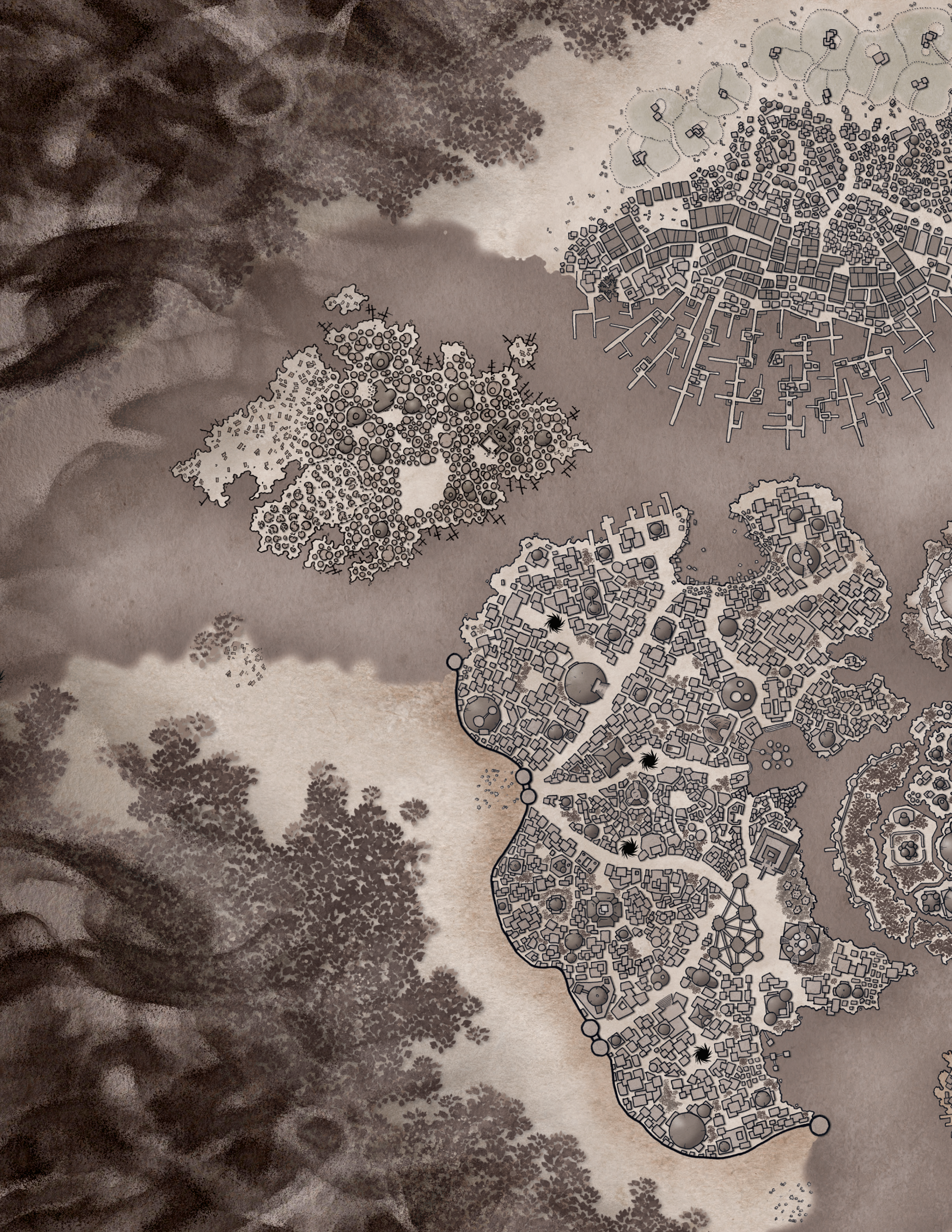
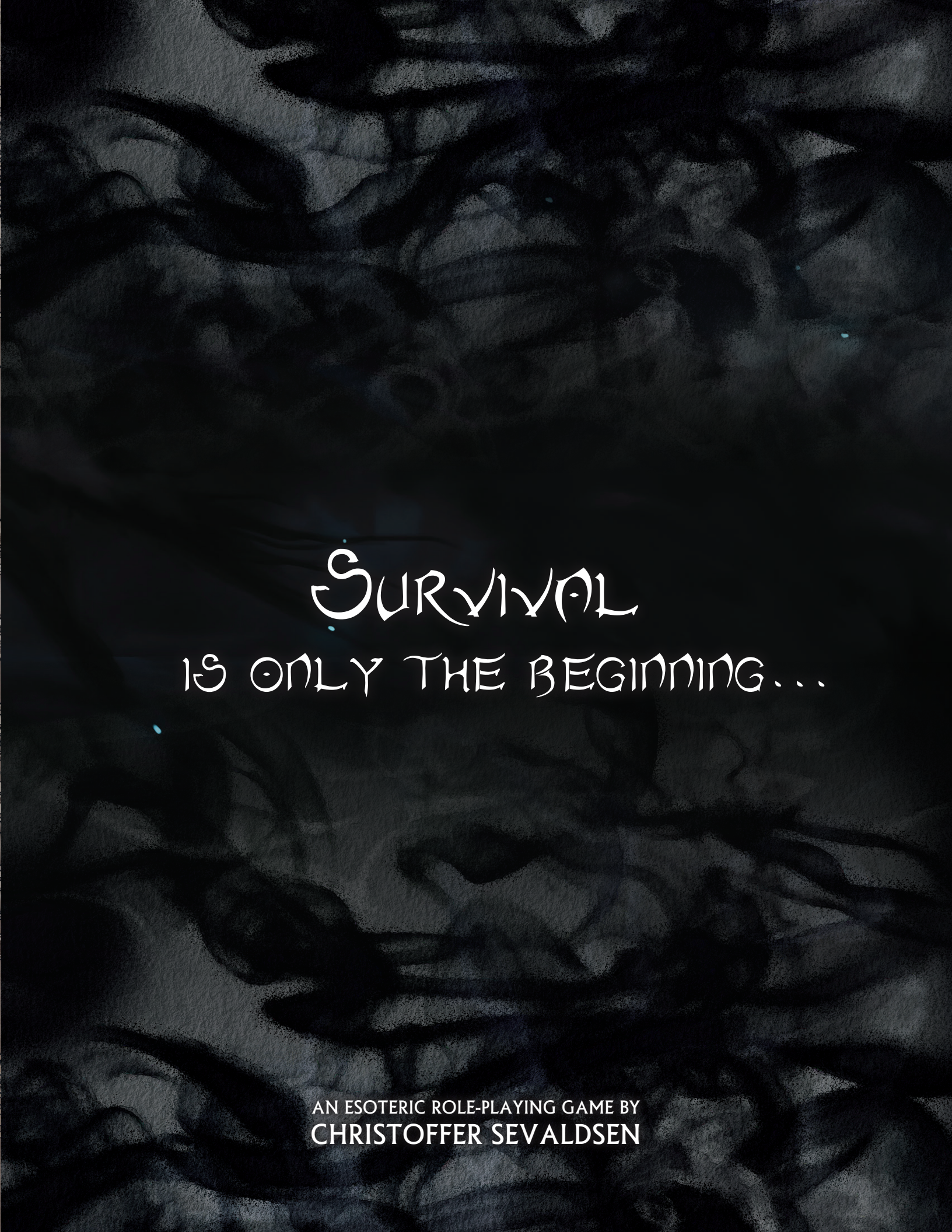


BLACK VOID™

THE FLIGHT
FROM
SALVATION
SQUARE





SURVIVAL IS ONLY THE BEGINNING...

AN ESOTERIC ROLE-PLAYING GAME BY
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SPECIAL THANKS TO
The GRC Dubai MiniCon organisers, the Dubai MiniCon players, The VikingCon organisers, Arbiter Thomas Elfing Johansen, Arbiter Mikkel Kjær Jensen, the wonderful players who participated in the scenario at VikingCon and the Voidfarers on Discord for your valuable feedback and input.

PUBLISHED BY
BLACK VOID GAMES
Amaliegade 13B, 3.mf.
1256 Copenhagen K
Denmark
www.blackvoidgames.com

Product code: BVG014DFREE
1st edition

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THE FLIGHT FROM SALVATION SQUARE



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SCENARIO SETUP

If you are unfamiliar with running Black Void scenarios this section clarifies the various elements and explains what is what and how it all works.

A scenario is a story much like the plot in a book, but with the distinct difference that the story is not fixed, and the players actions decide how the story progress. For convenience the scenario is divided into scenes or events, making it easier for Arbiters to control and narrate the story.

Each scene and event contains a brief synopsis of what is intended to happen, a location description, a map where applicable and any primary non-player characters (NPC).

Events are written in the most common order of occurrence, but in there is no predetermined chronology. The characters choices and actions determine the order of events.

Some events are arbitrary, occurring either randomly, at the Arbiter's discretion or as a consequence of player agency to add further elements and drama to the story.

The scenario provides several ways to get from one scene to the next allowing for players to follow multiple paths in the story rather than leading them on a specific linear path.

Whenever there is an opportunity for characters to obtain pertinent information from noticing a plot-relevant detail an observation note is provided.

If the characters succeed in their observation attempt the Arbiter can either choose which detail they managed to notice or make a roll to randomise the result from the table if multiple options are available.

Throughout the scenario supplementary information is noted in boxes to assist the Arbiter with NPC interactions or providing knowledge about places, occurrences and people. While most obstacles and tasks in the scenario follow the regular rules regarding action difficulties, some have specified predetermined difficulty ratings that are marked in square brackets [].

The scenario is originally written as a one-shot with a simple goal for players to achieve and it is tailored to introduce players to a number of central themes, notable people, species and locations of the Black Void setting.

The scenario is designed for the four pregenerated characters provided but can be adapted to accommodate already existing or newly created characters of the players' choice.

The appendix detail complete descriptions including game characteristics, skills, combat abilities and personality information on antagonists, allies and other Non-player characters as well as the maps, faction description and hand-outs. The Appendix can be found at the back of the scenario.

Additional background stories and information on the various creatures, peoples and species found in the Eternal City can be found in the Black Void core rule book.



THE STORY

The scenario takes place in a slum area known as Salvation Square.

The story begins as the characters leave the Sarraqum gang's lair - marked with a square on the map.

They then have to reach the quay before dawn where a boat is set to pick them up. If they are late the boat will have sailed and they are stuck.

Each character has specific knowledge about a section of the area, as well as undisclosed resources that can help their escape - but will they trust each other and cooperate so that they can escape unharmed with the idol in hand?

The scenario's progress depends on which route the players elect to follow, the knowledge and resources they choose to share with each other as well as whether they work together or give in to suspicions about each other's intentions.

There is no right or wrong way, only choices and consequences.

ARBITRATING

The scenario is about four characters seeking to escape a pursuing gang through the slums surrounding Salvation Square.

While it is up to the Arbiter to create a sense of danger and urgency as the characters seek to reach the quay, several game-effects supports this by limiting the characters insight, possibilities or induce unease by implying relentless pursuit from the gang or scrutiny from concealed moles and spies.

CHARACTER KNOWLEDGE & RESOURCES

The characters are largely ignorant of the district and its inhabitants, but each has insight into distinct areas, particular knowledge, acquaintance with a resident or have access to another type of resource, so they must rely on each other to get the full picture and increase their chances of escape.

AMARA: an honest thief | The Rebel archetype.

Amara planned the theft and is considered the unsanctioned leader of the group.

Area knowledge: Amara knows the route from the Sarraqum lair to Salvation Square and has a few contacts in the area.

SARVAR: a drug-addicted warrior | The Traditionalist archetype.

Sarvar serves as protector for the others and has access to a hideout with a cache of weapons, armour and hallucinogenic herbs.

Sarvar needs to feed his addiction every three hours. If he is unable to access his herbs from the cache, a dice must be rolled every fifteen minutes in-game time to see if he suffers from withdrawal. If yes, the Arbiter rolls secretly to see which symptoms he experiences. This continues until he can ingest his precious herbs.

Area knowledge: Sarvar knows the area from Salvation Square to his hideout and secret cache.

ASIRI: a fraudulent chatter-broker | The Loner archetype.

Asiri is well-informed and has dealt with gangs in Kimah before. He hired Keelal and arranged for the dhow to pick up the characters at the quay at dawn.

Area knowledge: Asiri is familiar with the route from Salvation Square to the Quay.

TAHMOH: a turncoat ganger | The Martyr archetype.

Tahmoh has led the group in and out of the Sarraqum gang's lair and has several contacts in the area.

Area knowledge: Tahmoh knows the entire area superficially.

THE BRONZE IDOL

One or more of the characters shall carry the bronze idol. The heavy idol counts as a size 4 item and due to its ungainliness the character tasked with carrying it has a -1

*The stolen
bronze idol
of the Mother
Serpent*



penalty to basic movement and must use both hands when holding it. The idol is also exceedingly difficult to hide when carried around.

Each player has a map of a part of the district that only he or she is allowed to see. Each map provides unique information to that player.

Each player has information, contacts or resources that he or she can use and/or share with the others during the scenario if they are so inclined.

The scenario begins at midnight and the boat arrives to collect the characters at dawn. If the characters are not at the quay at dawn the boat will leave without them. There is no other chronological timeline, so events and incidents occur as the characters come through new areas along the way.

The scenario is designed to last 3-4 hours, so not all events need/should occur, as this may take too long.

The characters have prior knowledge of and attitude towards each of the other characters, which may affect the interactions of the group. The Arbiter may choose to place more or less emphasis on the interpersonal aspect depending on the players' experience and desire to involve intrigue in the scenario.

CHARACTER CREATION

Players are free to use a pre-generated character or create their own adhering to the back-story. Refer to the Character Creation chapter in the Black Void core rule book for details on how to build your character. Characters are created with 48 points as per normal. Players are free to purchase additional equipment for the pre-generated characters at the Arbiter's discretion.

CHARACTER BACK-STORY

In addition to individual back-stories the following text summarise the characters' collective background.

You belong to a small group of humans making a meagre living from stealing and hustling in the filthy streets of the slum district known as Kimah.

A gang – known to you as the Sarraqum – have stolen a sacred idol in the form of a bronze statuette of the mother serpent from the cult of Tiamat.

The idol is believed to be a relic from Earth and remains a symbol of importance and authority - not only for the cult, but for the remnants of mankind, regardless of creed or allegiance. Getting the idol back is of the utmost importance to the cult.

Believing that recovering and returning the idol to the priestesses of Tiamat will ingratiate you with the cult you seek out the priestesses and offer your aid.

As you are joined by a defected member of the Sarraqum gang named Tahmoh, the high priestess of the cult tasks you with recuperating the idol. In exchange for retrieving the statuette the cult offers coinage, sanctuary and gifts from the Tiamat temple in the Feeradani enclave – a most enticing proposition for homeless casteless humans living in deprivation and danger.

Amara plans the theft, Asiri arrange the getaway transport and Sarvar provides protection while Tahmoh acts as a guide in the area.

You are all armed and equipped lightly for what is a simple raid as you sneak into the old temple lair of the Sarraqum gang in the dead of night.

You recover the idol without incident and sneak out a secret back passage. Quietly shutting the secreted door behind you, you breathe a sigh of relief...

THE KIMAH DISTRICT

The scenario takes place in the Kimah district, a decrepit slum-area of Llyhn the Eternal. The architecture of the area is predominantly stacked dome-shaped hovels and buildings made of mud, clay and whatever materials the occupants have been able to scrounge, salvage or steal.

THE MAPS

To emulate "fog of war" an A3 cover-paper with a circular hole should be placed atop the district map, giving players a restricted view of only the area they are currently occupying.

The purpose of this is to limit their view of the district and to give players a sense of confusion and uncertainty as they do not have an overview of where they are - or indeed where they are going.

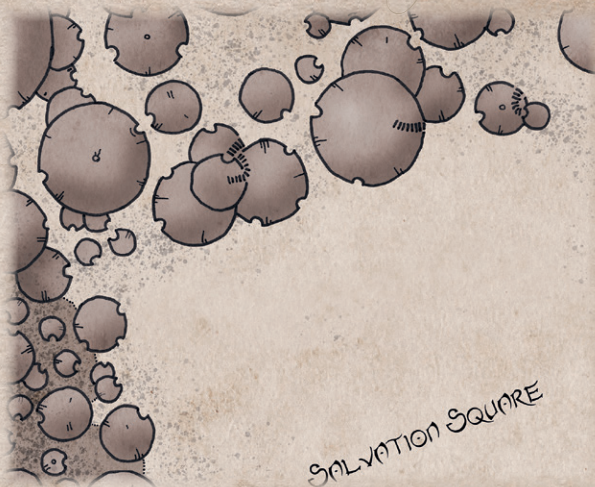


ARBITER'S MAP



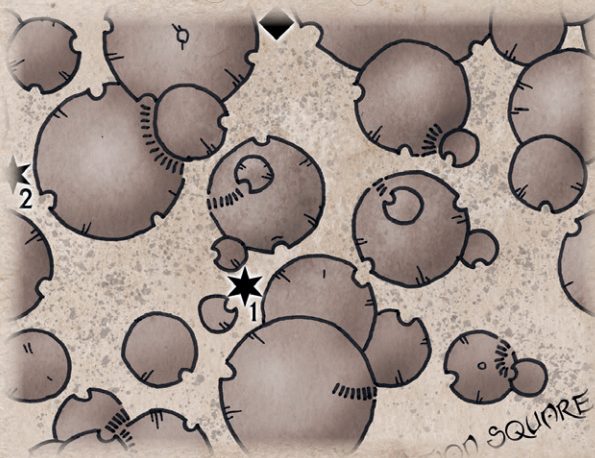
The Arbiter's map shows all the details and information about the district, including positions of the Sarraqum lookouts, child spies, the characters' contacts, important locations, etc. Players are – of course – barred from seeing this map.

DISTRICT MAP



The District map is the primary map used to guide the players around in the scenario. This map shows all buildings, alleys, backyards and so on - albeit without details or other information. Only the part of the map revealed by the circle-hole in the cover-paper should be visible to the players.

PLAYER MAPS



Each player has a map-piece that shows a limited part of the district, with particular information available for that character. The player may not show other players this map but is, of course, free to explain what he or she knows to the other characters in-game.



NAVIGATING THE MAP

As the characters sneak, run or audaciously saunter through the alleys and backstreets of the district, the Arbiter introduces encounters, events and challenges.

Several points along the way provide specific events or encounters which must be overcome, mollified or avoided to reach the quay and boat in time. It is possible to clamber over the buildings, but this requires climbing actions and may draw unwanted attention if the characters are not cautious.

The areas of events are detailed in the corresponding scene but not all areas of the map are comprehensively described. The following descriptions give the Arbiter an idea of how he or she can animate the undescribed areas on the map for the players.

ALLEYS: These narrow filthy alleys are filled with puddles and stink of urine and waste. Even in the middle of the night, homeless, beggars and poor orphaned children are sitting around, hoping in vain for charity from passers-by. There are deep shadows between the surrounding hovels and clay dome houses. Scattered torches and oil lamps provide a sparse light, but enough to enable orientation.

Scattered groups of indistinguishable people are standing or wandering about, speaking in hushed voices while keeping a watchful eye on their surroundings.

MAJOR ROADS: These semi-paved roads are wider than the others in the area and are swarming with all sorts of residents, labourers, and rabble emerging from the side alleys.

Beggar children and thieves roam, hoping for easy prey, while sneaky and shifty crews gather at small stalls drinking detestable spirits and smoking sheeshah.

The road is illuminated by light from windows, providing irregular light for those who move along the road. Brawling and stabbings are common and no one walks around unarmed.

DEAD-END ALLEY: These narrow alleys end blindly. The surrounding hovels and dome houses form a wall at the back and the only way out - if you do not want to climb over the buildings - is back down the way you came.

At the end of the alley, small groups of beggars are scattered along the walls huddling to avoid unwanted attention.

CORDONED AREA: This area bounds the square to one side and is sealed off from the surrounding slums with makeshift palisades and fences due to a recent outbreak from the nearby PESTILENCE area.

No one goes in there intentionally unless they are forced to do so. The air is thick with flies, and the stench of waste, illness and death permeates everything. The streets are already filled with corpses and huddles of lepers and those too sick and weak to move. To go in here is a death sentence if you are not already dying.

DISTRICT INHABITANTS

Most residents look odd compared to humans. Llyhn is a meld of sentient species from countless other worlds - consequently creatures with horns, tentacles, multiple heads and all sorts of grotesquery are common.

The whole area is dominated by gangs, low-castes, homeless, beggars and drifters from the bottom of society. Distrust, perversion and greed prevail here, and it affects the residents, all of whom approach strangers with suspicion and distrust.

Predictably, this causes many residents to react with indifference, contempt, fear or aggression towards the characters. A large number of residents in the area are living in fear of the Sarraqum and are equally likely to assist the characters against the gang or indeed betray them to placate the thugs.

If the characters address someone besides the Sarraqum's members or the described NPC's, the Arbiter may decide the response or use the social encounter table from the core book based on a suspicious susceptibility outset.

NOTABLE PEOPLE

AQHRA: A young street urchin who is known to Amara.

HARAJI: A Djinn on Salvation Square.

KEELAL: Skipper of the dhow hired by Asiri to take the characters to safety.

KU'ALU: An old Naqasti beggar who is known to Amara.

NAQAH: A Tihma gang leader who is known to Asiri.

MAIN LOCATIONS

CORDONED AREA: An area recently closed off with fences and pallisades because of a disease outbreak - marked with a mottled brown colour.

MARGIDDA RIVER: The main waterway in Llyhn, infested with Silt sharks and the escape route for the characters.

NAQAH TURF: The territory of a neighboring rival gang - marked with a dark grey colour.

SALVATION SQUARE: A large plaza filled with doomsday prophets, hawkers, visitants and every imaginable dreg from across the Cosmos.

SAVAR'S HIDEOUT: A rundown hovel holding his secret cache of items - the building marked with a green colour.

GROUPS & FACTIONS

THE SARRAQUM: The gang stole the sacred idol from the Cult of Tiamat, purportedly in a bid to weaken the cult and Feeradani enclave. The gang has moles (child spies), lookouts, goons and thugs scattered across the area surrounding Salvation Square.

THE NAQAH GANG: This gang is run by a Tihma leader and - albeit weaker than the Sarraqum - wages an on-going turf-war with the surrounding gangs.

SCENES OVERVIEW

The scenario consists of an intro scene, four events the characters may experience as they move through the district, arbitrary events occurring as the Arbiter sees fit or as the characters come upon Sarraqum members as well as a closing scene.

Which events the players experience depends on the path they choose and the decisions they make along the way. The following events are numbered to provide an easy overview, not due to any kind of chronology.

INTRO: AMBUSH IN THE ALLEY

EVENT 1: THE HIDEOUT

EVENT 2: THE DJINN

EVENT 3: THE PROPHET

EVENT 4: THE NAQAH GANG

ARBITRARY EVENTS: PURSUED

END SCENE: DAWN



PARANOIA HANDOUTS

In addition to the planned events, the Arbiter can use so-called "paranoia handouts" passed to players in secret if the situation becomes too relaxed or a lull occurs.

These handouts are designed to increase the unease of the characters, prompting that pursuers are constantly on the characters' heels and that everyone in the area is potentially an enemy.

The handouts are tools for the Arbiter to use how he or she sees fit - and the Arbiter decides whether the handout denotes a real threat or if it is merely the character suffering from anxiety and paranoia.

TIME MANAGEMENT

As players ought to feel pressure to reach the boat to safety in time, it is important that the Arbiter considers this aspect during the session and generates a sense of urgency. From the scenario begins until the boat leaves the quay, it will be approximately three to four hours of in-game time.

The characters are unable to accurately tell time, so the players have few options to know how much time they have left before the bells of the Morning Palace herald the dawn.

The Arbiter can at intervals inform the players that they hear a single bell ringing from the distant Morning Palace - indicating that an hour has passed.

In addition to this, the Arbiter is suggested to mention that the sky begins to brighten when the last hour before dawn begins.



INTRO: AMBUSH IN THE ALLEY

SCENE SYNOPSIS

This scene is intended to kickstart the scenario giving the characters a sense of danger and being hunted from the very beginning.

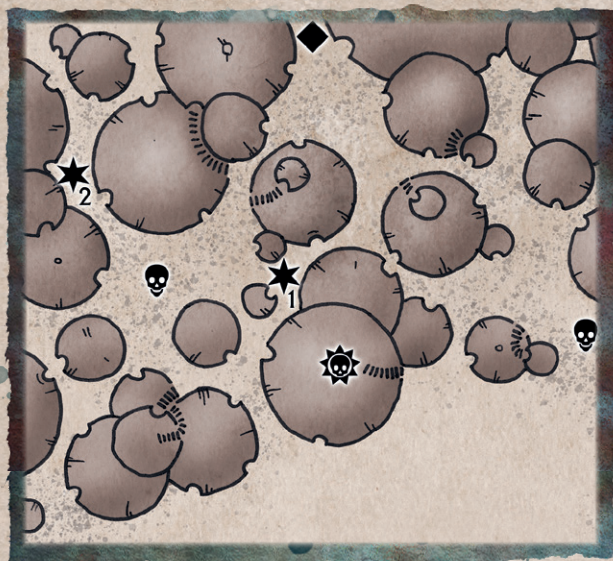
The characters are discovered and set upon by four Sarraqum goons seeking to stop them from escaping!

LOCATION

THE ALLEY BEHIND THE SARRAQUM LAIR: As the characters exit the Sarraqum lair after having retaken the Tiamat idol they come into a dark, narrow and filthy alleyway.

It is near midnight and the few torches at a small plaza further ahead do little to illuminate the darkness surrounding the characters.

The location marked with a black square is where the characters emerge from the alley.



Read or summarize the following for the players:

"With the idol of the sacred serpent goddess in hand you slip out into a dimly lit alley through a concealed back-door from the Sarraqum lair beneath the temple.

As you wipe the sweat from your brow and look around at each other with a sigh of relief you are startled by the sudden ominous and jarring sound of a gong from the temple.

Shouting, angry voices and stomping feet can be heard in the passageway you came from as you realise that you have been discovered!

In a panic, one of you seizes the heavy idol while someone else blocks the door and you rush towards the alley mouth. Before you get far, four goons - clearly members of the Sarraqum - jump out from a side alley with drawn weapons and block your escape!"

The players must decide who carries the idol (see detrimental effects) and then roll for initiative...

ALLEY AMBUSH (ENCOUNTER)

ANTAGONISTS: Four Sarraqum goons

CONDITIONS: Darkness (-3 to actions relying on sight)

As soon as two or more goons are wounded or dead the rest flee into the district. This provides the characters with an easy opportunity to escape the alley.

Goons

AGILITY	3	HEALTH	12
AWARENESS	2	SIZE	Medium
STAMINA	2	MOVE	5
STRENGTH	3	WEAPON	Club
INTELLECT	2	REACH	Adjacent
PERSUASION	2	ATT MOD	0
PRESENCE	3	ATT SPEED	0
WILLPOWER	2	DMG	D6 (Knockdown)
		DV	7
		PROTECTION	DR 0

EQUIPMENT

Standard clothing, club and dagger. A few coppers and little else.

This fight is not intended to be fatal to the characters, and they should be able to defeat or rout the four goons quickly.

The purpose is to introduce the rules and then get the characters to flee into the district and away from the overwhelming mob of gang members about to break through the back-door of the temple to pursue them.

During the fight, the thugs stuck behind the barred back-door are trying to break out.

It will take the pursuing thugs about half a minute to break through the door - giving the characters 10 combat rounds to trounce their opponents and get away.

REINFORCEMENTS

To intensify the pressure on the characters to hurry away the Arbiter consults the list below and informs the players of the progress of the pursuing thugs each combat round.

ROUND 1: You hear a mob of people reach the blocked door and start hammering on it to get through.

ROUND 2: The abominable gong rings again!

ROUND 3: You can hear that your pursuers have found a ram to batter down the door!

ROUND 4: The abhorrent gong chimes once again, followed by the sound of even more pursuers behind the door!

ROUND 5: Heavy thumping sounds from the door, which begins to crack!

ROUND 6: The gong keeps on reverberating.

ROUND 7: The rod that blocks the door is starting to splinter and obviously will not last long.

ROUND 8: A constant chiming now sounds from within the temple and you can almost feel the number of angry pursuers eager to get at you from inside.

ROUND 9: The door-block and frame are breaking and splintering, giving a glimpse of the enraged gang members behind it.

ROUND 10: The door is blown off its hinges and a mob of gang members armed to the teeth pour into the alley!

The number of gang thugs is overwhelming and D3 heavily armed and hardened thugs are pouring out the door every combat round.

In all likelihood, the characters have little chance of surviving a direct confrontation with them for very long.

ESCAPE

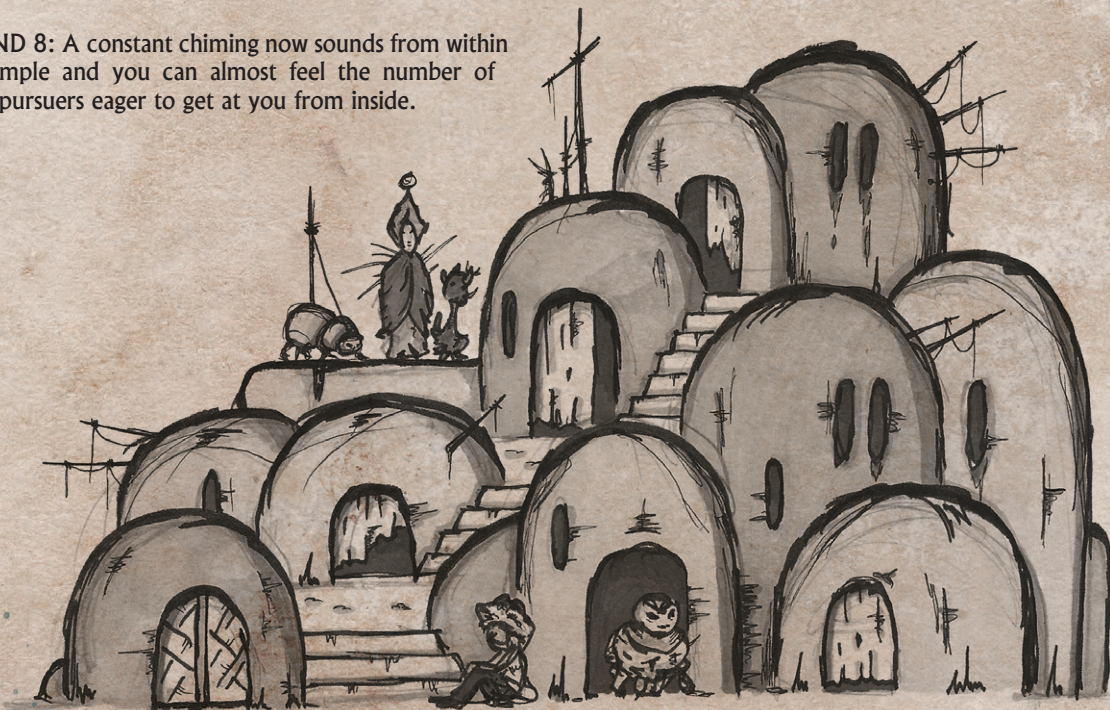
When the goons are defeated, the characters can escape into the district via the opening of the alley marked by the black square on the map.

As the Arbiter presents the district map with the cover-paper only revealing the immediate surroundings of the characters it is now up to the players to decide what to do and where to go.

SARVAR IS FEELING UNWELL...!

- At this time, Sarvar will begin to feel his first withdrawal symptoms as the adrenaline from the break-in, theft and fight subside.

Secretely inform the Sarvar player of the withdrawal symptoms and proceed as described in the appendix section about Sarvars addiction.



EVENT 1: THE HIDEOUT

EVENT SYNOPSIS

When the characters reach Sarvar's hideout they may be spotted by an orphan child working as a spy for the Sarraqum. If Sarvar reveals his cache he can distribute the weapons and armour among the characters.

LOCATION

THE HIDEOUT: Hidden in a nook of a muddy, filthy and narrow street between several small hovels lies Sarvar's hideout.

The hideout is a tiny two-room mud-hovel with only a cracked wooden door to keep out unwanted people. Behind it, a narrow and empty alley leads to a recently cordoned off area caused by an outbreak of disease.

The hideout has two narrow windows - one in the front that can be used as a peeping hole and one in the rear looking out into the alley behind the hideout.

Inside the hovel, all there is to find is some pieces of broken furniture, a makeshift bed and the cache.



A young Aq'Jarea girl is spying for the Sarraqum and watching the area surrounding the hideout entrance.



★ 1 Amara's contact Aqhra will discretely call out to Amara as she passes by. He can either lead them through the building under the gaze of the lookout nest and to Salvation Square unnoticed or he can create a diversion to distract either the thug patrol or the Aq'Jarea mole further on (if the characters know about the mole at this point).



★ 2 Amara's contact Ku'Alu is sitting in this lane and can warn the characters about the mole spying in the neighbouring alley. He can describe the mole, giving the characters a better chance of spotting her.



A patrol of thugs and goons are watching and pestering the harlots, hawkers and peddlers in the small plaza.



Unless the characters get assistance from Aqhra the lookouts have a chance of spotting them if they skulk about the alleys surrounding the lookout nest.



WATCHING THE HIDEOUT

A young Aq'Jarea girl is spying for the Sarraqum in the alleyways surrounding the front of the hideout.

The child spy will automatically notice the characters if they do not explicitly seek to conceal or obfuscate their presence as they enter the street.

Attentive characters may notice the child spy if they have received the spy's description from Amara's contact Ku'alu. As they know who they are looking for this requires only an active observation roll of [7].

Should the characters spot the child they can attempt a diversion or otherwise try to sneak into the hiding place and avoid the spy warning the Sarraqum of their whereabouts.



SARVAR'S HIDEOUT

ENTERING THE HIDEOUT

As soon as the characters get near the hideout the Aq'Jarea child spy will immediately spot them and dash to warn the Sarraqum.

If the characters did not spot the girl spy previously they may notice a beggar child suddenly running off as they enter the hideout. Players stating that they are observing the surroundings may make a roll [10] to notice the mole.

If the Aq'Jarea mole is not noticed, captured or otherwise stopped from leaving the street she will alert the nearest Sarraqum patrol about the characters' whereabouts.

Subsequently, a group of five armed thugs carrying torches will hurry to the location of the hideout, led by the child spy. The thugs will arrive within fifteen minutes of the mole initially leaving the alleyway.

Inside the hideout that characters can make themselves as comfortable as the sparse surroundings permit and plan their further journey. If Sarvar reveals and shares the items from his cache, they can also take time to divide the spoils between them.

CONTENTS OF THE CACHE

- Superior quality sabre (+ 1 to attack)
- Balanced mace (exceptional hits on 11 + roll)
- 3 glass balls with corrosive acid (D6 damage for D3 rounds or until removed)
- Lamellar armour (protection 4)
- Leather armour (Protection 3)
- Pauldrons (protection 1)
- Leather helmet (protection 1)
- Shield (+ 2 to defence value)
- 4 x hallucinogenic herbs

HIDEOUT SIEGE

If the characters keep a watch, they can feasibly detect the thugs as they approach, giving them a bit of time to take precautions and possibly allowing them to escape or reinforce the hovel, if they make haste.

The door and front window can be haphazardly barricaded and temporarily blocked with broken furniture to slow down the thugs from entering.

The characters cannot escape the hideout through the front door without discovery, but they can escape through the back window into the alley - although it will take time to break down the back wall to fit through.

Three successful attempts are required to break down the back wall and each attempt takes 9 seconds. Characters may employ either basic Strength rolls or use an applicable skill [7] for each attempt.

As the thugs draw near to the hideout – pointed out by the child spy - they shout to the characters to give up the idol and promise them free safe passage if they do [lie]. If the characters refuse, the thugs quickly resort to threats while they find something to use as a battering ram so they can break down the door.

The door is cracked and unstable but does require the thugs to break it down, which could provide sufficient time for the characters to escape into the back alley behind the hideout before the thugs get through.



THE HIDEOUT STRUGGLE

Should the thugs manage to get inside the hovel while the characters are still there, they will primarily target the character holding the statuette, seeking to slaughter him or her to take back the idol.

If the characters manage to repel the assault for more than five combat rounds, the thugs withdraw into the street and toss torches into the hovel - hoping that it will catch fire and drive out the characters.

If this does not work, they will seek to get reinforcements (D6 thugs) and continue their attempts to get the idol until they are either reduced to half their numbers – after which they attempt to flee – or the characters manage to escape.

STREET FIGHT

Should the characters opt to confront the thugs in the street outside the hideout, these will eagerly receive the attack. Depending on where the idol is, their tactics will change. If the idol has been left in the hovel four thugs will engage the characters while the fifth seeks to enter the hovel to retrieve it.

If the characters are carrying the idol two thugs will engage whoever is carrying it, while the other three seek to divert or otherwise hinder the remaining characters from assisting the carrier.

Should the thugs manage to reclaim the idol whomever holds it immediately retreats towards the Sarraqum lair while the remaining thugs cover his escape.

HIDEOUT STRUGGLE (ENCOUNTER)

ANTAGONISTS: Five Sarraqum thugs

CONDITIONS: Cramped conditions inside the hovel induce a -1 action modifier and allow only for weapons of size 2 or smaller to be wielded.

STREET FIGHT (ENCOUNTER)

ANTAGONISTS: Five Sarraqum thugs

CONDITIONS: The muddy street causes bad footing, negating all Agility bonuses for both attack and defence.

As soon as half or more thugs are dead the rest flee into the district to warn the Sarraqum.

THUGS			
AGILITY	3	HEALTH	26
AWARENESS	2	SIZE	Medium
STAMINA	4	MOVE	6
STRENGTH	4	WEAPON	Mace
INTELLECT	2	REACH	Adjacent
PERSUASION	2	ATT MOD	+2
PRESENCE	3	ATT SPEED	0
WILLPOWER	3	DMG	D12 +1 (Knockdown)
		DV	7
		PROTECTION	DR 3

EQUIPMENT Leather armour, mace, torch and dagger.



EVENT 11: THE DJINN

EVENT SYNOPSIS

As the characters seek to cross Salvation Square they are approached by a Djinn offering them an enticing bargain.

LOCATION

SALVATION SQUARE: Salvation Square is the haunt of merchants, scum, soothsayers, doom-spouting prophets, vast crowds of residents and folks of every conceivable vocation and creed from the surrounding districts.

Stalls line the plaza while hawkers peddling wares roam around declaiming their goods over the constant din of chattering visitants at all hours.

Fire eaters, Beakboa charmers and droves of other entertainers vie for the attention of casual onlookers in the hopes of making a few copper Dhins or distracting their attention long enough for affiliated pickpockets to empty their purses.

No civic guards or Jinassar ever patrol here, but around the square - on the tops of various buildings - are nests manned by Sarraqum lookouts.

Sarraqum goons, extortionists and spies patrol the plaza while collecting protection money, taking bribes and more nefarious activities.

To one side of the plaza, a recent outbreak of lepers from the nearby Pestilence quarter has caused an area to be cordoned off with temporary barricades, effectively barring entry and exit from that side.

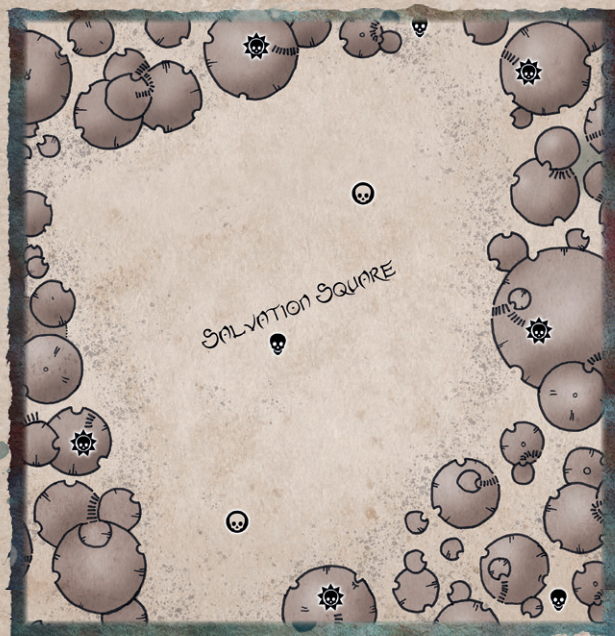
On the other side of the square lies the territory of Naqah's gang - a rival to the Sarraqum - made inaccessible by the massive presence of armed gangers.

Despite the hour, the square is filled with people and the sparse light from torches and oil lamps bathes the space in a dim glow.

Even with thugs and lookouts overlooking the square it seems a viable option for the characters to mingle with the crowd to get across.

NPC's

Haraji, the Djinn



Groups of street urchins roam the square pilfering and stealing while acting as informants to the Sarraqum.



Five lookout-nests surround Salvation Square. Due to the late-night gloom each only commands a view of the area fairly close to them. The characters - of course - do not necessarily know this.



A patrol of thugs and goons are touring the square between lookout nests - harassing hawkers and visitants alike. Should the characters come across the patrol they are likely to get recognised unless they have taken care to disguise themselves.



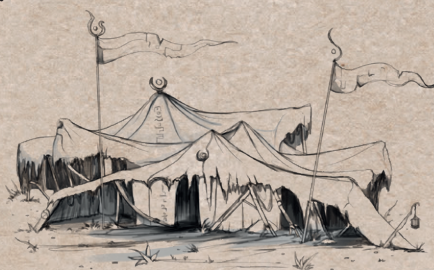
I SEE YOU!

The moment the characters seek to enter and cross Salvation Square a disguised Djinn – Haraji – approaches them from the crowd, staring intently yet smilingly at them.

Should they seek to avoid him by proceeding by a different route, he will soon appear in their path in that direction, and this repeats itself until they acknowledge him and allow him to approach them.

Haraji will courteously present himself in a whispery voice with a slightly peculiar intonation. He gets straight to business, saying that he is aware of their predicament but that he is able and willing to help them with crossing the square unseen.

If asked about what and how he knows, he will evade the questions and simply smile knowingly at them mumbling something about knowing many things, but regrettably not all things.



THE INVITATION

If the characters show interest in his proposal, he will invite them into his pavilion, which – remarkably – is right next to them.

None of the characters noticed the small pavilion beforehand (because it was not there), but it stands erected there as if they had simply overlooked it when they walked past.

The pavilion is luxurious inside with thick rugs covering the floor and multiple ornate sitting cushions propped up around the space.

Once the characters have entered, the opening seems to completely disappear in the folds of tent cloth.

Haraji bids them sit on pillows spread across the carpeted floor and offers them refreshments and Rakama dates before resuming with his proposal.



He proposes to lead them completely unnoticed across the square if they agree to each give him a gift.

The gifts are as follows and all characters must agree, or the deal is off: The gift of truth, a sensation, a gift of knowledge and a prized possession.

He will not explain what each gift entails and leaves it up to the characters to decide who wants to provide which gift.

OBSERVATIONS

- The characters may notice that Haraji looks different as soon as they are all inside – perhaps the odd light from multiple lanterns cast weird shadows onto his facial features or maybe his features actually changed.
- Any Void-sensitive character may make an Awareness roll [7] to sense that there is a rather potent Void-aure about Haraji.

AGREED BARTER

If the characters agree to Haraji's bargain, he asks each of them to say: "I gift you with [whichever gift he or she gives]."

Upon everyone having uttered these words Haraji thanks them and bids them look out of the tent.

As they do so, they discover that the tent is now on the opposite side of Salvation Square and that they are easily able to slip into a nearby alley unnoticed by any Sarraqum lookouts.

The moment they leave the tent, each gift takes effect and the player notes the new condition on his or her character sheet. The prized possession is also gone, whether the character actually gave it to Haraji or not.

THE GIFTINGS

- **GIFT OF TRUTH:** The character develops the severe "Outspoken" Flaw for the remainder of the scenario.
- **A SENSATION:** The character loses 1 Awareness point for the rest of the scenario.
- **A GIFT OF KNOWLEDGE:** A random skill ranking will be removed from the player's character sheet.
- **A PRIZED POSSESSION:** This must be an important possession that could have helped the character.

After the characters leave both Haraji and the pavilion disappear and cannot be found again.

RESCINDED BARTER

If one or more of the characters enter into the agreement but refuses to say the words Haraji becomes angry and ask them all to leave his tent.

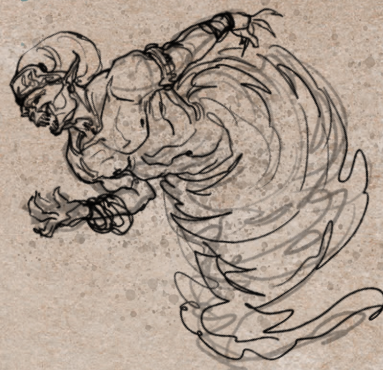
As they leave the tent, Haraji will call after them: *"You can thank your friend(s) for not getting anything in return for your precious gift(s)!"*

After which the tent vanishes, and the gifting immediately takes effect for any character who uttered the words.

DECLINED OFFER

If the characters do not accept his offer, the tent opening materializes again and Haraji lets them go without protest but expressing his disappointment in their decision.

In case of either a declined offer or rescinded barter the characters will have to cross the square or find another path to the other side without getting spotted or otherwise drawing attention to themselves.



BETRAYAL

Should any of the characters act aggressively or indeed attack Haraji, the Djinn immediately shifts into his actual Djinn form - a being of menacing and malignant aspect - causing an immediate fear roll [6] to all characters who see him.

To prove that no one defies him with impunity, Haraji only seeks to hurt character(s) who attacks or acts threateningly towards him and will leave anyone else unscathed.

As soon as he has caused damage to the offending characters, he transforms into a dust devil and whooshes out of the tent leaving the characters stranded where they began.

BETRAYAL (ENCOUNTER)

ANTAGONISTS: Haraji

CONDITIONS: Inside the Djinn pavilion the cramped conditions and unwieldy cushions littering the floor halves movement, induce a -1 action modifier and allow only for weapons of size 3 or smaller to be wielded. Upon assuming his natural form Haraji is flying and suffers none of these impediments.

Haraji			
AGILITY	7	HEALTH	33
AWARENESS	8	SIZE	Medium
STAMINA	5	MOVE	6 / 12 (fly)
STRENGTH	4	WEAPON	Claws
INTELLECT	6	ATT MOD	+7
PERSUASION	5	ATT SPEED	+4
PRESENCE	7	DMG	D6 +2
WILLPOWER	6	DV	11
		PROTECTION	DR 0
TALENTS		Charmer & Empathy	
FLAWS		Bad temper	
PRIMARY SKILLS		Expression [4], Intimidation [3] and Commerce [4]	
COMBAT SKILLS		Unarmed [3], Devastating blow (specialisation) & Dodge [3]	
POWERS		See core book p. 357	



EVENT III: THE PROPHET

EVENT SYNOPSIS

In case the characters do not accept Haraji's offer and seek to cross the square without his help, they risk being noticed by the numerous Sarraqum lookouts and spies placed on and around the square.

As the characters seek to cross Salvation Square they are accosted by a mad prophet, potentially exposing them to the Sarraqum.

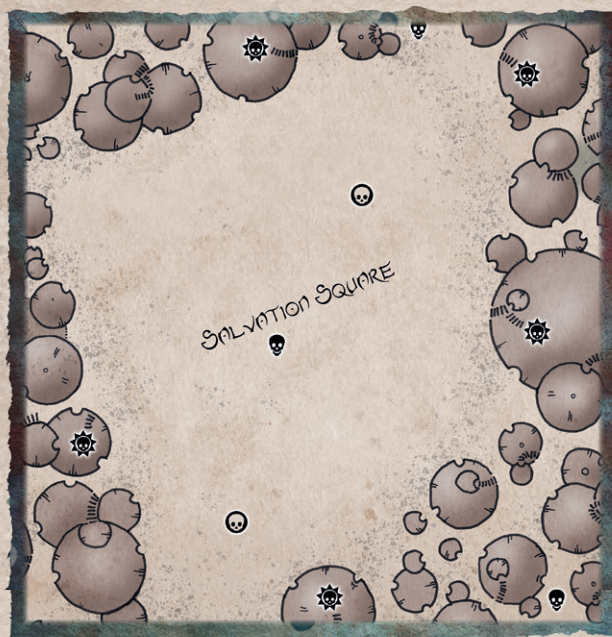
LOCATION

SALVATION SQUARE: Salvation Square is the haunt of merchants, scum, soothsayers, prophets, and vast crowds at all hours.

The name of the plaza is a pun derived from the hordes of doom-spouting prophets drawing gawking spectators as they proclaim the end of the Cosmos!

NPC's

A fanatical larva-like doomsday prophet



The street urchins roaming the plaza are increasingly likely to get drawn by the racket as the hounding from the mad prophet carries on.



Five lookout-nests surround Salvation Square. Although they may not be able to see what is going on, the lookouts will eventually notice the clamour and commotion as the mad prophet insistently badgers the characters or if the encounter turns violent.



The Sarraqum patrol touring the plaza is prone to notice and possibly react to the clamour of the mad prophet encounter if it persists.

Doom is upon us!

As the characters move through the crowds a maddened doomsday Prophet spots them from its makeshift pulpit, clambers down and accosts them in front of its fervent spectators.

The Prophet begins bellowing at them in terrified ecstasy; calling them the portents of doom, declaring that humanity is a scourge upon the Cosmos and that they are the spawn of the Anunnaki sent to oppose the righteous reign of the Unseen Rulers.

The prophet will noisily decry their human lineage and insistently pursue them across the plaza, intermittently shifting between loud bellicose threats at their very existence, pleading for their mercy as the harbingers of doom and mocking their inferiority as a species!

All the while its spectators follow at a short distance relishing the spectacle.

The Arbiter can switch between the three moods or make dice rolls at intervals to determine which attitude is dominant.

ESCAPING UNWANTED ATTENTION

Should the characters be unable to escape or get rid of the Prophet's attention in less than approximately fifteen minutes (game-time) the debacle and growing crowd following them attracts the attention of the Sarraqum lookouts.

To avoid discovery the characters must somehow elude, placate or otherwise deal with the mad prophet. As the prophet will not respond to reason possible ways to resolve the situation include:

THREATS: The prophet is susceptible to threats while in his fearful state, but not otherwise.

SPLITTING UP: Going separate ways will confound the prophet and enable the characters to possibly get away.



DIVERSION: It is possible to create a distraction to escape by using people or objects on the square - for instance inciting a nearby human diviner to challenge the mad prophet!

VIOLENCE: Attacking the prophet spurs its followers to assault the characters (stats as goons) to protect their messianic messenger.

FLEEING: The characters can try to run to escape into the crowds. The prophet will try to latch on to them, even grabbing and clinging physically to them to keep them in sight.

ESOTERIC MEANS: The prophet is susceptible to esoteric powers.

If the characters do not manage to placate or escape the prophet within the noted timeframe the Sarraqum lookouts spot them and/or each nest disperses D6 thugs to trap and capture them in the square.

If the characters are able to lose the prophet without drawing attention to themselves, they can cross Salvation Square with relative ease, only having to evade a few goons sifting through the crowds.



EVENT IV: THE NAQAH GANG

EVENT SYNOPSIS

On the border of the Sarraqum territory lies the turf of a rival gang. Asiri is familiar with this gang's leader, a Tihma named Naqah. Should the characters seek out or come across the gang, Asiri is able to get him to speak.

Can the characters' ingenuity, diplomacy or bargaining skills sway the rival gang to help them?

LOCATION

TURF BORDER: A few clusters from Salvation Square the Sarraqum territory is bordered by the turf of a rival gang led by a mischievous Tihma named Naqah.

A cold war rages with occasional skirmishes and clandestine activities under the cover of a tenuous superficial ceasefire.

The turf of the Naqah gang is marked by the darker area on the map - thugs from this gang guard the narrow passage with significant interest as a result of current events.



- ★ 3 If the rival gang is convinced to let the characters meet with Naqah they will be led down the alleyway away from the prying eyes of the lookout nests keeping a constant vigil.

Naqah will emerge from a building marked by the star to speak with Asiri and his compatriots.

- ☠ The patrols of thugs and goons are currently more obsessed with finding the characters than watching the turf border.
- ☠ The nearby lookouts are tasked with keeping an eye on the alley openings on the border into the Naqah gang's territory - but because of the idol theft, their attention is focused on finding the characters rather than watching the border.

NPC'S

Naqah, the Tihma gang leader



PARLEY

A group of Naqah's gang members are observing the border and they can be convinced to rouse Naqah if Asiri appeals to – and possibly bribes – them. The arbiter decides whether social interaction rolls are required.

Naqah and Asiri are not friends, but the gang leader will listen to Asiri and be open to an offer or suggestion from the characters.

The characters can attempt diplomacy, ingenuity or bargaining skills to coax or bribe Naqah to help them.

NAQAH NEGOTIATION

Naqah is selfish and sly, but he is also a trickster who enjoys frustrating his rivals, the Sarraqum.

In addition to the players having to conduct the dialogue and arguments, the Arbiter may require them to make rolls to see if their attempt is successful.

Dice rolls are based on either Presence or Persuasion, as well as a relevant skill, such as socialize or commerce, depending on which approach the characters adopt.

Two suggested ways to get Naqah to comply with a request are:

TRADING: The characters must offer Naqah something valuable, such as Sarvar's hallucinogenic herbs, significant amounts of money, useful equipment or similar to get him to accommodate any request.

If Naqah notices the bronze statuette he shows an immediate interest in it.

COAXING: While he will hesitantly accept and comply with inventive suggestions and assurances that directly benefit him or his gang, he reacts with outright relish to creatively devious plans that impede or harm the Sarraqum.



MUCH NEEDED AID

If the characters succeed in persuading Naqah to help them, he guarantees their safe and discreet passage from the turf border to the quay area.

He will not allow the characters to pass through his own turf and altogether avoid the Sarraqum though and will come up with some excuse if asked this.

Depending on the agreement with the characters, he sends his gangers to create a diversion drawing the attention of the nearby Sarraqum, enabling the characters to dash through the streets to the edge of the riverbank where they can see the Quay extending into the Margidda river.

The characters still have the thug patrols on the riverbank to contend with, but at least they can glimpse their target in the gloom.



ARBITRARY EVENTS: PURSUED

EVENT SYNOPSIS

These events deal with what happens if or when the characters are spotted by a Sarraqum mole, lookout, group of goons or patrol of thugs!

Sarraqum gangers are posted around the district as noted on the Arbiter's Map.

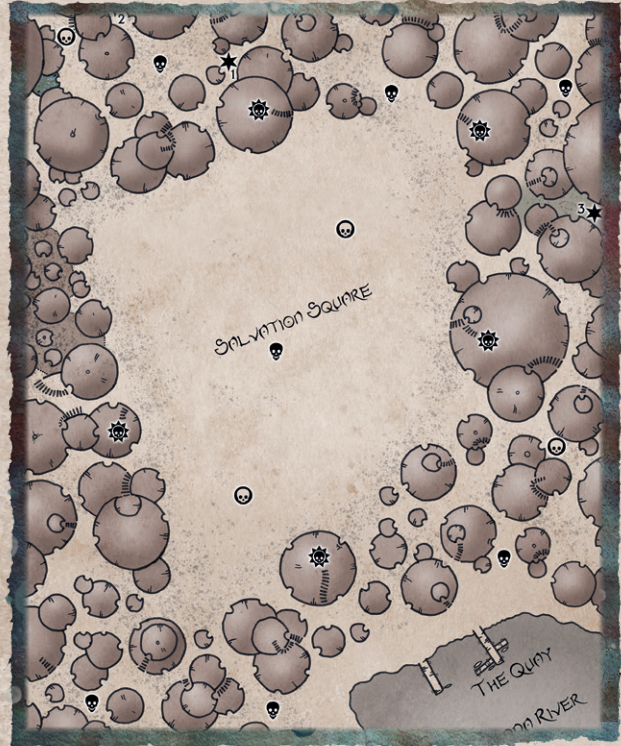
Wherever the Sarraqum has a presence the characters risk being spotted if they are not careful.

Whether the characters manage to avoid detection depends on how they navigate the streets and alleys.

Characters skulking about have a higher chance of going undetected but spend prolonged periods getting anywhere. Contrary to this, characters that hurry without thought to stealth or masking their appearance are increasingly likely to be spotted by the Sarraqum.

LOCATION

THE SALVATION SQUARE DISTRICT: The designated spy, lookout, nest or patrol points are noted on the map.



MOLE

LOOKOUT NEST

PATROL



SKULKING IN THE DARK

Unless they obviously disregard caution the characters are not automatically detected simply because they pass a lookout or spy.

It is up to the Arbiter, to decide or - if necessary - roll dice for the gang to discover them in the gloom and crowds.

The Arbiter can also allow the characters to discover the danger before it is too late, even if they have already been spotted.

When the characters move into an area where spies or Lookouts are present, players should usually get a chance to roll the dice in an observation test [10], to determine whether they detect the potential danger or not.

It is possible that characters purposefully neglect to inform their compatriots about upcoming dangers, lookouts and such, which the Arbiter should take into consideration when deciding whether imminent perils are detectable.

SPOTTED!

If the characters are discovered at any point in the district, what happens depends on who discovered them.

SPOTTED BY A MOLE (CHILD SPY): The spy heads towards the nearest patrol or lookout-nest to alert the gangsters there about the presence of the characters. This generally takes a while potentially enabling the characters to shift location before they are caught.

Note that the Arbiter may allow characters the chance to notice that they have been discovered and perhaps even the possibility of catching the mole before he or she gets away.

Once alerted a group of D6 thugs will hasten to where the spy saw the characters seeking to incapacitate, capture or kill them and take back the statuette.

SPOTTED BY A LOOKOUT (NEST): A group of D6 thugs will be dispatched to where the lookout spotted the characters aiming to seize or slaughter them and take back the idol.

SPOTTED BY A PATROL: A Sarraqum patrol consists of D6 thugs and D3 goons.

If the patrol outmans the characters, it will immediately spread out to cover possible escape routes and either assault the characters or try to convince them to give up the idol. The characters may choose to flee, fight, bribe, bluff, negotiate, hide, or otherwise placate their pursuers.

If the patrol is outnumbered, they will send a goon after reinforcements while the rest trail the characters at a distance - which the characters may notice.



END SCENE: Dawn

SCENE SYNOPSIS

As the characters reach the quay and the boat, they discover an unpleasant surprise as the skipper hired by Asiri has decided to take the sacred idol for himself.

LOCATION

THE RIVERBANK, THE QUAY AND THE DHOW: The characters should be aware that swimming in or falling into the Margidda attracts silt sharks very quickly.

NPC's

Keelal, skipper of the dhow



If the characters have reached the quay by dawn, they see a small dhow sailing down the river and approaching the quay as arranged by Asiri.

The dhow is commanded by the elderly Keelal and manned by two sailors, while two bodyguards have been hired for protection.

There are few people and even fewer hiding places on the empty banks of the river, which leaves the characters very exposed when they move towards the quay - especially as the first sun is cresting the Pe'rep'ial Peaks.

Two Sarraqum patrols are watching the riverbank and three small dinghies are fastened at the quay, which the characters have to traverse to get to the dhow. A second smaller pier holds a fourth dinghy.

As the small dhow nears the quay the patrols focus their attention on it, giving the characters a chance to move around on the edge of the district without notice.

As a precaution, Keelal wants to stay away from the shore and orders the sail taken down to have the dhow float slowly and gently with the current multiple boat lengths out into the river.

The current is sluggish, giving the characters plenty of time to reach the dhow before it floats past, but they can only reach it if they commandeer one of the moored dinghies and sail out or find another way to traverse the silt shark infested river.

The Sarraqum patrols may not recognize the characters immediately when they move onto the riverbank and the Arbiter should consider how the characters approach, possible disguises and so on when rolling to determine if they are recognised.

However, as soon as the characters reach the quay and move towards a dinghy the Sarraqum patrols take an interest and quickly realise who they are. At this moment both patrols grab their weapons and rush towards the quay, giving chase.

The pursuing patrols are sufficiently far away that the Arbiter can allow the characters to reach and launch a dinghy. However, they are near enough that dawdling or trying to sabotage the dinghies on both jetties is likely to result in capture.

Soon after the characters push off from the quay and row towards the dhow their pursuers reach the piers, jump into any remaining dinghies and furiously paddle after them.

OBSERVATION

- As they approach the dhow the characters will realise that its sides and rails are significantly higher than the dinghy's, making it difficult to climb without the aid of a rope or hanging ladder, especially while carrying a heavy bronze idol.

BETRAYAL AT DAWN

When the characters get near the dhow, Keelal appears and anxiously calls to them to send the idol up so that it does not weigh them down as they try to clamber up. He then proceeds to toss down a line.

OBSERVATION

- The line is sturdy enough to carry the idol, but not a full-grown human.
- Keelal mentioning the idol should alert Asiri, as he has never mentioned the statuette or revealed their purpose to Keelal - the skipper should not know anything about it!

Faced with an uncooperative Keelal on one side and pursuing Sarraqum gangers on the other, the immediate choices for the characters are: Clambering up the dhow side without the aid of a rope, calling for Keelal to lower another rope for them, trying to somehow incapacitate or remove Keelal, or turning to face the oncoming Sarraqum.

BOARDING THE BOAT

Getting from the unsteady dinghy and clambering up the side and over the rail of the dhow requires either a climbing, acrobatics or similar action [7], possibly made more difficult by Keelal or his henchmen trying to fend off or simply attacking the characters.

While only one success is required for a character to get onto the deck of the dhow, any adjacent foe gets a free attack while the character clambers up.

Unless the attacked character has the coordination Talent he or she counts as prone while boarding the dhow because of the focus and effort require to climb.

APPEALING TO KEELAL

If the characters parley with Keelal, he pretends to instruct his sailors to search for rope sturdy enough to carry their weight while insisting that they tie the statuette to the line, for him to hoist up and secure before it is too late.

Should the characters refuse to comply, Keelal warns them and declares that he will not lower another rope before he receives the idol.

He continues to point out that the pursuers are closing in and then threatens to leave them to the Sarraqum unless they obey and give him the idol first.

GIVING UP THE IDOL

If the characters are willing to tie the statuette to the line, Keelal will hoist it up, grab it and shout to his sailors to set sail while ordering his guards to keep the characters off the dhow, as they begin to sail away.

If the characters are unable to grab hold and embark on the dhow right away it will pick up speed and rapidly become

impossible to catch - leaving the characters without the idol but with a terrible predicament!

RIVER RUNS RED

In case the characters decide to face off against their pursuers they are faced by the combined Sarraqum patrols manning however many dinghies are still intact and outfitted.

They might notice more gangers gathering on the riverbank, pulling out boats from under tarp covers to join the pursuit.

RIVER RUNS RED (ENCOUNTER)

ANTAGONISTS: 2D6 thugs and 2D3 goons

CONDITIONS: The small dinghies are very wobbly in the water, causing combatants to easily lose their footing. Unless combatants have coordination, acrobatics or a similar capability, an Agility roll [4] must be passed each combat round to be able to perform an action in the lurching boat. A critically failed roll causes the combatant to fall into the river, quickly drawing the attention of the surrounding silt sharks.

THUGS

AGILITY	3	HEALTH	26
AWARENESS	2	SIZE	Medium
STAMINA	4	MOVE	6
STRENGTH	4	WEAPON	Shamshir
INTELLECT	2	REACH	Adjacent
PERSUASION	2	ATT MOD	+2
PRESENCE	3	ATT SPEED	0
WILLPOWER	3	DMG	D12 +1
		DV	7
		PROTECTION	DR 3
EQUIPMENT	Leather armour, shamshir and dagger.		

GOONS

AGILITY	3	HEALTH	12
AWARENESS	2	SIZE	Medium
STAMINA	2	MOVE	5
STRENGTH	3	WEAPON	Club
INTELLECT	2	REACH	Adjacent
PERSUASION	2	ATT MOD	0
PRESENCE	3	ATT SPEED	0
WILLPOWER	2	DMG	D6 (Knockdown)
		DV	7
		PROTECTION	DR 1
EQUIPMENT	Cloth armour, club and dagger.		

CONFRONTING THE BETRAYER

As the characters reach the deck of the dhow the two bodyguards will desperately try to repel them while Keelal retreats to the furthest end of the boat.

The two sailors will not interfere in the conflict but will readily follow the orders of whoever ends up winning.

To even the odds the two bodyguards might resort to ramming the characters with their bodies in an attempt to fling them over the side and into the river. They surrender if they are brought to less than half their original Health.

Keelal will drop his weapon, beg and plead for his life as soon as he is wounded.

If the characters listen to him he will whine and cry, falsely claiming that his family has been threatened by the Sarraqum gang to betray Amara and her compatriots, but that he is ready to pledge eternal allegiance to them, help get revenge on the Sarraqum and do whatever Amara wants if she will just spare his miserable life.

CONFRONTING THE BETRAYER (ENCOUNTER)

ANTAGONISTS: Keelal and his two bodyguards

CONDITIONS: No extraordinary conditions apply.

BODYGUARDS

AGILITY	4	HEALTH	26
AWARENESS	2	SIZE	Medium
STAMINA	3	MOVE	6
STRENGTH	4	WEAPON	Mace
INTELLECT	2	REACH	Adjacent
PERSUASION	2	ATT MOD	+2
PRESENCE	3	ATT SPEED	+1
WILLPOWER	3	DMG	D12 +1 (Knockdown)

DV

8

PROTECTION DR 2

EQUIPMENT

Studded leather armour, mace and dagger.

KEELAL

AGILITY	2	HEALTH	14
AWARENESS	2	SIZE	Medium
STAMINA	2	MOVE	4
STRENGTH	2	WEAPON	Sabre
INTELLECT	4	REACH	Adjacent
PERSUASION	2	ATT MOD	0
PRESENCE	3	ATT SPEED	0
WILLPOWER	2	DMG	D12 -1

DV

6

PROTECTION DR 1

EQUIPMENT

Cloth armour, short sabre and dagger.





Conclusion

As the drama on the river comes to an end the characters are either sailing away with their prize in hand or left frustrated by its loss to either the river, Keelal or the Sarraqum.

TRIUMPH

If the characters manage to take control of the dhow and escape or kill the pursuing thugs, they can sail away and receive their tribute and reward from the Cult of Tiamat.

Read or summarize the following: *"As you disembark on the enclave's dock further down the river you are greeted by several matron mothers of the cult, followed by a large and excited crowd. As they see that you have accomplished your task and returned the sacred serpent idol, they break into cheers and frantic applause. Without this symbol of humanity's heritage the cult and even the enclave would have suffered a severe blow. Because of your actions the flame of hope that was lost is now rekindled."*

FAILURE

In case Keelal manages to escape with the idol, the Sarraqum reclaim it or if it is lost and sinks to the bottom of the river, the characters have failed in their task.

How they proceed from there is not covered in this scenario, but the following story-lines are options to be pursued:

- Do the characters return empty-handed to the Cult of Tiamat to face the matron mothers?
- If Keelal stole the idol, do the characters pursue him to reclaim it or perhaps confront him in the presence of the cult and enclave?
- If the idol sank to the bottom of the Margidda river, do the characters mount an expedition to retrieve it or maybe hire Shaauru to do it for them?
- If it fell back into the hands of the Sarraqum, do the characters plan another attempt to retrieve it, possibly aligning themselves with Naqah or find another way to wrest it from the gang?

ADVANCEMENT

Arbiters are free to grant experience, enlightenment and Wastah and can consider the below allocations:

EXPERIENCE POINTS

In addition to individual achievements or notable collective accomplishments, it is suggested that characters are each awarded one experience point for every event they encountered during their trek through the district.

ENLIGHTENMENT

There is no basis for obtaining enlightenment in this scenario.

WASTAH

Through this scenario characters may potentially obtain Wastah with the following NPC's:

- If the characters succeed in bringing back the idol to the matrons of the Cult of Tiamat, they obtain one ranking of Wastah with the Cult.
- Depending on how they interacted with Naqah, the characters may possibly gain a ranking of Wastah with him.

REWARDS

While the Arbiter is free to let the characters pilfer and otherwise obtain valuables throughout their exploits, the below rewards are offered by the Cult of Tiamat upon the return of the idol to them.

- A total of 300 copper Dhins to be shared by the characters.
- An offer of shelter and sanctuary in the Cult compound situated in the Feeradani enclave.
- Serpent Goddess signet seals, signifying that the characters are blessed by the matrons of Tiamat. The seals function as symbols of influence, granting a +1 modifier to social interactions with anyone adhering to the Babylonian religion and +3 to specific worshippers of Tiamat.

ANTAGONISTS & NPC'S

AQHRA

This young street urchin is a cripple that only survives by his cunning. He knows a secret passage through the building where he is encountered, and can lead the characters to Salvation Square unnoticed via this route.

Alternatively, he can create a diversion enabling the characters to escape or bypass one spy, group of thugs or other Sarraqum members on their way.

APPEARANCE: Aqhra is a young human boy with an awkward gait due to lameness in his left leg.

GARB: Tattered rags.

QUIRKS: An enduring smile playing on his lips.

HARAJI

Haraji is a chatter-broker and a typical Djinn who loves meddling in the lives of mortals with little care or consideration for how this affects them.

APPEARANCE: He is a shapeshifter and usually takes the form of the species he interacts with, but there is always some characteristics that indicate that he is not what he pretends.

GOALS: He has a passion for acquiring precious objects and secrets. Furthermore his supranatural faculties enables him to shift and thief people's essence if they (inadvertently) allow him. Haraji can conjecture what the people he deals with desire most, and often exploits this in his dealings.

GARB: Uncommonly expensive garb for a Kimah resident.

DOMAIN: An esoteric pavilion in Salvation Square.

QUIRKS: He has a strange principle of fairness, a hefty temperament and allows no annulment of trades without repercussions. If someone tries to cheat him or dishonour an agreement, he becomes furious and immediately takes his natural form (causing fear) to attack the offender.

COMBAT BEHAVIOUR: Haraji is generally superior to any opponent he picks, but rarely seeks to kill an adversary - he rather wants to give those who defy him a harsh lesson, leaving them to tell the tale.

KEELAL

Keelal is a deceiving and mostly cowardly crook who seeks only to enrich himself. He has taken the payment of Asiri to collect the characters, but - although Asiri has not mentioned anything - figured out that they are trying to get the Tiamat idol back from the Sarraqum.

Now he wants to share in the glory - but primarily the prize - and prepares to betray the characters.

APPEARANCE: He is a stooping half-bald man who tends to speak very loudly and high-pitched.

GOALS: He plans to take the idol from the characters when they are at their most vulnerable, then leave them in the hands of the Sarraqum. He can then deliver the idol to the cult himself and reap all the rewards.

GARB: Keelal dresses in ragged finery, clearly trying to make himself look more important than he is.

QUIRKS: Keelal has a tendency to get obvious ticks if he is stressed or lying.

COMBAT BEHAVIOUR: Keelal is a coward and only engages in combat if no other option is available to him.

KU'ALU

Ku'Alu is an old Naqasti beggar. A scarf covering his eyes is pure deception as his eyes work impeccably, allowing him to keep an eye on what is going on in the area, without anyone realising that he sees everything.

As a contact to Amara, he can supply her with a description of the mole (a beggar child) who is spying for the Sarraqum in the alley near Sarvar's hideout.

APPEARANCE: This old Naqasti beggar is dressed in rags with a scarf covering his eyes, pretending blindness to conceal his work as an informant.

GARB: Tattered robes and a cane as part of his blindness routine.

QUIRKS: Ku'Alu hates water and will always stand or sit in doorways to avoid the rain or muddy streets. An observant bystander might notice and wonder how the blind Naqasti always seems to swerve around puddles in the street.



Naqah

Naqah is a Tihma and leader of a rival gang to the Sarraqum. He knows Asiri as he has previously bought information from him.

Naqah is selfish and sly, but he is also a trickster. If the characters ask for his help, he will exploit the situation but ultimately agree to assisting them if it causes a nuisance for the Sarraqum, even if he gets little else out of it.

APPEARANCE: Naqah is a bulbous creature moving his massive bulk around on six short limbs. Odd tendrils and what appear to be a tail sprout from his head. His four reddish eyes seem to glow slightly as he gets excited.

GOALS: Naqah's immediate ambitions are very much his own and seem to change on a daily basis, but overall he seeks to maintain his hold on his turf in Kimah.

Contrary to most other gangs he does not seek expansion but nor will he allow incursion into his territory. Perhaps something inside his limited turf holds what he seeks and he has no need for further appropriations?

GARB: He wears no clothing as flaps of rubbery fibrous skin protects him from the elements.

DOMAIN: A rather limited territory in the Kimah district.

QUIRKS: He speaks with a light wheezing voice while a persistent vicious smirk plays on his lips.

COMBAT BEHAVIOUR: Naqah is not a fighter, but a trickster. If he should ever find himself in a situation where violence is unavoidable he will seek to outsmart his opponents rather than facing them head on.

Naqah			
AGILITY	2	HEALTH	32
AWARENESS	6	SIZE	Medium
STAMINA	5	MOVE	4
STRENGTH	3	WEAPON	None
INTELLECT	5	ATT MOD	-4
PERSUASION	5	ATT SPEED	-2
PRESENCE	3	DMG	-
WILLPOWER	5	DV	6
		PROTECTION	DR 0
TALENTS	Adaptability and tolerance		
FLAWS	Sluggish		
PRIMARY SKILLS	Intrigue, languages and lore		
COMBAT SKILLS	-		
POWERS	Mesmerise		
OTHER	Multiple legs, multiple eyes and transformative skin		

The Prophet

This maddened prophet is preaching in Salvation Square and accosts the characters if they attempt to cross the plaza. It will pursue them relentlessly, convinced that they are the harbingers of doom and sent to destroy the Cosmos.

APPEARANCE: This ragged-looking larva'esque creature has four wild eyes on stalks constantly darting all over the place as if it is unable to focus anywhere for long.

QUIRKS: The prophet always yells or shrieks with its gigantic mouth. No matter its point or aim it has a fanatical fervence about it.

PROPHET			
AGILITY	2	HEALTH	38
AWARENESS	2	SIZE	Medium
STAMINA	5	MOVE	5
STRENGTH	3	WEAPON	None
INTELLECT	2	ATT MOD	-4
PERSUASION	5	ATT SPEED	-1
PRESENCE	6	DMG	D3
WILLPOWER	1	DV	6
		PROTECTION	DR 1
TALENTS	Born performer		
FLAWS	Fanatic		
PRIMARY SKILLS	Expression		
COMBAT SKILLS	-		
POWERS	-		
OTHER	Multiple legs, multiple eyes and tough hide.		



GROUPS & FACTIONS

THE SARRAQUM

The Sarraqum gang has gained power in Salvation Square and its surrounding clusters by blackmail, extortion, oppression and catering to addiction.

The gang has a variety of members scattered across the district. They are divided into the roles of moles, lookouts, goons and thugs.

MOLES: The Sarraqum gang exploits beggar children and orphans to be used as moles. Their placements are noted on the Arbiter map. Should one of these spies spot the characters, he or she either follows them briefly to see where they go or immediately sneaks away to inform any nearby gang thugs about the characters' whereabouts.

LOOKOUTS: In several locations around the area Sarraqum lookouts are placed in "nests" on the tops of buildings and hovels. A lookout-nest consists of three lookouts that scout the nearby area as well as a group of D6 thugs - waiting in an alley below - ready to move out if the characters are spotted. Lookouts are obvious to anyone and do not require active rolls from the characters to discover.

If threatened with violence lookouts will flee - or likely submit if no other option is available.

Lookouts			
AGILITY	3	HEALTH	10
AWARENESS	4	SIZE	Medium
STAMINA	2	MOVE	4
STRENGTH	2	WEAPON	Dagger
INTELLECT	2	REACH	Close
PERSUASION	2	ATT MOD	-3
PRESENCE	2	ATT SPEED	0
WILLPOWER	2	DMG	D4 [1]
		DV	7
		PROTECTION	DR 0
EQUIPMENT	Regular clothing and dagger.		

GOONS: These low-level gangers wander the district with impunity, pestering and exploiting the local residents. They are lightly armed, not combat-trained and only have few combat manoeuvres available if confronted: Standard attack and All-out attack.

Goons			
AGILITY	3	HEALTH	12
AWARENESS	2	SIZE	Medium
STAMINA	2	MOVE	5
STRENGTH	3	WEAPON	Club
INTELLECT	2	REACH	Adjacent
PERSUASION	2	ATT MOD	0
PRESENCE	3	ATT SPEED	0
WILLPOWER	2	DMG	D6 (Knockdown)
		DV	7
		PROTECTION	DR 1
EQUIPMENT	Cloth armour, club and dagger.		

THUGS: The thugs serve as enforcers for the gang. They are violent delinquents; armed with a variety of weapons throughout the scenario and combat-trained. Thugs can employ all the manoeuvres associated with their Intellect score: Standard attack, all-out attack, crushing blow, wild swing, black, grapple, improvised attack, knockdown, push back, stun and swift strike.

Thugs			
AGILITY	3	HEALTH	26
AWARENESS	2	SIZE	Medium
STAMINA	4	MOVE	6
STRENGTH	4	WEAPON	Flail
INTELLECT	2	REACH	Adjacent
PERSUASION	2	ATT MOD	+2
PRESENCE	3	ATT SPEED	0
WILLPOWER	3	DMG	D12 + 1 (Disarm/flexible)
		DV	7
		PROTECTION	DR 3
EQUIPMENT	Leather armour, mace and dagger.		



HANDOUTS & MORE

PARANOIA HANDOUTS

The Arbiter can use "paranoia handouts" if the players become too comfortable or a lull occurs in the game.

These handouts are designed to increase the unease of the characters, prompting that pursuers are constantly on the characters' heels and that everyone in the area is potentially an enemy.

The Arbiter is free to choose if, when and to whom he or she gives handouts or can do so at random. Once a handout has been given it is up to the Arbiter to decide whether the handout denotes a real threat or if it is merely the character suffering from anxiety and paranoia.

As you observe the nearby crowd you notice several passers-by giving you sly sideways glances, but as soon as you catch their eye they duck away and disappear into the throngs of people.

What was that?!

As you round a corner the sound of hurried steps and harshly whispered commands filter from a nearby alley.

Huh!?

The moment you step into the shadowy street, a cripple scampers down an alleyway as if suddenly in a hurry. You notice that he left his crutches behind in the dirt.

As you pass through the narrow alley, you get the distinct sense that several beggars are staring at you intently, but as soon as you glance at them, they look elsewhere.

An unpleasant tingling in the back of your neck tells you someone or something is stalking you! When you turn, however, there is nothing there...

But, as soon as you continue on your way, you get the sensation of being watched again...

SARVAR'S ADDICTION

Secretely recount the initial symptoms to the Sarvar player: *"It has been too long since your last herb snort. Your hands begin to shake slightly and you feel a cold sweat despite the suppressive heat of the evening..."*

Sarvar must make a Stamina roll [9] or suffer from withdrawal symptoms every 15 minutes until he gets access to his hallucinogenic herbs. When a Stamina roll is failed make roll to determine which of the symptoms take effect:

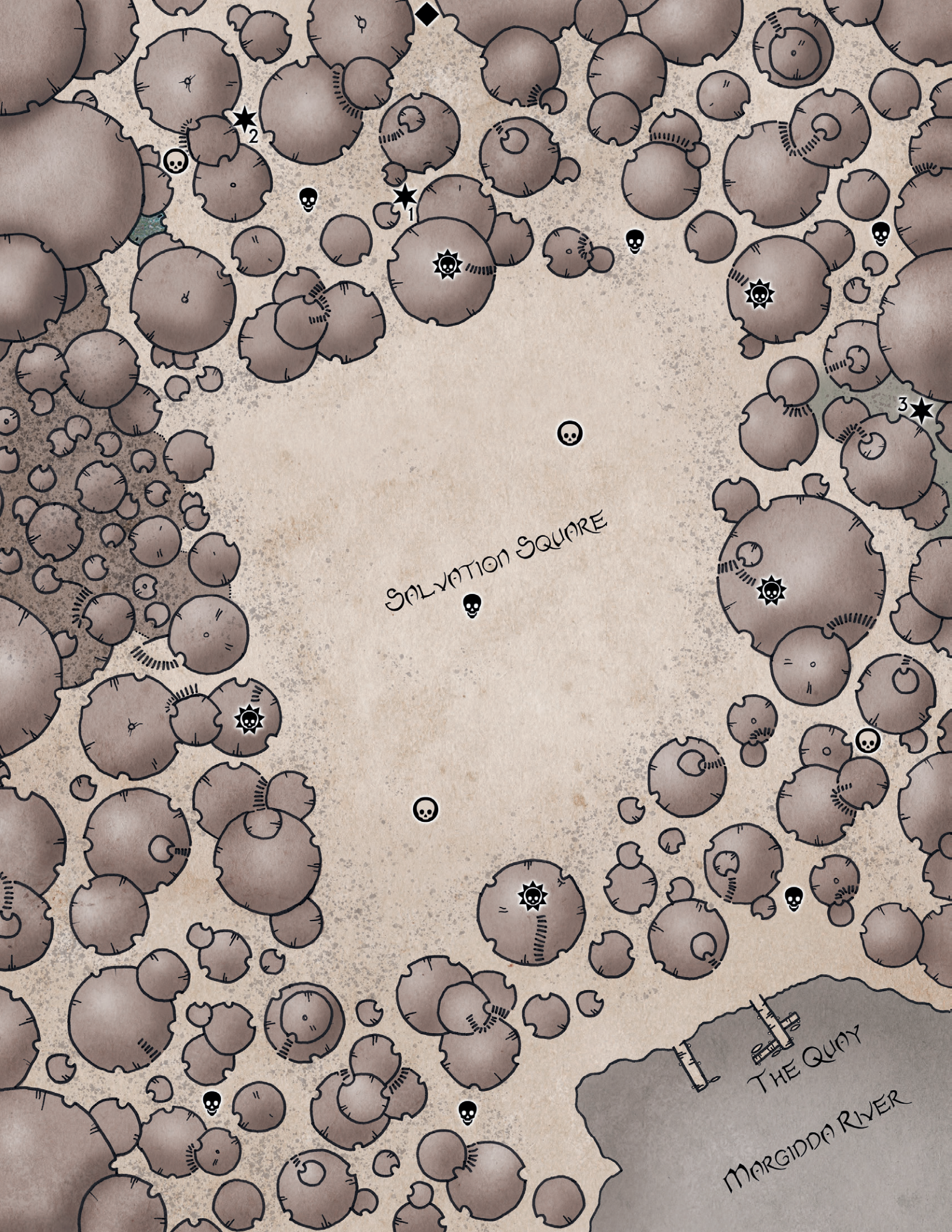
- 1-2 = Difficulty concentrating induces a -1 penalty to all mental/social actions.
- 3-4 = Breathing difficulties cause a -1 penalty to all physical actions.
- 5-6 = Nausea affects a -1 penalty to all actions.
- 7-8 = Random muscle cramps may occur during physical actions. A physical action-roll of 1-3 counts as critical failure/mishap.
- 9-10 = You feel feverish and shaking, collapsing for D6 minutes. The following hour you have a -1 penalty to all actions.
- 11-12 = You begin hallucinating and must immediately make a Delirium roll [7].

Each symptom last D12 minutes unless otherwise noted.

COVER-PAPER HOLE

THE DIAMETER OF THE HOLE IN THE A3 COVER-PAPER MUST BE 6 CM (AS SHOWN HERE) TO GIVE THE PROPER AMOUNT OF EXPOSURE OF THE MAP.

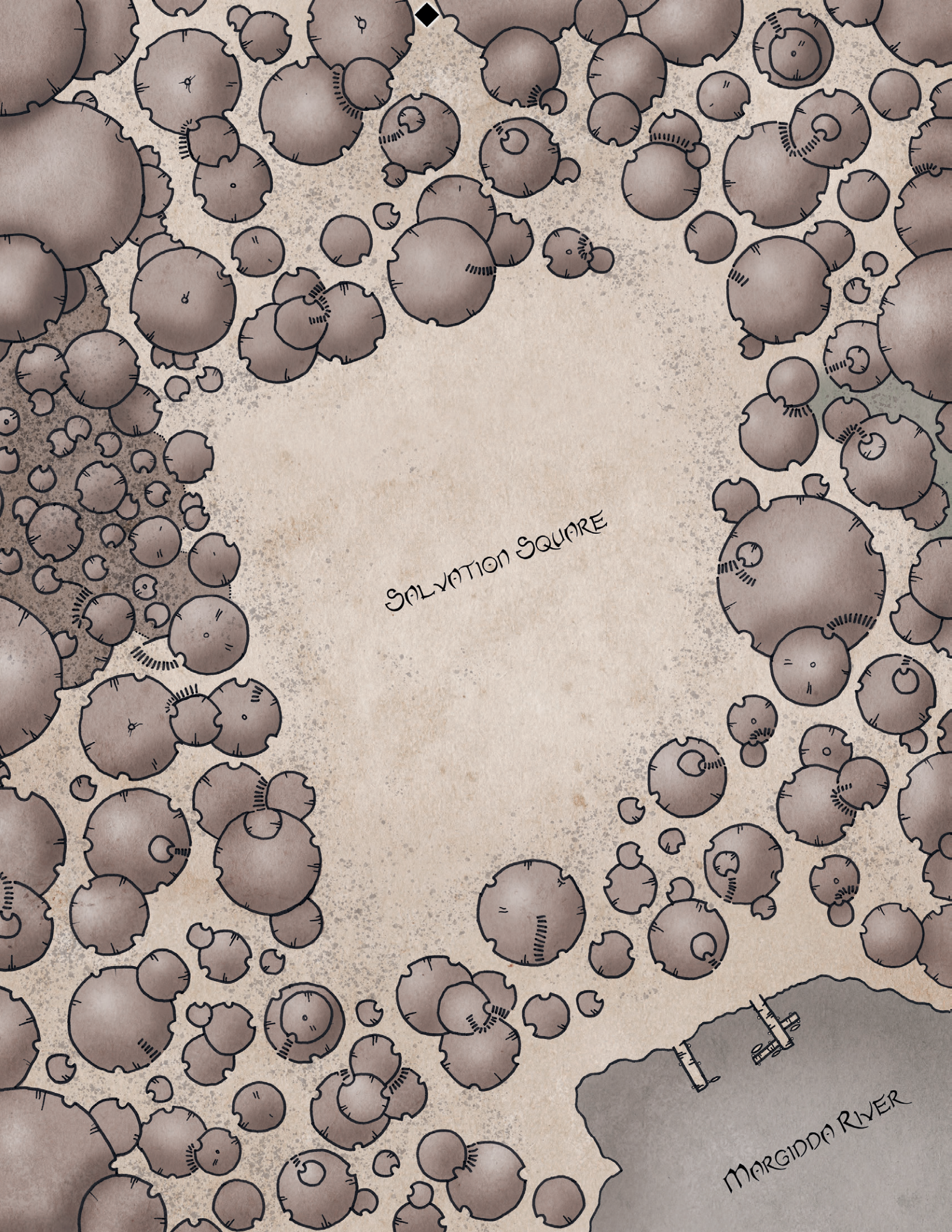




SALVATION SQUARE

THE QUAY

MARGIDDA RIVER



A hand-drawn map on a textured, light brown background. The map features a central square area labeled "SALVATION SQUARE". Surrounding this square are numerous circular and irregular shapes, some of which are filled with a darker brown color and have small, dark, radiating lines, resembling stylized trees or bushes. In the bottom right corner, there is a dark, irregular shape representing a body of water, labeled "MARGIDDA RIVER". Two small, simple structures are drawn on the riverbank. The overall style is sketchy and artistic.

SALVATION SQUARE

MARGIDDA RIVER

CHARACTER HISTORY: You rarely follow the rules, tend towards impulsive behaviour and are very open about your opinions. You planned the retrieval of the idol with the help of Tahmoh's informations and know the route from the Sarraqum lair to Salvation Square. Further, you have secured two contacts in the area: an old Nagasti beggar and a young human cripple who might be able to help...

FRIENDS & ALLIES: Sarvar, the old guard, is generally reliable and good in a fight, but you have seen him sniff something when he thinks nobody is watching and he becomes strange and incohesive afterwards...

Asiri is useful and has a lot of handy information but tends to stay by himself and seems to know more than he divulges...

Tahmoh appears dependable and him leaving his old gang seems sincere. His information about the secret hiding place of the gang and where the idol was kept was genuine in any case.

NOTABLE EXPERIENCES:

MOVEMENT

(KM/HOUR)

WALKING SPEED: 4

RUNNING SPEED (x2): 8

SPRINTING SPEED (x4): 16

COMBAT SPEED:
(METRES/ROUND)

4

ARMOUR, TATTOO'S & GRAFTINGS

Cloth armour

HEAD
0

TORSO
1

ARMS
0

LEGS
0

BULK, PROPERTIES & OTHER:

DAMAGE REDUCTION
(ACCUMULATED TOTAL)

1

WEALTH

51 copper Dhins

DEFENCE VALUE

AGILITY MODIFIER: +2

SKILL MODIFIER: 0

SHIELD MODIFIER: 0

OTHER MODIFIERS: 0

DEFENCE VALUE

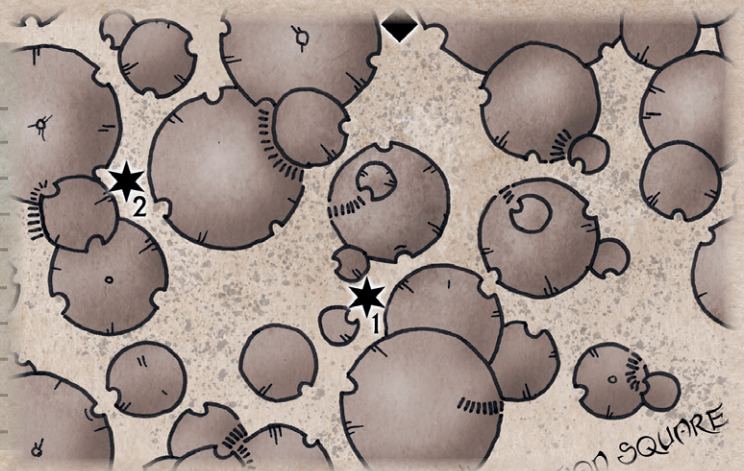
9

PROPERTY / ASSETS

- ★1: Aghra location
- ★2: Ku'Alu location

EQUIPMENT

Ragged clothing rope, hemp
5 darts tea leaves
threadbare sandals cloth armour
a few personal items
3 cloth bandages
Artisan tools, lock pick (poor quality)
Cylinder seal (unknown mark)



WEAPONS

	TYPE	SIZE	RANGE	ATTACK MODIFIER	SPEED	DAMAGE	PROPERTIES	SPECIAL
Darts	thrown	1	6/12/18	+5	+2	D3 -1	thrown	
Claws	melee	1	Close(0)	+2	+2	D4 -1		

CHARACTER HISTORY: You are a chatter-broker who lives by acquiring and selling information. You enjoy gathering knowledge about others, but rarely give away anything about yourself. You tend to exaggerate information "a little" and perhaps adjust the facts a bit to your advantage, but then truth is surely a matter of point of view, right? You sometimes take advantage of your esoteric abilities to acquire information...

FRIENDS & ALLIES: Sarvar seems decent enough, although his poorly hidden addiction makes him unsafe and he may be compromised or blackmailed into betraying the group because of it.

Someone who carries his betrayal as a badge of honour to join the other side like Tahmoh must be closely monitored. You have no information about his past, and it makes you uncomfortable.

Amara is a terribly naïve and overly confident person. People who constantly tell others what they think and believe, invite exploitation in your opinion...

NOTABLE EXPERIENCES: Without revealing anything about your purpose or the idol, you arranged for Keelal to come and collect you and your compatriots at the quay at dawn. You have collaborated with Nagah, a rival gang leader from the district before... Perhaps this acquaintance can be beneficial to you in some way?

MOVEMENT

(KM/HOUR)

WALKING SPEED: 4

RUNNING SPEED (x2): 8

SPRINTING SPEED (x4): 16

COMBAT SPEED:
(METRES/ROUND)

4

ARMOUR, TATTOO'S & GRAFTINGS

Regular clothing

HEAD
0

TORSO
0

ARMS
0

LEGS
0

BULK, PROPERTIES & OTHER:

DAMAGE REDUCTION
(ACCUMULATED TOTAL)

0

WEALTH

43 copper Dhins

DEFENCE VALUE

AGILITY MODIFIER: -1

SKILL MODIFIER: 0

SHIELD MODIFIER: 0

OTHER MODIFIERS: 0

DEFENCE VALUE

6

PROPERTY / ASSETS

★ Nagah location

EQUIPMENT

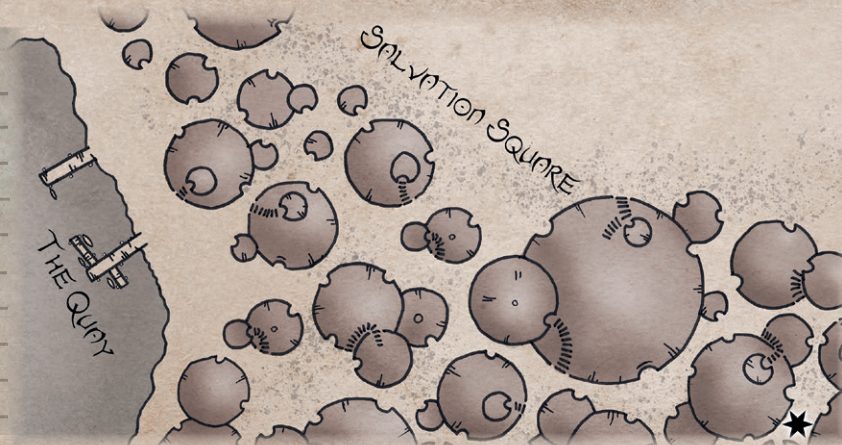
Regular clothing Small copper mirror
2 daggers Pouch
a few personal items water skin
Light cloak

KNOWN PHENOMENA

Compel - Difficulty 10 (+ victim Willpower mod)
Channeling time: 9 seconds / Range: 9 metres
Duration: One minute / Area: 1 person
Effect (charm): The victim is susceptible to a suggestion from Asiri. Resisted on Willpower [7] if it is contrary to the victims wishes or thrift.

WEAPONS

	TYPE	SIZE	RANGE	ATTACK MODIFIER	SPEED	DAMAGE	PROPERTIES	SPECIAL
Dagger	melee	1	Close (0)	0	-1	D4 -1		



NAME: _____ SPECIES: *Pureblood* HOMEWORLD: *Inhabited world*
 GENDER: *Male* AGE: *47* SKIN: *Dark brown* EYES: *Dark brown* HAIR: *Black but greying*
 BUILD: *Muscular of regular height* APPEARANCE: *Sarvar is looking haggard and weary*

PERSONALITY

DESIRE AND MOTIVATION:

To protect his friends and retain his secret.

DISLIKES, SECRETS AND REGRETS

Sarvar has a profound dislike of disloyalty.

PHILOSOPHY & PRINCIPLES:

MANNERISM

QUIRKS AND HABITS: *Traditionalist*

Unimaginative and cautious, Sarvar follows convention and is suspicious about most things.

SAYINGS:

ORIGIN

ANCESTRY AND RELATIONS:

CASTE: *Kalbi (casteless)*

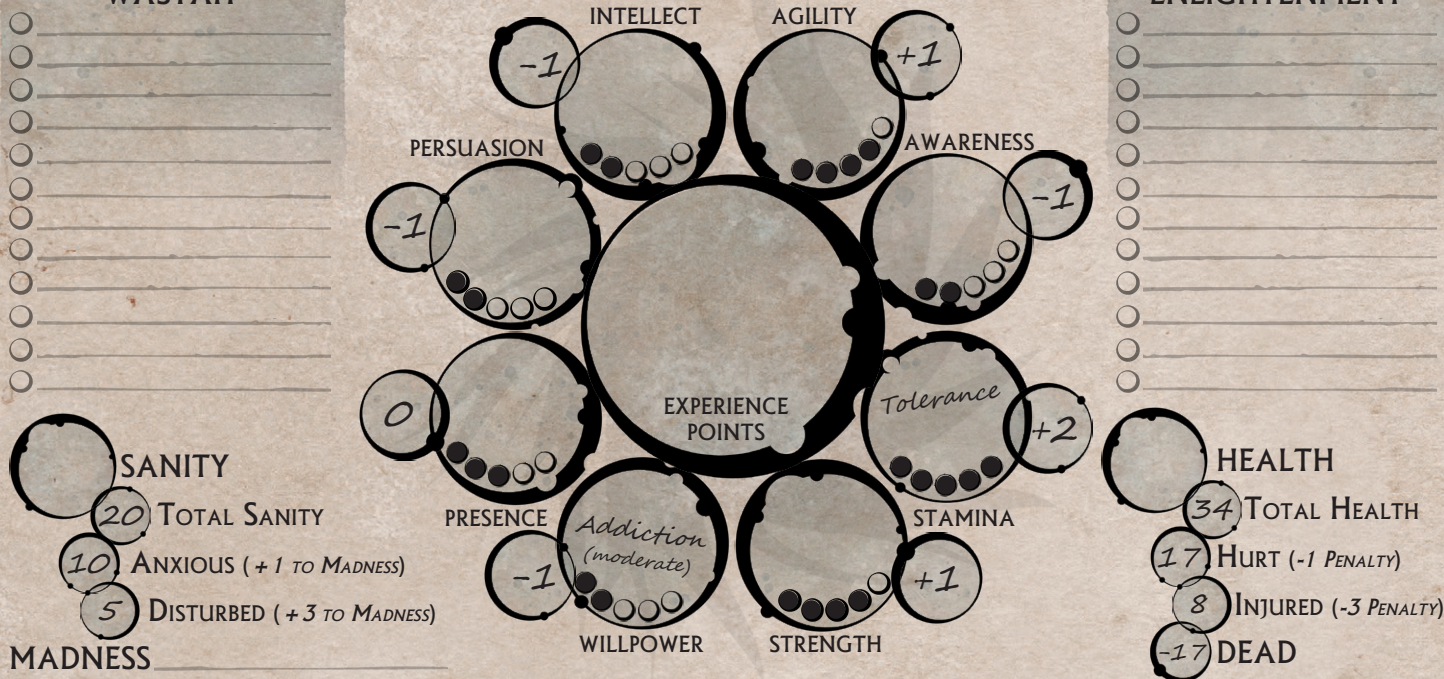
FACTION AND ALLEGIANCE:

OCCUPATION: *Former caravan guard*

PATRON:

WASTAH

ENLIGHTENMENT



BACKGROUND

BENEFIT

COST

Residence *Small hovel* 3
Resources *Weapons cache* 3
Homeworld benefit: +1 to survival rolls 0

SKILLS

SPECIALISATION

RANKING

COST

Anatomy ● ○ ○ ○ ○ ○ ○ 1
Herbalism ○ ○ ○ ○ ○ ○ ○ 2
Streetwise (+ homeworld bonus) ● ● ○ ○ ○ ○ ○ 2
 ○ ○ ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○ ○ ○

ATTRIBUTES

BENEFIT

COST

POWERS

RANKING

COST

○ ○ ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○ ○ ○

COMBAT SKILLS

SPECIALISATION

RANKING

COST

Blade weapons -Disarm ● ● ● ○ ○ ○ ○ 7
Shields ● ● ● ○ ○ ○ ○ 4
Small blades ● ○ ○ ○ ○ ○ ○ 2
 ○ ○ ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○ ○ ○

CHARACTER HISTORY: Sarvar is a former caravan guard who has become addicted to hallucinogenic herbs that he grinds and sniffs. He has a hideout near Salvation Square with a cache of herbs, weapons and more. He has to snort his herbs every three hours otherwise he begins to get withdrawal symptoms like nausea, shaking and so on. The herbs sometimes intoxicate him, inhibiting his coordination and balance, but he needs them...!

FRIENDS & ALLIES:

Amara is honest and straightforward, which Sarvar likes - but her rebellious tendencies bother him a little... It seems that she breaks rules for no reason, which is utterly baffling to Sarvar.

Tahmoh seems genuine, but a turncoat is always suspicious until he has proven his worth and true loyalty.

Asari is mysterious and certainly knows much more than he lets on... Sometimes it seems as if he knows about Sarvar's secret herb addiction, but he has not said anything... yet!

NOTABLE EXPERIENCES: Sarvar is on the mission to provide protection, but as they leave the Sarraqum lair he realises that he has forgotten to bring his herbs...

MOVEMENT

(KM/HOUR)

WALKING SPEED: 6

RUNNING SPEED (x2): 12

SPRINTING SPEED (x4): 24

COMBAT SPEED:
(METRES/ROUND)

6

ARMOUR, TATTOO'S & GRAFTINGS

HEAD

0

TORSO

2

ARMS

0

Padded leather
armour

LEGS

0

BULK, PROPERTIES & OTHER:

DAMAGE REDUCTION
(ACCUMULATED TOTAL)

2

WEALTH

92 copper Dhins

DEFENCE VALUE

AGILITY MODIFIER: +1

SKILL MODIFIER: 0

SHIELD MODIFIER: 0

OTHER MODIFIERS: 0

DEFENCE VALUE

8

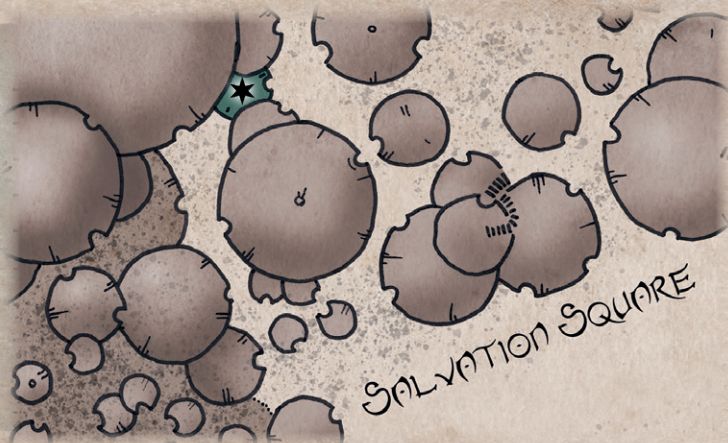
PROPERTY / ASSETS

Sarvar has a hideout in the area with a cache of weapons, herbs and armour.

★ Hideout location

EQUIPMENT

Stained and dirty travellers clothes	
Poor quality short sword	Padded leather armour
Well-worn boots	wine skin
a few personal items	1 x bandages, cloth
A satchel	2 x balm
Bone needle and string	



WEAPONS

	TYPE	SIZE	RANGE	ATTACK MODIFIER	SPEED	DAMAGE	PROPERTIES	SPECIAL
Short sword	melee	2	Adjacent	+3	+1	D6 +1	Parry	Poor quality: -1 to attack

CHARACTER HISTORY: Tahmoh was exploited by his former gang, the Sarraqum, and decided to switch sides. In exchange for a promise of clemency and welcome he provided information about the stolen idol and the Sarraqum gang to Amara and the Cult of Tiamat. His motivation is straightforward: He wants retribution and to begin a new life.

FRIENDS & ALLIES: Amara seems open and honest, but is anyone genuinely that sincere towards others or is there a hidden agenda behind the outward candidness..?

The caravan guard is ostensibly approachable but seems to be hiding something - he disappears regularly and seems a little confused and maybe even intoxicated when he returns...

Tahmoh has a nagging feeling that something is not right about Asiri and suspects that ulterior motives are in play. He should be watched carefully...

NOTABLE EXPERIENCES: Tahmoh helped Amara plan the retrieval of the idol and knows locations of Sarraqum lookout nests in the area around Salvation Square; information which may be vital to avoid discovery when leaving with the idol.

MOVEMENT

(KM/HOUR)

WALKING SPEED: 7

RUNNING SPEED (x2): 14

SPRINTING SPEED (x4): 28

COMBAT SPEED:
(METRES/ROUND)

7

ARMOUR, TATTOO's & GRAFTINGS

Layered cloth

HEAD
0

TORSO
1

ARMS
0

LEGS
0

BULK, PROPERTIES & OTHER:

DAMAGE REDUCTION
(ACCUMULATED TOTAL)

1

WEALTH

17 copper Dhins

DEFENCE VALUE

AGILITY MODIFIER: -1

SKILL MODIFIER: 0

SHIELD MODIFIER: 0

OTHER MODIFIERS: 0

DEFENCE VALUE

6

PROPERTY / ASSETS



Known Sarraqum
lookout nests.
(see Tahmoh's map)

EQUIPMENT

Dirty and worn clothes
Poor quality hammer
Tatty travellers boots
a few personal items
A heavy cape

Small copper oil lamp
fire plough
Layered cloth armour
1 x poppy juice

WEAPONS

	TYPE	SIZE	RANGE	ATTACK MODIFIER	SPEED	DAMAGE	PROPERTIES	SPECIAL
Hammer	melee	3	Adjacent	+2	-2	D12+2	Knockdown	Poor quality: -1 to speed
Fists	melee	1	Close	0	-1	D3+3		

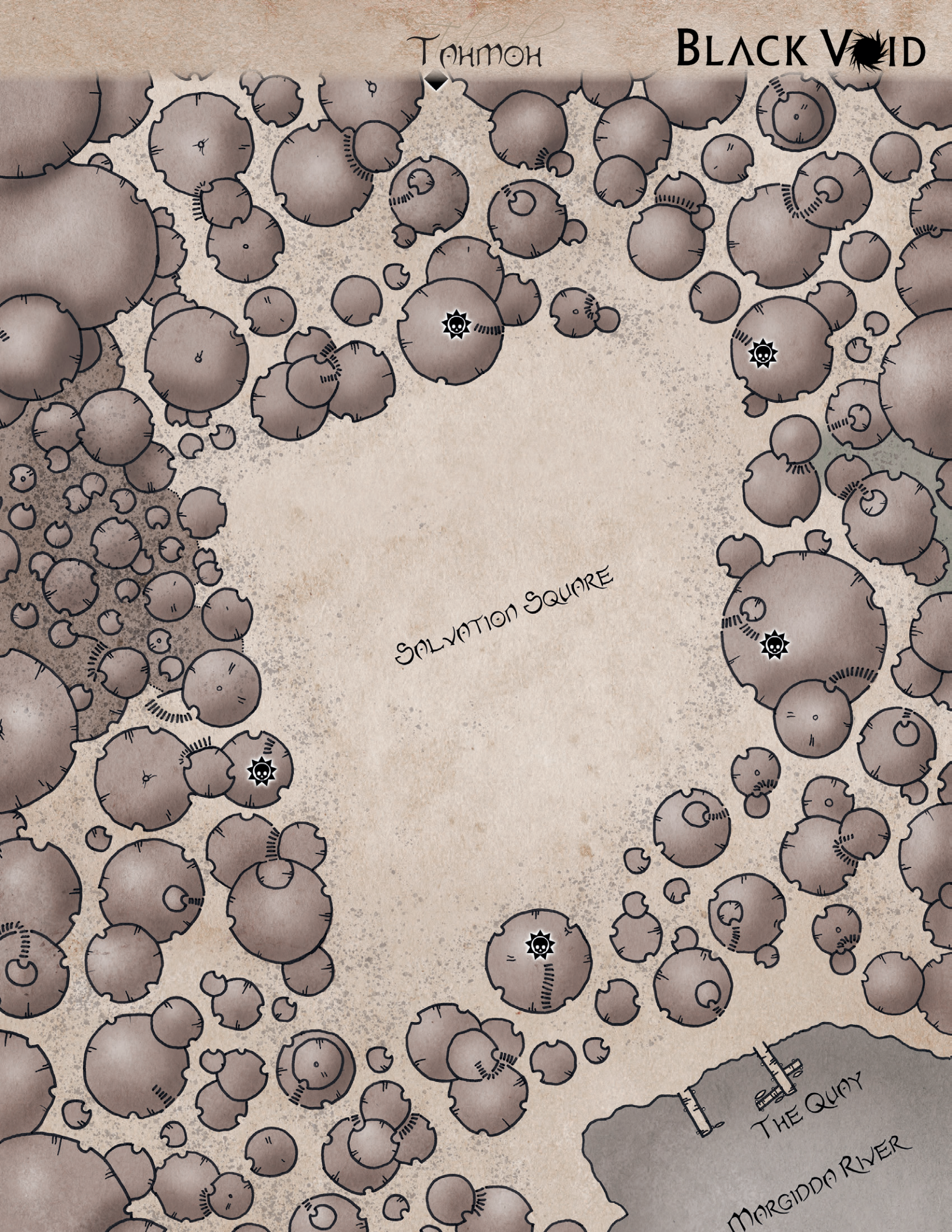
Tahmon

BLACK VOID

SALVATION SQUARE

THE QUAY

MARGIDDA RIVER



SURVIVAL IS ONLY THE BEGINNING...!

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CORE RULE BOOK	BVG001
Arbiter Screen	BVG002
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Black Void D12 dice	BVG004
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More products to follow...



CORE RULE BOOK

AN ESOTERIC ROLE-PLAYING GAME

In the days when Babylon was the greatest city on Earth, mankind lived in placid ignorance of the grandeur, vastness and horror of the Cosmos. Following cataclysmic events on Earth the fragile Veil between reality and the Void was shattered and the truth of existence was revealed. As mankind cried to their Gods for salvation, they were torn from Earth by Void torrents and the surviving peoples were scattered among the stars. Countless were lost and mankind seemed all but perished.

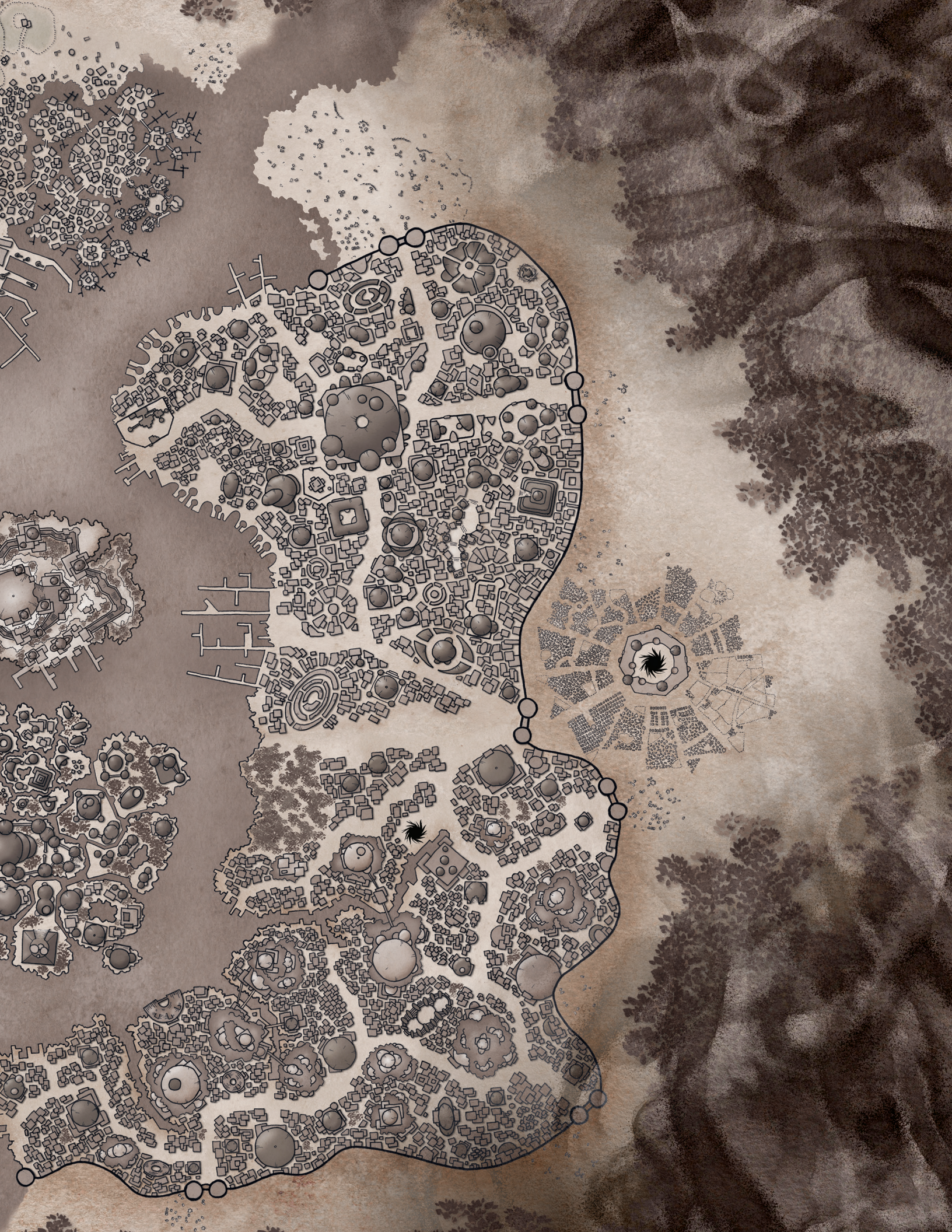
Over the decades the lone survivors, stragglers and ragged remnants of mankind's tribes struggled for survival across countless uncaring worlds. However, a few managed to go beyond mere subsistence and travelled the Void currents to find fabled Llyhn, epicentre of the Cosmos. The survivors congregated and created enclaves within the Eternal City - small communities where mankind could survive and start to rebuild all which was lost.

You are descendants of the survivors from Earth, the lost cradle of humanity. Llyhn is your home now. Swarming with outlandish life forms, eccentric Daimons and fickle demigods; it is a swelling cosmopolis of intrigue, wonder, treachery, corruption, beauty, decadence and eldritch menace.

Behind you lie the smouldering ruins of a once great species trying to reclaim former glory, before you the mysteries of Llyhn and a vast treacherous Cosmos...!

The core book contains all rules and content needed to play and run the dark esoteric role-playing game BLACK VOID.

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THE FLIGHT FROM SALVATION SQUARE

A BLACK VOID RPG adventure

An honest thief, a fraudulent chatter-broker, a drug-addicted guard and a turncoat gang-member have set out to recover a sacred idol stolen from the Cult of Tiamat.

The retrieval itself was a success, but something went wrong and now pursuers are hot on their heels as the characters flee.

Their escape lies on the other side of Salvation Square, a slum area riddled with hazards and hostile dwellers. A dhow will arrive before dawn at the quay and leave as the bells of the morning palace begin to toll to take the characters to safety...
...if they can get to it in time!

Central themes, species and locations of the BLACK VOID setting are showcased in this introductory adventure as it takes the protagonists on a hazardous flight through a notorious district of Llyhn the Eternal.

The Flight from Salvation Square is a ready-to-go adventure with an enticing non-linear storyline, perfect as a 3-4 hour one-shot or as a starting point for a campaign.

The adventure module is intended for four players and includes pre-generated characters.

Written by Christoffer Sevaldsen

This adventure is a FREE MODULE for the BLACK VOID RPG and requires the BLACK VOID core rulebook to be played.

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