal for throwing, making it a rather poor weapon when in melee.

ARMOR DESCRIPTIONS

Cloak. The garment each and every Jalizaran cannot live without. A hero wandering the streets of Jalizar without a cape or cloak of some type is easily noticeable (-2 to Stealth rolls), and immediately recognized as a foreigner.

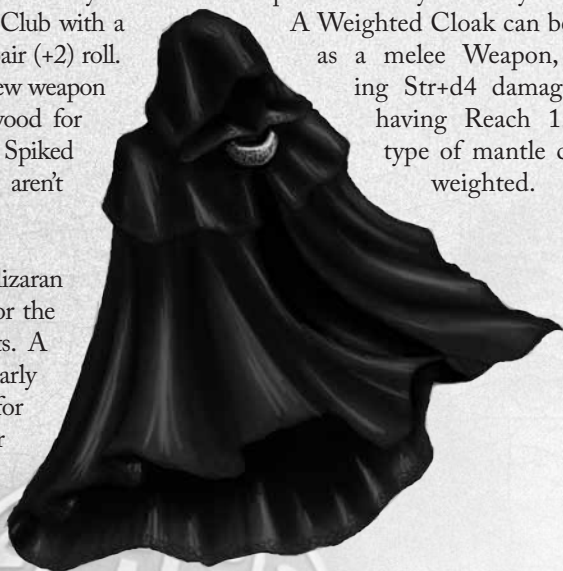
Fine Cloak. A cape of fine make is a sign of high social status, granting +1 to Charisma in many situations.

Hidden Pouches. Any mantle can be fitted with cleverly crafted secret pouches. Notice rolls to find an item in a concealed pouch suffer -2.

Thief's Cloak. Usually black or gray, these heavy capes are ideal to go unnoticed in dark alleys, granting +1 to Stealth rolls in Dim or worse lighting conditions.

Weighted Cloak. Jalizaran duelists know very well that weights sewn inside the hem of a cloak can turn it into an inconspicuous and yet deadly weapon.

A Weighted Cloak can be used as a melee Weapon, dealing Str+d4 damage and having Reach 1. Any type of mantle can be weighted.



MUNDANE ITEMS DESCRIPTIONS

Assassin's Scabbard. This dagger scabbard is worn on the forearm, usually concealed under one's cloak or a sturdy bracer. With a simple movement, the user can swiftly unsheathe the dagger (as per the Quick Draw Edge). Notice rolls to find a dagger in an Assassin's Scabbard suffer -2.

Beggar's Trick. Do you really think that all the cripples you see in the streets are the real thing? Absolutely not! Many of them simply hide a portion of their arm or leg under their clothes and keep it in place with a piece of rope or similar contraption. These crude devices are collectively called Beggar's Tricks. Each costs 5 Moons (but can be found for free among the garbage in half an hour and by making a Street-

wise roll) and grants +1 to a single disguise preparation roll, as long as the attempt is limited to faking a mutilation of some type *or* to a single pickpocketing attempt.

Disguise Kit. The basic clothes, wigs, and makeup to improvise a disguise without any penalty to the roll to prepare it.

Advanced Disguise Kit. An advanced disguise kit includes clothes, assorted prosthetics, Lotus-based make up, and similar equipment. Gathering a wide collection of such disparate tools and props is usually a lifelong task but grants +2 to any roll to prepare a disguise.

Incense Orb. An empty crystal or glass orb. Through complex alchemical rites, Lotusmasters can trap Lotus powers within an orb for later use (see the Incense Tradition Edge on page 73). The Orb is totally sealed and the smoke filters in and



HERO'S JOURNAL: MERCHANTS OF JALIZAR

The City of Thieves is great for business, so the heroes might decide to take up the trading profession, transporting goods on camelback from faraway countries. To keep things Fast Furious and Fun, and in the spirit of the Sword and Sorcery genre, the process is handled in an abstract way.

First, the heroes involved in the trading must declare how much money from their Savings they wish to invest – this is called the Capital. Second, once they are in Jalizar and try to sell their wares, they make a group Streetwise (-2) roll to find potential buyers.

At this point, the group draws a card from the Action Deck, plus one for each success and raise in the previous roll. Choose the highest card and then check the table below.

CARD	EFFECT
2	Disaster! <i>If the card drawn is black, the goods have been irremediably damaged during transportation (eaten by insects, broken, etc.). If it is red, the goods have been stolen (which can lead to an interesting side adventure). The Capital invested is lost.</i>
3-4	Bad Business. <i>The goods have lost some of their value. It might be because the heroes have imported wool in the hot season or wine in a period when alcohol is banned. Whatever the situation, if the card is black, the heroes can sell their wares and recover 50% of their Capital; if it is red, they can recover up to 75% but only after one month.</i>
5-7	Break Even. <i>The heroes recover their Capital but don't make any profit. If the card is red, their presence at the market allows them to buy a Rare item at half price; if it is black, someone (the Thieves' Guild, the Copper Helms or another group) asks for a share of their profits (15%). Refusing can have dire consequences...</i>
8-10	Profitable Transaction. <i>The goods are sold at a good price. The heroes recover their Capital and make a 50% profit. If the card is red, the party members will be able to find an additional Rare item the next time they are looking for one. If it is black, their presence at the market isn't well received and they cannot find any Rare items the next time they are looking for one.</i>
J-Q	Good Transaction. <i>The goods sell well. The heroes recover their capital plus 75%.</i>
K-A	Excellent Deal! <i>The sale is incredibly successful and the heroes end up with all their capital plus 150% profit! If the card is red, they also make a name for themselves as good merchants, which grants them one use of the Connections (merchants) Edge. If the card is black, their presence angers the competition, causing -2 Charisma for a month when dealing with any Jalizaran merchant.</i>
Joker	Deal of a Lifetime! <i>For some reason, the heroes' business is so good that they recover all their Capital and, on top, they gain the Rich Edge (multiply Savings accordingly) for 2d6 months. If the card is red, they also receive +2 Charisma when dealing with merchants; if it is black, however, they have stepped on someone's toes and made themselves an Enemy (Major) for the next adventure.</i>

out through magical means. A Incense Orb has Toughness 6 and it explodes if shattered, dealing 1d6 damage in a Medium Burst Template for each three charges stored in it.

Jalizaran Lock Pick. These lock picks are state-of-the-art equipment for breaking doors and safes. The set contains skeleton keys and other expendable materials, such as powerful Lotus-based acids. In gaming terms, it grants +2 to Lockpicking rolls, but every time a 1 is rolled on the Lockpicking die, regardless of the Wild Die, the bonus drops by one, till it reaches zero. At this point, the lock picks work like normal ones.

Pulley. A mason's tool, it can be useful when you want to move quickly along ropes.

Sewer Lotus. This pale Lotus grows only in the dark Sewers of Jalizar, feeding on filth and garbage. A dose of Sewer Lotus can be added to any concoction and causes the drinker to suffer -2 in opposed rolls to resisting its effects.

ANIMALS AND TACK DESCRIPTIONS

Gemthief. These very intelligent crows are quite small but gifted with great, almost humanlike cunning. Gemthieves have a fascination for gems and shiny baubles. This is why thieves and burglars patiently train them, so that they can fly into well-protected places and fetch valuable objects.

VEHICLE DESCRIPTIONS

Chibbar. A Chibbar is a smugglers' ship typical of Jalizar. Slender and light, Chibbars aren't made for long voyages but are very maneuverable and can sail in shallow waters. They are also very fast, to elude the Seagulls' patrols. In desperate situations, the crew can increase speed by putting on additional sails. In gaming terms they make a group Boating roll per each hour of navigation. For each success and raise the ship gains +25% Top Speed (+50% maximum), but if a 1 is rolled on the Boating die, regardless of the Wild Die, the Chibbar capsizes.

SETTING RULES

This chapter lists the Setting Rules recommended for Jalizar. The GM is free to apply them also outside the City of Thieves.

CONTACTS

No man is an island. Especially in an urban environment like Jalizar, heroes tend to develop a network of friends, patrons, helpers, loyal customers, and so on. In game terms, any hero who was born or has spent enough time in the City of Thieves (i.e. who has gained at least a whole Rank in Jalizar) can count on one Contact. This works exactly like the Connections Edge, but the character must spend a Bennie to resort to his contact and can do so only once per session.

Characters acquire a new Contact of this type every time they achieve a new Rank. The Game Master can allow players to decide these contacts “on the fly” during the game.

LOOKING MISERABLE

Jalizar is a place where your appearance is very important. For this reason, looking frail and weak (in particular showing a Mutilation of some sort) makes people

underestimate you, which results in greater chances of catching opponents off guard. This means that surprise rolls are made with a -2 penalty when the opponent has a Mutilation (real or fake) of some sort, because nobody expects such a wreck to react.

LIFE AS A THIEF

Since Jalizar is the City of Thieves, the heroes will often find themselves involved in some criminal business. This chapter provides situational rules to handle some of the most common stealthy activities, with minor tweaks to the main rules. You can also use these rules as inspiration for other similar actions.

BEGGING

Begging others to be generous requires skill and quick wits if you want to have something to eat at the end of your day. Simply placing a cup on the ground in front of you and moaning “help!” isn’t enough. First, the would-be beggar must choose her approach, which means choosing a skill or attribute, depending on whether she wants to look miserable (Spirit), entertain the passersby with witty jokes (Taunt), tell sad stories about her hungry children (Persuasion), or refer to religious parables glorifying the joy of helping the poor (Knowledge (Religion)). These are only some examples; in general, the player proposes an

approach and a suitable skill and the GM can approve or refuse it.

Once the approach and the skill have been decided, the beggar rolls once for each period of time (usually 4 hours) spent asking for money, adding the modifiers listed below.

If she scores a success, after the period of time she gains a number of Moons equivalent to the number scored. If she scores a raise, she collects the same amount plus either an item worth 1d6x5 Moons or a useful piece of gossip (player's decision). With two raises, she gets the basic money, plus the item and piece of gossip.

If the beggar rolls a 1 on the Skill die, she is disturbed in some way, for instance by the Beggars' Guild's collectors or by a rival beggar. She gains no money and must deal with the nuisance. With a critical failure the situation is even worse: the beggar enrages someone who reacts badly. The beggar suffers 2d6 damage and (GM's decision) must face combat or flee.

Begging Modifiers Table

MOD.	CONDITION
+1	Poor Hindrance (or looking poor).
+1	For each visible Mutilation, real or fake
+1	Young Hindrance
-2	Brawny Edge or Obese Hindrance
-1 to -4	Well-dressed and/or armed/armored

CONCEALING ITEMS

Heroes wanting to enter guarded places while carrying weapons will be searched.

As a rule of thumb, any item bigger than a dagger will automatically be spotted unless it is cleverly disguised (for example, a long sword disguised as a walking stick). Finding a concealed item requires an opposed roll between the searcher's Notice and the hero's Stealth. If the searcher wins the roll, the item is found.

Certain items like Hidden Pouches or Assassins' Scabbards grant a +2 bonus to the hero's roll (see Gear chapter).

Clever players can increase their chances with good roleplaying. After all, many guards might get distracted when looking for weapons on a smiling, curvy woman, and surely nobody wants to put their hands all over a dirty beggar. In these cases, good roleplaying grants a bonus ranging from +1 to +4.

DISGUISE

The heroes often have to disguise themselves. This means something more elaborate than simply putting on a black cloak and joining the evil cultists' procession. Many beggars also use basic disguise techniques to fake horrible mutilations and scars, in order to look more pitiable and collect more alms.

Disguising is handled in two steps. Preparation involves putting on the right clothes and make-up and studying the appropriate mannerisms, while Interpretation refers to when the disguise is actually used to interact with other people.

Preparation. Putting on the disguise and practicing the mannerisms is handled with a Smarts roll and requires some basic equipment (suitable clothes and makeup). If the roll is successful, the hero has +1 in the subsequent Interpretation rolls (see

below); the bonus becomes +2 if he scores a raise. In case of failure, the preparation is poor and suffers -1; with a critical failure, the preparation is so poor that all Interpretation rolls suffer -4.

Since the hero has no way of knowing how good his disguise is until he tests it, the Preparation roll is made immediately before he is scrutinized for the first time, during Interpretation.

Interpretation. Once the character is disguised, he can pass for the person he is trying to impersonate if the individual observing him isn't paying too much attention (no roll required if he hasn't scored a critical failure in Preparation). In case of closer inspection, the disguise is put to the test and the impostor must use his acting skills. This is an opposed roll between the hero's Persuasion and the observer's Notice. If the hero wins the roll, he passes the test; if he scores a raise, his disguise is so believable that he receives +1 to all subsequent Interpretation rolls. If he loses the roll, he is discovered, with consequences left to the GM.

Preparation Modifiers Table

MOD	CONDITION
-2	No equipment
-2	Impersonating a specific individual (i.e. Merchant Taaso rather than a generic merchant)
-2	Different sex or race
+2	Disguise limited to a single physical feature (i.e. pretending to be one-armed, imitating only the voice of an individual)

Interpretation Modifiers Table

MOD	CONDITION
-2	The observer is actively looking for an impostor
-2	The observer knows the individual being impersonated very well
+2	The impostor knows the individual he is impersonating very well
+2	Disguise limited to a single physical feature (such as a mutilation or voice)

FORGERY

The people of the Dread Sea Dominions are mostly illiterate, so one might think that forgery is unknown. Yet, it is not so. People cannot read, but sigils and emblems are recognized by everyone. Hence, forgers are more frequently artisans than calligraphers. Forging a sigil requires 2d6 hours. Then, each time the forgery is scrutinized, an opposed roll must be made pitting the forger's Repair against the observer's Notice. On a success, the scam works well. If the forger scores a raise the first time an object is inspected, this means the item is so believable that any subsequent Repair roll to check its authenticity receives +2.

PICKPOCKETING

The heroes often need to stealthily extract an item from somebody's purse, for which they must use their pick pocketing abilities. The attempt requires an opposed roll between the pickpocket's Stealth and the victim's Notice. If the thief wins the roll, he successfully steals a small item from the victim (two items with a raise). If he loses the roll, he is found out; in this case, running away is the best thing to do.

Having one or more partners in a pickpocketing attempt is very useful. Any partner actively distracting the target (for example a pretty girl flirting with the victim) is entitled to a Persuasion roll. For each success and raise, the thief receives +1 to his Stealth roll.

Many pickpockets pretend to be mutilated (a missing arm is the most common trick) to look inconspicuous, so a Beggar's Trick (see Gear) grants +1 to Stealth rolls to pick someone's pockets.

SHADOWING

Finding out what some evil cultists are planning or where a kidnapped girl is held prisoner requires stealthily following villains to their hideouts. This is called Shadowing and is handled with the following rules.

Shadowing sequences have a fixed duration decided by the GM, just like Chases: Standard (5 rounds) or Extended (10 rounds). These rounds can last any amount of time, depending on the situation, and each represents a potential occasion for the shadower to be discovered.

Give the shadower three Shadowing Tokens, while the victim starts with no Token. Then, each shadowing round an opposed roll is made between the shadower's Stealth and the victim's Notice. The winner of the roll takes a Shadowing Token from his opponent for each success and any raise.

If the shadower is left with no tokens, he is discovered. Depending on the situation, the victim can flee (turning the scene into a Chase), set an ambush, or behave in the way the GM considers the most appropriate.



If, at the end of the last Shadowing round, the shadower still has Tokens, he has managed to stealthily follow the victim to his destination.

Adding Complications. Optionally, each character involved in the Shadowing can be handed an Action Card. If it is Club, a Complication occurs. Use the Complications Table from *Savage Worlds* core rules replacing “chase” with “shadowing”. In case of Distraction, the character cannot

gain any Tokens during the current round (but can lose them).

Group Shadowing. Groups of people can shadow individuals or other groups. This is handled exactly as above, with cooperative rolls: both the shadowers and the victims choose a leading character and the others help him with their rolls. Yet, any helper failing the roll causes the leader’s Stealth roll to be made at -1.



TIGHTROPE WALKING

Certain palaces in Jalizar are so heavily guarded that it is impossible to just walk in. In these cases, cat burglars throw a rope from a nearby palace and walk on it in an impressive feat of balance. The rules below simulate this heroic stunt and can also be used to cross chasms or walk on the narrow edge of a precipice.

The first thing to do is to secure the rope (with a grappling hook, for example) to the palace you want to reach. This is a simple, unmodified Throwing roll. Failing it has no consequences, as the roll can be retried, but the noise produced has the same effect on guards as failing a Stealth roll.

Now, the difficult part begins. First, the distance to be walked (in game inches) must be determined.

Each character on the rope must make an Agility or Spirit (-2) roll (player's choice), since walking on it requires both nimbleness and concentration. If he is successful, he moves at half his Pace; with a raise or better he moves at his normal Pace. In the case of failure, the hero doesn't move and teeters dangerously on the spot.

A character teetering for two subsequent rounds must make an additional Agility (-4) roll or fall.

The same happens with a critical failure.

Both the Acrobat and the Cat Burglar Edges grant a +2 bonus to tightrope walking.

Hands-On Approach. A safer approach to crossing a chasm using a rope is to hang from it and move using your arms. It works exactly as above, but the hero rolls on Strength and moves at a quarter of his

Pace each round (half with a raise). He cannot teeter and falls only with a critical failure; but, if he rolls 1 on the Strength roll, he immediately gains a level of Fatigue.

Pulley. If the rope slants downward, you can use a pulley and slide down. It is a very fast way to reach your destination. Use the same rules as above but double the basic Pace of the hero and give him +2 to all rolls. Unluckily, a pulley is no use if the rope slants upward.

TRAPS

Every burglar in Jalizar will sooner or later face traps. Some are quite basic, while others, especially those protecting great treasures, are very complex. Dealing with traps is divided into two phases: finding and disarming.

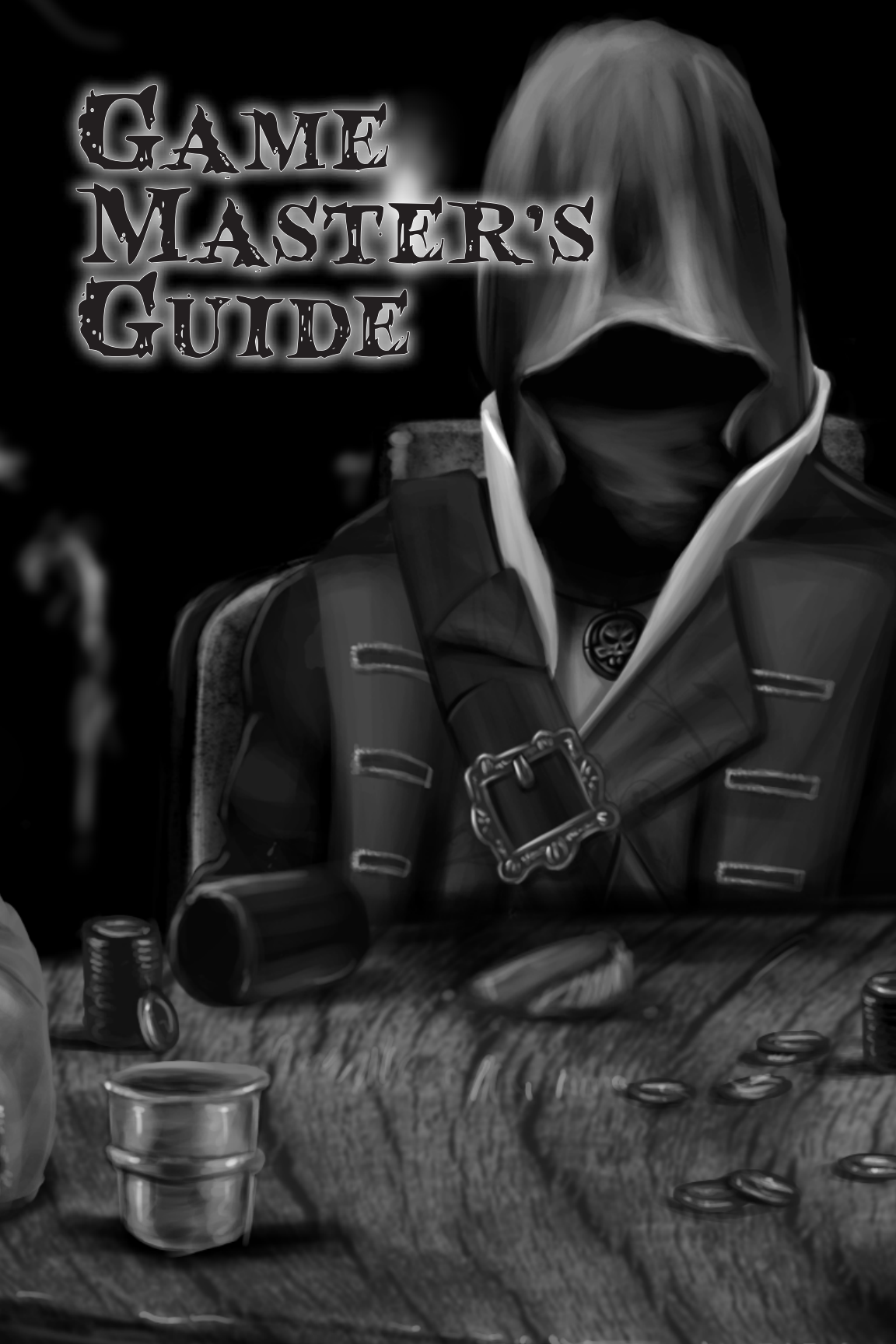
Finding. Finding a trap requires a Notice roll, modified by the difficulty of the trap. With a success or any higher result, the trap is found.

Disarming. Disarming a trap is dangerous business and requires one or more Repair rolls. Easy traps require a single success, while more complex ones need a certain number of successes and raises, over in multiple rounds. Finally, once touched, some devious traps must be disarmed quickly, otherwise they are automatically set off (in this case use a Dramatic Action, based on Repair).

Whenever a Repair roll is failed while disarming a trap, the trap is triggered.

The Treasure Hunter or Thief Edges grant +2 to Repair rolls to disarming traps.

GAME MASTER'S GUIDE





GAME MASTERING JALIZAR

The Jalizar setting can be used in several ways. This chapter will help you, the Game Master, to decide what type of game to run in the City of Thieves and how to tweak the setting for your purposes. Some of the information contained in this chapter can also be useful in non-Jalizar stories.

THE ROLE OF THE CITY

The first thing the Game Master must decide when running a campaign in Jalizar is what importance the City of Thieves has in the story.

The Flower of the North is big and detailed enough to be a self-sufficient setting, and you can easily plan an entire set of stories in its dark alleys, without bothering with the rest of the Dominions. It is a perfectly good choice, if you want an urban sword and sorcery game.

Conversely, Jalizar might have a secondary role, with the heroes passing through for a short time. Even though their headquarters are in the City of Thieves and they come back to it to spend their loot, most of their adventures take place outside the Flower of the North. This is another good choice.

A third possibility is that of a campaign with an equal mix of Jalizar-based adventures and stories set in the rest of the Dominions.

Whatever you choose, be sure to clearly state your intentions to the players before the campaign starts, as this information will influence the types of heroes the players will want to play. An attractive, cunning she-thief can be a very good character in a Jalizar-based campaign, but would be rather useless in a wilderness-based series of stories.

You should also consider allowing Advancement Substitutions (see below).

GM TIPS: ADVANCEMENT SUBSTITUTIONS

Even when the GM has planned a campaign completely set in Jalizar, the players might decide to move out, changing the focus of the events. If a player has invested in Jalizaran Edges, such as Sewer Sorcerer or Connections (Jalizar), this could be a problem, as he will feel he has wasted precious resources. In this case, the GM should allow the hero to replace his now-useless advancements with something more appropriate.

In general terms, every time a player gets a new advance, he can also replace a past advance with another one (respecting all the requirements). This option should not be abused and no hero can use it more than once each Rank.

CAMPAIGN TYPES

Another important choice when designing stories set in Jalizar concerns the type of narrative structure you plan for your games. Several approaches are possible, summarized in three main groups, each with its advantages and disadvantages: Focused Campaign, Picaresque Tales, and Serials.

FOCUSED CAMPAIGN

A Focused Campaign refers to a single, long story made up of several chapters (each being a different adventure). A typical campaign of this type has strong internal continuity, clear goals, and leaves little room for digressions. The Rise to Power theme presented below is a good example of a Focused Campaign.

Advantages: A Focused Campaign is a great way to tell a compelling story. If the GM does his job well, the party will be driven toward the final goal of the campaign.

JALIZAR'S THEMES

When creating or running a scenario in Jalizar, the GM should be aware of the main themes linked to the City of Thieves. The list of keywords and iconic phrases below helps set the right mood.

- † Intrigue
- † A rotten city
- † Money is everything
- † Cloak and dagger
- † Decadent civilization
- † Everything has its price
- † Politics
- † Sleeping evil
- † Dirty alleys and smelly fog
- † Urban mayhem
- † Sympathetic scoundrels
- † Age-old city
- † Wits are mightier than swords
- † On a razor's edge

GM TIPS: AVOIDING A SINGLE PROTAGONIST

The best way to design a Focused Campaign is to come up with a compelling story, as if you were writing the plot of a novel (or cannibalizing your favorite one).

This can definitely work, but GMs must be aware of a very important fact: novels are based on the concept of a Protagonist. This isn't acceptable in a roleplaying game, in which all the players are the focus of the story, not a single individual.

Whenever you can, make all the players main characters of the plot.

If your campaign absolutely requires a Protagonist to complete the adventure, let him shine, but only at the very end, as the story reaches its climax.

In the other parts, try to build each section around one of the other heroes. Dedicating at least one adventure to each of them is usually the best. If all the players feel their characters are receiving enough attention, they will not resent the presence of a Protagonist.

NARRATIVE TECHNIQUE: TIMELINE FREEDOM

The ultimate goal of Picaresque Tales is telling a good story, so character advancement is only a minor aspect. For this reason, it is perfectly acceptable to play the adventures without following an orderly timeline. For example, one story can be about the heroes at the height of their career (Legendary), while the next is a tale about when they are still wet behind the ears (Novice). During character creation, let the players create several character sheets of their own hero, one per each Rank. At the beginning of the adventure the GM informs the players about their Rank for the current adventure and they play using the corresponding sheet.

Death in the Past. *This type of adventure presents a problem: what to do if a hero dies? Normally, he would not take part in the rest of the campaign. In this case, however, the player and the GM must invent a story about how he miraculously saved his skin (for instance, the fatal blow didn't actually kill him, he was captured and enslaved), and the player starts the next adventure with half the allotted Bennies (rounded down).*

Disadvantages: The biggest danger of a Focused Campaign is getting sidetracked. It is quite easy for the GM to create a good meta-plot covering the whole campaign, but things get complicated when the party begins to move away from the preset story. A Focused Campaign is based on concentrating on the main goal, which is why diversions should be avoided.

PICARESQUE TALES

At the other end of the spectrum, Picaresque Tales are a series of totally discon-

nected adventures with a single common point. This can be a place (all the stories begin in the Scandalous Lady's Tavern), a person (all the stories start with Merchant Lord Horatio the Bored assigning the heroes a new mission), or the main characters (all the stories tell the deeds of the Elusive Four, the best thieves in Jalizar).

Picaresque Tales naturally tend to be of the roguish sort: gaining the favor of a lady, winning a particularly difficult bet, or committing the Most Incredible Theft of All Time.

The Thieves Against Everyone theme is a good example of Picaresque Tales.

Advantages: Great freedom in content and themes, as well as the chance to use some interesting narrative techniques (see sidebar). The heroes can explore the setting at their own pace. Many opportunities for roleplaying.

Disadvantages: The main problem of Picaresque Tales is the lack of focus. The heroes aren't really going anywhere, they have no ultimate goal, and this can get frustrating. The GM should also remember that Picaresque Tales require good improvisational skills, because the heroes often wander off the set path.

SERIAL

A Serial is a type of campaign similar in design to today's TV series. It includes elements of both the Focused Campaign and the Picaresque Tales.

A Serial is a set of self-contained adventures, each with an internal, self-sufficient plot, but also with a common meta-plot, which slowly advances during the adventures and is usually resolved at the end.

The Guards and Thieves theme can be an excellent Serial: each adventure revolves around the solution of an individual case, while the meta-plot consists in gradually discovering and finally defeating the evil mastermind behind all the crimes.

Advantages: A Serial has the advantages of both the Focused Campaign and the Picaresque Tales. It has a final goal (the meta-plot) but also leaves space for digressions and side quests.

Disadvantages: The greatest problem with a serial is losing sight of the meta-plot. Certain TV series introduce the meta-plot in the first episode, almost ignore it throughout the season, and then resolve it hurriedly in the last episode. This must be avoided. The best is to reveal a little of the meta-plot in each adventure, so that the players know that they are being rewarded for their efforts. Alternatively, during the design phase, choose several points in which the meta-plot advances.

CAMPAIGN THEMES

While Campaign Types give you suggestions about how to organize and plan your games in Jalizar, Campaign Themes are pre-made plot drafts you can use to play in the City of Thieves. They aren't detailed, but present a strong idea upon which to build your game. You still have to decide who the enemies and various other characters are, but the concept behind the campaign is solid.

The following pages detail the themes, situations, and iconic character types that are appropriate for each type of game.

THIEVES AGAINST EVERYONE

The heroes are Whitemice, independent thieves of Jalizar. They have enemies on every side: the Thieves' Guild, which doesn't tolerate competition; the Copper Helms, who are eager to arrest clever criminals; and the Merchant Houses, which are frequently the targets of their spectacular thefts. Why did the heroes choose this type of life? They might simply be free spirits or have a grudge against the Thieves' Guild, the Guards, or the city itself. It is a game about rebellion, and independence.

Friends are Important. In a campaign like this, friends and connections are precious, because the heroes have so few. Some friends will prove loyal, while others will betray the characters. Finally, friends represent weaknesses because, if enemies cannot get to the heroes directly, they can always take it out on their friends.

All the Chickens Come Home to Roost. The heroes will harass and ridicule the Thieves' Guild throughout the campaign but, in the end, the Guild will react, unleashing all its power against the heroes and their friends. This turning point should mark a change in the tone and pace of the whole campaign.

Revenge. Revenge is usually a strong theme of this type of story. It can be the reason that starts the campaign (the party fights against the Thieves' Guild to take revenge for something). Otherwise, revenge can become more important when the Guild reacts and harms one of the party's friends, leaving the party full of anger. At this point, the heroes get serious and do everything they can to bring down their archenemies.

GM TIPS: BUILDING UP INTEREST AND AVOIDING CONFUSION

A mysterious and very complex meta-plot seems the best for a Serial. And indeed it is if you are a professional scriptwriter, because a tantalizing mystery will motivate your players and build up their interest.

But don't exaggerate. The most important thing when designing a Serial is not the number of twists but a story that is clear and well-designed from the beginning. Who is the main villain? What is his purpose? Who are his supporters?

If you start a Serial without a detailed back-story, you are doomed to fail. The players will understand that the plot is weak and soon lose interest.

So, design a solid meta-plot BEFORE starting to think about the first episode. A straightforward tale is much better than a super-complex, illogical meta-plot which reveals its weakness halfway through the campaign.

CHARACTER TYPES

Independent thieves, foreigners of all types, beggars.

GUARDS AND THIEVES

The heroes aren't thieves, but guards. They might be Copper Helms, private guards, or independent agents working for a Merchant House, a Guild, or the Ragamuffin King himself.

They are men of the law, trying to preserve order in an unruly, corrupt city. Ad-

ventures of this type can include complex crime investigations, in which the heroes must find the culprit of some crime committed in high society, or clashes and sword bashing, in which the heroes must actively fight thieves and bandits to protect helpless citizens.

A Filthy City. This campaign truly brings out the corrupted soul of Jalizar. The slums and alleys in which the stories are set are degraded and dark. And even when their investigations take them to the upper quarters of the City of Thieves, the heroes will find the same corruption, only masked with velvet and lace.

Rotten Apples. Corruption is all around the heroes – even within their own ranks. Copper Helms have to protect themselves from corrupted fellow guards or commanders. Enforcers and private guards will learn that their patrons' agenda isn't that noble after all.

Law or Emotions? One of the best ways to create tension in this type of campaign is to make one of the heroes or a friend of the party stray toward the shadier areas of morality. This will force the heroes to make a moral choice. What about a Copper Helm whose brother is a thief? Will he do his duty and arrest him or will his personal feelings prevail? And what about a character whose wife is on her deathbed? Will he let her die or accept the offer of the evil warlock who can cure her illness? Whatever the answer, remember that choices always have consequences.

CHARACTER TYPES

City watch, bodyguards, investigators of all types, enforcers, bounty hunters.

THE RISE TO POWER

This campaign is all about a precise goal: gaining supremacy and control over a specific organization. It can be a Merchant House, a Guild, a cult, the Copper Helms, even the City of Thieves itself! The heroes start as underdogs and slowly advance toward supreme power.

Before starting this campaign, it is very important that all the players (or most of them) agree on this goal and find reasonable motivation for their heroes to accomplish it, to avoid a dangerous impasse.

Competition or Collaboration. Unlike a standard game, in which the players collaborate, a Rise to Power campaign can turn into a competitive game. After all, there can be only one King of Jalizar or Thieves' Guild Master. A certain amount

of competition is good, if accepted by the players, but the GM must make sure this doesn't disrupt the game or become the only focus of the campaign, otherwise the group will shatter. A common enemy is usually a good way to keep the players collaborative.

External and Internal Threats. Groups playing a Rise to Power campaign face external threats, i.e. their opponents (for example, a rival Merchant House), as well as internal problems. As in real life, career advancements generate envy and resentment. Those seeking power must fear their own subjects and collaborators as much as their enemies.

Non-Linear. Rise to Power adventures tend to change as the heroes advance toward their goal. The type and scale of the threats and problems they have to face de-



GM TIPS: ROUND-ROBIN CAMPAIGNS

Thanks to their great narrative freedom, Picaresque Tales are ideal for sharing the role of GM among the players. At the start of the campaign, each player, the current GM included, creates a character. Then, each player takes turns in running an adventure for the other players. During a player's turn as GM, her character is "off screen" but, to keep the advancement of the group even, her hero receives the same amount of experience as the other party members.

Limitations and Requirements.

This type of game resembles the process used by a group of authors creating an anthology of stories all set in the same world. For this reason, before the campaign starts, the players must choose some common elements for all the adventures and some limitations that must always be respected. For example, all the stories must begin in the same tavern or no story must lead to the King of Jalizar being overthrown.

When a "round" of stories is completed (all the players have run an adventure), it is a good idea to re-check the limitations and requirements before starting a new round. At this stage, each player has contributed in some way to the fictional universe and is likely to claim a specific aspect of the setting as her exclusive territory. For example, if a player introduced a cool villain who escaped in some way at the end of an adventure, she can claim the villain as her own creation and have him return in a future adventure, which means no other GM is allowed to use that character. This type of game can be really fun, because it brings several GM styles together and allows players who don't usually run games to take on the GM role without the burden of designing a whole campaign.

pend on their position in the organization. For example, if the heroes are a band of outlaws with the ultimate goal of taking control of the Thieves' Guild, their first mission will be a spectacular theft to get the attention of the Guild Elders. Then, once promoted, they will have to deal with very different tasks, such as diplomatic missions with the Children of Hunger and the Jan Tong.

CHARACTER TYPES

Any, depending on the organization the heroes are interested in.

LONE WARRIORS AGAINST EVIL

Jalizar is in the grip of an ancient evil, though the citizens do their best to ignore it. Someone must take up the fight, otherwise the city and its people – maybe even the whole world – might be destroyed forever. Obviously, the heroes are the ones chosen to battle against this evil. Before the campaign begins, it is important to decide why the heroes take up this dangerous task. What's driving them? Vengeance? An old family tradition? Or maybe the GM can provide a good reason for the fight in the first sessions of game.

Unsung Heroes. Whatever great deeds the heroes accomplish, they won't become famous and know the cheering of the crowds. The path of those fighting evil powers is a secretive one; otherwise the relentless forces of darkness might take revenge on their relatives, friends, and loved ones.

Hidden World. The heroes will discover they aren't alone. Other organizations such as the Jan Tong and even some

Smith Priests gone into hiding can help them. As the adventures unfurl, they'll learn that they have other unsuspected allies, like the tightlipped innkeeper who seems to know a lot about the Sewers, or the courtesan with a secret past. In the same way, apparently normal people, like incredibly successful merchants or beggars who have survived deadly pestilences, are in truth hirelings and servants of what lurks under Jalizar.

Onionskin Structure. This type of campaign is based on investigations to progressively discover the nature of the evil lurking deep beneath Jalizar and the best way to stop it. Every time the heroes solve a mystery, this leads to a new investigation. So, for example, the campaign starts with the heroes investigating the disappearance

GM TIPS: SCOPE AND STEPS

The scope of a Rise to Power campaign doesn't need to be huge. If the heroes are part of a crew of pirates, the scope of the campaign might be to take the place of the captain and gain control over the ship – a humble but still interesting goal.

In the same way, a Rise to Power game can be organized in steps, with every adventure or cycle of adventures aimed at taking control of a bigger organization. Following the example above, the pirate heroes can start by taking control of the ship, then they will build a fleet under their command, and finally besiege Jalizar and conquer the Flower of the North.



GM TIPS: INVOLVING THE PARTY IN A GUILD MISSION

Due to their nature, Guild Missions tend to be solitary affairs: a lone thief or assassin is asked to prove his worth by completing a task. But RPGs are cooperative and there is no sense in leaving most of the party idle while a single player acts alone. So, the GM should find a way to involve the rest of the group in a Guild Mission. Making the errand quite difficult, so that the main character must ask his friends for help, is a good trick, or you can include an element which requires the skills of other group members (for instance, a house to be plundered has a magical gate which only the sorcerer in the party can open). Whatever solution you choose, Guild Missions should be ways to involve the players in the game, not to exclude them.

of beggar boys near a tavern, and they find out the innkeeper is the culprit (he kidnaps the boys to use them in dark sacrifices to the beings in the Sewers). Later the plot will lead the party to discover a major sect, whose leaders are high-ranking Copper Helms and influent members of Merchant Houses.

CHARACTER TYPES

Monks, Jan Tong, priests, sages, demon hunters, anyone who wants to do the right thing.

MIXING IT ALL TOGETHER

While you can build an entire campaign on a single theme, you can add layers of complexity by mixing various themes.

For example, the Rise to Power and Lone Warriors Against Evil can be easily combined. While trying to gain control of the Thieves' Guild, the heroes discover that the Guild Elders are actually Sewer minions disguised in human form who use the Guild to achieve their dark ends. At this point, the heroes' goal is no longer personal success: taking control of the Guild might mean saving the whole city...

A final word of advice: mixing themes is good but it must be done with moderation, otherwise the campaign will lose focus. Combining two themes usually works well, while three or more can cause problems.

GUILD MISSIONS

Characters belonging to Guilds can be eligible for a particular type of scenario, i.e. Guild missions. A Guild mission usually begins with the hero being summoned by a Guild Elder (or, in rare cases, the Guild Master), who asks him to complete a task for the good of the organization. Some Guild missions are simple tests to prove the character's loyalty, while others have great importance for the Guild. The type and difficulty of the task depends on the rank of the character, so an Assassins' Guild Elder (a Master Assassin) will be tested in very different ways compared to a humble apprentice.

Those wanting to join a Guild will also have to complete a Guild mission (also called a Guild Quest in this case) to prove their worth, with a difficulty equal to their skill.

Rewards. Guild missions often have little or no reward, since any loot, bounty, or

treasure belongs by right to the Guild. However, if successful, the character can be granted a share or, in few cases, receive a promotion (Joining a Guild and Guild Advancements, see page 69).

THIEVES' GUILD MISSIONS

The Thieves' Guild includes a wide number of criminal professions, so Guild missions can be very different. Sneaking into a building and stealing (or placing) a specific item are standard quests for burglars, but swindlers can be asked to create complex scams or gain the trust of important individuals.

ASSASSINS' GUILD MISSIONS

Assassins are killers, so in the vast majority of cases their missions involve dispatching a specific victim. For apprentices and applicants, these missions are also used to test their determination to obey orders, so the Elders often require them to kill a person they know or even a friend, to prove their trustworthiness. Failing the trust test usually means the character has a price put on their head.

BEGGARS' AND COURTESANS' GUILD MISSIONS

These two Guilds rarely assign missions to their members. However, as they are subject to the Thieves' Guild, they could be asked to complete minor tasks for that Guild. Spying and creating diversions are common assignments but there are rumors of legendary thefts requiring the joint efforts of large groups of Thieves' Guild members as well as beggars and courtesans.

TWEAKING THE SETTING

Beasts and Barbarians can be easily tweaked to fit the players' tastes. In the *Golden Edition*, attention was paid to making the game more horrific, or alternatively a little less serious. In the case of Jalizar, a new possible tweak is introduced, as detailed below.

THE ROMANTIC GAME

First, a word of advice: romantic doesn't automatically mean either love and sex or turning your adventures into soap operas. Adding a romantic element to your game means that emotions (all of them: hate, love, vengeance, etc.) have a place in the game as important as actions. This is another trope of the Sword and Sorcery genre: heroes are as grandiose in their emotions as they are in their deeds.

The following tweaks allow you to add a romantic theme to the game.

FLAMBOYANT AND ROGUSH

In romance, words that show feelings of some sort have a great impact on people. You can simulate this during combats by giving more emphasis to Tests of Will. If a player roleplays a Test of Will in a flamboyant and roguish manner (for Taunt he invents insults to put into his character's mouth, for Intimidation he roleplays the scene) and wins with a raise, the Test of Will doesn't count as an action and the character can immediately perform another action without any multi-action penalty.

OATHS

In a romantic game, oaths have a very real effect. Once per adventure, a hero can speak an oath of some type, then he makes a Spirit roll. In case of success, he immediately gains an Oath Bennie, plus one for each raise. The Oath Bennies are kept for following sessions, but expire at the end of the adventure.

Oaths must be clearly worded, like: "I swear to do this". If the hero wants, he can add one or more penalties in case of oath breaking, each granting +2 to the roll.

Example: *"May the Lord of Thunder blind me if I don't kill Dromak the Tricarnian before sunset!" is a valid oath, with a breaking penalty (+2 to the Spirit roll). If the oath is broken, the character can expect to be hit by the One Eyed or Blind Hindrance.*

Oaths must not be taken lightly. If a hero doesn't manage to fulfill his oath in the current scenario, he starts the next adventure with a Bennie less (as per the Bad Luck Hindrance). Moreover, the Game Master is free to inflict on him the chosen penalty "off screen".

This situation lasts until the hero manages to fulfill the oath.

So, beware of what you swear: gods and men despise oath-breakers.

THE POWER OF LOVE

As said before, romance doesn't necessarily mean love and sex, but feelings and affection are among the driving forces of human life, so they can have a great impact on your game. A single rule (Crushes) and a new



Hindrances (Thwarted Love) are enough to rightly set the mood of an entire story.

CRUSHES

Sword and Sorcery heroes are extreme in everything they do, and this also applies to their passions and feelings. Whenever a player draws a Heart suited card during the Post Adventure Phase, the GM can decide to add to the other effects of the card the fact that the character suddenly falls in love with someone.

The object of love can be either a NPC or a suitable PC. An enamored character receives +1 to all his Spirit rolls, as long as he is confident that his beloved returns his feelings, but he will soon fall into depression if despised or ignored, suffering -2 to all Spirit rolls. The initial attitude of the love interest is decided either by the GM or randomly with a roll on the Reactions Table, but it must change depending on the hero's behavior during the scenario. A crush must not be a way to punish or extol a character, but an additional hook to do some good roleplaying. Constantly remind the player that his hero is in love!

Crushes are short-lived and tend to be soon forgotten (after one scenario) or they turn into stable relationships (the love interest becomes an NPC member of the campaign's cast). If the player really wants a complicated love story, he can replace one of his Hindrances with the Thwarted Love Hindrance described in the sidebar. In all cases, the Spirit modifications only apply to the next adventure after the Crush is discovered.

To avoid turning the game into a soap opera, we suggest having only one hero involved in a Crush at any given time, even though a cunning Game Master might devise a really good plot with two heroes both in love with the same NPC...

ROMANTIC HINDRANCES

As always, there is no need to have a whole plethora of Edges and Hindrances to add a specific mood to the setting. For example, the Hindrance below is enough to define a Romantic game.

THWARTED LOVE (MINOR)

The hero is in love with someone but, for some reason, their love is thwarted. The cause can be internal or external.

In the first case, the hero's feelings aren't reciprocated and he spends his time nursing his broken heart. In the second case, the feelings are mutual but someone or something hinders the lovers, i.e. the girl's family, social conventions, or even a curse brought upon them by an evil sorcerer or an immaterial specter.

Whatever the reason, the hero is very resentful of his destiny and, at any given moment, cannot have more than three Bennies.

WARNING:

TWEAKING ABUSE

You might be tempted to add lots of tweaking to your setting, for example to create a humorous, romantic game. While this is certainly possible, the Game Master must be careful not to exaggerate and to concentrate on few, specific tweaks; otherwise the game will get too messy. Always remember one of Savage Worlds' key tenets: trim the fat.

SECRETS OF JALIZAR

THE SECRET HISTORY OF JALIZAR

The design philosophy behind *Beasts and Barbarians* is that the setting presents the GM with mysteries and questions but no definite answers. Some of the answers can be guessed by reading between the lines, the others are left entirely up to you.

The reason for this approach is that the Book of Lore must stimulate your imagination without limiting your creativity. The blank areas of the map are where *you* can develop your ideas.

In *Jalizar, City of Thieves* this philosophy is only partially followed. Since the setting is well-defined (a single city and its surroundings) and dense with connections among places and NPCs, it is necessary for the GM to know a little more about the history of the city.

This doesn't mean that the information described in this chapter cannot be changed. Rather, it can and should be altered to reflect your personal vision of the Flower of the North!

The information below represents the "default answers" to questions about Jalizar, to be used when the GM cannot find a more creative and personal solution to one of the mysteries of the city.

The following section is a faithful account of the history of Jalizar, which uncovers many of its mysteries.

TRUE ORIGINS

Jalizar is far older than you might think. Its original name was Anenda and it was the capital of an ancient empire, which was the forerunner of today's Cairnlanders civilization.

Many centuries before the Dread Star fell, the city was hit by a plague that killed most of its dwellers. The only survivors were those who left the city and settled in the ancient tombs not far from Anenda. When the plague ended, these people were too afraid to leave the tombs and became the first Cairnlanders, who later colonized the entire region north and south of the Drowned King Sea, turning tombs into their homes.

Then, with the fall of the Dread Star, everything changed. The great earthquakes that shook the land were nothing in comparison to the cataclysms that occurred along the sea floor.

And this stirred the Jamhans.

An ancient race from the cold waters of the Drowned King Sea, these strange part human/part fish creatures lived in the great underwater city of Jamhra. They worshipped their immortal ancestors, creatures of titanic size and strength, called Father and Mother. Occasionally, the Jamhans attacked the primitive ships and barges of the humans. With their hypnotic voices, they lured mariners, captured them, and used them as sacrifices in unholy rituals. Men feared the waters where the Jamhans were said to live and avoided them.

Jamhra was almost destroyed by the quakes and most of its dwellers died. The few who escaped moved south looking for food and shelter.

In the end, they found an abandoned human city, Anenda, on the shores of the sea. It had a sewer network connected to the sea, and this proved to be a perfect new home – warm, reeking, and damp.

Once in the sewers, the exhausted survivors fell into a lethargic state, a feature of their race, and slept unseen under the deserted city for dozens of years.

A HAUNTED CITY

When the Jamhans awoke, they were incredibly hungry. The sea was still in turmoil, so an alternative to their traditional source of food, fish, had to be found. Despite being a sea race, they were partially amphibians. Yet, they could not remain outside the water for long to hunt game



THE FORGOTTEN CITY OF JAMHRA

Many sailors of the Drowned King Sea have heard of the Green Depths, an area far from the southern coasts where the waters are the color of emeralds. The reason, it is said, is the soft luminescence shining from the seafloor. Here the waters are so deep that mariners believe the luminescence to come from the fire pit of the Drowned King, whose haunted mansion lies under the sea. Another fact supporting this legend is that, when the moon is full, faint non-human voices are heard coming from the waters.

This is where the city of the Jamhans lies.

AN EVIL WITH MANY NAMES

Most people know nothing about the Jamhans, but many names have been given to the evil lurking beneath Jalizar.

The most common names are:

- † *Sewer Lords or Sewer Masters*
- † *Lords Below*
- † *The Seducers*
- † *The Herders*

as men did. So, they turned to their ancestral magic: the power of their voices. Their chants rose from deep below Anenda and reached the nearby Cairns. Many men from the tombs, driven by inexplicable desire, moved to the deserted city, were caught by slimy claws, and dragged into darkness, to satisfy the uncontrollable hunger of the evil race.

In few months, entire clans met this end. The Cairnlanders were so terrified that they moved away from their tombs. Some of them went north and joined their cousins, while others went south and mingled with the Zandorians.

Meanwhile, the Jamhans had eaten enough and soon fell into lethargy again.

JALL THE CATTLE STEALER

When the Jamhans awoke again, they felt very different. They hadn't been living in clear seawater for a while; their new diet was almost exclusively based on human meat; and some strange Lotus spores growing in the sewers of the city had caused their bodies to mutate.

They found they were physically weaker after so much inactivity but their minds were strong and powerful as they had never been before. From deep within the Sewers they addressed silent prayers to their Father and Mother, still sleeping underwater in the ruins of faraway Jamhra; then, they began looking for food.

But this time it wasn't as easy as before. The Cairnlanders had abandoned the nearby Cairns and even the few travelers had learned to stay away from Anenda. So, using the power of their voices, which can be heard from hundreds of miles away, they lured a small band of exiled Cairnlanders from the North to the abandoned city, promising them a new home. The chief of this band was a scoundrel called Jall the Cattle Stealer.

THE LARDER OF THE JAMHANS

When Jall and his men arrived in Anenda, they settled down, completely unaware of the hungry eyes spying on them. Despite their appetite, the Jamhans didn't attack them immediately (with a noticeable exception, see the Manticore sidebar). They had used so much of their energy to summon the humans, and thought it a waste to eat them all at once. Instead, they allowed the new colonists to prosper; only when they could not bear their hunger any longer would they lure someone into the Sewers to be devoured.

With the passing of time, they discovered that what they really needed wasn't human flesh but rather the souls of their victims. With each soul they consumed their powers grew strong, while their bodies became bloated and shapeless. Yet, this wasn't a

THE MANTICORE

The legends about Jall the Cattle Stealer fighting the dreadful Manticore are true. This hideous monster was created by the Jamhans as their pet and bloodhound. When Jall and his band finally reached Anenda, the Jamhans kept the creature in the Sewers so as not to scare the newcomers. Yet, the Manticore's strength was so great that it escaped and reached the surface, where Jall and his men fought it and defeated it. The monstrosity then fled back to the Sewers to nurse its wounds and wallow in rage. The Jamhans tried to recapture it but failed... The Manticore can be a free agent of great power in your games.

problem. With their new powers they were able to create legions of non-human minions, which they used as agents in the upper city and as slaves to protect the



JAMHANS AND MANKIND: SEDUCTION AND CORRUPTION

Over time, the cruel Sewers Lords have become master manipulators. The more their craving for flesh diminished and their desire for souls increased, the more they started seducing and corrupting the Jalizarans. The Servants of the Sewers, as they are called, are given power, riches, and anything else they wish for. Everyone has a secret desire and the Seducers can satisfy it. A Servant of the Sewers usually bears a mark concealed on his body to testify to his pact with the evil forces (see page 195).

Most of these individuals are beyond suspicion. The plump, funny innkeeper or the grumpy Copper Helm sergeant are excellent Servants of the Sewers.

The Jamhans act in this way for several reasons. First, because they always need agents among the Jalizarans to watch and lead their human herd; second, because they are playful and manipulative; third, because they find a corrupted, evil soul refreshing and very tasty.

The Jamhans hardly ever show themselves as they really are and conceal their presence through illusions or using their non-human minions as intermediaries.

One of the very few cases in which they showed themselves was when dealing with Shade (see below).

Sewers from curious explorers, especially when they went into lethargy.

So, Jalizar began to prosper but none of her citizens knew they were being raised as cattle to feed unholy creatures hiding in

the Sewers. The Jamhans were very sparing in the use of their human livestock. They alternated between sleeping and waking, and always tried to eat as little as possible. The only exception was in the period before going into hibernation, when they actually needed to gorge themselves on numerous fresh souls. These great banquets – they couldn't be called anything else – have always been interpreted in Jalizar's history as disasters of some type. The first two fires of Jalizar were both caused by the Jamhans, as were many other similar events.

The duration of the Jamhans' sleep cycles isn't fixed, but it usually varies between twenty-five and fifty years, enough time for the Jalizarans to forget all the strange coincidences that led to the most recent disaster.

In addition, just like good shepherds, the Jamhans have tended to their livestock, wanting it fit and well-fed but not strong enough to break free of their control. So, they have always killed or kidnapped the most gifted rulers of Jalizar, like Emella, when they got too close to discovering the secret of their presence.

THE CAIRN STONES AND THE CITY WALLS

Although the Jamhans were powerful, the Jalizarans might have been able to fight and overcome them, like a skilled healer who finds a hidden splinter in a patient's body and removes it.

But in 1030 AF, Zoran the Smuggler King did something that condemned the whole city. Despite many warnings against his decision, he ordered the old Cairns outside Jalizar to be destroyed, so that their

stones could be used to rebuild the Flower of the North.

The stones of the now empty Cairns were homes to the orphan spirits of the past Cairnlords, which cried in loneliness and howled with their empty voices, inaudible to any man.

But the Jamhans could hear them from the dark Sewers, and were delighted. When the stones were brought to the city, they devoured the spirits trapped within them. With each soul devoured their power became greater and their bodies weaker.

Their final act was the murder of Zobar Brickhead, the king who had made the city walls even stronger. His blood and brains, smeared on the stone paving of Jalizar, made the Jamhans lurking in the Sewers drunk with power.

From then on, their need for human flesh subsided, but their appetite for souls knew no bounds.

SHADE

In the following years, the Jamhans became bolder. Murders, mysterious disappearances, and other strange occurrences became fairly common, but the Jalizarans learned to ignore them and to pretend everything was going well.

The evil from the Sewers reverberated in the air like heat and news of it spread like wildfire. All over the Dominions, enslaved demons whispered in their human masters' ears of the great power rising in the North.

The first to come were six brothers, wicked sorcerers from the Iron Mountains.

Guided by the smell of evil, like hounds by the scent of blood, they arrived in the City of Thieves with a precise plan: entering the Sewers and making a pact with the Jamhans. But they could not do it alone, because the Sewers were too dangerous even for them. So, they contacted the Assassins' Guild, whose leaders showed great interest in their plan, and a chosen group of hired killers was sent with them to the Sewers.

Their journey through the dark tunnels was terrible but, in the end, they found the Jamhans and offered to serve them. The reaction of the evil beings was one of curiosity and amazement. Ever since their arrival in Jalizar, no member of what they considered their herd had ever had the idea, or the courage, to come looking for them and even to offer them a deal!

The Jamhans have a playful disposition, so they decided to put the humans to the test. They said they would make a deal only with the ones capable of bringing them the greatest sacrifice. The Assassins and the sorcerers were surprised, but two of them – Shade of the Assassins and Rakon, the eldest of the sorcerers – had no hesitation. They butchered their companions on the spot, thus earning the Jamhans' trust.

So, the pact was sealed. Shade and Rakon received the blessing of the Sewers Lords, gaining incredible powers and a prolonged lifespan.

Shade came to power and, during his reign, the Jamhans extended their influence over most of Jalizar and received yearly sacrifices of young men and women.

The nightmare ended with a natural disaster, the great flood of 1501 AF. For some unknown reason, the Jamhans now want-

THE SIGILS

The Jamhans are among the most powerful evil entities in the northern lands and no Iron Priest is strong enough to banish them. But Hulian, the Lion God, is also the Smith of Words, and his followers know ancient words of power, called Sigils. By engraving Sigils in strategic places across the city, a sort of protective shield can be created around Jalizar, greatly reducing the power of the Jamhans. The cruel Sewer Lords cannot even sense these glyphs and must use their human servants to actually find and destroy them.

The Sigils would have already been destroyed, had the Jademen not come to Jalizar.

ed to get rid of Shade and Rakon. They probably started to fear their human servants and decided to dispatch them before they could pose a real threat.

The two tyrants were dragged to the Sewers, never to be seen again.

Yet, some say that Rakon, who had been a powerful sorcerer even before receiving the Jamhans' gifts, managed to make it out of the Sewers, though severely crippled. The nature of his mutilation was more spiritual than physical: his immortal soul had remained somewhere in the sinister tunnels.

Rakon still haunts the bogs south of Jalizar as the Hooded Boatman, always looking for a way to retrieve his soul from the Sewers. The spell he used to escape now prevents him from entering Jalizar again, so he hopes to meet someone ready to perform this daring task. However, so far he has found no volunteers willing to risk their lives.

The deal made with Shade taught the Jamhans that mages can be useful and they started seducing them with promises of power. The Sewer Warlocks, as some call them, pay a great price for the dark gifts they receive. Sooner or later, they are snatched and dragged into the darkness under Jalizar, where their very bodies and souls become delicious food for the Jamhans.

THE SILENT WAR

When the Empire conquered Jalizar, two new groups started investigating what was going on in the Sewers: the Tricornian sorcerers leading the army and the Iron Priests of Hulian disguised among the hoplites.

The two factions were bitter enemies and had completely opposite purposes. The sorcerers, emissaries of the Priest Princes, came to investigate the evil powers lurking under Jalizar in order to treat with them or enslave them, while the servants of the Smith of Words wanted to discover what haunted the City of Thieves and destroy it.

The scheming Jamhans immediately decided to pit the two groups against each other. They welcomed the Tricornians and faked submission to the sorcerers, warning them that their ancestral enemies, the followers of Hulian, were in the city.

In the meantime, the priests of the Smith God were not idle. They searched the city, asked questions, found ancient books, and soon realized that the evil must come from the Sewers. In the end, they managed to discover the enormity of what lurked under the city and found a way, if not to destroy it, at least to severely limit its power (see the Sigils Sidebar).

But they acted too late. The Tricarnian sorcerers attacked them, thus starting the Silent War. Everyone knows how it ended: Market Square was set on fire and the citizens, guided by Servants of the Sewers in disguise, drove both factions away, banning them from the City of Thieves.

In this way, the Jamhans got rid of two pesky groups of intruders with a single move and returned to rule over their herd, hidden and unnoticed.

THE JADEMEN AND THE GREAT SECRET

The Jamhans believed they had wiped out the servants of Hulian forever, but they were wrong. The few survivors of the Jalizaran massacre realized their forces weren't enough to fight the Powers Below and decided to travel to Lhoban. They knew that the holy monks were the only ones capable of continuing their fight against the evil lurking under the City of Thieves.

Before dying, Terianus the Smith Priest told to the Enlightened One what he and his companions had learned about the Jamhans, and the location of the Sigils they had placed on the houses and walls of Jalizar, and even in the Sewers. These marks, he said, must be protected and their exact location is a secret that must never be discovered by the Jamhans.

As mentioned above, the Enlightened One sent a large portion of his people to the north, officially to start a new life in Jalizar, but in truth to fight the evil of the Jamhans.

Before his people set off, the Enlightened One spoke to the Three Elders, the appointed leaders of the Fastfingers, and told

SIGILS: THEIR NATURE AND POWERS

Sigils are excellent plot devices in the hands of the Game Master, especially if you are playing a Lone Warriors Against Evil campaign (see above). Plots can be built around finding, protecting, restoring or, why not, defiling them.

Appearance of Sigils. *Sigils are glyphs in which the secret name of Hulian is written. Anything can be a Sigil: engravings on a wall, the small writing in the corner of a painting, a jewel, or even the building plan of a palace. Some say that one of the Sigils is actually a tattoo on the skin of a person. When the wearer dies, the tattoo is passed on to another individual...*

Defiling Sigils. *To be defiled, a Sigil must be broken and its pieces smeared with human blood or water from the Sewers. If the latter isn't done, a Smith Priest or one of the Jademen Elders might be able to restore it (after someone – for instance, the heroes – has found all the pieces). Another way to render a Sigil powerless is to take it away from Jalizar.*

Sigil Powers. *Owning a Sigil doesn't grant any particular benefit to the player characters, since the function of a Sigil is only to limit the Jamhans' powers. The examples on the next page explain what happens when one or more sigils are destroyed or restored.*

them about the existence and function of the Sigils.

There is a set number of Sigils, he said, and they must be defended at all costs. Then he revealed to each Elder the position of one third of the Sigils, with the order to pass this knowledge on to his successor. This

DESTROYING SIGILS

The Shadows Grow. The powers of the Jambans grow and creatures from the Sewers now start appearing above ground.

Spies in the Manholes. The Lords Below can now extend their inhuman senses so that they can hear and see anything happening near a manhole.

Powerful Minions. All the creatures serving the Jambans have their Vigor die raised by one step.

Dangerous Magic. In Jalizar all rolls on the Sorcery and Sewer Sorcery critical failure tables receive +2.

Cataclysm. Within 2d6 days of breaking the Sigil, a cataclysmic event occurs (an earthquake, a pestilence, a flood).

RESTORING SIGILS

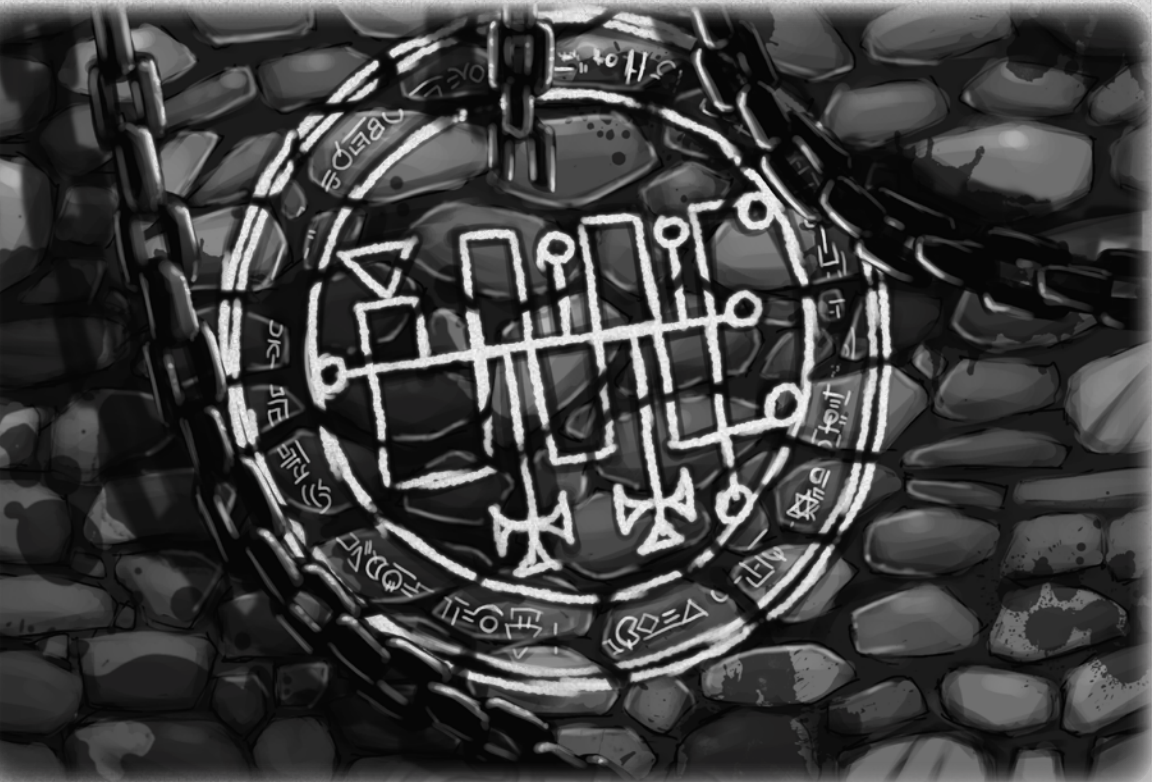
The Shadows Lessen. The powers of the Jambans grow weaker. Creatures from the Sewers are now confined to the tunnels or to areas right next to manholes.

Blind Masters. The Lords Below cannot hear or spy on what happens in the upper levels of the city. They must rely on reports from their human servants.

Weaker Minions. All the creatures serving the Jambans have their Vigor die lowered by one step.

Safer Magic. In Jalizar all the rolls on the Sorcery and Sewer Sorcery critical failure tables are made at -2.

Quiet Period. The Jambans are forced to inactivity for a period ranging between a few days and several years (GM's decision).



was a security measure to avoid defeat, should one of the Elders be captured and forced to speak.

He also warned the Elders not to tell the other monks about the true purpose of their mission: you cannot speak of what you don't know.

The Elders deemed the words of their master wise, bowed, and left the City of Clouds forever.

Then, the Jademen moved north and settled in the City of Thieves. The monks,

hidden among the humble workers, soon located the Sigils, restored the ones that had been defiled by the Servants of the Sewers, and generally started a containment plan to curb the Jamhans' influence.

THE VALK WARS

The Valk invasion of Zandor was launched in 2450 AF. In 2452 AF, Ornestan I, governor of Zandor, declared the independence of Zandor (and Jalizar) from the Iron Empire,

GM TIPS: DEGREES OF KNOWLEDGE ABOUT THE JAMHANS

As described on page 109, gradually discovering parts of a secret is an excellent way to keep up interest throughout a campaign. The Jamhans are THE big mystery of Jalizar and the gradual discovery of their presence can lead to a long, exciting campaign.

The various levels of knowledge about the Jamhans are summarized below. By default, all the characters (and players) should begin from level 0 and find out more info during their adventures. Player characters with the Shadow Monk Edge should begin with some additional information (level 2–4 is recommended).

Level 0. *Jalizar is a city full of corruption and crime.*

Level 1. *There is something inherently evil in the city.*

Level 2. *The cause of the evil lies in the Sewers.*

Level 3. *The Sewer Powers are organized and somehow self-conscious. They have secret agents in the upper levels of the city.*

Level 4. *The evil from the Sewers is being opposed by monks disguised among common Jademen.*

Level 5. *The creatures living in the Sewers are an ancient race, called the Jamhans. They are older than Jalizar itself and use the city as their very own larder. The Jamhans have influenced the entire history of the City of Thieves.*

Level 6. *The Iron Priests of Hulian put several Sigils in place to curb the Jamhans' power. The Jademen are supposed to protect and preserve them.*

Level 7. *Several Sigils have recently been destroyed or defiled because one of the Jademen Elders has been corrupted by the Jamhans and has betrayed her sacred oath. The traitor is Pao Lhin.*

Level 8. *Is there a way to destroy the Jamhans? Only the Game Master knows the answer.*

How much knowledge your players need to gather depends on the focus of your campaign. They might either need to unravel the whole mystery or just to discover a part of it.

GM TIPS: IGNORING THE JAMHANS

The GM might also choose to ignore the Jamhans. The Sewers Master certainly exist and lurk under Jalizar, but either they are sleeping or they aren't interested in the heroes' actions. This choice can lead to a more realistic and less supernatural game, and it is particularly suited to politics-based campaigns or to brief scenarios taking place in the City of Thieves.

starting the Reign of Twelve Winters. 2464 was the first year of the Siege of Jalizar.

The Jamhans were troubled, since the Valk were invading their playground and had to be repelled, but at that time the evil powers living in the Sewers were very weak, their strength lessened by the Jademen's Sigils.

Yet, one of the Jamhans managed to communicate directly with Ornestan II, King of Zandor, and convinced him to ask the Alchemists of Gis for help against the Valk. Most of the city's treasure was sacrificed for this cause and, cleverly concealed among the royal jewels, there was a ring engraved with a very powerful Sigil. Having it taken far from Jalizar allowed the Jamhans to regain some of their power.

JALIZAR TODAY

Today the Flower of the North is still a perfect playground for the Jamhans. The Jademen are their greatest opponents, adamant in their protection of the Sigils, but a breach has finally been opened in their resistance (see Pao Lhin, page 129). In addition, the city is bustling with activity and many new groups, such as the

Children of Hunger and the power-hungry Guilds, can easily be manipulated to pursue the Jamhans' goals...

FACTIONS OF JALIZAR

This chapter describes some of Jalizar's organizations and power groups, as well as some major NPCs belonging to them, analyzed from the Game Master's point of view. No stats are given for these characters, but hints about their secrets, friends, and hidden plans are provided. They are more important for their role in your stories than as opponents but, in case of combat, the GM can easily work out their stats by tweaking the existing profiles from *Beasts and Barbarians Golden Edition* or by using those presented in this book.

THE KING'S COURT

The Ragamuffin King. Timorias, the Ragamuffin King, is far from being the helpless man he poses as. When he was forced to become king, everyone expected him to be a mere puppet in the hands of the Merchant Houses and Guilds. Timorias accepted his role and has always kept up a sheepish façade of poverty and humility while plotting to gain the covert support of a powerful third party: the Alchemists of Gis. He has connections with House Tankara, which represents Gis's interests in Jalizar, and is particularly close to its Legatus, the lord of the House, who is also the Royal Food Taster and holds a seat in the King's Council. Timorias does his best to appear quite cold toward the Legatus when in public, but he secretly hopes to use his help to restore a strong monarchy, like the one of the Smuggler King.

GM TIPS: FOCUSING ON FACTIONS

When reading these pages, it is easy for the Game Master to feel a little lost, because the City of Thieves displays a very complex network of organizations, relationships, and contrasting goals. Using all of them in a single campaign is impossible, and should be avoided. While designing your story or adventure (see the Mastering Jalizar chapter), focus on one or two groups (for example, the Thieves' Guild and the Jan Tong) and try to build your story around them, developing the hints given in this chapter.

Remember: quality is always better than quantity when designing an adventure.

GM TIPS: RELATIONSHIPS MAP

Especially when the plot tends to include a complex network of people, the GM might find it useful to draw a relationships map. It is a simple diagram with the names of the main actors connected to the others by arrows. Above each arrow write a description of the relationship, like "hates", "wants to cheat", "serves", and so on. If you want, you can put several related actors in the same group (e.g. "Thieves' Guild", "supporters of the Ragamuffin King"). You can use this method for individuals, organizations, and even places. It is an amazing way to immediately have a clear overview of what is happening in your scenario.

Nobody knows the real intentions of the Legatus and of the Alchemists, but for now they seem to support the Ragamuffin King.

Armangas. The oldest son of the Ragamuffin King, he was a true prince: proud, strong, and valiant. If he had become king, Jalizar would have experienced a new golden age. He disappeared during the Beggars Revolt and was believed to be dead, but he is actually still alive (see the Children of Hunger below).

Juros. The second son of Timorias, he is handsome but full of pride and vanity. He will come to the throne when Timorias dies, so he is spoilt and pampered by the powerful House Talum, which pays his bills and looks after his court in the Kings' Tower. In exchange, he backs House Talum's interests in the King's Council.

Monya. Many good and bad things can be said about Monya. A pretty woman in

her thirties, the princess is known for her scandalous behavior and in particular for her familiarity with the Courtesans' Guild. With the same expensive tastes as her brother Juros, Monya likes being independent and can count on several very generous lovers. It is also widely known that she sells herself in the Temple of the Divine Couple and that she is a personal friend of Yakzama, the Pale Lady (see below). Some say she is actually a follower of the strange southern goddess Etu, but most people think she is just a lustful woman.

Ranikos. Timorias's youngest son, Ranikos was a free spirit who didn't accept the social conventions of life at court, so he ran away from the City of Thieves ten years ago. He forsook his privileges and even his name. Nobody knows where Ranikos is today, but some say he eventually became the captain of a powerful mercenary company that fights in the southern dominions.



THE OLD GUILDS

Thieves' Guild. The Thieves' Guild is an old, powerful guild which also rules over two minor guilds, the Beggars' Guild and the Courtesans' Guild. The current Thieves' Guild Master is **Jutarkos Six Fingers**, former chief of a small criminal band, who came to power a couple of years ago thanks to a short but very intense bloodbath. Jutarkos is forty, has a plain face, and is known for his calm manners, which are somewhat frightening, as he can order an assassination without showing any emotion. He owes his nickname to the sixth finger on his right hand. Jutarkos is obsessed with Marzul's treasure (see page 62) and would do anything to retrieve it.

Beggars' Guild. This name refers to the Fat Beggars, the faction which remained

with the Thieves' Guild after the Beggars Revolt. The current Guild Master is **Bokhan the Wise**. An old, sheepish man with a penchant for young boys, Bokhan lives in fear of being killed by some evil magic evoked by the Children of Hunger. To feel protected, he has hired a mysterious character, **Jizro**, who is said to be a Sewer Warlock. Jizro is becoming richer and richer, and is gradually taking control of the Guild, a fact that Jutarkos Six Fingers really doesn't like.

Courtesans' Guild. The Courtesans' Guild is one of the oldest organizations in Jalizar. It controls almost all the brothels, bawdy houses, and other similar places in the City of Thieves. The Courtesans are mostly women and often collaborate



with the Thieves' Guild, which provides protection, bouncers, and ruffians to the brothels, in exchange for a major share of their earnings. It seems unfair but this agreement has worked well for centuries. However, all things might change soon, because the Courtesans are now led by **Yakzama the Pale Lady**.

A woman of great charm, Yakzama is a curious mix of Valk and Jalizaran blood, and she is said to be the daughter of a Valk war chief and a princess of southern Zandor. Yakzama is a cunning politician and wants the courtesans to be free of the Thieves' Guild's control, so she has contacted the Thieves' chief enemies: the Jan Tong and the Children of Hunger. She has also tried to seduce the Beggars' Guild Master, who

however seems immune to her charm, but the same cannot be said about his counselor, Jizro the Warlock.

Assassins' Guild. After witnessing the death of King Shade and the cruel repression against them, the Assassins have learned their lesson well and have rebuilt their Guild afresh on the ashes of the first one. Today, the Guild is extremely secretive and contacting an assassin, a true member of the guild, isn't easy. The current Guild Master, **Norkot**, is so paranoid that no one has actually seen his face. On official occasions, like the Guild assembly or occasional meetings with the Thieves and Beggars' Guild Masters, he wears a hood and speaks in a muffled voice. Many wonder if he is a man or a woman and some



HEROIC NPC: MARDOAN FALLIOCH, "THE IMPOSSIBLE MAN"

Appearance: *Mardoan is an average-looking man in his early forties, with brown hair and a sardonic, devious smile.*

Roleplaying: *Mardoan is a master of infiltrating his targets' strongholds and relieving them of whatever wealth or worthwhile items they possess. A confident master of disguise, Mardoan moves among the wealthy merchants as easily as the masses of Jalizar. He only robs from the wealthy merchants of the city, redistributing the wealth as he sees fit. He has never backed down from a challenging theft and is the one of the most successful thieves in Jalizar, never having been caught. His true identity remains a closely guarded secret; as "the Impossible Man" – a nom de guerre he created to facilitate his status as a folk hero – he is one of the most hunted thieves in the city, both by the merchants from whom he steals and from the Thieves' Guild to whom he neither belongs nor pays tribute, enjoying his Whitemouse status! He is not afraid to run from a fight in order to live to steal and fight another day, and he is fast enough to get away!*

Personality: *A master at hiding his thoughts and emotions, Mardoan is always on his guard and looking for his next mark. He uses his skills to make many friends in the community under his various guises, all in the service of increasing his reputation. He has an almost supernatural sense of awareness that has often saved him from capture or death on his missions.*

Motivation: *His goal is to gain the backing of the masses so that when he reveals himself he may secure his rightful place as a ruling noble in Jalizar and bring the city back to its rightful power and status.*

Background: *Mardoan is the son of Keown Fallioch, formerly one of the richest nobles in Jalizar, prior to the siege of Jalizar in 2464. His father was killed in the siege and his mother had her infant son smuggled from their estate during the final days of the siege, along with the House Fallioch signet ring. All assumed that there were no survivors of the family after the siege. Mardoan grew up on the streets, knowing his heritage and raised by a loyal House Fallioch retainer and beggar monk, Jaevin, from whom he learned much about the art of deception. Today, he works in secret, furthering his reputation as a thief and increasing his mystique as a hero of the people. He typically fights with his tiger claws and whatever weapons he has at hand. Soon he will have sufficient backing and contacts to make his move. He uses his signet ring to disarm magical traps and to avoid detection by scrying.*

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

Skills: *Climbing d8+2, Fighting d8, Intimidation d6, Knowledge (Jalizar) d8, Lockpicking d12+2, Notice d12+2, Persuasion d6, Stealth d12+2, Streetwise d8, Taunt d6, Throwing d6*

Charisma: +1; **Pace:** 8; **Parry:** 8; **Toughness:** 6 (1)

Hindrances: *Code of Honor, Wanted (Minor – Powerful City Merchants), Wanted (Minor – Thieves' Guilds)*

Edges: *Acrobat, Alertness, Connections (various merchant/criminal/fences), Danger Sense, Distract, Fallen Noble (heirloom – House Fallioch signet ring), Fleet-Footed, Harder to Kill, Improved Dodge, Improved Level Headed, Improvisational Fighter, Lowlife, Martial Artist, Master (Notice), Strong Willed, Thief, Treasure Hunter, Watch Your Back!*

Gear: *Light Armor Shirt and Bracers (+1), 6 Throwing Daggers (Range: 3/6/12; Damage: Str+d4), House Fallioch signet ring (detect/conceal arcana, dispel – Arcane Skill d6, 5 Power Points), ghost paint (see Body Paint Beasts and Barbarians freebie), lockpicks, silk rope, tiger's claws (+1 to unarmed damage, +2 Climbing)*

Special Abilities:

***Dark Alley Lord:** *When in Jalizar, Mardoan Fallioch has his Wild Die increased by one step on Streetwise (to d8) and Notice (to d12) rolls.*

even say he is a creature from the Sewers which has secretly replaced the real Guild Master. All the day-to-day business of the Guild is run by a high-ranking Assassin called the Scarred One, due to an ugly mark disfiguring his check.

Officially the Assassins' Guild is affiliated with the Thieves' Guild, but the Thieves know nothing of its activities, not even the exact number of its members.

THE JAN TONG

The Jan Tong is a criminal organization that includes various Jademen gangs. With the excuse of protecting their own people, they control the district of Brass Lanterns and the nearby areas. This is what most Jalizarans believe, but the truth is much more complex. The leaders of the Jan Tong are the Three Elders, the descendants of the same Three Elders sent to Jalizar by the Enlightened One centuries ago. Their goal is to protect the Sigils, keeping the Jamhans at bay, and to generally fight the evil lurking in the Sewers.

Their mission is so secret that most monks don't exactly know who they are fighting against and what they are protecting. The reason is simple: if the Jamhans discovered the location of the Sigils, they would certainly try to destroy them.

The Three Elders are:

Dai Lomen. The pleasant owner of a Lotus smoking den. Under layers of fat and a raucous voice, Dai Lomen hides a deep knowledge of the ancient secrets of the Lhoban monks and has not forgotten why the Jademen are in Jalizar: to fight the Jamhans. He and his men try to act as mediators between Mang Do and Pao Lhin.



Mang Do. A true crime boss, Mang Do is staggering along the Path of Enlightenment. He has become too involved in the business of the Jan Tong and his priority is the war against the Thieves' Guild. He honestly thinks that the Sigils are safe because the Sewers have been very quiet in the last few months. His main problem, besides the Thieves, is the Black Tong (see sidebar).

Pao Lhin. The oldest of the Three Elders, this woman, who runs a candle making shop with her daughters and granddaughters, was surely the most Enlightened individual in the Jademen community. This was before she was seduced by the Jamhans. It took the Sewer Masters thirty years to seduce her, but in the end they managed to lead her along the path of Obscurement, and now Pao Lhin is one of their



THE BLACK TONG

In the last few months a new threat has appeared in Brass Lanterns: a gang of Jademen wearing black garments, very skilled in martial arts, and gifted with the deadly abilities of the Enlightened Ones. Differently from the other members of the Jang Tong, these men and women attack their own kin and have no respect for human life. In truth, they are the new disciples of Pao Lhin, followers of the Path of Obscurement, and their purpose is to discover the location of all the Sigils. They are fanatics and none of them has ever been captured alive. Some even say that they aren't human at all and that their bodies disappear as soon as they are killed.

Whatever the truth, for now the secret of their dark mistress is still safe.

most faithful servants. Unfortunately, no one, not even her lieutenants and the other two Elders, knows of her betrayal, and she pretends still to be protecting the Sigils entrusted to her, although they were destroyed years ago. Pao Lhin has secretly created the Black Tong (see sidebar) with a precise goal: she wants to persuade the other Elders to reveal the location of the Sigils they protect, with the excuse of organizing a common defense. As soon as she finds out, she will destroy the remaining Sigils and finally release her new masters.

THE COPPER HELMS

The City Watch of Jalizar has always been neutral in political matters, even during the Widowers' War and the dark years under King Shade. The Copper Helms

simply guard the gates and walls, maintain order in the streets, and collect fees.

Of course, this doesn't mean they are honest. The Copper Helms make their living by collecting bribes from merchants, smugglers, and criminals, and they are more than ready to turn a blind eye when necessary.

The Commander of the Copper Helms is **Lord Hugo Stone Head**, a heavy man in his late fifties, who has earned his nickname (never to be used in his presence) because of his perfectly round, bald head. Lord Hugo used to be the commander of the Seagulls (the division of the Copper Helms assigned to fighting pirates and sea smugglers) and came to his current position through an awesome military victory over the pirates of Shallows Village ten years ago. He loves his city and would like the King to be stron-

ger and the Guilds and Merchant Houses weaker. But he is a realistic man and has adapted to his neutral role, pretending not to see the robberies of his men.

Under him there are the various commanders of Jalizar's Towers: **Othel the Walrus**, commander of the Seagulls (a grumpy and impatient man), **Rogarius the Fat**, who is supposed to maintain order in Thousand Chimneys but is actually in league with the Thieves, and **Xaber Tiomar**, commander of the Falchion Tower, a very honest man but too intransigent to be loved and respected by either his men or Jalizar's commoners.

Lord Hugo knows that the City Watch is now weak. So he is discretely looking for independent agents, or even mercenaries, to work on cases that the regular guardsmen, for political or other reasons, cannot deal with...

THE CHILDREN OF HUNGER

In 2505 AF the Beggars' Guild separated into two factions: the Fat Beggars, the current members of the Beggars' Guild, and the Children of Hunger, the poorest of beggars who, tired of being vexed by the Fat Beggars took the Rats' Nest district for themselves.

It was a bloody separation and the City of Thieves went through a period of great turmoil. The Ragamuffin King sent his oldest son, the gifted Armangas, to treat with the leaders of the two factions. But the prince entered the Rats' Nest and never came back. He was believed to be dead and great was the mourning of the Ragamuffin King and of the whole city, because the prince was dearly loved.

In truth, things went very differently. In the intense, exciting days he spent with the Children of Hunger, **Armangas** fell in love with **Mayma**, one of their leaders. The girl

convinced him that her people were the King's most faithful subjects and desperately needed his help. Armangas knew that, should he ever inherit his father's throne, he would be a mere pawn in the hands of the Guilds and the Merchant Houses.

So he decided to make everyone believe he was dead and reappeared a few days later as the **Prophet**, the new leader of the Children of Hunger – his identity protected by a silver mask. In the following months he managed to send a message to his father, who now knows that the Children of Hunger are loyal servants of the crown and will support him against the Guilds.

Nobody, except Mayma and the King, knows the Prophet's real identity, although some of the higher ranking Children, the **Questors**, have suspicions.

The Questors were the original initiators of the revolt and now not all of them are happy to accept the Prophet's leadership. Recent rumors say that a few of them, aided by the unknown powers residing in the Sewers, have decided to make an attempt on the Prophet's life...

THE QUESTORS

Questor simply means "a man who asks", a perfect definition that applies to all beggars. The Questors were the original leaders of the Poor Beggars' secession from the Fat Beggars.

However, something has changed recently. Firstly, they allowed the Prophet to become the new leader of their people without challenging him. Then, in the following months, some of them started using mysterious, dark powers against the Thieves' Guild. Many wonder what the source of these new gifts is.

THE STREETS OF JALIZAR

One of the key features of pulp narrative is the centrality of places and Sword and Sorcery stories are no exception. So, the location of each scenario must be chosen with great care and must be attractive as well as evocative. Haunted cities, forgotten ruins, jungles and forests are all excellent examples, as are the back alleys of a dangerous city full of corruption and decadence like Jalizar.

But Jalizar should not be reduced to the stereotype of a “corrupted city”. That’s why this section offers some suggestions on how to make every corner of the City of Thieves as interesting, new, and exotic as all pulp locations must be.

Another crucial element is the people living in the city. Unlike wilderness adventures, in

which there are very few NPCs besides the enemies, in a city environment the characters are constantly surrounded by individuals of all types. Detailing all of them is obviously impossible, but a quick system to generate characters on the fly is suggested below.

MAKING LOCATIONS MEMORABLE

Think of fiction: a good writer only needs a few words to make a location utterly memorable. The same is true in Jalizar: the City of Thieves is a maze of squares, streets, alleys, and dead ends, each with a colorful name and history.

So, before placing the hideout of your thugs in a nondescript road, take a couple of minutes to make the location more detailed.

The first step is to create the proper name for a place, then you need to make it unique, adding a particular twist or concentrating on an unusual aspect.

THE PROPER NAME FOR THE PROPER PLACE

Finding colorful fantasy names is a gift rather than a technique, but we have devised a way to help you stretch your



naming imagination. With this method, location names are created as follows: Location Description + Location Type, as in Cursed Dice Alley, Lepers Square, Mad Poets' Palace, and so on. Of course, you are free to modify the names generated in this way and add more variety to them.

Draw a card from the Action Deck to determine the first part of the name, the Lo-

cation Description, and then another one for the Location Type.

Naturally, the suggestions contained in this table are very generic, but they'll give you a good starting point. When you create a name, you should also consider the district of Jalizar in which you will place it. For instance, Butchers' Alley is an appropriate name for a street in the Shambles but less so for one in posh Tallbridges.

Location Names Table

CARD	LOCATION DESCRIPTION	LOCATION TYPE
2	Weapon/Tool (<i>e.g. Axe, as in Axe Bridge</i>)	Catwalk
3	Animal (<i>e.g. Rat, as in Rat Docks</i>)	Alley/Blind Alley
4	Organization/Occupation (<i>e.g. Baker, as in Baker Gate</i>)	Road/Lane
5	Famous Character (<i>e.g. Emella, as in Emella Monument</i>)	Street
6	Physical Feature (<i>e.g. Narrow, as in Narrow Alley</i>)	Square/Court
7	Emotion (<i>e.g. Hate, as in Hate Square</i>)	Docks
8	Famous Event (<i>e.g. Siege, as in Siege Road</i>)	Channel
9	Color (<i>e.g. Green, as in Green Park</i>)	Crossroads
10	Colorful Touch (<i>e.g. Pious Whore, as in Pious Whore Mews</i>)	Monument
J	Religious (<i>e.g. Yalg, as in Yalg Gate</i>)	Bridge
Q	Gory Detail (<i>e.g. Spilled Blood, as in Spilled Blood Well</i>)	Gate
K	Virtue/Vice (<i>e.g. Lust, as in Lust Road</i>)	Temple/Park
A	Foreign (<i>e.g. Kyrosian, as in Kyrosian Catwalk</i>)	Tower/Palace
Joker	Draw two cards and combine their meanings	Fountain/Well

NOTES

Catwalk. They are common in Tallbridges, less common in other areas. In these cases, use Alley or Crossroads.

Docks. In districts by the water only. Replace with Alley or Square in other areas.

Channel. Very common in Brass Lanterns and Loom Houses. Replace with Square or Tower in other areas.

Park. Common in rich districts. In other cases, use Fountain or Monument.

MAKING LOCATIONS UNIQUE

A location can become unique if it has a particular feature, such as an interesting NPC, a particular terrain type, or if it is the setting of an event happening while the heroes are there.

This feature must fit in with the spirit of the story, enhancing and enriching it or providing the lead for an interesting diversion.

Of course, we can't describe all the possible features, but the list below provides several ideas.

If you are in a hurry, you can also draw a card from the Action Deck and apply the feature described directly. Some features are quite rule-intensive. So, to make consultation easier, they are detailed in the Environmental Features chapter.

Deuce – The Sewers. The location is somehow connected with the rotten heart of Jalizar: the Sewers. There might be a manhole nearby (see page 144), a Sewers creature might have chosen it as its hideout, it might be regularly visited by a Sewer Sorcerer, or accessing it might require going through the dark tunnels under the City. Whatever you decide, the Sewers are involved.

Three – City of Darkness. The Jalizarans are used to living in constant semi-darkness. The causes can be many: in certain alleys the roofs are so close to each other that no light shines through, while other areas are regularly shrouded in the smoke rising from the many chimneys of the City of Thieves. Whatever the reason, visibility is affected. If the card drawn is red, the location is in poor light conditions or in permanent Dim or Dark Light conditions (optionally, the GM can decide it is Pitch Black). If the card is black, the location instead is affected by one of the obnoxious fogs of Jalizar (see page 140).



Four – Organization. The location is connected in some way with one of the organizations of Jalizar. If the card drawn is red, the organization is a legal one, like the Copper Helms, the Merchant Houses, or one of the New Guilds (such as the Weavers' Guild). If the card is black, the location is linked to a criminal organization (the Jan Tong, the smugglers and pirates of Shallows Village, or even an independent band of criminals trying to carve out a space for itself in the Flower of the North).

Five – Bad Habits of Civilization. One of the main themes of *Beasts and Barbarians* is the dichotomy between civilization and barbarism. Jalizar being a “civilized” place, this card places emphasis on the negative aspects of civilization: decadence, poverty, and terrible living conditions. The Game Master can decide that, while the heroes are walking down a street, somebody empties their chamber pot right on top of them (counts as a Taunt Test-of-Will). Otherwise, the heroes have to deal with appalling poverty, as they are approached by a beggar man who wants to sell his daughter to them. Whatever the situation, the uniqueness of the location is based on the flaws of civilization.

Six – Resident. The location has a permanent dweller, such as a beggar, the owner of a shop open day and night, or an animal that has chosen this place as its home. Whatever the situation, the Resident is very territorial and is considered as having Notice d10, which can make visiting the location or performing stealthy actions quite difficult. However, this doesn't mean the Resident is automatically hostile. A stray dog, for example, can be very fond of the heroes (especially if they give it some food), but enthusiastic barks can attract unwanted attention...

TAVERN NAMES

Taverns, inns and brothels are the heroes' second home in Sword and Sorcery adventures, so finding cool names for them is important and helps make them really unique. The Location Names Table can also be used for taverns with a minor tweak: just draw a single card and check the Location Description column, then add the word “Inn” or “Tavern”. If you want something more elaborate, draw two cards, check the Location Description for both and try to combine them.

So, for example, if you draw an Ace (Foreign), you can invent the Slaughtered Valk Tavern, a place in New Docks where the Siege of Jalizar is still a vivid memory (the owner fought in it and survived) and Valk customers aren't welcome...

Seven – Garbage. Filth and garbage are common in the City of Thieves. Both in the richest districts and in the poorest slums, piles of discarded, smelly things lie around everywhere. The Jalizarans are so used to the rats, the stench, and the infections that they almost seem to take no notice. Detailed rules on the many uses of garbage are available on page 141.

Eight – Contested Area. This area is or will soon be the subject of a dispute between two or more factions. For example, an alley can become the battleground for a furious fight between the Jan Tong and the Thieves' Guild. The clash can also be on a lesser scale, as in the case of two men quarreling in front of the house of the woman they are courting, or two drunkards exchanging insults. The heroes might

be involved (or must try to avoid getting involved) in the quarrel.

Nine – Religious or Commercial Relevance. The location is linked to one of the two main businesses of the City of Thieves: religion (if the card drawn is red) or commerce (if it is black). In the first case, there can be a temple nearby, or the hideout of a secret sect, or simply the statue of an old, forgotten god. In the second case, there can be a warehouse, a factory, or a meeting hall for merchants to discuss business.

Ten – Historical Relevance. Jalizar has a rich history and this location features a monument, a temple, or some other construction of historical significance. It can be the statue of an ancient king, a crossroads famous for having been the scene of a spectacular theft, and so on. The historical feature can simply provide some background or it can hide something peculiar, like a curse, a ghost haunting it, or a secret treasure. Alternatively, the location can be used by the Game Master to tell the players about a new aspect of the history of Jalizar.

Jack – Labyrinth or Hidden Place. As a peculiar local saying goes, the layout of Jalizar was devised by a drunkard, high on Lotus, while he was singing a lascivious song and kissing a courtesan. Many districts are intricate mazes and finding a specific place can be difficult. In addition, in areas like Brass Lanterns, where channels can be quickly opened or closed by moving barges, it is easy to get lost. If the card drawn is red, finding the location is problematic. In gaming terms, the party must ask for directions or make Streetwise rolls to get to their destination. If they are involved in a Chase, either as pursuers or as pursued, they suffer -2 to Chase rolls. If the card is black, the place is hidden, either intentionally (e.g. a shrine protected by a secret door) or unin-

tentionally (e.g. a tavern whose sign is so faded it cannot be read).

Queen – The Road Above. This location can be accessed only from high above the streets or has something to do with Jalizar's roofs and chimneys, in the thieves' lingo collectively called the Road Above. Complete rules for walking the Road Above are found on page 142.

King – Personality. An important personality of Jalizar is linked to this place. This feature could just add a touch of color or introduce a major twist in the scenario. For example: Lord Talum's favorite courtesan works in the brothel the party is visiting; Princess Monya is in a theatre where a secret cult performs its unholy rites; or the carriage of the Royal Food Taster is going down the very street where the heroes are lying in ambush.

Ace – Secret Passage. In Jalizar the thieves are particularly stealthy and the local history is full of murdering and backstabbing. This is why sensible people have built hidden passages in their houses, so that they can come and go safely and without being noticed. This location features a secret passage of some type. It can be related to the main plot or be just an incidental feature leading to an interesting side story. For example, the heroes might find a hidden door leading to a hideout of the Assassins' Guild while they are shadowing a rich lady whose husband suspects she wants to kill him. Would this lead to some major misunderstanding?

Joker – Weird. This location has something very weird, such as a curse or hidden monster or other creepy feature devised by the GM. Alternatively, two cards can be drawn and their results combined.

PUTTING IT ALL TOGETHER

Here is a practical example of how to make a location remarkable.

The Game Master knows that in the current session the heroes will have to capture a mercenary burglar who has stolen an ancient statuette from the temple of the Frog Master in Temples' Road. The GM has already determined the thief's identity and decided that the heroes will surprise him while he is delivering the statuette to a mysterious Caldeian merchant, but he has not yet chosen the location for the capture.

So, he draws three cards from the Action Deck: two to find a colorful name for the location and a third one to make it unique. He draws: Seven (Color), Six (Square/Court), Nine of Clubs (commercial relevance).

He decides that the thief will meet his shady employer in an abandoned wool warehouse in Russet Court, a small square in Loom Houses. The location features vast rooms with large cauldrons and pools to wash the wool, as well as plenty of cobwebs on the walls and similar props. In particular, the cobwebs give the GM another idea: the warehouse is now the den of a giant spider, a specimen escaped from Graytowers. Both the heroes and the thief will have a nasty surprise in the deserted warehouse in Russet Court...

CITIZENS OF JALIZAR

The City of Thieves is populated by the most desperate people, and even an experienced Game Master might have some trouble when the players ask him who all the customers in the tavern are. With the following generator you can create a character concept rolling a d20 three times. The first roll will give you a general idea of the character type, the second will provide a personality trait (traits are the same as the Ally Personality



Table of SWD) and the third, optional one, will indicate the character's allegiance.

As for allegiance, some characters are naturally associated with a faction, so the roll can be skipped. For instance, a thief will be faithful to the Thieves' Guild, while a Copper Helm has sworn to protect the city and the King. But in a place as corrupt as Jalizar, traitors are common and many characters have secret allegiances.

Groups of Characters. The same system can be used to quickly generate groups of similar characters. Simply roll once for the character concept, and once for each member of the group to determine their

personalities. Finally, decide who they are loyal to or roll a die for the entire group (or several times if you want one or more traitors or rotten apples in the group).

Concepts by Districts. It is quite difficult to meet a beggar in Tallbridges and almost impossible to find a noble in Rats Nest. So, the table below assigns the lower numbers to poorer characters and the higher numbers to the more prominent members of society. When you want a type of person that suits the district you are in, change the die you use for the first roll. Use d8 for very poor quarters, d12 for average ones, and roll a d10+10 for the very exclusive areas. You can alter the dice a bit to reflect slight differences.

Citizens of Jalizar Table

D20	CONCEPT	PERSONALITY	ALLEGIANCE
1	Beggar or Prostitute	Young	Servant of the Sewers
2	Bogman or Manual Laborer	Cruel	Foreign Pow
3	Servant or Slave	Old	Beggars' Guild
4	Low Ranking Criminal or Jan Tong	Happy	Courtesans' Guild
5	Copper Helm or Bodyguard	Experienced	Thieves' Guild
6	Barber or Witch	Gung Ho	Merchant House
7	Sailor or Smuggler	Lazy	Religious Cult or Sect
8	Foreigner or Traveler	Sneaky	Copper Helms
9	Soldier or Mercenary	Bright	Independent
10	Apprentice or Guild Affiliate	Dumb	Mercenary
11	Courtesan or Entertainer	Rough	Independent
12	Shopkeeper or Innkeeper	Agile	Mercenary
13	Guild Member	Observant	Black Tong
14	Thief or Merchant	Clueless	Children of Hunger
15	Priest or Poet	Mysterious	Shallows Village
16	Military Officer or Sage	Creative	New Guild
17	Assassin or Duelist	Artistic	Assassins' Guild
18	Guild or Jademen Elder	Fearless	Thieves' Guild
19	Lotusmaster or Sorcerer	Cowardly	Ragamuffin King
20	Noble or Guild Master	Heroic	Traitor

NOTES

Servant of the Sewers. The character is a servant of the Seducers (see page 195 for rules)!

Foreign Power. The character can be either Jalizaran or foreign but owes allegiance to a foreign state.

Independent. The character works mainly as a freelance or isn't linked to any specific power.

Mercenary. The character's loyalty is "for sale". This doesn't automatically have a negative connotation, as the character can be either temporarily out of work or a mercenary soldier.

Traitor. The character is double-crossing his employer and secretly working for someone else! Roll a d20 twice for allegiances: the first roll determines the character's original allegiance, the second one his new master.

PUTTING IT ALL TOGETHER

Here follows a practical example for a citizen of Jalizar generated on the fly in a random way.

During their first trip to Jalizar the heroes stop a passerby and ask for directions to Market Square. The Game Master, caught by surprise, has to create an NPC on the fly. He rolls a d20 three times and gets: 4 for Concept (Low Ranking Criminal), 7 for Personality (Lazy), and 19 for Allegiance (Ragamuffin King).

A Lazy, Low Ranking Criminal working for the King himself is most probably a spy of the crown. So, the Game Master invents the character of Grasko the Procurer, a plump ruffian (he is Lazy,

so probably fat) whose only occupation seems to consist in selling his three sisters' favors in the streets of Jalizar, but actually watches and hears everything happening in his neighborhood. Grasko strokes his greasy moustache and gives the heroes the directions they need. Moreover, if they are a very colorful party, he will report their names to the King...

ENVIRONMENTAL
FEATURES

This chapter presents rules to handle several environmental features typical of Jalizar.

DISEASES

The Flower of the North is corrupted as well as filthy, and diseases of all types are quite common. The Game Master should not overdo inflicting illnesses on the heroes and, in certain cases, the mere possibility of catching a nasty bug can add some drama to the story. Unless differently specified, the two normal ways of recovering from a disease are either naturally, by scoring a raise on the Vigor roll at the start of the session, or magically, through the *healing* power, which must be cast with an appropriate trapping.

See SWD page 87 for general rules on Diseases, and check the following list for specific ones that are common in the City of Thieves.

Bog Fever. It is a Long Term Chronic, Minor Debilitating disease, with high, recurrent fever, similar to malaria. It is caused by a microscopic parasite living in the mud of the Charred Bogs. An individual catches it by spending a long time in

the bogs or by being wounded by a weapon smeared with the Bogs' mud. The Bogmen believe that those affected are actually possessed by the spirits of people burned by the Jalizarans in the Bogs in the distant past. When a character catches this disease, he is allowed a Spirit (-4) roll. In case of success, he gains the strange ability to cast the *Summon Ally* (Ancestor's Ghost) Power, using Spirit as arcane skill and with 5 Power Points. Oddly, only the sick individual can see the ghost. The power disappears when the disease is cured.

Damsel's Skin. This dangerous fungal parasite exists only in the Sewers of Jalizar. It is an Induction illness (transmission occurs when touching a person already affected by it), and manifests itself as a thin layer of pink fungus growing on the skin. It is considered a Long Term, Debilitating disease but, instead of being Fatigued, the victim loses a die step both in Spirit and Smarts and gains the Berserk Edge. If a 1 is rolled on the Vigor die, instead of being Incapacitated, the victim also suffers the effects of the Delusion (paranoid visions - Major) Hindrance.

Greenbug. It is a Long Term Chronic, Major Debilitating disease, with greenish pustules, which are actually caused by a fungus. It is particularly dangerous, because it is undetectable. It devastates the body of the victim, but causes absolutely no pain. The disease works as usual, but no penalty for Fatigued is applied, until the victim is Incapacitated and then dies.

Mummy Rot. It is a Long Term Chronic, Major Debilitating disease, akin to a very aggressive form of leprosy. If the victim rolls less than 1 on the Vigor roll, instead of passing out, she must roll on the Incapacitation Table to determine which body part is affected. There is no chance of recovering naturally from Mummy Rot.

Rat Curse. It is a Long Term Chronic, Minor Debilitating disease, which causes the body to shake and the jaw to lock progressively tighter. In terminal cases, the pressure is so strong that the victim's teeth shatter. This disease can be cured in three ways: by scoring a raise on the Vigor roll made at the start of the session, with the *healing* power, or by finding the King of Rats and begging for mercy (see page 176).

Whiteplume Cough. This disease is carried by Jalizar's pigeons, in particular by a vicious airborne parasite which multiplies in the nests of these birds. It is an Airborne, Short Term Debilitating disease, with persistent coughing, which in extreme cases causes bleeding in the lungs. The roll to check for contagion is made only in indoor locations inhabited by a great number of pigeons.

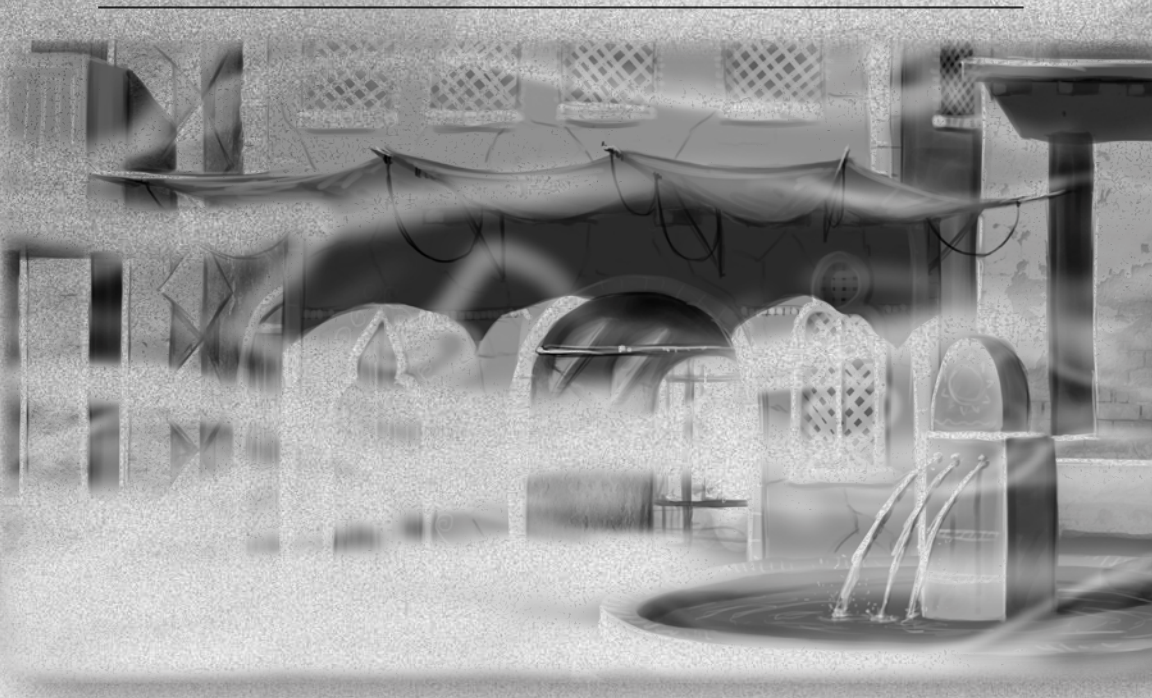
FOGS

Jalizar is famous for its fogs and this location is a perfect example. Standard fog counts as Dim Light or Dark Light, depending on how thick it is, but there are other, much nastier types of fog, described below.

Smuggler's Lady. This foul-smelling fog coming from the sea is the smugglers and thieves' favorite. It muffles sounds causing an additional -2 to any sound based Notice rolls.

Bogs' Fart. This putrid fog comes from the Charred Bogs and is said to bring diseases. Any hero standing in it for more than an hour must make a Vigor (+2) roll or suffer a level of Fatigue for the remainder of the day.

Sewer Fog. This very dangerous, and luckily rare, fog rises from the Sewers and can turn anyone inhaling it into a remorseless killer. Any character standing in it is considered as having the Berserker



Edge. Under its effect, the most trivial tavern brawl can degenerate into a bloody slaughter. Any character killing someone under the effect of the Sewers Fog must make a Spirit roll or permanently acquire the Bloodthirsty Hindrance.

GARBAGE

Garbage is an important feature in Jalizar. When you want to use it, place at least 2d4 Trash Piles in the area. You can use Small Burst Templates to represent them. Optionally, you can trade two small piles for a medium one (use a Medium Burst Template), or three small ones for a large one (use a Large Burst Template).

The piles can be used for one of the following purposes.

Cover. Small piles of trash count as Light cover, Medium piles as Medium cover, and Large ones as Heavy cover.

Cushioning. Trash is usually squashy and any character falling from a rooftop will be happy to land on something soft. This reduces the height of the fall by 2"/4"/6" respectively (see falling rules in SWD, page 88 and the Fast Falling sidebar on page 144). It also causes Diving (see below).

Diving. Characters chased by enemies or in other dire situations can decide to hide in the trash. In this case, take a deep breath and dive into the filth! Being hidden under trash grants +4 to Stealth rolls, but it also makes the character smell very bad. After leaving his hideout, he suffers -2 to Charisma, and -2 to any subsequent Stealth rolls due to the stench, until he bathes and changes his clothes.

Props. Garbage piles are perfect for finding useful objects. During combat, any character standing within 1" of a pile can declare she has picked up a useful prop (such as rotten food, dirty rags, or something equally disgusting) and she intends

SEARCHING THROUGH TRASH, OR, LOST TREASURES OF JALIZAR

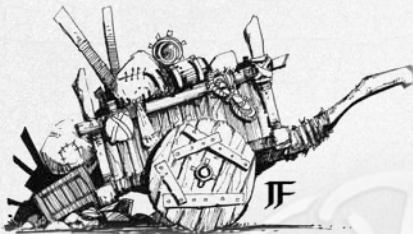
Some people live off stuff discarded by others so, outside combat, searching through trash piles can be very useful. By spending half an hour and making a Survival, Notice (-2) or Smarts (-4) roll, the hero can find various things, which are detailed below. Characters with the Beggar's Gift or Alley Survivor Edges add +2 to the roll.

Critical Failure – Nasty Critter! *A beast of some type that is hiding in the trash bites the unfortunate hero. She suffers 2d4 damage to her least armored location.*

Success – Interesting Stuff. *The hero finds an improvised weapon (Str+d4), a Beggar's Trick or something of equivalent value (1-5 Moons).*

Raise – What do We Have Here? *The hero finds a well-balanced club, an equivalent weapon, (Str+d4) or something of similar value (5-10 Moons).*

Two Raises – A Real Treasure! *The character finds a real treasure in the garbage! It can be a normal weapon (up to Str+d8), a prop giving +2 to a single roll (like a precious gown giving +2 to a single roll to produce a disguise), an item worth up to 200 Moons, or even a minor Relic of some type. Naturally, if the item is very precious, there must be a reason why it has been thrown away, and this can lead to an interesting side story...*



to use it for a Trick, receiving +2 to the roll. Optionally, searching through piles of trash when not in combat can lead to interesting discoveries (see sidebar).

THE ROAD ABOVE

The chimneys, rooftops, and catwalks of Jalizar are collectively called “the Road Above” by thieves and scoundrels of all types. In game terms, devising a scene featuring the Road Above can be very interesting and exciting. The rules below describe how to move along the Road Above, how to handle Chases, and how to stage fights among the chimneys.

WALKING

When the heroes must get to a location via the roofs, adopt the following rules. They must be used only when appropriate for the narration, and not every time the party moves away from the ground. Walking on the roofs is handled in an abstract way, using a slightly different version of the Dramatic Task rules. First, the Game Master must decide the length of the walk in abstract Steps. Each Step represents a particular moment during the Walk and revolves around overcoming a specific problem (a steep wall, a slippery roof, and so on). The total number of Steps is usually between 2 and 5.

During each Step, the characters must make a skill roll.

Since there can be all sorts of dangers, the nature of the skill depends on what is happening during the specific Step. This must be determined by the Game Master in advance (or decided randomly by drawing a card from the Action Deck during each Step), as shown in the table below.

Road Above Skill Selection Table

CARD NUMBER	STEP DESCRIPTION	SKILL USED
2-4	Climbing up a steep wall	Climbing
5-7	Moving on difficult ground (such as a slippery edge)	Agility
8-10	Jumping from place to place	Strength
J-Q	Finding the courage to jump over a very wide gap	Spirit
K-A	Finding an alternative path	Smarts
Joker	The Step is automatically completed, +2 to the next Step roll!	-

The rolls can be cooperative (GM's decision) if the players find a way to help each other (for instance, using ropes, marking passages, encouraging comrades who are scared of heights, and so on).

Now, check the result of the roll.

Critical Failure. The character falls. The height of the fall is decided by the Game Master, but we suggest using the Fast Falling sidebar on page 144.

Failure. The hero is stuck in the current Step.

Success. The hero manages to complete the current Step.

Raise. For each raise, the hero gains +1 to the roll to overcome the next Step.

When the heroes successfully complete all the Steps, they reach their destination.

RUNNING

The heroes might have to run on the rooftops, usually while chasing or being chased. Use the standard Chase rules, giving an appropriate trapping to Complications. Some examples are listed below.

Disaster: Fall! The character is going to fall (but you can use the Cliffhanger rule, see sidebar)!

Major Obstacle: A large flock of pigeons or Ironbeak Crows

Minor Obstacle: A slippery edge or a gust of wind.

Distraction: A small chimney must be avoided or a tile suddenly breaks under the hero's weight.

FIGHTING

When the heroes have to fight on rooftops, you can choose to apply one or more of the following terrain rules.

Catwalks. They are usually 2" wide and between 2" and 10" long. Some are made of brick and mortar (Toughness 8) but the wooden ones are dangerously weaker (Toughness 6).

Chimneys. Typical Jalizaran Chimneys are 1" by 1", offer Medium Cover, and have Toughness 6. They can puff out smoke at any moment. Whenever a character is dealt a deuce, it means a chimney has puffed out

FAST FALLING

When you are in the heat of the game and the heroes are going to fall off a roof, wasting time on calculating falls can spoil the gaming experience. To speed things up, choose the height of the building the heroes are standing on as follows:

	Height (real world)	Height (gaming table)	Falling Damage
Very Tall	80 feet	8"	8d6+8
Tall	60 feet	6"	6d6+6
Medium	40 feet	4"	4d6+4
Low	20 feet	2"	2d6+2

Cliffhanger! *A classic scene in pulp stories sees the heroes desperately clinging to the edge of a building or rock. Let's be honest: killing heroes with a fall is no fun at all, either for the players or for the Game Master. So, the Game Master can decide that every time a Wild Card, Henchman, or Right Hand (both PC and NPC) is going to fall, they are allowed an Agility roll to cling to the edge of a roof or crevasse. Then, with a Strength (-4) roll, which can be cooperative, they can regain solid ground. Yes, this rule isn't realistic (Extras fall normally, after all), but it is much more fun.*

a cloud of smoke: place a Medium Burst Template centered on the Chimney to represent the cloud (consider it as Dim Light).

Pigeon Spikes. It is common in Jalizar to put spikes along the edges of roofs to prevent pigeons from alighting on them. Pigeon Spikes are considered difficult ground and any character walking on them must make an Agility roll or be Shaken.

Jumping over the Streets. Jalizar's streets tend to be narrow, and with some courage a character can jump over them! As a general rule, a narrow street is 1" wide, a medium one is 2" wide, a rather broad street is 3" wide, and one of the main avenues or a square is 4" wide or more. To keep things fast, roll a d4 and use the number to determine the width of the street in combat inches. The roll can ace (usually meaning the building overlooks a square).

Steep Roofs. They are considered Difficult Ground. In addition, any time a character rolls 1 on the skill die (regardless of the Wild Die) while using an Agility-based skill, he slides 1d4" toward the edge of the roof (which can cause him to fall).

Very Steep Roofs. Same as above, but the surface is so steep that moving requires a Climbing roll. In addition, any 1 rolled on the skill die when using an Agility-based skill causes a fall!

SEWER MANHOLES

Manholes are made of bronze and they are locked (as per an edict issued by one of the past kings of Jalizar). A Lockpicking roll or brute force are necessary to pry them open (Toughness 7). In addition, manholes are places of great importance for

the worshippers of the Lords Below. Any character with the Sewer Sorcerer Edge can try to draw energy from a manhole within 6" of him by making a Spirit (-2) roll. For each success and raise, he recovers a Power Point. Each manhole can grant up to 5 Power Points but, when they are all drained, a month must pass before the manhole can be tapped into again.

The Game Master can also decide that a manhole fills up with filth and floods the nearby area. Any character on the scene must make a Swimming or Strength (-2) roll every round for three rounds or suffer 3d6 damage per round. After this, the water subsides, but the area is reduced to Difficult Ground for at least an hour. Damage to the environment and the buildings is determined by the Game Master.

Manholes usually lead to the Sewers (see the Sewers of Jalizar chapter).

TRAPS

Jalizar is the City of Thieves and people do their best to protect their homes from the rapacious hands of burglars. Guards can be bought or killed, magic is rare and dangerous, so what can a fat merchant do to protect his ill-gotten money? The answer is simple: he can set up traps.

The following section will provide some hints about how to design traps through a three-step system. If you are in hurry, a simple trap generator is included.

FIRST STEP: PURPOSE

Despite what you might think, not all traps are lethal. Getting rid of dead bodies is no easy task, so killing all intruders

isn't always viable. Traps have different purposes and this is exactly what you have to determine when devising a trap to be included in a scene. Even when you are looking for a random trap, its purpose must be decided to fit your scenario.

Traps can be very different: **lethal**, **incapacitate/block**, **alarm/spook** and **mark**.

Lethal. The most obvious type of trap is made to severely wound or dispatch enemies. If you find a lethal trap in the location you are exploring, you can be sure that the owner of the building isn't going to be of a friendly disposition.

Incapacitate/Block. Traps made to incapacitate or block aren't lethal, their goal is to capture trespassers alive. A trap of this type doesn't automatically mean the owner of the device is an evil person. He might just want to question the thieves about their motivations or the identity of the person who ordered the break in.

Alarm/Spook. These aren't traps in the true sense of the word. The purpose of an alarm is to alert the people living in the building. Note that not all alarms are evident to everybody. The most dangerous ones are those which alert only the guards, without alarming the thieves. Spooks are different: they are made to scare and to convince the thieves to run away.

Mark. Quite a rare type of trap, a mark doesn't stop or prevent thieves from breaking an entry or committing a crime, but it leaves something on them, so that identification and tracking down are easier. For example, a strongbox smeared with a Lotus concoction which permanently dyes the hands of whoever touches it is an excellent way to track down the culprit.

SECOND STEP: TYPE

The second step is about determining the nature of the trap. Traps can be divided into four broad groups: **mechanical**, **creature**, **alchemical** or **magical**. The nature of the trap will give you an idea about how the trap works in practice.

Mechanical. Although the Dominions are an ancient-era setting, architecture and engineering are quite advanced. In addition, if a trap was built by a very old civilization, such as that of a lost city or of the Keronians, it can be fairly complex. Typical mechanical traps range from springing blades to sections of floor which collapse under the weight of anyone standing on them. Mechanical traps can be blocked and/or overcome with some clever stratagem and they usually include a control to block and/or reset them after use.

Creature. The nature of this trap is the presence of a beast of some type. It is rarely possible to create a trap completely based on an animal, so a mechanical or alchemical element is usually included too. A pit full of scorpions or a sliding section of wall which traps the heroes inside a room with a raging bull are both good examples of animal-based traps. When you design a Creature trap remember that mundane beings have mundane needs, such as food and air. A pit full of snakes in a sealed pyramid will contain only dusty bones unless someone regularly comes to feed the beasts. Disabling an animal trap involves killing or incapacitating the Creature(s) in question.

Alchemical. The powers of the Lotus must not be underestimated. Alchemical traps are subtle, invisible, and usually very dangerous. A good Alchemical trap can be an obnoxious soporiferous gas which makes a trespasser lose consciousness, or a tiny needle which punctures an incautious thief. Alchemical traps are quite difficult to disable,

so the best way to handle them is simply to avoid triggering them.

Magical. Magical traps are more common in high fantasy, but they can also be found in Sword and Sorcery, though much more rarely. This is why the Game Master should use them with great care. A magical trap usually unleashes a curse or some Power which affects the victims. Good magical traps are power glyphs which explode after being touched, enraged spirits kept in sealed urns, and illusions hiding a deep chasms. In most cases, magical traps cannot be found and disabled without supernatural means and skills, like the Knowledge (Arcana) skill and the *detect/conceal arcana* Power.

THIRD STEP: MECHANICS

The mechanics of a trap concern the rules to detect and disable it. Detecting a trap usually requires a Notice roll, with a penalty ranging from 0 to -4, depending on how well the device is concealed. Magical or alchemical traps aren't so easily noticed and sometimes the Knowledge (Arcana) or *detect/conceal arcana* power is needed.

The standard skill to disable a trap is Repair, but alchemical or magical traps might require other abilities.

Traps can be **simple** or **complex**. Simple traps can be disabled with a single roll, which usually means that one action is enough to eliminate the threat (a pressure plate is blocked; a magical glyph is erased, and so on). Complex traps, instead, require a certain number of actions to be disabled. For example, a room which fills up with water is a complex trap that requires the heroes to find four hidden pressure plates and push them in the correct order. In this case, the best way to handle the disabling process is to approach it as a Dramatic Task, involving one or more skills.

RANDOM TRAP GENERATOR

The suggestions above should give you plenty of ideas about how to devise traps. But, if you are in a hurry, you can use the rules below to quickly create a trap, drawing two cards from the Action Deck. The only thing the Game Master must decide in advance is the purpose of the trap.

The default trap is simple. If a skill is required for the trap to work (for example, Shooting for a dart to be thrown or Sorcery to activate a specific power) check the suit and color of both cards to determine it (see Cards/Colors Suits below), starting from the unskilled level (d4-2).

First Card Value: Trap Type

VALUE	TYPE
2-6	Mechanical
7-10	Creature
J-K	Alchemical
A	Magical
Joker	Draw two cards and apply both results

First Card Suit: Spotting Difficulty

SUIT	NOTICE ROLL MODIFIER
Clubs	0
Spades	-1
Diamonds	-2
Hearts	-4
Joker	Complex Trap (can be disabled only with a Dramatic Task)

Second Card Value: Mechanics

SUIT	DAMAGE	CREATURE	ALCHEMICAL/MAGICAL
2-3	2d4 damage	Novice Creature	Novice Power
4-5	2d6 damage	Novice Creature(x2)	Novice Power (MBT)
7-8	2d6 damage (x2)	Seasoned Creature	Seas. Power
9-10	2d8 damage	Seasoned Creature(x2)	Seas. Power (MBT)
J-Q	2d6 damage (MBT)	Veteran Creature	Veteran Power
K-A	3d6 damage (x2)	Heroic Creature	Veteran Power (MBT)
Joker	—	draw two cards and apply both results	—

Second Card Suit: Disabling Difficulty

SUIT	REPAIR ROLL MODIFIER
Clubs	0
Spades	-1
Diamonds	-2
Hearts	-4
Joker	Complex Trap (can be disabled only with a Dramatic task)

Cards Colors/Suits: Trap Skill

CARD COLOR/SUIT	TRAP SKILL
Black Card	Increase relevant trap skill one die step
Red Card	Increase in relevant trap skill two die steps
Same suit	Increase in relevant trap skill one die step
Any Joker	Add Wild Die Putting it All Together

NARRATIVE TECHNIQUE: TRAPS AND ROLEPLAYING

There are basically two ways to role-play situations involving traps, each of them representing a different gaming philosophy, both with advantages and disadvantages.

To illustrate the difference, let's take for example a very simple trap: a pressure plate hidden in a corridor. When a weight of 100 lbs or more is put on it, a dart hidden in the nearby wall is fired.

The most straightforward decision would be to integrate the trap entirely into the gaming mechanics. Finding the trap requires a Notice roll, disarming it a Repair roll. It is quick, simple, but sometimes not very rewarding from a roleplaying perspective.

The second approach consists in letting the players find and disarm the trap. This can happen if a player says her heroine is probing the ground with a staff or looking explicitly for fissures in the wall.

Even if the heroine lacks the required skills, she will still find the trap. This approach slows the game down and is much less fixed, but it is certainly more entertaining and satisfying from the players' perspective.

So, which approach should the GM choose?

The answer is very personal but we suggest using the more mechanical approach if the players make no attempt to find and disarm a trap using their own wits (i.e. they simply say: "We're looking for traps"). Instead, if they propose clever, in-character ways to find a trap, use the second approach or, at least, grant the players generous bonuses to their rolls.

Here is a practical example of a trap created using this generator.

The heroes are sneaking into the house of Baaros, a cobbler who is rumored to be a moneylender and to have a fortune hidden somewhere in his house. With a stratagem, the heroes have managed to lure him away for a couple of hours. They have broken in and are now on the second floor of the house. The Game Master has decided that Baaros's bedroom, where his treasure is hidden, is protected by a Lethal trap, but he hasn't determined its nature. Five minutes before the session starts, he draws two cards from the Action Deck and uses the Trap Generator illustrated above.

The cards drawn are: Deuce of Spades and Seven of Diamonds.

The trap is a Mechanical Trap and a Notice (-1) roll is required to spot it. The trap makes two attacks causing 2d6 damage each time. Since an attack skill is needed, the combination of the card suits results in 3 die steps, so d8.

The Game Master is inspired by the two attacks feature and decides that the trap is a set of two blades hidden within the doorframe of Baaros's bedroom. The blades will attack any person stepping into the room with Fighting d8 (and the Drop). The gaps in which the blades are housed are easily spotted with a Notice (-1) roll and the trap can be disarmed with a Repair roll. In addition, since the trap is mechanical, there must be a button to disable it, which the Game Master places along the external wall, hidden behind a painting. When the button is pressed, the mechanism is automatically disabled. Finding the button requires no roll, but a player must clearly state he is looking behind the painting.

RELICS OF JALIZAR

The City of Thieves is bustling with commerce and in its colorful shops and markets it isn't difficult to find strange items from all over the Dominions. Many of them are fake (see the Merchants of Jalizar rule on page 92) but some are real, magical items.

This chapter details some typical relics found in Jalizar. You can integrate them into your scenarios as they are or use them as inspiration to create your own strange items. This section describes 12 items in total, so you can also select one of them randomly by rolling a d12.

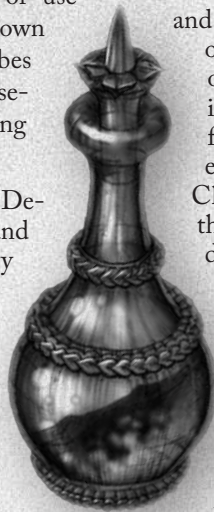
1. **Havrana Chastity Bodice.** Despite its name, this leather and whale bone bodice leaves very little to the imagination. It once belonged to the famous Havrana, an exotic dancer and skilled member of the Assassins' Guild, who wore it when she visited her victims to kill them. The bodice hides a series of cleverly concealed throwing blades made of bone, granting the wearer the One Still Left Edge. All the blades are so perfectly balanced that they give +1 to the Throwing rolls. In addition, the bodice grants +1 Armor, allowing the use of the Bikini Heroine Edge at the same time. Naturally, the bodice can be used only by a woman.
2. **The Catfish.** This old, ragged Chibbar still bears the stylized picture of a catfish painted on its hull in barely visible colors. The ship belonged to a famous smuggler, nicknamed the Catfish, and has survived many storms, chases, and battles. It grants the owner a Bennie,

which can be used only for Boating rolls or to Soak Wounds to the Catfish, as per the Helmsman Edge, with +4 to the roll. In addition, there is a hidden compartment (Notice roll to discover it, opposed by the shipwright's Stealth d10) which might contain (GM's decision) some precious but very dangerous cargo belonging to the previous owner of the vessel.

3. **Zymandias' Flowers.** Zymandias was a famous Jalizaran poet who, many centuries ago, took his own life because his beloved, the Countess of the Black Tower, didn't return his affections. His love poems, called the Flowers, are considered masterpieces and this book, made of thin layers of engraved mother-of-pearl, is one of the originals. Studying it for a month grants the hero a free die step increase in Knowledge (Legends and Lore) or +1 Charisma (player's choice). But the book is cursed by Zymandias' desperate love. After studying it, the reader must make a Spirit (-4) roll or his dreams will be haunted by the vision of a pale, dark-haired lady, the Countess, and his soul will be overwhelmed by desperate love. In gaming terms, he is affected by the Thwarted Love and Bad Luck Hindrances.

The only way to remove the curse consists in finding all of Zymandias' Flowers and destroying them (four books in total). Alternatively, the hero will have to find where the Countess is buried and destroy her body.

4. **Manticore's Blood.** This rare Lotus potion is one of the strongest acids known in the Dominions. It can be splashed onto opponents, dealing 3d6 damage (AP 6) for three rounds. However, this would be a waste, because a little drop is enough to melt any lock. Usually, a flask contains enough acid for a single attack or to melt five locks.



5. **Sewer Map.** In the distant past, someone drew maps of different parts of the Sewers. Basically two types of maps exist: targeted maps and sector maps. A targeted map simply shows the route to a specific location in the Sewers (usually marking the position of a treasure), while a sector map details a portion of the Sewers, making it impossible for the heroes to get lost in that particular area. The type of map is decided by the Game Master but, any time this treasure is found, secretly draw a card from the Action Deck. If a club is dealt, the map is fake and it will lead the heroes to a dangerous place or give them completely wrong directions (-4 to any orientation roll, see page 159).

6. **Night Jewel.** Princes and lords have spent fortunes to lay their hands on this round diamond, as black as the night and casting mesmerizing reflections. But its magic is actually of another, much darker, type. If it is exposed to the direct light of the full moon, the Night Jewel shows its real nature. It shatters and, in few seconds, an enormous spider made of black crystal hatches from it! The creature and the owner of the gem make an opposed Spirit roll. If the spider wins, it attacks the owner of the gem; if the owner wins, the creature is under his control for the entire night. The spider has the same stats as a Wild Card Giant Spider (see SWD, page 140), plus the Construct Special Ability. It can also become totally transparent, which counts as the *invisibility* Power, cast with Sorcery d10 and 10 Power Points. At the end of the night, the creature returns to its owner and turns back into the wonderful gem.

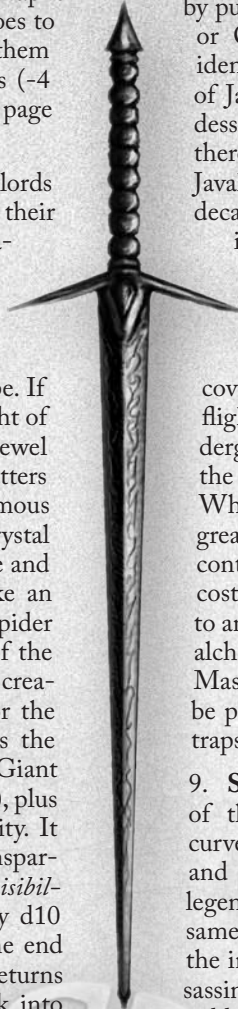
7. **Tattered Cloak.** Very few people would still wear this cloak, because it is dirty and foul-smelling and has been patched so many times that its original color and shape are indistinguishable. Indeed, anyone wearing it suffers -1 to Charisma. However, somehow its owner always manages to survive deadly attacks and it grants +1 to Soak rolls. Any successful Soak roll creates a new hole or stain on the tattered cloak.

8. **Iron Key.** This rusty key bears the engraving of a human face disfigured by pustules. A Knowledge (Religion) or Common Knowledge (-4) roll identifies the face as the symbol of Javalasta, a terrible foreign goddess of pestilence. In Temples' Road there is a small shrine dedicated to Javalasta. It has been locked for a decade or so and the rusty key opens its door. The room within is so

small it can barely contain the statue of the goddess.

The statue hides a secret passage, with can be discovered with a Notice (-2) roll. A flight of stairs leads to a few underground rooms, which used to be the hideout of Faceless, a famous Whitemouse thief known to be a great master of disguises. The rooms contain his enormous collection of costumes and props, which grant +4 to any roll to create disguises, and an alchemic laboratory. At the Game Master's discretion, the place might be protected by one or more deadly traps and has at least one other exit.

9. **Shade's Blade.** Quite a number of these weapons exist, including curved bronze knives, short swords and a single Manticore Blade. The legend about them is always the same: these weapons were used by the infamous King Shade in his Assassin days. Whatever the truth, the reddish stains on the blades prove that these weapons have spilled a lot



of blood and still want more. They are as sharp as razors, dealing +2 damage, but also vicious and untrustworthy. Every time the user rolls a 1 on the Fighting die, regardless of the Wild Die, she cuts herself, suffering normal weapon damage.

10. **Jangrila's Ashes.** Jangrila was one of the first three Elders who led the Jademen to Jalizar. When he died, his body was burned and his ashes carefully stored in an urn, to be sent back to the City of Clouds, in Lhoban. However, they never left Jalizar, because they were stolen, causing great rage throughout the Jademen community. The urn is sealed and whoever opens it frees the spirit held within, which emerges in the shape of a cloud of smoke. Jangrila is a benevolent soul, but he will try to possess the body of the nearest individual, winning an opposed roll between his own Spirit (d10) and the victim's. The possessed individual still has control over his body and actions, but Jangrila can speak through his lips and can freely use his powers (just like an Ancestor Ghost, with 30 Power Points). The spirit disappears when his Power Points drop to zero. Returning the urn intact to the Jademen ensures their gratitude.

11. **Moss-Covered Skull.** This ancient skull is covered with a thin layer of some unknown type of Lotus moss. It is a powerful item and a Lotusmaster with the Incense Tradition Edge can use the skull in place of a glass orb, with 10 extra Power Points, which can be used only with this Edge. But the moss on the skull is dangerous and anyone touching it for long periods (more than one day) catches a moss infection which lowers his Charisma by 1 and causes the Anemic Hindrance. The infection goes away after a month of not touching the skull. A legend says that the skull was taken from a lost underground city, which

still lies hidden somewhere, with all its treasures ready to be plundered...

12. **Cat's Paw.** The Jalizarans are very fond of charms and, at first glance, this embalmed cat's paw doesn't look any different from all the other amulets you can find for a few Moons in Market Square. Yet, this item is truly magical, since the King of Rats bit it off its greatest enemy, Zhubal, the King of Cats. The owner gains the Harder to Kill Edge for a limited number of times. When a character finds this relic, the Game Master secretly rolls a d10: the result is the numbers of "lives" the Paw still contains, with 10 to be read as zero. Each use of the Edge consumes a life. In addition, the owner will never be attacked by felines, unless he attacks them first. Alternatively, the Paw can be used to summon (no roll required) Zhubal, the King of Cats. Zhubal appears after 1d6 rounds and will perform a single task for the owner of the amulet, then the feline will take its paw back. Determining the true nature of the item requires a Knowledge (Arcana or Religion or Legends and Lore) roll (-2). The use of the *detect/conceal arcana* Power, instead, allows the character to automatically recognize the magical nature of the item.

SEWERS OF JALIZAR

Sooner or later, the heroes will head down below the city, to explore and discover the dark secrets buried under Jalizar. When this happens, you, the Game Master, must be ready!

THE SEWERS IN THE CAMPAIGN

Jalizar is mainly an urban setting. The characters will fight, steal, and get drunk in the city in the purest Swords and Sorcery spirit. But such a setting lacks the thrill of exploration and of not knowing what is waiting for you a few yards away in the darkness. The Sewers are made exactly for this purpose, to allow you to include exploration and, why not, a little dungeon crawling in your stories. The Sewers are also home to the Jamhans, the cruel Lords Below.

ECOLOGY

CLIMATE

The Sewers are an underground environment with certain features that make for very peculiar climate conditions. First, the Sewers are noticeably warm. Water doesn't freeze even in the coldest winters, and the constant rotting of organic matter contributes to increasing the temperature.

The presence of water dramatically influences the Sewers. The rain often floods the channels closer to the surface, creating blockages that must be cleared quickly, otherwise the streets will be invaded by filth. In particular, the Cleaners fear the Bottleneck Effect. This happens when trash builds up, stopping the regular flow of the water. When the buildup is cleared, the mass of water is released, creating a wave which can be very dangerous for any creature stuck in the Sewers.

The tides instead affect the lower levels. The Sewers are directly connected with the sea, and certain channels are completely submerged at high tide. Also, when the moon is in a specific position, known as the Moon of the Drowned Rat, seawater fills most of the lower levels of the Sewers, turning them into a deadly trap for any living being. Luckily these occurrences can be predicted with accuracy.

PLANTS

Despite being underground, the Sewers are full of vegetable life. Unusual mosses and fungi grow on the filthy walls, giving a spooky luminescence to the dark tunnels. Many of these fungi can cause diseases too. If a person or animal spends a long time in the Sewers, greenish fungi will start growing on any portion of bare skin. The Greenbug, as this condition is called, is not painful but the fungi have pesky roots that spread throughout the body and, in the



end, they are always deadly to their host. Another dangerous disease is caused by a minuscule type of pink moss, called Damsel's Skin. It is as infectious as the Greenbug but much more dangerous, causing visions and mad uncontrollable rage which lead the victim to a violent death. For the effects of both, see page 140.

Several types of Lotus can be found in the Sewers, especially in the Rotguts (see sidebar on page 156).

The abovementioned forms of vegetable life are the most common in the Sewers. However, there are countless weird stories told by the Cleaners and by the few other individuals who have wandered below the City of Thieves. They speak of corpses brought back to un-life thanks to strange

roots growing in their intestines and of two-legged fungal creatures lurking in dark vaults, ready to attack and devour any trespassers.

ANIMALS

Many animals live in the tunnels under Jalizar, and most of them are dangerous. Rodents, of any type and size, are abundant. The Cleaners have five different names for the various mice and rats found in the Sewers, from the tiny, almost amicable Honeymice to the larger rats like the vicious Blackfurs and the disgusting Furless Rats, which spread horrible diseases. There are also wild stories about giant rats that can grow bigger than a man thanks to the disgusting food they eat.

THE CLEANERS

Despite the fact that their bravery is seldom rewarded, the Cleaners are fundamental to ensuring that Jalizar survives.

They go deep into the Sewers, keeping the tunnels clean and as safe as possible. They have set up a minor guild, the Cleaners' Guild, but their members are mostly foreigners, because very few Jalizarans would ever consider accepting such a job. They wear no uniform, but can be recognized by their constant smell, which doesn't go away even after many baths. When off duty, they meet in a tavern in the Shambles called Dirty Evan's. The owner, Evan, used to be one of them, before he lost the use of his legs in an accident, and he knows a lot of stories about the underground levels of the city, though not all of them are true.

The Cleaners always go underground in groups or at least in pairs when their numbers are low. The only exceptions are the so-called Tunnel Dwellers, or Loners. These guys, usually not completely sane, live alone in the Sewers and never return to the surface, not even between shifts, because they feel better underground. They are often given sections of the Sewers to take care of.

Player Characters as Cleaners. *Cleaners (or ex-Cleaners) can be good adventurers, especially if the campaign focuses heavily on exploring the Sewers. A single Edge is enough to characterize a Cleaner and it is basically the Woodsman Edge with a different trapping:*

Cleaner (Professional Edge)

Requirements: *Novice, Spirit d6+, Survival d8+, Tracking d8+*

Cleaners are perfectly at ease underground, especially in the Sewers of Jalizar. They receive +2 to Stealth, Tracking and Survival rolls when they are in an underground environment. In addition, they receive +2 to any roll to avoid getting lost in the Sewers (see below).

In the lower parts of the Sewers spiders are very common. Also, the flooded levels are home to the terrible Sewers Eels, similar to snakes and as black as oil. These creatures can kill and swallow a man in few bites.

The Cleaners have also recently found partially chewed up corpses, which has led them to believe there are alligators in the Sewers. The rumors are unconfirmed, but Jor the Slender, a burglar specialized in breaking into houses via the Sewers manholes, swears he has seen one of them, an albino specimen as big as a horse. His Guild friends have started mocking him, but legends about the White One, as the alligator is called, are spreading quickly.

Deep down, in Old Jalizar, where light is scarce, there are colonies of bats, some of which suck the blood of living creatures.

But the most terrible beast of the Sewers is probably the Sewer Troll. Despite its name, this creature is very different from the specimens found in the north and has been given this name for lack of a better word. It is a massive, snakelike beast with a humanoid torso and vicious biting appendages. Sewer Trolls are luckily very rare, but extremely brutal. Some say they were created by Rakon, King Shade's evil mage, during one of his wicked experiments.

SEWERS LEVELS

The Sewers are generically divided into "levels". However, this definition is different from that found in traditional dungeon crawling RPGs. A level of the Sewers includes several floors and the division is based on shared features rather than simply on distance from the surface.



EMELLAN SEWERS

A feature common to the entire Sewers system is that it wasn't originally built for its current purpose. The Jalizarans simply erected new buildings above the ruins of old ones and used the manholes to the lower levels to throw in filth. As the tunnels weren't designed for the purpose of waste disposal, they are actually very inefficient. Floods, clogging and accumulation of trash are common and require constant interventions by the Cleaners. Luckily, an underground river flows at the very bottom of the Sewers and its waters take away most of the filth, while the rest reaches the sea through the many outlets the Sewers have in Jalizar's bay.

Here follows a description of the general features of the various Sewers levels. Some locations of interest and/or scenario ideas are also provided for each level.

The portion of the Sewers closest to the surface is called the Emellan Sewers. The Emellan Sewers are what is left of the old city built by Princess Emella. They tend to have winding channels as well as many steps leading up and down, and are characterized by countless small rooms (the foundations of the old houses). Since this is the most easily accessible level, the Cleaners can perform regular maintenance work and, through the years, they have also completed some renovations, tearing down walls to create larger tunnels so that the filth can be channeled toward the lower levels.

The Emellan Sewers are far from deserted. Besides the Cleaners, they are the underground den of thieves and host the secret warehouses of many smugglers.

Broken Skull's Ghost. This is a common legend among the Cleaners, but nobody knows if it is actually true. Broken Skull was a Cleaner, a Cairnlander who spent more than twenty years in the Sewers without ever leaving them. His comrades brought him food and he was content to remain in the dirty tunnels. One night, while a terrible storm was raging over the City of Thieves, the Sewers were flooded. This caused several pillars to collapse, triggering a massive cave-in. A large portion of the Sewers, including the rooms Broken Skull used as his refuge, was destroyed, and the old man surely died in his sleep. But, since then his ghost has been haunting the Emellan Sewers. Some Cleaners swear they have spotted him on several occasions, disfigured by the wounds he suffered when he died. Each sighting happens just hours before a major accident, such as a cave-in, a flood, and so on.

The Iron Door. An old wives' tale says that, somewhere in the Emellan Sewers, there is a door reinforced with iron bars which nobody, not even the smartest burglar in Jalizar, can open. What is hidden behind it is the subject of wild debate in the worst taverns of Thousand Chimneys. Some say that the door protects the secret treasure of the Ragamuffin King, while others have identified it as the cellar of Myrgo Nider, one of the richest and most ruthless moneylenders of Market Square. However, the most peculiar rumor was spread by Nat Threefingers, an old lock-picker who unsuccessfully tried to open the door years ago, losing two digits in the attempt. He swears he saw a hammer and a flame, the symbol of the Iron Priests, emblazoned on the iron door. Unluckily, the rumor cannot be confirmed or dismissed because Nat, a terminal Lotus addict, spends most of his days in a delirious, raving state.

THE ROTGUTS

The Rotguts are the level immediately below the Emellan Sewers. They were built on the ruins of the wooden city erected by the Jalizaran Kings before Emella. The timber, the most common building material here, is mostly well preserved but, in some areas, constant exposure to water has made it rot, so that several sections are dangerously prone to cave-ins.

The Rotguts tend to have large rooms and channels with very low ceilings that always give the impression of being about to collapse onto your head. The Cleaners visit them, though very rarely, and they are mainly the home of the Outcasts (see below).

The Vault of Discarded Things. There are stories about a big vault, deep in the heart of the Rotguts, where waste and discarded things are piled so high they reach the ceiling. The busy ants collecting all this stuff are a sect of Servants of the Sewers, who call themselves the Servants of the Ancient One. Indeed, in the middle of this pile of filth lives the largest Garbage Monster Jalizar has ever seen, a creature so gigantic that it can swallow a whole cow. The cultists use the trash to feed it but they also sacrifice young virgins to appease its unholy appetite.

The Garden of Dreams. In the Rotguts, the walls of the tunnels are mainly made of wood and this is why they are often covered with moss, fungi and other vegetable parasites. In some sections, a rare type of mossy Lotus slowly devours the pillars and covers the constant stench of the Sewers with its exotic scent. Few Lotusmasters know about this place, and even fewer dare come here to gather the Lotus, despite its value (see sidebar). A

strange type of magic haunts this place and people who stay in these tunnels too long are bewitched by visions and get lost in the Garden of Dreams, never to be seen again.

OLD JALIZAR

In a very distant past, this level of the Sewers used to be Anenda, the city belonging to the ancestors of the Cairnlanders. It was old even before the arrival of the Jamhans in the City of Thieves. Old Jalizar is made of hard, good stone, and was built using advanced masonry techniques that could never be reproduced now, not even by the great Imperial Architects. The channels were once the streets of the old city and the side rooms that flank them are all that is left of its ancient palaces. Sunlight never touches Old Jalizar, and everything seems still and dead in its vaults, but something, a sort of malignant conscience, can be clearly perceived by the few daring souls who come here. Some adventurers have even reported stories of silent figures, dressed in tattered rags, wandering stiffly up and down the old roads.

Ghost Port. There are stories about a hidden channel somewhere along the coast, not far from Jalizar. Usually submerged, the entrance to the channel is visible only if the tide is right and if the proper invocations and sacrifices are made. The channel is wide enough for a ship to navigate it and leads to a subterranean lake in the very heart of Old Jalizar, where the port of ancient Anenda once lay. It is rumored to be the hideout of a band of Jademen smugglers and pirates. Their ship is a large junk with gray sails called the *Decay* and, led by the mysterious Captain Rotworm, they bring death and fear throughout the Drowned King Sea.

TREASURES OF JALIZAR: UNDERGROUND LOTUS

The normal lotus found in the Sewers of Jalizar is the Sewer Lotus (see Gear section), particularly common in the Emellan Sewers. However, a few other types can be found in the deeper tunnels. Some of them are listed below.

Finding these types of Lotus usually requires a Lotusmastery (-2) or Survival (-4) roll and 1d6 hours of search time. With a success a dose is found, plus one for each raise.

Violet Lotus. *The Violet Lotus, small and hairy, is a common ingredient in many evil concoctions. If used in any type of lower trait concoction, it gives +4 to the Lotusmastery roll.*

Translucent Lotus. *This slimy matter grows only on rotting corpses. It has strong medical properties and gives +4 to any healing concoction.*

Orange Lotus. *Also called the Lotus of Madness, this brightly colored fungus is strongly hallucinogenic. Using it in fear concoctions grants +4 to the skill roll.*

Black Heart Lotus. *A very precious but deadly plant, the Black Heart Lotus is a sort of root growing only among filth. The Black Heart is used exclusively in concoctions with a maintenance cost (such as armor, puppet and so on). The drinker must make a Vigor (-4) roll when he uses it. In the case of success, the effect of the power is permanent, while in the case of failure he permanently loses a die step in Vigor (if it drops below d4, the user dies). Death also occurs if the Vigor roll is a critical failure. A single Black Heart can be worth up to 1,000 Moons and it is so rare and powerful that a specific quest must be completed to find it.*

Tombs of the Kings. In Old Jalizar there is a palace, recognizable by its doors made of polished alabaster, where the Kings of Anenda lived and were buried when they died. Within its walls lies a treasure so large and magnificent that it would make a man rich forever. The doors aren't locked but so far nobody has managed to plunder it. The few who tried never came out. The legends say that only the true Child of the Manticore can claim this huge fortune for himself. Treasure hunters and Syranthian Sages have gone through every single book contained in the libraries of Jalizar, but none of them has been able to determine who the Child of the Manticore might be.

THE MANTICORE'S NEST

The Manticore's Nest is the deepest, oldest part of Jalizar. Directly connected with the sea via underground channels, it used to be Anenda's sewer network. It is made of solid stone and has a clear, functional design. It is called the Manticore's Nest because the legends say that, when it was wounded by Jall the Cattle Stealer, the Manticore took refuge in this part of the Sewers. The Manticore doesn't live here anymore, but its Nest is inhabited by even worse creatures: the Jamhans. Very few men have visited the Manticore's Nest, except a few Servants of the Sewers who proved their great faith and were rewarded with a chance to see the real faces of their masters. None of them came out sane.

Fishmen's Altar. There is an altar in a large, half-flooded room deep in the Manticore's Nest. It was built from a piece of black coral and came from Jamhra, the ancestral city of the Jam-

hans. The Fishmen's shamans have polished it by constantly touching it with their webbed hands. It is an artifact of tremendous power and allows anyone touching it to hear the voices of Mother and Father, the ancient gods of the Jamhans now sleeping in sunken Jamhra. Even the Lords Below fear this artifact, but have never dared destroy it.

Black Spring. The Sewer Sorcerers use the tainted water from the Sewers in their dark rituals. Sewer water is powerful but its taint is due to natural causes, i.e. the garbage and rotten things coming from Jalizar. Instead, the liquid gushing out of this stone is as thick and black as old blood and a thousand times more corrupt. Nobody knows what it really is, or whether it comes from the earth or is yet another evil weapon of the Lords Below. The legends say that, if drunk regularly, the liquid of the Black Spring will keep a person young forever, but their soul will become ever more corrupted. This is probably the secret of King Shade's and Rakon's longevity.

EXPLORING THE SEWERS

Exploring the Sewers is probably one of the most interesting and dangerous parts of your adventures, but it must be an exceptional activity, not just a quick fix for a gaming session you have had no time to prepare for. Try to emphasize this particular point: the Jalizarans fear the Sewers because they are largely unexplored and very few people would visit them unless forced to do so. Try to convey this feeling to your players by introducing NPCs who tell the party about the rumors, sto-

ries and legends concerning what lies under the City of Thieves. The descriptions and hooks of the Sewer Levels above can give you some ideas to invent stories and urban legends that will scare your players and, remember, not all of them necessarily have to be false...

MAPLESS APPROACH

Mapping the whole network of Jalizar's Sewers is an impossible task. This is partly because the Sewers are just too vast, but also because they must be big enough to allow you to place your own locations and NPCs in their various levels.

When you run an adventure in the Sewers, we strongly suggest using one of the mapless approaches described in *Beasts and Barbarians Golden Edition*. Some locations, connected via an indefinite number of dark tunnels and passages (especially if you use the Getting Lost rule), allow you to create very compelling encounters without having to waste time drawing complex maps.

GETTING LOST

One of the biggest dangers of the Sewers is getting lost. You can be the most experienced and strongest sword-wielding hero but, if you lose your way, you could wan-



der forever in darkness, till you go mad or starve to death.

Obviously, the following rules must be used only when appropriate for your narration. If the players lose their way EVERY time they descend into the Sewers, they are likely to become frustrated.

If you are using the Abstract Navigation System detailed in the Golden Edition, simply add this rule: whenever the leading hero rolls 1 on the Advancement skill die, regardless of the Wild Die, the party is lost, gaining 3 Lost Tokens.

If you aren't using the system above, make the party check to orient themselves whenever appropriate (usually for each 4 hours of exploration or when a particular event happens, e.g. after a Chase). It is a cooperative Smarts (-4) or Survival roll. In case of success, the heroes are still on the right path, otherwise they receive 3 Lost Tokens, as above.

LOST TOKENS

If the adventurers receive Lost Tokens, it means they are in trouble. They cannot gain Advancement Tokens or find a familiar area unless they get rid of the Lost Tokens. Finding the right path is achieved through orientation checks (Smarts (-4) or Survival rolls as above). For each success and raise, the heroes discard one Lost Token. If a 1 is rolled, it is bad news: they gain another 2 Lost Tokens.

An orientation roll is made for each time interval spent in the Sewers. The Game Master can decide how long said interval is, depending on plot requirements or rolling a d4 to determine the number of hours elapsing between checks. This roll

can Ace and, if this happens a couple of times, the heroes might well start thinking they are doomed to die in this filthy place...

Getting lost can also lead to interesting locations and/or situations. For each time interval, draw a card from the Action Deck. If you are using an abstract system, you can apply the location/encounter you have already devised (or you can design a second list of events exclusively for heroes that get lost). Otherwise, you can improvise an encounter using the table below.

Lost Events Table

CARD	EVENT
2-10 (any seed)	Nothing happens.
J-A (clubs)	Natural Threat. The group finds some kind of natural threat (see page 162).
J-A (spades)	Trap. The group comes upon a trap!
J-A (diamonds)	Lucky Find! The group finds something useful, such as a safe area to rest, a patch of Lotus fungi, an interesting location, or something similar.
J-A (hearts)	NPC/Critter. The group finds a monster or NPC. Its attitude is decided by the Game Master.
Joker (red)	Back on Track! Miraculously, the heroes are back on the right track. They immediately lose all their Lost Tokens!
Joker (black)	Hopelessly Lost! The heroes wander even further from the right path, gaining another 1d8 Lost Tokens (this die cannot Ace).

BEING PREPARED

Knowing that they risk getting lost, the characters will try to be prepared. Several good ideas to make their journey into the Sewers safer are listed below.

Marking Junctions. *The easiest trick to avoid getting lost in the Sewers is to mark the routes taken at junctions, so you can find your way back. If done properly, this gives +4 to orientation checks. But the Sewers of Jalizar are a haunted place and there is a small chance the malevolent Jambans will erase the marks or tamper with them. If at any time during the adventure a character is dealt a Black Joker, count the number of bennies he has. If it is even, one of the marks has been cancelled (bonus lost); if it is odd, the mark has been tampered with, causing -4 to the next orientation check!*

Drawing Maps. *Another good idea is to take a piece of canvas to draw an accurate map of the party's moves. It is an excellent method, because in this way the characters can skip all orientation rolls, but their progress will be very slow. Drawing a map requires writing implements (which can be very crude), and a great amount of time (decided by the Game Master). Last but not least, although maps can be drawn without writing any words, the level of abstraction needed to read one requires the hero to be Literate or to have at least Smarts d8.*

NATURAL OBSTACLES AND THREATS

Exploring the Sewers doesn't necessarily mean fighting abominations all day long. The Game Master should never underestimate the importance of the environment, which can be used in creative ways to harass the party.

Sewer Map. *A Sewer Map (see page 150) is a precious item and can give the heroes substantial bonuses.*

Guide. *Finding a reliable guide to take you into the Sewers isn't easy. Locating a guide is basically a Streetwise (-2) roll. The results listed below describe the type of guide found and the cost of hiring one for a single mission.*

Guide Locating Table

RESULT	SKILLS	COST
Critical Failure	The guide leads the party into a trap!	100
Failure	No guide found.	-
Success	Survival d6	100
Raise	Survival d8, Cleaner Edge	300
Two Raises	Survival d10, Cleaner Edge, Wild Card	500

Other Ideas. *In general, if the players find a creative (and reasonable) way to avoid getting lost, let them use it, granting a substantial bonus. The risk of getting lost represents a challenge for the players but must not be allowed to cause frustration.*

FLOODED AREAS

The Sewers are a damp environment. Filthy water is common throughout the levels and can pose a real threat.

Low Water. If the characters can walk in the water, the whole area is considered Difficult Ground. In addition, long walks in low water can be tiring. For each

hour spent walking in low water, the heroes must make a Vigor roll or suffer a level of Fatigue. Remember that Aquatic monsters can move without any limitation in low water. In addition, by swimming underwater, they can easily go unnoticed (Stealth roll) and surprise the heroes.

Deep Water. In deep water the heroes will be forced to swim. Use the standard *Savage Worlds* swimming rules.

BOTTLENECKS

A bottleneck is an event feared by all the denizens of the Sewers. It happens when filth accumulates and clogs a channel. The water level starts to rise and puts increasing pressure on the obstruction. When the pressure is strong enough (for instance, in case of heavy rain), the blockage is dislodged and a Wall of Water rushes through the tunnels. The sudden flood

Wall of Water Table

BOTTLENECK SIZE	AGILITY/ FIGHTING	DURATION	DAMAGE
Small	d8	3	2d6
Medium	d10	5	2d8
Large	d12	7	3d6

POISONOUS GASES

Sealed environments with plenty of decomposing matter, such as the Sewers, are often filled with deadly gases. The main danger of gases is that, when the first symptoms appear, it is often too late to reach a safe area. Remember that physical mass is a key factor influencing the effect of gases. Creatures with Size -1 or lower (like many pets or animal companions) suffer the effects of gas long before it is toxic to humans. This is why many Clean-

means almost certain death for anyone caught in its path.

A bottleneck can be used to enhance drama, to save the party from impending doom, or to make a villain escape.

When the flood approaches, the heroes have no choice but to run. A bottleneck scene can be handled with a slight modification of the Chase rules, by simply considering the Wall of Water a “character” pursuing the party.

Decide the size of the Wall of Water in order to determine its speed (Agility), the duration of the Chase in rounds, the intensity of the water hitting the heroes (Fighting), and finally the damage dealt. Attacks performed by a Wall of Water are considered Pushes (see SWD page 75, use the Fighting roll as the Strength result of the push). The Wall of Water is considered a Wild Card.

ers take a pet mouse or small bird with them when they go underground. If their pet starts feeling sick, they know they must leave at once.

Gas can have a smell or be odorless (GM’s decision). The first type can be detected with a Notice roll, while odorless gas cannot be detected without magical means.

Certain precautions, such as using damp cloths on the face, can ensure a certain de-

gree of protection (from +1 to +2 to the Vigor roll or the Fear Check) against toxic and hallucinogenic gases.

Here are some of the most common types of gases found in the Sewers.

Toxic Gas. Toxic gas, the most common in the Sewers, is often produced by rotting Lotus. If the heroes fail a Vigor roll, they suffer a level of Fatigue. A new roll must be made every three rounds. This fatigue can lead to Exhaustion and, eventually, death.

Flammable Gas. Flammable gas isn't dangerous unless a flame is present. In this case, it explodes, dealing 3d6 damage in a Large Burst Template. Since the Sewers are a dark place, adventurers usually take with them torches and lanterns, so an area of Flammable Gas can potentially be deadly.

Hallucinogenic Gas. Hallucinogenic gas, usually generated by the decomposition of strange Lotus plants, is extremely dangerous. Basically, two types of this gas exist. The first has the same effects as the *fear* Power, causing the victims to have horrible visions. The second one is much more insidious: if the heroes fail a Vigor roll, the Game Master can create an entire scene, realistic or otherwise, which is caused by a vision. Hallucinogenic gas can be a great way to justify the presence of ghosts or other supernatural events in your stories.

PREGENERATED SEWERS ENCOUNTERS

Sewers locations should be designed to suit the current adventure but, if you are short of ideas, here are some pregenerated encounters set in the Sewers. Each is

linked to a specific card value, so you can integrate them into your plot either when using the Abstract Navigation System or as Lost Encounters.

Deuce – Great Black River. The heroes hear the sound of running water nearby. As they go on, the tunnel they are exploring is abruptly interrupted by a large mass of water, a true underground river flowing tumultuously. The river is quite large, a dozen yards, but can be crossed with some difficulty. A successful Swimming or Strength (+2) roll is required; otherwise, the characters suffer a level of Fatigue. A closer inspection of the riverbank and a Notice roll reveal a small barge (Toughness 6), smartly concealed under some loose rocks. The barge can be used to cross the river or to navigate it. Moving against the current is potentially tiring (Vigor roll required to avoid suffering a level of Fatigue), but it eventually leads the party to another location (chosen by the Game Master). Going downstream is much easier but, after a while, a nasty surprise awaits the party: they see a waterfall just ahead! The characters must make a cooperative Boating (-2) roll; in case of failure, the barge and all the crew suffer 2d6 damage. The waterfall takes the party to a lower level of the Sewers.

Three – Round the U-Bend. Select a random hero (or pick a character with the Bad Luck Hindrance). Suddenly, the disgusting contents of a chamber pot fall right on top of him! The character suffers -2 Charisma until he can wash. By looking up, the heroes see that the filth was thrown down a vertical shaft. Light can be seen and amplified voices coming from above can be clearly heard! If the heroes aren't too squeamish, they can climb up the shaft and reach the house above! Going up requires a Climbing (-2) roll. If the

card drawn is a Club, the shaft leads to an artisan's house; if it is a Spade, it leads to a public office. In the case of a Diamond, it leads to a noble mansion; finally, if a Heart is dealt, the building is a temple. The Game Master is free to change the location depending on the city district the party is in.

Four – Corpse in the Way. While exploring a channel, the party stumbles upon the dead body of a man trapped under a grate. The grate must have closed just as the unfortunate victim was passing under it. The victim is a nondescript beggar or a suitable NPC (Game Master's choice). To get past the grate, the party must lift it (Strength (-4) roll required) or break it (Toughness 10). Otherwise, any hero without the Obese Hindrance or the Brawny Edge can squeeze under it with an Agility roll. When the grate is lifted or destroyed, the corpse is set free. If the card drawn is red, nothing bad happens; in addition, something precious/useful can be found on the dead body. If the card is black, the corpse comes back to life and attacks the party! He is considered a Henchman Zombie. If the heroes lift the grate, take notice of which character is doing it. If he loses his grip, the grate moves all the way down, and this can separate the party in case someone has already gone to the other side.

Five – Slippery Slope. The party finds a sloping tunnel made slippery by filth. Going up requires a Climbing roll each round. Going down is much easier. The heroes cannot run, but must move at their full Pace each round, gaining additional momentum (+1d4 cumulative Pace each round), up to Pace 18. Slippery slopes can be a fun experience (many are at least 50' long on the gaming table and with one or more turns), but can have dangerous con-

sequences too. If the card drawn is red, the ride ends in a pool of water (no damage suffered). If it is black, the heroes hit something hard (garbage or solid ground). In this case, they suffer 1d6 damage for every 6 points of their current Pace.

Six – Filth Quicksand. The floor of this huge hall is covered in semi-decomposed garbage which comes down through an opening in the ceiling. The ground seems quite solid, unless the heroes make a Notice (-4) roll or probe the floor with a staff or similar tool. In truth, the floor is much further down and the room is literally a stretch of treacherous quicksand made of garbage and filthy mud. Any character caught in the quicksand automatically sinks by a third of his height each round. When he is completely submerged, the normal Drowning rules apply (see *Savage Worlds* core rules). With a Strength (-4) roll, the hero can avoid sinking further in the current round; if he scores a raise, he also manages to lift himself by a third of his height. Once he is completely out, he is free. It is very difficult to get out of this situation without external help. The Strength roll can be cooperative and, if the leading character is not in the quicksand, the roll is made with +4.

Seven – The Floating Treasure. The heroes come to a large room, which is in Deep Water (see page 162). Among the garbage floating on the surface, they spot a strongbox bearing the emblazoned mark of a Merchant House! The treasure box is roughly in the middle of the room, so getting to it isn't easy. Unless the characters find a creative way to grab it without getting their feet wet, they will have to swim. Unfortunately, something nasty lives in the water! If the card drawn is red, it is a dangerous Sewer Eel; if it is black, the threat is a whole colony of water rats

(use the Swarm Stats adding the Aquatic Special ability). Both the eel and the rats are just looking for food. Once the party manages to defeat them and/or to grab the strongbox and drag it onto solid ground, it can be opened with a Lockpicking (-2) roll. If a Club card is drawn, the box contains nothing but old rags. If a Spade is drawn, the heroes make a gruesome discovery: a dead body, whose arms and legs were severed so that it could fit into the casket. The identity of the victim and the cause of his death are left to the Game Master and can lead to an interesting adventure. If the card is a Diamond, the box contains several bottles of very precious wine (value: 1d8x50 Moons). If the card is a Heart, the heroes find some very pretty gowns (worth 300 Moons, +1 Charisma to any woman wearing them) and some love letters, evidence of a scandalous affair between a married noblewoman and the ruler of a rival Merchant House.

Eight – Echoes. While the heroes are advancing in a narrow tunnel, they hear a hideous sound coming from somewhere further down, like the mad howl of a terrible creature. They must make a Fear Check; in case of failure, in addition to any other effect, they run away, terrified. If they are successful, they can decide to investigate. They move closer and discover that the cause of their terror is just wind blowing through a narrow passage which produces the howling sound. The first player who declares that her character is going to investigate the source of the sound immediately gains a Bennie.

Nine – Signs in Blood. The party finds a small, dry room. On its walls and floor they see strange cabalistic signs painted using the blood of some animal. They also find a few black candles nearby. This place must have recently hosted a dark ritual

performed by a Sewer Sorcerer. A Knowledge (Arcana (-2) roll unravels the meaning of the signs, i.e. an evil invocation to the dark beings lurking under Jalizar. Any character with the Sorcery Arcane Background reading the first third of the signs immediately recovers a Power Point, as he feels their evil power flowing through him. Reading the second third has the same effect. The last third lets him recover a third Power Point, but this comes at a price: the Sorcerer must immediately roll on the Sewer Sorcery Critical Failures Table. Even when the character doesn't read the signs, casting a spell in this place is dangerous: the warlock receives +1 to any Sorcery roll, but the spell backfires on 1-2 on the Sorcery die.

Ten – Curiosity Killed the Cat. The heroes find a small alcove along the right wall of the tunnel they are currently inspecting. A single object stands in its center, a sturdy metal lever protruding from the floor. The lever is stuck and moving it requires a Strength roll. In case of success, the party accidentally opens a sluice gate, unleashing a flood down the tunnel! After a few seconds they hear the unmistakable sound of water rushing in! The lever is now permanently stuck, so the only thing they can do is run as fast as they can! The water is a Medium Wall of Water (see page 162). Run the scene using the standard Chase rules.

Jack – A Strange Meeting. While the heroes are advancing down a dark corridor, they spot a feeble light some yards ahead and hear whispering voices. If they move carelessly or fail a Stealth roll, the light disappears in no time. If they are stealthy, they can spy on two cloaked figures, who are speaking in low voices in a nearby room. The two individuals are Zakk, a member of the Thieves' Guild (use

the Thief profile of *Beasts and Barbarians Golden Edition*) and Shi Ma Po, a member of the Jan Tong. One of the two is a betrayer: if the card drawn is black, Zakk is selling precious information about the Thieves' Guild to Shi Ma Po; if the card is red, the opposite is true. The exact nature of the information sold is left to the Game Master. If they are approached or realize that they are being spied on, they run away, each down a different tunnel. If the heroes run after them, this starts a Chase. Capturing and questioning one or both of them can uncover a dangerous plot and lead to an interesting side adventure.

Queen – A Strange Sacrifice. The party hears a chant coming from a corridor nearby. Investigating the source of the sound, they find a room, lit by the faint glow of some braziers. There, tied and gagged on a rough block of stone, lies a naked girl, her eyes rolling in fear. A group of individuals wearing black robes has gathered around her, holding serrated knives ready to strike! They are Cultists (see *Beasts and Barbarians Golden Edition*) and their numbers are equal to the characters plus two. If the heroes don't do something quickly, they'll butcher their victim. Once the bad guys are dispatched, the damsel in distress can finally be freed. The girl has very little to cover her modesty and there are strange serpentine tattoos on her forearms. With Knowledge (Arcana) or Knowledge (Religion) (-2), these signs can be recognized as the marks of a witch. The girl, Jazarah, is a Wild Card Sorcerer, and the cultists wanted to sacrifice her to please the Lords Below. If the card drawn is red, Jazarah is grateful to the heroes, at least until they bring her back to safety. If the card is black, the witch turns out to be more evil than her captors. She casts *stun* and then *zombie* to bring back to life the cultists to attack the heroes (add these Powers and

10 Power Points to the standard profile). If possible, she wants to knock them out and tie them to the altar. Given that everything is ready for a sacrifice to the dark lords, wasting fresh victims would truly be a pity...

King – Drunken Hermit. The party suddenly hears a voice coming from a pile of garbage nearby. When they inspect it, they find a man singing lewd songs. The man introduces himself as Ham, the Hermit of the Sewers. He is blind drunk and totally harmless. Ham came down into the Sewers many years ago and knows a lot about this place. He is a Wild Card Beggar with Area Knowledge (Sewers) and d10 Survival, plus the Cleaner Edge. Ham is interested in only one thing: drinking. In exchange for some booze, he will happily lead the party to the nearest exit or back to their path if they have gone astray. Without alcohol, Ham is unable to perform any task. He loses the Wild Die and suffers -4 to any skill roll. Ham also knows a lot of additional stories regarding the Sewers, and some of them are actually true.

Ace – The Room of the Skeletal Hand.

The heroes walk into a hall. The room is dark, but the party's torches shine on something shimmering at the far end of the room. A skeletal hand lies on a small pedestal. It is hideous to look upon but it bears magnificent rings. The room is littered with human bones, a thick carpet of them covering the entire floor. This place obviously hides a trap and, through *detect arcana*, the heroes can understand that an evil spell was cast on both the hand and the bones scattered around. Picking up the hand while walking on the bones triggers the trap: six skeletons rise to un-life and attack anyone in the room. But killing them doesn't end the threat. The round after the last skeleton is destroyed, the

bones join again creating three complete skeletons which are bigger than the first ones (Size +1). Destroying these abominations alerts the last guardian: a Wild Card giant skeleton (Size+3, Large, armed with a giant flail made of bones (Str+d8, AP 1, reach 2, ignores shield Parry and Cover bonus)). The skeletons cannot leave this room. After defeating the monsters, the evil magic disperses. Note that if the party manages to take the hand without touching the bones on the ground (using a lasso, climbing to the ceiling, and so on), the trap isn't triggered. Once inspected, the rings turn out to be rather precious. There are five of them, for a total value of 1,000 Moons. If the card drawn is Hearts, one of them is also magical, granting +2 to natural healing rolls. If it is a Club instead, one of the rings bears a dark curse and its wearer suffers -1 to any Vigor roll.

Joker – Double Event! Draw two cards and try to combine the scenes.

CREATURES OF JALIZAR

HEY, WHAT ABOUT THE JAMHANS?

In this book you won't find any stats to represent the Lords Below. This is intentional: an old rule of roleplaying games says that, if a creature doesn't have stats, it cannot be killed – which is exactly the case with the Sewer Masters. They are wicked and older than Jalizar itself, so they can't (and shouldn't) disappear forever. The heroes can send them deeper into the Sewers or make them fall asleep for a long time, but sooner or later they'll return, hungrier and nastier than before.

Nobody knows how many Jamhans live under the Flower of the North. There might be a dozen, hundreds, or maybe few lone individuals.

As for their appearance, after countless years of practice, they have mastered the secrets of shapeshifting, and can take on any form the GM chooses: hulking brutish creatures reigning over legions of Fishmen, frail bodies gifted with incredible magical powers, or anything else the GM prefers.

However, they should never be shown to the party. They lurk in shadows, acting through their minions, lesser and greater. When the heroes dispatch their servants, they might believe for a moment they have finally defeated the evil hiding underneath Jalizar, while it is still very much alive, going deeper and deeper into the darkness to lick its wounds and prepare for the next strike...

This chapter introduces several new creatures and denizens typical of the City of Thieves.

MONSTERS OF JALIZAR

Several hideous monsters lurk in the City of Thieves, and are described below.

BLACK TONG PUPPET

One of the greatest secrets the Jamhans have used to seduce Pao Lhin of the Jademmen is their ability to create wax puppets completely identical to real people and imbue them with life. These strange constructs cannot speak and don't eat, but other than that they are almost indistinguishable from living people. They are totally faithful to Pao Lhin and to the other Black Tong members, who use them in suicide missions and similar situations. They always fight to the death and, when captured, they cannot reveal a single word. A killed puppet dissolves in 2d6 minutes.

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

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

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

IMPROVED PUPPETS

A limited number of Black Tong Puppets are more realistic than the standard ones, can actually speak, and resemble living people in every way.

The method used to shape these creatures is wicked and requires consuming a human soul.

In gaming terms, the stats of an Improved Puppet are made by adding Construct and Weakness (Fire) to any Denizen's template.

Some say that one of Pao Lhin's granddaughters, Yamao, is actually a Black Tong Puppet.

Gear: Black Tong outfit (mask included), iron fists (Str+d4+1), any two Monk weapons.

Special Abilities

- **Arcane Resistance:** Black Tong Puppets are born from sorcery and this is why they can withstand magic quite well, gaining +2 to Trait rolls to resist magic and having 2 points of Armor against damaging magic effects.

- **Construct:** Black Tong Puppets receive +2 to Spirit rolls to recover from Shaken. They are immune to called shots, poisons, and diseases. Black Tong Puppets are never affected by Wound Modifiers.

- **Flexible Body:** Black Tong Puppets can move in ways impossible for humans. They receive +2 to all Agility based Tricks and +1 to Parry while unencumbered.

- **Martial Artists:** Black Tong Puppets are imbued with ancient martial knowledge, and can fight barehanded just like real monks, dealing Str+d4 damage when unarmed.

- **Weakness (Fire):** Puppets are made of wax, which can be melted by flames. So, they suffer +2 damage from any attack with a fire based trapping.



BOG IMP

The highly civilized, snobbish Keronian Imps firmly deny that these brown-skinned bog dwellers belong to their same race, but it is actually true. After centuries of isolation and corruption, these short, potbellied, thin-armed creatures are all that is left of the Imps of the Keronian Empire, at least in the northern lands.

Bog Imps, sometimes called “goblins” by the Bogmen, still have demonic blood in their veins, but it is very much diluted, even though they are as evil as true Imps. Rather stupid and rough, they are cannibals, and are known to attack travelers in the Charred Bogs to drag them into their underground lairs and chew on their tender meat.

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

Skills: Fighting d6, Notice d6, Survival d4, Tracking d6.

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

Special Abilities

- **Acid Blood:** Bog Imps ooze green, corrosive acid. Anytime a Bog Imp is Shaken in close combat by a damaging effect or wounded, the attacker must make an immediate Agility (+2) roll. In case of failure, he is sprayed with acid and suffers 2d4 damage.

- **Claws:** Str+d6.

- **Low Light Vision:** Bog Imps have multifaceted insect-like eyes which see very well in the dark. They ignore Dim and Dark light.

- **Obese:** Bog Imps are short and fat. They receive +1 to Toughness but suffer -1 to Pace.

CROW

Crows are very common in the City of Thieves, where many different species are found. The Jalizarans are particularly fond of them (except for the Ironbeaks) because they are clever birds and can be taught a number of tricks.

GEMTHIEF

Gemthieves are small, slender crows, with a nice white feather on their head. Like magpies, they are attracted by shiny baubles, but are far more intelligent. Jalizaran thieves train them to steal gems and small jewels from places where a man cannot go but that are easily accessible to a small, winged creature. They are also excellent imitators and can mimic the human voice.

A typical Gemthief has Stealth d10, but highly trained ones also exist, with up to d12+1 (double the price for every Stealth die step above d10).

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

Skills: Fighting d6, Notice d8, Stealth d10.

Pace: -; **Parry:** 5; **Toughness:** 3

Special Abilities

- **Flight:** Gemthieves fly at Pace 10 and have Climb 2.

- **Pickpocket:** Gemthieves are quite small.

- **Size -2:** Gemthieves are very light-fingered and can steal small items (such as rings, keys, gems, and money) directly from the pouches of their victims. They follow the normal pickpocketing rules using their Stealth die.

- **Small:** Attack rolls against these creatures suffer -2 due to their small size.

- **Steal:** Gemthieves can be taught to fetch specific objects from distant locations. This requires their master to speak to them in a soothing voice for five minutes and then both must make a Smarts roll. If both the beast and the master succeed, the command is understood correctly. If the master has the Beastmaster Edge, he can add +2 to the roll.

- **Talons or Beak:** Str.

IRONBEAK CROW

These big, black birds were brought to Jalizar by Jarmikos of Askeros, to reduce the pigeons' population (and the many epidemics caused by these dirty beasts). As often happens, the cure turned out to be worse than the disease. The Ironbeak Crows are fierce and very territorial, and they are not afraid of attacking humans. They owe their name to their sharp iron-gray beak, which is strong enough to pierce a man's skull.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d6, Vigor d8

Skills: Fighting d6, Notice d8.

Pace: -; **Parry:** 5; **Toughness:** 4

Special Abilities

- **Beak:** Str+d6.
- **Call the Murder:** Ironbeak Crows emit loud cries during a fight to call the other members of their murder. Every time they are dealt a face Action Card, at the start of the next round 1d3 additional Crows appear on the scene.
- **Flight:** Ironbeak Crows fly at Pace 8 and have Climb 2.
- **Size -1:** Ironbeak Crows have a wingspan of 3-4 feet.

FISHMAN

The Jamhans luckily don't mate anymore and their numbers are very low now. However, sometimes their eggs hatch and weird weaker creatures are born. They are pale imitations of their ancestors and are called Fishmen.

Fishmen are bowlegged humanoids with huge fish-like heads, scaly skin, and webbed feet and hands. They lurk in the upper levels of the Sewers, especially in the sections closer to the sea (such as Drowned Jalizar). They are cannibals and worship the Jamhans as their own fathers and gods. Despite being only imperfect copies of their masters, they have amazing powers.

FISHMAN

A typical dweller of the Sewers.

- Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Fighting d8, Notice d6, Stealth d6, Swimming d8
Pace: 5; **Parry:** 6; **Toughness:** 8(1)
Special Abilities
- **Armor +1:** Fishlike skin.
 - **Aquatic:** Pace 8.
 - **Claws:** Str+d4.

- **Fear:** Fishmen are fearsome creatures. The first time a hero sees one of them, he must make a Fear Check.
- **Size +1:** Fishmen are larger than men.
- **Unholy Chant:** Fishmen still have some of the powers of their forefathers, and their voices are capable of entralling men. A group of four or more Fishmen acting on the same Action Card can cast the *puppet* (luring chant) and *stun* (paralyzing song) Powers using Spirit as their arcane skill, making a group roll. The Powers don't require the use of any Power Points, but only have the basic duration. Also, if the number of singers is reduced to less than four at any time, the Powers immediately cease. The Unholy Chant is often used to lure mariners.





FISHMEN SHAMAN

The oldest, greatest and most learned Fishmen are raised to the rank of shaman, and they act as emissaries and representatives of the Jamhans.

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

Skills: Fighting d8, Knowledge (Arcana) d8, Notice d6, Sorcery d8, Stealth d6, Swimming d8

Pace: 5; **Parry:** 6; **Toughness:** 9(1)

Special Abilities

- **Armor +1:** Fishlike skin.
- **Aquatic:** Pace 8.
- **Claws:** Str+d4.



• **Fear:** Fishmen are fearsome creatures. The first time a hero sees one of them, he must make a Fear Check.

• **Size +1:** Fishmen are larger than men.

• **True Chant:** Fishmen Shamans are gifted with great powers given to them by the Sewers Lords, which are manifested through ancestral chants. In gaming terms, they have access to the following Powers: *fear* (chant of unspeakable terror), *summon ally* (chant of evoking: alligator, garbage monster, constrictor snake), *stun* (paralyzing song), *puppet* (luring chant).

GARBAGE MONSTER

Jalizar produces a lot of garbage, but where does it all go? It piles up in the alleys till it becomes so smelly that it is thrown into the Sewers. Sometimes these piles of filth are touched by tendrils of evil emerging from the Sewers and come to life. A Garbage Monster is of a vaguely humanoid shape, filled with the gases of decomposition, and its eyes are made of methane-blue flames. It isn't very smart but it is constantly hungry, looking for any type of "food" to sustain its rotten body.

Garbage Monsters are considered Seasoned creatures for the purposes of the *summon ally* Power.

Variable Size: Garbage Monsters exist in various Sizes (from +1 to +6). The following stats refer to a small monster. For bigger ones modify the Size accordingly.

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

Skills: Fighting d6, Notice d4.

Pace: 5; **Parry:** 5; **Toughness:** 8

Special Abilities

- **Construct:** Garbage Monsters receive +2 to Spirit rolls to recover from Shaken. They are immune to called shots, poisons, and illnesses. Wild Card Garbage Monsters aren't affected by Wound Modifiers.

• **Fists:** Str+d4.

• **Engulfing:** If a Garbage Monster hits an enemy with a raise, the victim is wrapped in a filthy embrace of trash that tries to infiltrate his body. A character in this situation is considered grappled and suffers Str+d4 damage every round until he manages to break free, winning an opposed Strength roll against the Monster (which rolls with +2).

• **Pile of Garbage:** When lying flat on the ground, Garbage Monsters are almost indistinguishable from normal piles of trash, but can be detected with a Notice (-4) roll.

• **Garbage Absorption:** A Garbage Monster standing on a pile of normal trash for an entire round automatically recovers a Wound (or recovers from Shaken). Alternatively, an unwounded, unshaken Garbage Monster on a pile of rubbish permanently gains +1 Size, by consuming the entire pile.

• **Size +1:** Garbage Monsters are bigger than humans.

• **Weakness (Fire):** Garbage Monsters contain a lot of inflammable gases, so fire deals +4 damage to them. In addition, any Garbage Monster Incapacitated by a fire based attack explodes, dealing 2d6 damage in a Medium Burst Template.

JALIZABAN GARGOYLE

These strange, winged statues of dwarfed humanoids are usually found on the rooftops of the oldest palaces in Jalizar. A second type, wingless and a little bigger, instead lurks deep in the Sewers. Despite some slight differences, the two races behave in the same way. They sleep for centuries, even millennia, as stone statues. But if blood is spilled nearby (within 6") or if a sorcerer awakes them, they come back to life and attack the nearest creature to satiate their craving for human flesh.

ENSLAVING A GARGOYLE

When they find a sleeping Gargoyle, the heroes may try to bring it back to life and place it under their control. Discovering how to perform this task requires a Knowledge (Arcana) (-4) or Investigation (-2) roll, given that a suitable library is available (GM's decision).

In case of critical failure, the hero discovers that the simplest way consists in spilling some blood on the statue. Even the smallest drop awakes it, but it will attack the nearest individual, as normal.

With a success, the character discovers a secret incantation which can awake the Gargoyle. Pronouncing it in the right way is considered a Dramatic Task based on Smarts (-4) or Sorcery, with the results listed below.

SUCCESSSES

EFFECT

4+	The creature awakes and obeys the caster's orders (see below).
2-3	The ritual fails and the Gargoyle continues to sleep, a new ritual can be tried after a full moon cycle (28 days).
0-1	The ritual fails, but the Gargoyle awakes and is free!

Issuing Orders. *A Gargoyle is a bound servant, so it continually tries to break free from its master. Anytime an order is issued, the master must make a Spirit roll. If a 1 is rolled on the Spirit die, regardless of the Wild Die, the monster is free!*

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

Skills: Fighting d8, Notice d6, Stealth d10.

Pace: 5; **Parry:** 6; **Toughness:** 9(4)

Special Abilities

- **Armor +4:** Stone hide.
- **Bite:** Str+d6.
- **Claws:** Str+d4.
- **Demon:** Winged Gargoyles are immune to poison and disease. They have a +2 bonus to recover from being Shaken.
- **Flight:** A Winged Gargoyle flies at Pace 6 with Climb Rate -3.
- **Size -1:** A Winged Gargoyle is smaller than a man. A Wingless Gargoyle instead is as big as a man (ignore this Special ability and add +1 to Toughness).
- **Weakness (Daylight):** An ancient curse prevents Gargoyles from standing in full sunlight. If this happens, the creature immediately turns back to being a stone statue (Toughness 10) till something awakes it again.
- **Weakness (Eyes):** The eyes of a Gargoyle shimmer with hellish red or green light and are their weak spot. A called shot to the eyes (-4) bypasses the creature's armor.



JALIZARAN MUMMY

In the City of Thieves, nobles and rich people follow the tradition of mummifying their relatives, removing their internal organs, wrapping the bodies in rich bandages, and burying them in deep crypts. According to the Syranthian sages, this cus-

tom is probably ascribable to the ancestral Cairnlander roots of the Jalizarans. Sometimes the mummified corpses come back from dead, especially to protect their resting place from looters.

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

Skills: Fighting d6, Notice d6, Stealth d8.

Pace: 5; **Parry:** 6; **Toughness:** 9

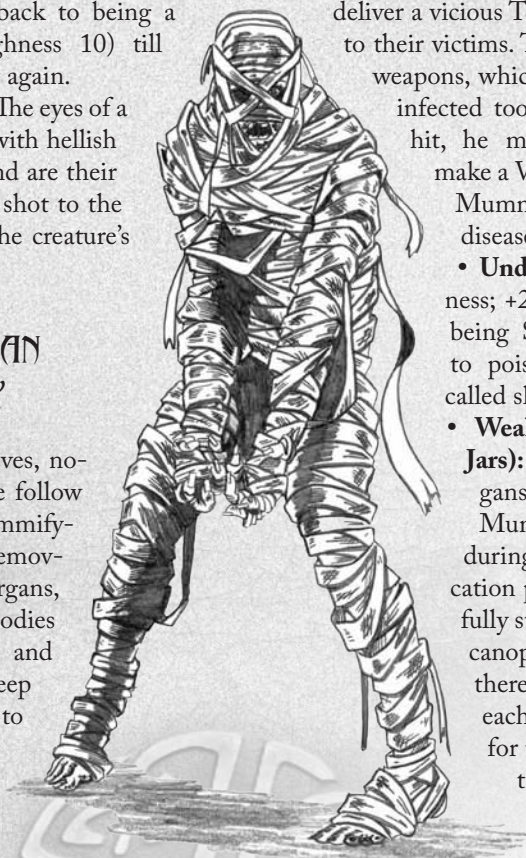
Gear: rich robes, ornate staff (Str+d4, 2 hands, +1 Parry), assorted jewelry (value: 1d12x100 Moons).

Special Abilities

- **Invulnerability:** Attacks not linked to their weakness can Shake but not Wound Jalizaran Mummies.
- **Fear:** The mere sight of a Jalizaran Mummy freezes the blood. Anyone present must make a Fear Check.

- **Rotting Touch:** Jalizaran Mummies deliver a vicious Touch Attack (+2) to their victims. They can also use weapons, which are considered infected too. If the target is hit, he must immediately make a Vigor roll or catch Mummy Rot, a terrible disease (see page 140).
- **Undead:** +2 Toughness; +2 to recover from being Shaken; immune to poison, disease and called shots.

- **Weakness (Canopic Jars):** The internal organs of a Jalizaran Mummy are removed during the mummification process and carefully stored in so-called canopic jars. Normally, there are three jars for each mummy (one for the heart, one for the liver, and one



for the spleen). Breaking a jar (Toughness 3) inflicts a Wound to the Mummy. When all three containers are destroyed, the Mummy crumbles into dust.

• **Weakness (fire):** Fire based attacks deal +4 damage to Mummies, due to their very flammable nature.



MANTICORE SPAWN

The Manticore, the dreadful monster fought by Jall the Cattle Stealer, is one of Jalizar's oldest myths. Some legends say it was killed, while, according to other stories, it hid in the Sewers of Jalizar. There are also rumors about recent sighting in the city streets. No one can claim they have seen the true Manticore, but many have seen its terrible offspring: huge, brownish creatures with a scorpion-like tail covered in countless stinging needles and ending in a venomous stinger. These monsters are luckily rare, but some of them, captured in the Sewers by brave hunters, are now in the hands of devious crime lords and evil sorcerers, who keep them as pets.

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

Skills: Fighting d8, Notice d8, Stealth d8

Pace: 7; **Parry:** 6; **Toughness:** 9

Special Abilities

- **Bite or Claw:** Str+d6.
- **Improved Frenzy:** Manticore Spawn may make two Fighting attacks each action at no penalty.
- **Fear:** Manticore Spawn are hideous monsters, and seeing them means death. They cause a Fear check.
- **Large:** Due to its size, attack rolls against a Manticore Spawn receive a bonus of +2.
- **Low Light Vision:** Manticore Spawn ignore penalties for Dim and Dark lighting.
- **Stinger:** Str+d4, Reach 3. The stinger of a Manticore Spawn is full of Lethal venom.

THE MANTICORE'S NATURE

Manticore Spawn are very dangerous and venomous but, after all, they are only animals. So, they can be defeated with luck, skill, and courage. But their mother, the Manticore, is totally different. It is an intelligent being and, some sages say, it looks much fouler than its offspring...

• **Rain of Stings:** Manticore Spawn tails are full of spikes, which can be shot by the creature and aimed with deadly precision. Each volley is a ranged attack with range: 4/8/16, deals 2d6 damage and hits all targets in a Small Burst Template. The creature uses Agility instead of Throwing. Stingers re-grow quite fast, but the monster can use this ability only a number of times equal to half its Vigor each day.

• **Size +3:** A Manticore Spawn weighs over 500 pounds.

BAT

GIANT BAT

The rats of the Sewers of Jalizar are notorious for being unnaturally big. Sometimes, one of them becomes a huge monstrosity, as large as a man, and emerges from a manhole to hunt in the city streets...

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

Skills: Climbing d8, Fighting d6, Notice d8, Swimming d6

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

Special Abilities

- **Bite:** Str+d4.
- **Claws:** Str+d4.

- **Frenzy:** A Giant Rat can attack twice each round, once with its bite and once with its claws, without any penalty.
- **Rat Curse:** Any hero wounded or shaken by a Giant Rat must make a Vigor roll or catch the terrible disease known as Rat Curse (see page 140).



THE KING OF RATS

Despite what the Caled druids say, the Kings of Beasts don't all walk under the shady leaves of the Caled forests. At least one of them, the King of Rats, has made its home in the Sewers of Jalizar, where it rules over all the rodents. It resembles a normal rat, but there is an intelligent look in its eyes and it has a bald patch where, according to the legends, Zhubal, the King of Cats, scratched it with a mighty paw.

The King of Rats is a specific individual, with a peculiar, human-like personality. It speaks human tongues (almost all of them), and likes dealing with people, especially sorcerers and shady individuals, both out of sheer curiosity and to satisfy its appetites. It hardly ever attacks a human, preferring to bargain and persuade. Sometimes sorcerers summon the King of Rats to use its enormous knowledge or to hire rodents as killers.

For the purposes of the *summon ally* Power, the King of Rats should be considered a Legendary creature, but, being very curious, it agrees to be summoned as a Novice creature.

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

Skills: Fighting d8, Knowledge (Area - Jalizar) d12+1, Knowledge (Arcana) d10, Notice d10, Stealth d10, Streetwise d10, Taunt d10, Tracking d8.

Pace: 8; **Parry:** 6; **Toughness:** 3

Special Abilities

• **Bargainer:** Summoning the King of Rats with the *summon ally* power isn't enough to force it to obey. To obtain a favor, the summoner must offer something in return (such as secrets or food), and the King is known to drive a hard bargain. If an agreement isn't reached, the King leaves and cannot be summoned again for a year.

• **King's Bite:** The bite of the King is nothing more than a prick, but it is powerful. When a victim is hit, don't roll on damage, but let him make a Vigor roll. In case of failure, the saliva of the King has marked the victim. For a week the King can track him down with incredible precision (as per the *detect arcana* Power cast with d12), as long as the victim remains in Jalizar.

• **Size -2:** The King of Rats is slightly bigger than a normal rat.

• **Small:** Attacks against the King of Rats suffer -2 due to its small size.

• **Soothing Tongue:** The King of Rats can cure the Rat Curse disease with a single lick of its rough tongue, but this life-saving favor usually has a high price.

• **Rat Servants:** The King of Rats can summon swarm of rats (use the Swarm stats) or control ones already present as per the *summon ally* and *beast friend* Powers. It has 30 Power Points and uses Smarts as its arcane skill. While among other rats, a Notice (-4) roll is necessary to spot it.

• **Reincarnation:** The King of Rats can be killed quite easily (after all, it is only a rat). Yet, after one day, it reincarnates as a new rat and is usually rather angry with its killers.

• **Weakness (Cats):** The King of Rats is terrified of all cats (it must make a Fear check if a feline is present). The reason is simple: if killed by a cat, it cannot reincarnate for a year, a month and a day. A weapon made with a feline claw or bone has the same effect. In addition, legends

say that Zhubal, the King of Cats, can kill it permanently.

SEWER EEL

The Jalizarans are very fond of eels, the fat, tasty ones swimming in the bogs or in the shallow waters around the City of Thieves. Nevertheless, very few people would be willing to taste their meat again after seeing a Sewer Eel. Sewer Eels are vicious creatures which live in the dark, reeking channels below the Rotten Flower of the North. They are omnivores and eat everything, from garbage to rats, and the occasional curious beggar looking for somewhere warm in the tunnels of the Sewers. Some wild stories also say that these predators can climb up the Sewers shafts and reach the toilets of noble houses to taste the soft, plump bottoms of the rich...

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d12+1, Vigor d8

Skills: Fighting d8, Notice d8, Stealth d8, Swimming d12.

Pace: 3; **Parry:** 6; **Toughness:** 9(1)

Special Abilities

- **Aquatic:** They move in the water at Pace 10 but can also crawl outside the water.
- **Armor +1:** Scaly, slimy skin.
- **Bite:** Str+d4.
- **Quick:** Sewer Eels are incredibly fast and, if dealt an Action Card that is 5 or lower, they can discard it and draw another. They must keep the replacement card, however.
- **Size +2:** Sewer Eels can reach 12 yards in length.



SEWER FIEND

Sewer Fiends are among the most powerful and dangerous servants of the Sewers. Some stories say that the Sewer Fiends were once men who willingly sold their

souls to the evil lurking under Jalizar. Other stories claim they are the Ancestors of the Cairnlanders. Whatever the truth, the few people who have seen a Sewer Fiend in its real form and lived to tell the tale say they are thin, dried-up corpses with strange sutures on their parchment-like skin, each depicting a cabalistic sign.

Sewer Fiends are usually employed by the Jamhans as spies, seducers, corruptors, or killers. Some of them might even agree to be summoned by sorcerers (they count as Heroic creatures).

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

Skills: Climbing d10, Fighting d10, Knowledge (Arcana) d10, Notice d8, Persuasion d10, Stealth d10, Streetwise d8.

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

Special Abilities

• **Backstabber:** A Sewer Fiend is a master at catching its opponents flatfooted. It can spend a Bennie to gain the Drop.

• **Claws:** Str+d6.

• **Creature From Below:** These creatures are intimately linked to the Sewers. For any day in which they cannot spend at least one hour in the Sewers of Jalizar, they must make a Vigor roll or suffer a Wound. When they become Incapacitated, they are "killed". However, bringing their bodies back to the Sewers is enough to trigger their Sewer Regeneration Special ability.

• **Demon:** Sewer Fiends are immune to poison and disease. They have a +2 bonus to recover from being Shaken.

• **Illusionary Aspect:** A Sewer Fiend can take on any shape it wants, as long as it remains roughly of human size. Its true form is revealed only through *dispel* or *detect arcana* (and mirrors, see below). Changing aspect requires a full round. When impersonating someone, a Sewer Fiend receives +4 to Persuasion rolls.

SEWER TROLL BLOOD

The fresh (less than 3 days old) blood of a Sewer Troll is highly prized by Lotusmasters. A dose of this greenish substance added to any healing concoction gives +4 to the Lotusmastery roll. Alternatively, a Lotusmaster who knows the healing Power and has Healing d8+ can decide to suffer -4 on the Lotusmastery roll to create a greater healing concoction instead of a standard healing one.

The only drawback of a potion containing Sewer Troll blood is that it is disgusting: any character drinking it must make an immediate Vigor(+1) roll to avoid throwing up and canceling its effect.

- **Sewer Powers:** A Sewer Fiend has learned dark magic from its masters. It can use the following Powers: *boost trait* (unnatural ability), *deflection* (fast reflexes), *fear* (visions of death), *quickness* (amazing speed), *smite* (razor sharp claws). It uses Smarts as its arcane skill and has 20 Power Points. These are the standard abilities, but each Sewer Fiend is unique and can have a different list of Powers.

- **Sewer Regeneration:** When a Sewer Fiend is within the Sewers of Jalizar, it enjoys the benefits of Fast Regeneration, making a Vigor roll every round to recover a Wound. This works even when it is “killed”, unless the killing blow was destroys its sutures.

- **Weakness (Mirrors):** A Sewer Fiend reflected in a mirror appears in its true form. All Sewer Fiends hate mirrors deeply, because they are reminded of their real nature. Forcing a Fiend to look at itself in a mirror is considered a Smarts Trick, with a +4 bonus.

- **Weakness (Sutures):** The cabalistic stitches on a Fiend's body are the real source of its power and destroying them is enough to kill

it permanently. A called shot (-4) is needed to hit the sutures. With a success, the attack deals +2 damage and Wounds caused in this way cannot be regenerated.



SEWER TROLL

“Troll” is probably the wrong term to describe this monstrosity, created by the deranged experiments of some mage. Large enough to touch the ceiling of many Sewers tunnels, a Sewer Troll has a serpentine body, two appendages curiously similar to mouths, and a central mouth full of teeth. Animated by an insatiable appetite, Sewer Trolls haunt the lower levels of the Sewers, eating almost anything they can find. Unlike other species, they keep growing throughout their life, which is lucky since their huge size prevents them from reaching the surface. Rumor has it that some of these beasts are kept as pets by Jalizaran crimelords who feed them their enemies.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d12+2, Vigor d10

Skills: Fighting d8, Notice d6, Intimidation d8, Swimming d8.

Pace: 7; **Parry:** 6; **Toughness:** 12(2)

Special Abilities

- **Armor +2:** Snakelike skin.

- **Bite:** Str+d8, AP 2.

- **Claws:** Str+d4.

- **Crawler:** Sewer Trolls have no legs, so they cannot run.

- **Fear -2:** Seeing a Sewer Troll causes a Fear check at -2.

- **Frenzy:** A Sewer Troll can perform two Claw attacks in the same round without any penalty. This ability cannot be used in combination with the bite attack.

- **Large:** Due to its size, attack rolls against a Sewer Troll receive a bonus of +2.

- **Lizard Regeneration:** A Sewer Troll regenerates wounds and sprouts lost limbs like a lizard. It can make a natural healing

roll every two days. When it recovers all its Wounds, lost limbs and any effects of the Injury table are considered healed too.

• **Size +3:** Sewers Trolls are 18' tall.

TOOTHLESS ONE

In Jalizar, especially among the poorest classes, it is quite common to throw dead bodies into the Sewers, after removing their teeth for ritual purposes (see page 36). Most of them simply become food for rats and other critters but, in some cases, they are found by the Jamhans, which put will-of-the-wisps into their open mouths and bring them back to un-life. A Toothless One is almost mindless, but guided by an insatiable hunger for mortal souls.

Toothless Ones can be summoned as Seasoned creatures with the *summon ally* power and can be created from a dead body with the *zombie* power, but the ritual must be performed in the Sewers of Jalizar, a bog, or another place where will-of-the-wisps are present.

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

Skills: Fighting d6, Notice d6, Stealth d6.

Pace: 5; **Parry:** 5; **Toughness:** 7

Special Abilities

• **Claws:** Str+d4.

• **Fear:** Toothless Ones are hideous to look upon. The first time a hero sees one, he must make a Fear Check.

• **Paralyzing Light:** Toothless Ones always have their mouths unnaturally open, and a strange greenish light shimmers in them. This is the will-of-the-wisp, which has the power to paralyze anyone looking at it. In gaming terms, this counts as the *entangle* Power, using Spirit as the arcane skill, and can be opposed by the target's Spirit. It affects a single opponent and doesn't consume any Power Points, but



has the basic duration. After overcoming the paralyzing effect, the victim becomes immune to it for the rest of the encounter.

• **Undead:** +2 Toughness; +2 to recover from being Shaken; immune to poison, disease, and called shots.

WILL-OF-THE-WISP

Also called “faerie fires”, “bog lights” or “sewer spirits”, Will-of-the-Wisps are widely known in Jalizar and its surroundings, and almost everyone can tell a story about a friend or an acquaintance who has seen one. However, first-hand reports are extremely rare, because very few individuals survive to tell the tale.

Basically, two types of Wisps exist: Bog Wisps and Sewer Wisps. The former are found in the Charred Bogs and glow yellow, the latter are found within the Sewers of Jalizar and are usually greenish. Yet, they are the same type of creature: malevolent, lesser spirits craving human souls.

Will-of-the-Wisps are considered Seasoned creatures for the purposes of the *summon ally* Power. Sorcerers summon them to use their powers (see below) or to create the Toothless Ones.

Tactics: Will-of-the-Wisps have no direct means of inflicting damage, but they are very dangerous. They use their Follow the Light and Disorienting Special Abilities to lure enemies into traps (such as quicksand) or to make them lose their way till they die of thirst and hunger. They are also an excellent way for the GM to take the heroes to specific locations.

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

Skills: Fighting d8, Stealth d10, Taunt d10.

Pace: 12; **Parry:** 6; **Toughness:** 5

Special Abilities

- **Disorienting:** Will-of-the-Wisps try to make people lose their way, which can be extremely risky in the Charred Bogs or the Sewers. If a Will-of-the-Wisp is in sight, any Survival or Notice roll suffers -4.

- **Concentration of Energy:** Will-of-the-Wisps are concentrations of magical energy. If a sorcerer is within 6" of a Will-of-the-Wisp, she can try to win an opposed Spirit roll to absorb its magical energy. On a success, she immediately recovers 5 Power Points and the Wisp is destroyed. If she fails, she gains a level of Fatigue. Wisps called via the *summon ally* Power share a special link with their summoner, who receives +4 to the Spirit roll.

- **Ethereal:** Will-of-the-Wisps are immaterial spheres of light and can only be harmed through magical attacks.

- **Follow the Light:** A Will-of-the-Wisp tries to lure its victims, forcing them to follow it. It is a Taunt-based Test of Will. If the Wisp wins, the victim is forced to move her entire Pace toward the Wisp. If

the Wisp wins with a raise, the victim does the same but running. Shaken results for the Test of Will apply as normal, but they don't hinder the victim's ability to move.

- **Ghostly Light:** A Will-of-the-Wisp emits a faint, constant light, identical to that produced by the *light* Power.

- **Life Sucking:** If someone dies within 3" of a Will-of-the-Wisp, the creature feeds on the victim's life force, permanently gaining a die step in an Attribute chosen by the GM.

- **Small:** Due to their diminutive size, attacks against Will-of-the-Wisps suffer -2 to hit.



ZHUBAL, KING OF CATS

The legends say that the fist cat arrived in Jalizar in a silver cage and it was the prize a Jalizaran merchant won in a rigged dice game in Verazar, in the Lush Jungle. That beast was Zhubal, lord of felines, brought here with its race to terrorize the many rodents infesting the City of Thieves.

Zhubal is a big, tabby cat with the stare of a killer in its eyes and a missing forepaw, which gives it an uneven gait. Zhubal isn't very interested in the affairs of men and intervenes only if fellow cats are mistreated or harmed. But its greatest passion is hunting rodents and it especially hates the King of Rats, which bit off its forepaw, greatly reducing its power.

Zhubal speaks in a deep voice and agrees to be summoned to track down and hunt creatures of every type.

For the purposes of the *summon ally* Power, the King of Cats is a Heroic creature (a Legendary one if it retrieves its Paw) but

can be freely summoned by whoever owns its Paw (see page 151).

The Paw is Back! If Zhubal retrieves its paw, the limb is magically reattached and the King of Cats recovers all its Strength. Its Agility, Smarts and Spirit go up by one die step each, its Bite and Paws damage increase to Str+d6 and its Pace rises to 10.

Attributes: Agility d12, Smarts d8, Spirit d8, Strength d4, Vigor d8

Skills: Climbing d10, Fighting d10, Notice d10, Intimidation d10, Stealth d12+1, Tracking d12.

Pace: 7; **Parry:** 7; **Toughness:** 4

Special Abilities

- **Bite or Paws:** Str+d4.
- **Ninety Nine Lives:** The King of Cats has many more lives than normal cats. It can make a free Soak roll against any attack, as per the Loincloth Hero Edge, and, as you might expect, it has the Harder to Kill Edge.
- **Quick:** The King of Cats discards any Action Card of 5 or lower, but must keep the replacement card.
- **Shrink/Growth:** The King of Cats can, at will, increase its size to that of a large tiger (Size +4). This ability works exactly like the *shrink/growth* Power, but doesn't require any roll and doesn't use any Power Points. The King can gain or lose 2 Size points as a free action.
- **Size -2:** In normal situations, Zhubal is the size of an average cat.
- **Terror of Rodents:** Zhubal causes a Fear check (-2) in any rodent that sees it. The legend about it being able to kill the King of Rats isn't completely true, but Zhubal can indeed banish the lord of rodents from Jalizar for one hundred years.

DENIZENS OF JALIZAR

Most of the human dwellers of Jalizar can easily be represented through the archetypes found in *Beasts and Barbarians Golden Edition*. The characters typical of the City of Thieves are detailed below.

As always, generic templates are presented along with suggestions about how to customize them.

BEGGAR

Beggars are one of the most common groups of people in Jalizar. Poor and homeless, these men, women and children live off alms from the higher classes and what the other citizens discard. Many of them also have terrible scars and mutilations, some true and some faked in order to inspire greater pity. Beggars are usually just a nuisance but, when they gather in large groups, they can become truly dangerous.

The following profiles can be used for the Fat Beggars, the Children of Hunger, and the few independent ones.

BEGGAR AGITATOR

Agitators are the chiefs and leaders of the beggars. They can be physically frail, but their mere presence is enough to drive other beggars to revolt.

Customization: Hysterical Leader (drop Vigor to d4 add the Hold The Line! and Command Presence Edges), Occult Agitator (raise Stealth to d10, drop the Charismatic and Inspire Edges. Recognizing

QUESTORS

The Questors are the chosen leaders of the Children of Hunger, the initiators of the revolt against the Fat Beggars. They answer only to the Prophet.

Questors are of two types: standard ones use the normal Beggar Agitator template, but few of them have made a secret pact with the Sewer Lords and wait for their orders to do evil.

These rotten apples have the Arcane Background (Sorcery) Edge, 15 Power Points, Sorcery d8 and the following Powers: beast friend (rats and Sewer creatures), boost/lower trait (enthral-ling words), confusion (glimpse of the Sewer Lords), draining touch (touch of weight consumption).



and spotting an Occult Agitator requires winning an opposed Notice roll versus the Occult Agitator's Stealth), Children of Hunger Questor (see sidebar).

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

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

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

Edges: Charismatic, Command, Inspire.

Hindrances: Poor, any one Mutilation (optionally draw a card from the Action Deck and check the Beggar's Features Table).

Gear: Rags, beggar's staff (Str+d4, +1 Parry, 2 hands, Reach 1), beggar's trick.

Special Abilities

- **Call for Help:** Beggars usually work in groups, at least in Jalizar, and a Beggar Agitator can call for reinforcements in no time. Anytime a beggar is threatened, he calls for help (a free action) and makes a Streetwise roll. For each success and raise, 1d8 new beggars arrive on the scene at the start of the next round. Large numbers of beggars can turn into a Mob of Beggars (see below).

BEGGAR THUG

These burly men can belong to the Fat Beggars or the Children of Hunger, but you can bet they have never missed a meal in their life. They protect their leaders, collect alms from beggars reluctant to pay, and fight to defend their territory when necessary. Many of them are former Thieves' Guild members.

Customization: Guild Wrestler (Vigor d8, add the Brawny and Martial Artist Edges, replace all weapons with Iron Fists), Guild Slinger (drop Strength to d6 and raise Shooting to d8, add the Trained

BEGGAR'S FEATURES TABLE

Despite the fact that their bravery is seldom rewarded, the Cleaners are fundamental to ensuring that Jalizar survives.

CARD	EFFECT
2	Leper. Ugly Hindrance. If he tries to touch someone, he causes Fear in the target.
3	Hunchback/Dwarf. Small Hindrance. -1 to Intimidation rolls.
4	Scarred/Disfigured. Ugly Hindrance.
5	Idiot. Smarts and Spirit d4, Clueless Hindrance. Iconic Idiots tend to be large: if the card suit is red, add the Brawny Edge.
6-7	Underfed. -2 to Vigor rolls. In presence of food he gains +1 to all Trait rolls and the Frenzy Edge.
8	Blind. Blind Hindrance.

Thrower Edge, replace spiked club and sling with war sling), Guild Fee Collector (Raise Intimidation and Persuasion to d8, add the Iron Will Edge and the Quirk (Cruel) Hindrance), Children of Hunger Guardsman (remove the Braggart Special ability, add Combat Reflexes).

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

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

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

Edges: None.

CARD	EFFECT
9	Sick. Anemic Hindrance.
10	One Armed. One Armed Hindrance.
J	Lame/One Eyed. Lame or One Eyed Hindrance.
Q	Disease Ridden. The beggar is infected with an illness (see page 139) chosen by the GM. Prolonged contact can spread contagion (if the person in contact fails a Vigor roll).
K	Legless. As per the One Legged and Small Hindrances. He cannot run.
A	Lunatic. Add a Major Delusion. Some lunatics are very persuasive. If the card suit is red, he has +2 Charisma and the Command Edge.
Joker	Ranikos' Favor. This individual is protected by the Three Eyed Beggar. Draw another two cards and combine their features. Add the Beggar's Gift Edge.

Hindrances: Loyal.

Gear: Spiked club (Str+d4+1), light leather armor (+1), dagger (Str+d4) or sling (Str+d4, range 4/8/16).

Special Abilities

• **Braggart:** Thugs are strong when they outnumber their opponents. In this case, they receive +1 to Spirit rolls. But when things get ugly (they are outnumbered), they turn into cowards, suffering -2 to Spirit rolls.

• **Hit where it Hurts:** A Thug usually hurts but does not kill his victims. Whenever he hits an opponent with a raise, it means he has delivered a particularly nasty blow. If the victim is at least Shaken, she receives

a Hurting Counter. Characters with a Hurting counter suffer -1 to rolls to recover from Shaken. Hurting Counters are discarded at the end of the victim's turn.

COMMON BEGGAR

A poor, homeless citizen of Jalizar.

Customization: False blind man (Notice d8), Madman (Spirit d4, Strength and Vigor d6, add the Berserker Edge), Beggar Boy (Young Hindrance, raise Agility and Stealth to d8), Child of Hunger (Vigor d6, add the Enemy (Fat Beggars) Hindrance).

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

Skills: Fighting d4, Notice d6, Persuasion d6, Stealth d6, Streetwise d8, Taunt d4.

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

Edges: none.

Hindrances: Poor, any one Mutilation (optionally draw a card from the Action Deck and check the Beggar's Features Table).

Gear: Rags, small improvised weapon (Str+d4, -1 Fighting rolls), beggar's trick.

Special Abilities

• **Call for Help:** Beggars usually work in groups, at least in Jalizar. Anytime a beggar is threatened, he calls for help (a free action) and does a Streetwise roll. For any success and raise 1d4 new beggars arrive on the scene at the start of the next round. Large numbers of beggars can turn into a Mob of Beggars (see below).

• **Gossip:** Beggars spend their whole lives on the streets, hearing and seeing a whole range of different things. For this reason, they tend to be very well-informed. If a hero looking for information uses a beggar as his source (provided that he pays him), he receives +2 to the Streetwise roll.

MOB OF BEGGARS

Beggars tend to be a real threat when they gather in large groups. Even heavily armored soldiers cannot withstand the rage of the mob when it is unleashed.

Mob Size. Ten or more beggars create a Small Mob, twenty or more a Medium Mob, and forty or more a Large Mob. Mobs are considered Swarms and are represented by templates of the appropriate size.

Customization: Children of Hunger Mob (they actually bite: raise Teeth and Nails damage to 2d6), Religious Fanatics Mob (raise Spirit to d12).

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength d12, Vigor d10

Skills: Intimidation d10, Notice d6.

Pace: 6; **Parry:** 4; **Toughness:** 7

Special Abilities

• **Agitators:** Agitators arouse mobs and orchestrate their actions. For any Beggar Agitator present in a mob, the mob receives a Bennie. As well as the standard uses, a mob can spend a Bennie to force a victim caught in the template to discard the Mob Attack card and draw a new one.

• **Mob Attack:** Unlike animal swarms, human mobs tend to behave randomly, without any real focus. Any character caught in a template with a mob must draw a card from the action deck and suffer the consequences listed below:

1. *Spades – Theft!* Someone is removing some of the victim's possessions. The character must make an Agility (-2) roll or lose an item of the GM's choice.
2. *Hearts – Teeth and Nails!* The Mob angrily attacks a victim dealing 2d4 damage. The attack targets the least armored location. Characters knocked prone (see below) suffer +4 damage.
3. *Diamonds – Curses and Wild Howls.* The crowd is mad and attacks the vic-

tim verbally. This counts as an Intimidation Test of Will.

4. *Clubs – Trampled!* The victim must make an immediate Strength (-2) roll to avoid being trampled underfoot. A trampled character is knocked prone and suffers -4 to all Trait rolls until he manages to stand up again with a Strength (-2) roll.
5. *Joker – Reinforcements!* The mob increases in size by one step (if it is Large, a new Small Mob is created in contact with the current mob). Draw another card and add the results.

• **Mob Size:** Small Mobs disperse after suffering a Wound, Medium Mobs disperse after two Wounds, and Large ones after three Wounds. Mobs suffering a Wound are automatically reduced in size (so a Large Mob suffering a Wound is reduced to a Medium Mob).

• **Swarm:** +2 Parry. Mobs are made up of dozen of angered people, pushing and trampling their victims, so melee weapons aren't very efficient. Melee and ranged weapon attacks deal only half damage. Fire and magic deal normal damage.

THE BLACK TONG

The Black Tong is a secret sect within the Jan Tong, led by the traitor Elder Pao Lhin. Its members are monks seduced by the dark powers of the Lords Below. Although many of them live normal lives among the other Jademen during the day, at night they put on black outfits and masks and perform wicked tasks to please their evil mistress. Many Black Tong members were recruited in a very secretive way, and they don't know the real identity of their mistress. Since they are few in number, when on missions they are supported by Black Tong Puppets, the grunts of the organization.

BLACK TONG MONK

An evil monk following the Path of Obscurement.

Customization: Black Tong Assassin (add the Assassin Edge), Monster Within (replace all the Powers with *shapechange* (Garbage Monster), and add the Hardy Special ability), Shadow Walker (add the Thief Edge, Stealth d10, Streetwise d8, replace spiked gauntlets with knotted rope), Night Killer (drop Fighting to d6, Shooting d8, Marksman Edge, add bow to Gear).

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

Skills: Fighting d8, Notice d6, Obscurement d8, Stealth d8, Streetwise d6.

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

Edges: Arcane Background (Obscurement), Improved Martial Artist, Monk.

Hindrances: Loyal, Vow (fanatical servant of Pao Lhin and the Jamhans).

Powers [15 PP]: *Boost/lower trait* (prayers to evil power).

Gear: Black outfit, spiked gauntlets (count as iron fists).

Special Abilities

• **Low Light Vision:** As a reward for their new depraved condition, they see very well in the dark. They ignore Dim and Dark lighting.

• **Son of Darkness:** Black Tong Monks are somewhat stronger when in darkness. They receive +1 Toughness and +1 to Spirit and Obscurement rolls when in Low Light or worse lighting conditions.



BLACK TONG OVERLORD

This evil monk is one of the chosen lieutenants of Pao Lhin.

Customization: Mastermind (Smarts d10, add the Connections (crime) Edge),

Guardian (add the Improved Frenzy and Improved Sweep Edges).

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

Skills: Fighting d10, Notice d6, Obscurement d10, Stealth d8, Streetwise d6.

Charisma: 0; **Pace:** 6; **Parry:** 9; **Toughness:** 7

Edges: Arcane Background (Obscurement), Block, Improved Martial Artist, Monk.

Hindrances: Loyal, Vow (fanatical servant of Pao Lhin and the Jamhans).

Powers [15 PP]: *Boost/lower trait* (prayers of evil power), *fly* (incredible jump), *smite* (fists of evil).

Gear: Black outfit, spiked gauntlets (count as iron fists).

Special Abilities

- **Puppet Master:** Black Tong Puppets revere the Overlords. For this reason an Overlord has the Command and Hold the Line! Edges, but only for the Black Tong Puppets.

- **Low Light Vision:** As a reward for their new depraved condition, Overlords see very well in the dark. They ignore Dim and Dark lighting.

- **Son of Darkness:** Black Tong Overlords are somewhat stronger when in darkness. They receive +1 Toughness and +1 to Spirit and Obscurement rolls when in Low Light or worse lighting conditions.

BOGMAN

The people living in the Charred Bogs south of Jalizar are derogatorily called “Bogmen” and are considered barbarians by the much more civilized and sophisticated inhabitants of the Flower of the North. What the latter forget is that most Bogmen are actually descendants of Jalizarans accused of some offense and forced to leave the city.

Customization: Tracker (raise Notice, Tracking, and Survival to d8), Wise Man of the Bogs (Strength and Fighting drop to d4, Lotutmastery d8, add the Lotutmastery Arcane Background and the following powers: *healing* (Lotus of the Bogs), *living smoke* (entraps a will-of-the-wisp), *poison* (weird herbs of the Bogs)), Clan Chief (Fighting, Strength and Vigor d8, Command Edge, add bronze battle axe and medium bronze armor to Gear, he is usually a Wild Card).

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

Skills: Boating d6, Fighting d6, Healing d6, Notice d6, Shooting d6, Survival d6, Swimming d8, Throwing d6, Tracking d6.

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

Edges: Woodsman.

Hindrances: Poor.

Gear: Bronze hand axe (Str+d6), javelins smeared with mud (Str+d4, Range: 6/12/24, see below), small shield (+1 Parry), sling (Str+d4, Range: 4/8/16) or bow (Damage: 2d6, Range: 12/24/48).

Special Abilities

- **Bog Poisons:** Bogmen are believed to smear their weapons with nasty poisons, which kill after causing excruciating pain, but this isn't actually true. The weapons are covered with mud, which transmits the nasty Bog Fever (see page 139). Any character Shaken or Wounded by a weapon smeared with mud must make a Vigor (+1) roll or suffer the effects of the illness.

- **Bad Blood:** The Jalizarans treat the Bogmen with contempt, and often try to cheat them. This is why any contact between the two groups is always very tense, causing -2 Charisma to both the Bogmen and the Jalizarans when they have to interact.

COPPER HELMS

The Copper Helms, the City Watch of Jalizar, owe their name to their reddish, polished helmets, which are actually made of bronze. They are absolutely neutral in political matters, their duties being protecting the walls and the gates, keeping the peace (whenever possible), and collecting customs fees.

GUARDSMAN

A typical member of the guard, with a “live and let live” attitude.

Customization: Quartermaster (Streetwise d8), Seagull (Boating d6), Archer (raise Shooting d8, add bow to Gear), Thousand Chimneys Guard (Fighting d8, Stealth d6, replace mace with bronze sword).

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

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

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

Edges: None.

Hindrances: None.

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

Special Abilities

• **Uncertain Loyalty:** The Copper Helms are notoriously corrupt. When a group of them is encountered, the Game Master must draw a card from the Action Deck. Unless it is a Heart, the guards are on someone else’s payroll (roll on the Dwellers in Jalizar Table, Allegiance column on page 138). This also means they have the Connections Edge with their employers.

The Game Master is free to ignore this if it does not suit the plot.

VETERAN GUARDSMAN

An experienced soldier, who has survived long nights on patrol in the dangerous alleys of Jalizar.

Customization: Investigator (drop Strength and Vigor to d6, raise Notice, Smarts and Spirit to d8, Persuasion d6, add the Alertness and Investigator Edges), Officer’s Bodyguard (Notice d8, replace mace with sword), Sergeant (add the Command Edge).



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

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

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

Edges: Combat Reflexes.

Hindrances: None.

Gear: Bronze tipped mace (Str+d6, AP 1 vs. rigid armor), medium bronze armor (+2), bronze crested helm (+3, only head), small shield (+1 Parry).

Special Abilities

• **Uncertain Loyalty:** The Copper Helms are notoriously corrupt. When a group of them is encountered, the Game Master must draw a card from the Action Deck. Unless it is a Heart, the guards are on someone else's payroll (roll on the Dwellers in Jalizar Table, Allegiance column on page 138). This also means they have the Connections Edge with their employers. The Game Master is free to ignore this if it does not suit the plot.



COPPER HELM OFFICER

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

Customization: Investigator (drop Strength to d6, raise Notice, Smarts and Spirit to d8, Persuasion d8, add the Alertness and Investigator Edges), Tower Commander (add Connections, Noble and any two Leadership Edges).

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

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

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

Edges: Command.

Hindrances: none.

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

Special Abilities

• **Uncertain Loyalty:** The Copper Helms are notoriously corrupt. When a group of them is encountered, the Game Master must draw a card from the Action Deck. Unless it is a Heart, the guards are on someone else's payroll (roll on the Dwellers in Jalizar Table, Allegiance column on page 138). This also means they have the Connections Edge with their employers. The Game Master is free to ignore this if it does not suit the plot.

JAN TONG

Believed to be the criminal organization of the Jademen controlling the Brass Lanterns quarter, the Jan Tong is actually much more. Concealed among its thugs, the Enlightened Ones fight covertly to protect Jalizar from the evil lurking in the Sewers.

JAN TONG

A standard member of the Jan Tong.

Customization: Tong Family (see page 190).

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

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

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

Edges: Connections (Jan Tong), Jan Tong Tattoo (Intimidation), Martial Artist.

Hindrances: Loyal, Vow (protect the Jademen).

Gear: Bronze tipped Jan Tong (Monk Weapon, +1 to Tricks, 1 h: Reach 1, 2 h: +1 Parry, Reach 1) or Iron Fists (Str+d4, Monk Weapon).

Special Abilities

• **Jade Warrior:** Jan Tong members are trained by Monks. Although they do not reach the same level of skill as their masters, they are extremely good with traditional weapons. If a Jan Tong armed with a Monk Weapon rolls 1 on the Fighting die, regardless of the Wild Die, he can re-roll the attack for free.



JAN TONG MONK

Despite looking like any other Jang Tong thug, this man is actually a follower of the Path of Enlightenment. His task is to protect Jalizar from the evil lurking under the City of Thieves.

Customization: Tong Family (see sidebar), Shadow Guardian (add Persuasion d6, Stealth d6, the Shadow Monk Edge and the *invisibility* power), Drunken Monk (add the Liquid Courage and Brawler Edges and the Lost on the Way and Outsider Hindrances).

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

Skills: Fighting d10, Enlightenment d8, Intimidation d6, Notice d6, Streetwise d6.

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

Edges: Arcane Background (Enlightenment), Improved Martial Artist, Holy Warrior, Monk, New Power.

Hindrances: Loyal, Vow (protect the Jademen).

Powers [15 PP]: *Deflection* (minimal dodge), *smite* (touch of the Lhoban dragon).

Gear: Iron Prayer Beads (Str+d4, Monk Weapon), light monk armor (+1).

Special Abilities

• **The Jademen's Secret:** The Jan Tong Monks know, at least partially, why the Jademen have come to Jalizar and are very much aware of the fact that they cannot fail, otherwise the Sewer Lords will unleash their terror on the world. This gives them incredible determination: they can spend a Bennie to automatically skip any Fear check caused by demons.

JAN TONG VETERAN

This Jang Tong member is a veteran of many battles with the Thieves' Guild hirelings and a fierce defender of his people.

Customization: Tong Boss (Wild Card, add the Command, Noble and Hold the Line! Edges), Tong Assassin (Fighting d10, Stealth d10, add the Thief and Assassin Edges).

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

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

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

Edges: Block, Connections (Jan Tong), Frenzy, Jan Tong Tattoo (Intimidation, Fighting), Martial Artist.

Hindrances: Loyal, Vow (protect the Jademen).

Gear: Jan Tong (Monk Weapon, +1 to Tricks, 1 h: Reach 1, 2 h: +1 Parry, Reach 1), Iron Fists (Str+d4, Monk Weapon), light wool armor (+1).

Special Abilities

• **Jade Warrior:** Jan Tong members are trained by Monks. Although they do not reach the same level of skill as their masters, they are extremely good with traditional weapons. If a Jan Tong armed with a Monk Weapon rolls 1 on the Fighting die, regardless of the Wild Die, he can re-roll the attack for free.

TONG FAMILIES

The Jan Tong is organized in bands called Families. A Tong Family is based on blood relationships and affiliations and is linked to the others through a very complex network. Each family is subject to one of the Three Elders and has its own distinctive fighting style as well as specific customs and symbols. The examples below describe some of the main Tong Families of Jalizar. As usual, the Game Master is free to invent more.

Family Tattoos. *Tong Families usually have characteristic tattoos, different from the standard Jan Tong Tattoo Edge. Each tattoo focuses on a specific Trait. With the Game Master's permission, player characters belonging to a specific Tong Family can choose one Trait for their Jan Tong Tattoo Edge.*

Cauldron Masters. *This Family has traditionally worked in the wool processing trade. Their fathers were the first to use the real Jan Tong, the spear-like tool to lift wool from cauldrons, which gave the organization its name. Today it is the largest family in Jalizar and its members have a distinctive mark on the palm of their hands. When they join the Family, they are asked to lift a red-hot cauldron, which burns the skin and permanently leaves a distinctive mark. They are very good at fighting in groups and, whenever they get a Gang Up bonus, they receive an additional +1 (the maximum is still +4). This ability counts as their Jan Tong Tattoo focus. NPC Customization: None.*

Blue Flowers. *This Family is almost entirely composed of women. Dancers and courtesans, they are skilled in the arts of both love and fighting. The Blue Flowers manage their brothels and pleasure houses without the interference of their men, who usually work as ruffians and moneylenders. They have a stunning tattoo depicting blue flowers on their back (this counts as their Jan Tong Tattoo, with Persuasion as the Trait focus). NPC Customization: Drop Strength by one die step, add the Attractive and Two Fisted Edges. Replace weapons with Combat Fan.*

Great Mountains. *In this Family what really matters is having an imposing frame. From early youth, the children of the Great Mountains, especially the boys, follow a fattening diet. The fatter they become, the more important they are. They are excellent bodyguards and usually protect the Elders and the workshops of Brass Lanterns. They have tattoos on their chest and lower abdomen depicting abstract looking stones (this counts as their Jan Tong Tattoo, with Vigor as Attribute focus). NPC Customization: Raise Vigor by two steps and Strength by one step. Add the Obese Hindrance.*

Velvet Blades. *Thus named by the Jalizarans, the Velvet Blades are master swordsmen, fighting with a subtle technique unknown to the barbaric westerners. They are also learned in poetry and fine arts. The Velvet Blades are usually employed as litigators and duelists, when the need for such figures arises, or as diplomats and envoys. They have snakelike tattoos on their arms. Each scale bears a symbol in the Jademens' Secret Language, so that each snake tells a complete story. This counts as the Jan Tong Tattoo, with Knowledge (Legends and Lore) as the Trait focus. NPC Customization: They have Fighting raised by one die step, Knowledge (Legends and Lore) d8, and the Counterattack and Poet Edges. The highest-ranking ones are armed with Lhoban Swords.*

LOTUS SLAVE

Lotus, and in particular Black Khav, can forever mar the soul of a man. An addict, especially in the advanced stages, will do anything, no matter how depraved, to get his fix. This is why Lotus addicts often become slaves of criminal gangs or, even worse, of ruthless Lotusmasters, and are willing to obey their each and every order. Some even say that the Assassins' Guild keeps a group of Lotus Slaves and uses them in suicide missions in which both the victim and the killer must die.

Customization: Mutating Lotus Addict (the Lotus Slave actually turns into a hideous monster: the Altered State Special ability has a mutation trapping, add Claws dealing Str+d6 damage), Forgetful Slave (the Lotus Slave can't remember what he does when he is high on Lotus).

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

Skills: Fighting d6, Intimidation d8.

Charisma: -4; **Pace:** 6; **Parry:** 5; **Toughness:** 7

Edges: Berserk, Combat Reflexes, Frenzy.

Hindrances: Bloodthirsty, Habit (Black Khav or other Lotus concoction – Major).

Gear: Dagger (Str+d4), tattered rags.

Special Abilities

- **Altered State:** A Lotus Slave is considered to be under the effects of various Lotus concoctions, which count as three *boost/lower trait* effects, respectively raising his Strength and Vigor by two die steps each and lowering his Smarts by one step. These changes are already included in the profile.

- **Hallucinating Mind:** A Lotus Slave isn't affected by Fear.

- **Hardy:** A Lotus Slave hardly feels any pain and keeps going even with wounds

that would normally kill him. A double Shaken effect doesn't cause a Wound.

- **Coming Down:** Luckily, the maddening effect of the Lotus quickly subsides. Whenever a Lotus Slave is dealt a deuce during combat, the drug stops affecting him, leaving him Exhausted. In addition, he loses all his Edges and Special Abilities.

NOBLE HOUSES

The Merchant Houses of Jalizar, with the Guilds, are the real powers behind the City of Thieves. Many of them employ personal militia and mercenaries who are far more skilled than common hired swords and more reliable than the Copper Helms.

NOBLE HOUSE SOLDIER

A skilled mercenary, paid with the gold of the Noble Houses. Many of them enter the service of a House in a respectable way and serve an entire career in it. Noble House soldiers usually wear a tabard and a mantle with the color of their House, so as to be easily distinguishable during the not-so-rare fights erupting in the streets of the City of Thieves.

Customization: Ceremonial Guard (Vigor d8, Intimidation d6, drop Fighting to d6), Gate Guard (Notice d6, replace sword and small shield with spear), Personal Bodyguard (Raise Toughness to d8, Notice d8, Brawny Edge, can use the Fanatics setting rule), Raider (raise Agility to d8, lower Strength to d6, add Stealth d8, Streetwise d6, replace iron long sword with short sword and medium armor with light armor), Swordsman (raise Fighting to d10, add the Block and Counterattack Edges, replace medium bronze armor with light leather armor), Heavy Archer (raise

HOUSE SPECIAL ABILITIES

Each noble house has a special ability, which is the fruit of their personality and their training. Here are the house abilities of the major Merchant Houses of Jalizar; the Game Master should feel free to invent others for his own Houses.

House Talum. *This House is famous for its political skills and its wealth. Guards of House Talum are always properly dressed and have no problem with paying generous tips, which opens many doors to them. They receive +1 Charisma, and, in the case of player character officers their Savings are increased by 20%.*

House Jarikos. *The mercenaries of House Jarikos are not exactly known as the best men in Jalizar, and many of them are real rabble, so don't expect them to play fair in combat. They receive +1 to any Trick roll. Officers have an even worse reputation and receive +1 to Intimidation rolls.*

House Blackhorse. *The greater part of these men pass more time on the saddle, herding down cattle from the north and protecting caravans, than patrolling the city's roads. For this reason they tend to be a little rough, but excellent riders. House Blackhorse men are very apt at staying in the saddle, receive +1 to Riding rolls, and can treat their Riding die as one step higher for the purposes of horseback fighting. In addition, officers of this house are given a good quality horse for free.*

House Tankara. *The Veiled Caravaneers of House Tankara are all foreigners, hired from the city of Gis. They are all dressed in black, and usually veiled. They are also quite acquainted with the use of magic, so receive +1 to Fear checks against magic. Officers are usually issued a Lotus concoction of some sort (any novice Power). Player character officers receive a free lotus potion at the start of each adventure.*

HERO'S JOURNAL: AT THE SERVICE OF A NOBLE HOUSE

Noble Houses can be excellent patrons for a group of heroes. Joining a House and climbing the command ladder can also be the focus of the adventures especially in the case of a Rise to Power campaign.

Joining a House. *Being the best swordsman in the city isn't enough to be accepted by a House. The most important thing is trust. New recruits will surely be tested, both with missions and "in the field". Usually failing these types of tests isn't a good idea, because many Houses have secrets they don't want to be revealed to rivals...*

House Ability. *A character joining a House acquires the House Ability after a prolonged period, usually when he achieves a new Rank, this representing the slow learning of the "rules of the House". The House Ability is free, but the player must remember that his hero now has duties and responsibilities and could be asked to do things he doesn't like. A newly created hero can have the House Ability for free, but he should take an appropriate Hindrance (Loyal or Code of Honor are both good examples). A hero wanting to leave is very likely to gain an Enemy.*

Climbing the Ranks. *Going up the ranks in a Noble House is a good reward for an exceptional mission at the order of the House, or a well-deserved recognition of years of faithful service. The Game Master could allow a newly created character to begin as an officer by tweaking the Fallen Noble Edge a little (replace the relic, money or follower reward with the officer's benefits).*

Shooting to d8, replace Combat Reflexes with Trained Thrower (bow), replace long sword and small shield with short sword and bow).

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

Skills: Fighting d8, Intimidation d4, Notice d4, Riding d4, Shooting d6, Throwing d6.

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

Edges: Combat Reflexes.

Hindrances: Loyal (Noble House).

Gear: Iron long sword (Str+d8), dagger (Str+d4, Range: 3/6/12), medium bronze armor (+2), small shield (+1 Parry), tabard with House emblem, cloak with House colors.

Special Abilities

• **House Ability:** Soldiers of Noble Houses usually are trained and kept in good shape by the House master-at-arms, so in the end their skills resemble each other. Each House has a special ability. Some examples are given in the sidebar.



NOBLE HOUSE OFFICER

A top-notch officer of guards, the best that money can buy in Jalizar. Certain Houses have the tradition that only members of the family can achieve officer rank. In this case add the Noble Edge.

Customization: Archery Commander (Shooting d8, Spirit d8, add the Fervor Edge with a different modifier: it gives +1 to Shooting, not Fighting), Grumpy Veteran Officer (Vigor d8, Persuasion d4, add Command Presence and Nerves of Steel Edges, add the Mean Hindrance), Master-at-Arms (Improved Block, Counter-attack, Weapon Master Edge, replace gear with Manticore sword and light armor), Guards Officer (Notice d8, add the Hold the Line! Edge), House Commander

(Smarts d8, Knowledge (Battle) d8, Persuasion d8, any two Leadership Edges).

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

Skills: Fighting d8, Intimidation d6, Knowledge (Battle) d4, Notice d6, Persuasion d6, Riding d6, Shooting d6, Throwing d6.

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

Edges: Block, Combat Reflexes, Command, Connections (nobles), Level Headed.

Hindrances: Loyal (Noble House).

Gear: Iron long sword (Str+d8), dagger (Str+d4, Range: 3/6/12), medium bronze armor (+2), small shield (+1 Parry), tabard with House emblem, cloak with House colors.

Special Abilities

• **House Ability:** Officers of Noble Houses usually are trained and kept in good shape by the House master-at-arms, so in the end their skills resemble each other. Each House has a special ability. Some examples are given in the sidebar.

RED SHOULDER

The professional duelists of Jalizar are recognizable by their red cape and brash attitude. Also called litigators or justice-settlers, the Redshoulders have a very specific role. When a citizen can't solve a legal matter through civilized means (i.e. coming to an agreement or taking the cause to the Magistrate), he contacts one these professionals. The Redshoulder tracks down the opponent and insults him in a public place, forcing a reaction. This usually leads to a duel, so that the issue is quickly settled.

Customization: Cloak Master (replace Manticore sword with short sword, add

the Cloak Hero Edge), Poet-Swordsman (add Knowledge (Legends and Lore) d8 and the Poet Edge), Two-Fisted Blade Master (replace the Iron Will and Block Edges with the Two Fisted and Ambidexterity Edges, replace Manticore sword with two daggers).

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

Skills: Fighting d8, Intimidation d8, Notice d6, Streetwise d6, Taunt d8, Tracking d6.

Charisma: 0; **Pace:** 6; **Parry:** 8; **Toughness:** 6(1)

Edges: Block, Counterattack, Iron Will, Quick Draw.

Hindrances: Greedy, Mean.

Gear: Iron Manticore sword (Str+d4, +1 Parry, d8 damage on raise), weighted red cloak (Str+d4), light armor (+1).

Special Abilities

• **Provocation:** If a Redshoulder wins a Taunt Test of Will with a raise, he can immediately perform a free Fighting attack, without suffering any multi-action penalty.



SEWER SORCERER

Some warlocks are so power-hungry that they look for dark magic in the foulest place: the Sewers. The wicked Sewer Lords are more than happy to give these individuals what they want, because they know that, in the end, their servants will be dragged, screaming, to the darkest tunnels under the City of Thieves to endure a fate worse than death.

Sewer Sorcerers are very powerful but very cautious too, since the Jalizarans still remember the reign of Shade and his warlock, Rakon, the first Sewer Sorcerer, and will kill any open follower of this dark path.

Customization: Disguised Sorcerer (add Persuasion d6, Knowledge (trade) d6, replace rags with normal clothes), Abominable Creature of the Sewers (Fighting d8, Strength d8, add the Assassin Edge and the Ugly Hindrance), Corrupt Lady of Dark Pleasures (add Persuasion d10, Very Attractive, Temptress, replace *fear* and *zombie* with *boost/lower trait* and *puppet*).

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

Skills: Fighting d6, Intimidation d8, Knowledge (Arcana) d10, Notice d8, Sorcery d10, Stealth d8, Survival d8, Streetwise d8.



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

Edges: Alley Survivor, Arcane Background (Sorcery), Lowlife, New Power, Power Points, Sewer Sorcerer.

Hindrances: Cautious, Greedy, Outlaw.

Powers [25 PP]: *bolt* (dark tentacle), *fear* (glimpse of the Jamhans), *invisibility* (disappears in a puff of obnoxious vapors), *smite* (claws), *summon ally* (garbage monster, swarm of rats, sewer fiend, toothless one), *zombie* (sigil of false life).

Gear: Black robes and cloak, curved bronze dagger (Str+d4), flask of sewer water (see below, usually 2 doses).

Special Abilities

• **Flask of Sewer Water:** Sewers Sorcerers know about specific places below the city where they can collect the foulest water, a concentrate of evil and filth. They can drink this water to achieve one of the following effects: recover a Wound as per the *healing* Power, or immediately gain 5 Power Points. The same water, if drunk by someone who isn't a Sewer Sorcerer, acts as the *poison* Power, cast with Lotus-mastery d10.

• Low Light

Vision: Sewer Sorcerers have unnaturally keen senses. They ignore Dim and Dark lighting.

• Retractable Claws:

Str+d4. An action is necessary to unsheathe them.

• **Sewer Sense:** Sewer Sorcerers know the Sewers so well that they instinctively perceive (with a Spirit roll) where the nearest manhole to the Sewers is. It is also

impossible for them to get lost in the Sewers.

• **Worshipper of the Seducers:** A Sewer Sorcerer standing in the Sewers of Jalizar benefits from the Rapid Recharge Edge.

SERVANT OF THE SEWERS

Any character can secretly be a Servant of the Sewers. So, to create a Servant, simply pick an existing profile and add one or more of the following Special Abilities.

Special Abilities

• **Gift of the Sewer Lords:** The Jamhans can give their followers almost anything they might desire: riches, beauty, strength, love. Add an Edge or raise one Attribute by one die step to represent the gift the Servant has received.

• **Mark:** The Jamhans put a Mark on the body of their slaves, such as a pustule or a festering wound. It is small and easily concealed, but it always reminds the Servant that he is a slave. The Mark makes him some-

what stronger and more determined, granting him +1 Toughness and +1 to Spirit rolls.

• **Powers:** Rarely, the Jamhans bestow a fraction of their supernatural abilities on a Servant. The Servant gains Sorcery d6, 10 Power Points, and one Power from the Sorcery Arcane Background list.



THIEVES' GUILD JUSTICE

The Guild bases its control on the city through a simple means: fear. People must be sure that if they annoy the Guild, something bad is going to happen to them. There is a sort of unwritten list of offenses to the Guild and a correspondent list of punishments. Usually the "justice" of the Guild is enforced by the punishers, a group of burly fellows with the same sense of humor as a dead cat.

Here follows a list of the commonest offenses to the Guild, and their respective penalties.

Shop owner not paying protection money. *Two warnings, then breaking a limb, then burning the shop.*

Courtesan not paying the pinkie. *First time, beating (2d6 damage), second time disfigured (permanent Ugly Hindrance), third time death.*

Guild Member not paying the pinkie. *First time broken arm, second time broken leg, third time thrown down from a tall palace (Tall building). If the character survives, he is pardoned (this is the law).*

Killing a guild member. *Death, in a slow and painful manner.*

Stealing without the Guild's Permission (whitemousing). *First time confiscation of the loot and serious beating (3d6 damage), second time death.*

Talking to the Copper Helms. *Tongue cut out (character cannot speak anymore, -4 to any social interaction).*

Seeing illegal activities (and reporting them to the guards). *Eyes burned out (Blind Hindrance).*

Bad-mouthing the Guild. *Something bad done to a relative.*

Fence buying goods without paying the pinkie. *First time broken thumb, second time broken leg, third time kidnapped and sold as slave.*

The effects of these punishments (apart from blinding, disfiguring and cutting out the tongue) is usually temporary: the character is considered to have been Incapacitated and have rolled the corresponding result on the Injury Table. Unlike normal injuries, when the character recovers from all Wounds he must make a Vigor roll: if he rolls 1 on the Vigor die, regardless of the Wild Die, the injury is permanent and the character receives the corresponding Hindrance..

THIEVES' GUILD BRAVO

When the Guild needs a good blade, they send one these men. Bandits and criminals, they are excellent swordsmen too. They are also used as guards by Guild Elders and sometimes they offer their services as mercenaries.

Customization: Guild Slinger (Shooting d8, Trained Thrower (war sling), Marksman Edge, replace weapons and cloak with war sling and bronze dagger), Guild Punisher (Strength and Vigor d8, Intimidation d10, replace Counterattack and Cloak Hero with Brawny and Sweep, replace weapons with maul).

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

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

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

Edges: Counterattack, Cloak Hero.

Hindrances: Loyal.

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

Special Abilities

- **Street Fighter:** Bravos are particularly good in fighting in the dark, cluttered roads of Jalizar and are ready to use any opening their opponents concede them. Whenever a Bravo's opponent scores 1 on the Fighting dice while attacking him, he is allowed to do an immediate free Trick.

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