

STEVE JACKSON AND IAN LIVINGSTONE

ADVANCED
FIGHTING
FANTASY

ADVENTURE CREATION SYSTEM



ARION
GAMES

DANIEL QUÍNLAN
STUART LLOYD GRAHAM BOTTLEY



adventure creation system

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1 - INTRODUCTION

A few years ago Graham, myself and a few of our friends (who have been invaluable in making this book) were debating a topic which will be familiar to many people who enjoy roleplaying games - the challenge of creating worlds and adventures, and how much work the Director has to put in to deliver an adventure. Whilst opinions varied we all agreed that the task could be made a lot simpler and with the proper resources solo play would also be possible. As I had already begun writing some rules covering encounters and maps in cities I offered to make an attempt - rashly imagining that it would be reasonably straightforward - and several years later I am happy to report that our earlier debate now has a conclusion, and I would like to welcome you to the Advanced Fighting Fantasy Adventure Creation System! In this book, we will set out advice and procedures that will let you create cities, dungeons and wilderness areas for you to use in your adventures and provide you with horrible villains and plots to test your heroes abilities. All you will need is some paper, a pen or pencil, a few six sided dice and a sprinkling of imagination.

This book can be used as the basis for solo adventures or as an aid for people playing in a group, with or without a Director. It provides the means for you to quickly create playable environments in which you can either set your own adventures or play out the example missions and quests created using randomised tables. Either way, the aim is to enhance your time spent as a hero of Titan, so one general rule should be stated right at the start - feel free to modify anything you come across so it better suits your vision of the world!

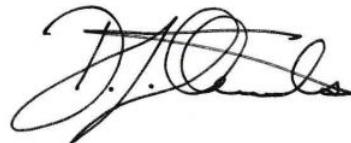
The Adventure Creation System splits the environment into three sections: Settlements (cities, towns and villages), dungeons and the wilderness. For each type of environment, we provide the means to create unique and varied maps for your hero to use, encounters to challenge them and people to meet.

Of course, a hero needs something to do in the world they have created. This book provides a wide selection of villains to challenge your hero and a compendium of plots to work through, or be used as part of your own campaigns, as well as a system to create more quests and missions.

Armed with this book, a pencil, some paper and a few six sided dice, you can rapidly assemble everything you need to play Advanced Fighting Fantasy, either as a solo hero or as part of a group.

We hope that the rules and ideas in this book provide enormous assistance to you in your adventures, whether they be a hero taking on the dangers of the world single-handedly or a party of companions questing onwards to glory. However you wish to use it, enjoy your adventures!

Daniel Quinlan, June 2024



To Jane and Arthur,
for their love and patience

2 - USING THIS BOOK

We have tried to cover a great many aspects in this book, hopefully everything your hero needs to have great adventures across Titan and beyond. Although each chapter has examples of how to use the rules and options provided, because there is so much included we are starting with a rough guide to help you steer your way around.

The first thing to say - and we will repeat this throughout this book - is that these rules and options are intended to make your experience of playing the game both easier and better and as such you should always feel free to modify, amend and ignore them as you see fit. They are intended to be a source of inspiration not a burden!

Chapter by Chapter Summary

In chapter 3 we cover general play guidance, difficulty levels and set out a detailed playthrough using an example hero. For people who are already experienced with using the Advanced Fighting Fantasy rules much of the play guidance will already be familiar, but we do recommend looking through it as we have included a lot of additional detail and guidance that is not included in the core rulebook.

It will also help you to understand some of the choices we have made later on. Part 3.2 covers difficulty levels and how you can make adjustments to the encounters and tests your hero will be facing - the important thing is that you end up with a game that is satisfying for you - and in part 3.3 we set out some example heroes and use one of them to do a detailed playthrough of some of the systems in this book, which will help you to navigate it.

In chapters 4, 5 and 6 we look at creating and playing in different types of environments; settlements, dungeons and the wilderness. For each we set out ways of building maps and populating them with encounters, both combat and non-combat based, and discuss specific aspects which are often overlooked such as foraging in the wilds or the consequences of getting caught by the city Watch, things that will bring depth and variety to your adventures.

In chapter 7 we look at social and cultural factors that can affect your hero or reflect their ambitions and in chapter 8 we provide a variety of rumours & events that introduce a feeling of adventuring in a living world - many of these options are outside the scope of what is strictly required for general play but help to make your hero and your world feel more real.

Chapter 9 and 10 deal with two very important things - villains and missions. Villains are your enemies and opponents, the antagonist against which you must fight to prove yourself a hero! Missions (or quests and adventures) are your means to do so - a series of tasks and encounters that your hero must overcome should they wish to face the villain and defeat them. Both chapters provide extensive examples for you to use and detailed methods to help you create your own enemies and quests.

Chapter 11 details the Adventurers Guild, which is a not entirely serious method of introducing some smaller quests and rewards, whereas chapter 12 explains how to assign rewards such as experience or social advancement for the missions detailed in Chapter 10. Finally, chapter 13 provides you with tables that generate random treasure for any monster that you defeat.

Quick Start Guide

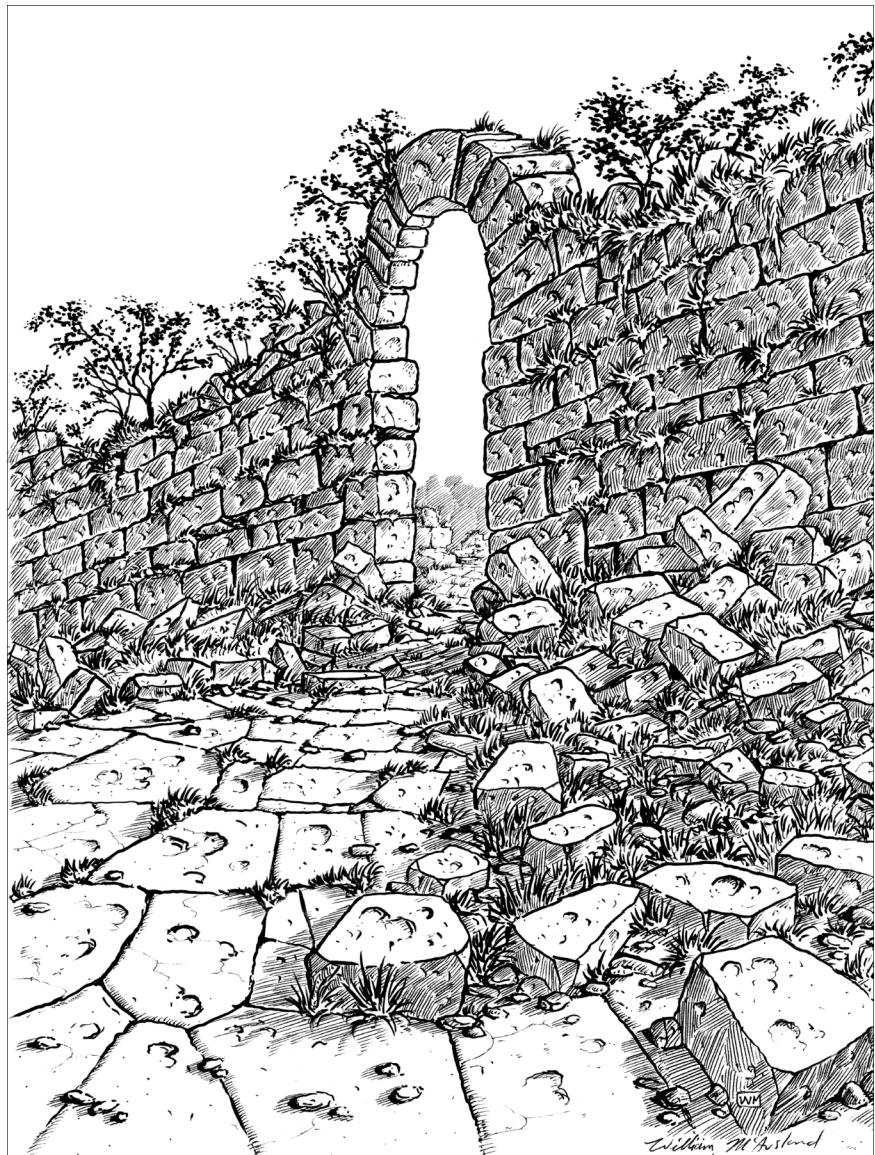
For those of you that have a hero prepared and ready to go, you can get straight into the action by jumping to chapters 9 and 10, which cover villains and missions. You can start by finding a villain using table 9.1.1 'Who is your Opponent?' and then reading the description of your enemy to find out what challenge they have in store for you by rolling on their personalised mission generator table. This will take you to table 10.1.1 'Campaign Missions' which will provide you with a detailed quest to undertake.

After that, you will need a map. Some of you may already have maps you have created, in which case you can use chapters 4, 5 and 6 to help you fill in the details and generate encounters that include not just monsters to fight but also locations to discover and social situations to navigate. If you do not have a map, fear not! Those same chapters include extensive rules and guidance on how to build your map, with the emphasis on being able to do this quickly and with the minimum of effort whilst still producing something that has the depth and complexity you need to bring your world to life.

From this start you can go on to explore the book as you like. As you defeat monsters you can use chapter 13 to generate treasure and loot from the monsters you defeat and chapter 12 to find out what your hero receives as a reward for completing their quests. Chapters 9 and 10 show how to create more villains and quests and chapters 4, 5 and 6 will allow you to extend your maps indefinitely, whilst chapters 7, 8 and 11 allow you to add depth and variety to both your campaign and your hero.

Conclusion

However you choose to use this book our hope is that it becomes an invaluable resource full of ideas, options and guidance that can create worlds and adventures simply by rolling dice and adding a little bit of imagination, or by using those resources to enhance the places and people (both good and bad) that you have already brought to life. Either way, we would like you to remember that the aim is to enjoy your adventures and the stories you create and everything we have provided should be treated in that light. If you like it, keep it, and if you don't then change it to suit your needs. However you use the adventure creation system, we wish your heroes the best of luck with their adventures on Titan and beyond.



3 - GENERAL GUIDANCE

This book is intended to be used both as an assistant for people in group games and as a tool for solo-play adventures. As with any roleplaying game the rules are subject to interpretation and in this section we provide some ideas about how to handle key situations and some reminders about the mechanics of AFF2e.

In group games, the group will decide for themselves how to interpret the game rules and how to deal with specific situations, with the guidance of the Director. This often includes 'house rules' and other interpretations. We would still recommend reading through this section and discussing how you wish to play your game before you begin. This is often called 'session zero' and is useful to avoid arguments later on.

As solo players do not have access to a Director in this section we offer some guidance on how to deal with commonly occurring situations. Of course, this is simply guidance and as usual we recommend that anyone using this book develops their own ideas and interpretations, with the aim of enjoying the game as much as possible. A solo player may wish to make a list of their adjudications at the start of their campaign.

This advice applies to cities, dungeons and the wilderness - gathering it in one place means we will not repeat it in each section.

It's your campaign!

The main and overriding piece of advice is this: Always remember that this is your adventure and your campaign. If you feel that anything in this book is wrong, incomplete or unlikely in your setting, you must change it to be more appropriate. The ideas in this book exist to help you, not to act as a straightjacket. It's your campaign!

Rulebooks

This guidebook has been written assuming that the reader is familiar with the Advanced Fighting Fantasy Rulebook. Our aim is to be consistent with other published material such as the Combat Companion and the Heroes Companion and we would encourage you to seek out those books and others to expand your options. Although not required, it is very much recommended that players have access to at least one of the bestiaries such as Out of the Pit, Return to the Pit or Beyond the Pit.

Random Rolls vs Choosing

This book contains a large number of tables to generate things such as encounters, religious preferences, environments, diseases and many, many more aspects of gameplay. The intention is that the tables cover all the critical aspects you need to create your adventures without having to plan them out for yourself. However, they are meant to be an aid and not a prison! If at any point you should decide that you disagree with the result of the roll or have a better idea, you should feel free to follow your preference.

From Game Book to Role Playing Game

Whilst many people will be coming to this with prior experience of RPG's (Role Playing Games) some may come directly from playing the Fighting Fantasy 'Choose Your Own Adventure' gamebooks, or similar games and have less experience of how to play RPG's.

It is therefore worth explaining a few of the differences between a gamebook and a game where you are provided with rules and a setting.

With a Fighting Fantasy gamebook you, as the hero, will be provided with a setting (the story of the book), an objective (defeat the villain, gather the treasure, save the world and so on) and a limited set of rules, enough for you to play out the encounters provided.

3.1 Guidance on Common Situations

At each stage your choices are your own, but they are limited to a small number of meaningful options. This combines elements of chance (rolling for combat, LUCK and so on) with elements of roleplay - your hero can often choose to face a danger, flee from it or try some manner of trickery.

In a roleplaying game you are provided with a greater number of options and far less direction. The rules are provided so that you can resolve conflicts or tests (can I beat this monster, can I leap this chasm and so on) and it is up to you to decide how you apply them. It is also your choice as to how you 'win' or achieve your aims, or even if you choose to pursue them or simply wander. A hero can be a great warrior or mage, or try to make their way using social skills or deception. You can start an adventure in Port Blacksand and then decide to travel to Salamonis simply because you wish to (though you should also think about the consequences - if you flee from danger, does it go away or does it pursue you?).

Because of this 'open ended' nature you will need to come up with ideas as to what your hero or heroes want to do and then find places and encounters that suit them. The challenges you meet along the way should be resolved using the rules provided in the Advanced Fighting Fantasy gamebook, in which the primary mechanic is the development of your characteristics (SKILL, STAMINA, LUCK, MAGIC) and your special skills (Sneaking, Swords, Magic Lore and so on).

This book provides a wealth of material to help you plan out your adventures and map out the world. The rules of Advanced Fighting Fantasy provide a framework to carry out those adventures. Combine these with a bit of imagination and common sense (no set of rules can cover every situation!) and you will have a fantastic time exploring the world of Titan.

In this section we cover a variety of events and situations that occur whilst playing the game and provide guidance and additional notes on how to deal with them. These should be considered as adding on to or clarifying the rules provided in the Advanced Fighting Fantasy rulebook. You should decide for yourself if you want to use these suggestions or create your own rules based on your campaign or setting.

Types of skill test

Many encounters rely on the use of the main gameplay mechanic for Advanced Fighting Fantasy, which is the skill test. Whilst full descriptions are given in the core rulebook it is worth going over this mechanic again to clarify things. There are three varieties of skill test - a straight skill test which is rolled against the skill of the hero, an opposed skill test and a test against a target number. They are used in different ways and ultimately it is up to you or your Director to decide which type of test is appropriate. Here are some descriptions to help you.

Test of SKILL: The most common type of skill test outside of combat, this is used to determine how well a hero can perform a specific skill and is done by rolling 2d6 and comparing it to the relevant skill, hoping to roll less than or equal to your heroes skill (remember that in AFF points in a special skill add to your SKILL or MAGIC and most skills can be attempted without having extra points assigned).

Example: Jay 'Fingers' Finch has decided to try and convince a group of peasants to help him in his quest and chooses to give a display of tumbling to impress them. Jay has a SKILL of 7 and 1 point in the Acrobatics special skill, for a total of 8. Rolling 2d6, Jay scores a 6! He has passed the test and his handstands and backflips are enough to cheer the crowd and get them to help him. If he had failed the test (by rolling 9), he would have

Chapter 3 - General Guidance

slipped and fallen on his face and the crowd would have muttered and dispersed, leaving him to nurse his pride and bruises.

This skill test is the default way of resolving a challenge outside of combat and is used very widely in Advanced Fighting Fantasy. Some examples include:

- To decide if a hero knows something, test a Lore skill such as City Lore or Religion Lore
- To help your hero survive in the wilderness test skills such as Forest Lore or Mountain Lore
- To spot a concealed or hidden object (such as a secret door) test Awareness
- To try and inspire a crowd, test the Leadership skill
- Most situations where you aren't sure if your hero can or cannot do something can be resolved by testing the relevant skill

Opposed skill test: This is used when both the hero and their foe (or foes) are both attempting to achieve a success in their task. Most commonly used in combat (the combat roll) and it also applies in any situation in which two or more people are competing in a task. It is done by having all 'contestants' roll 2d6 and add their skill, then comparing totals.

Example 1: Jay is chasing a goblin assassin across the rooftops - the goblin is attempting to escape and he is trying to close the distance to attack him. Jay and the Goblin make opposed tests of their Acrobatics skill. Jay has SKILL of 7, 1 point in the Acrobatics special skill and rolls 2d6 for a disappointing 5 giving a total of $7+1+5 = 13$. The goblin assassin has a SKILL of 6 and rolls a 9 for a total of 15! This night the goblin is better at dancing across the rooftops and, with a last mocking gesture of defiance, skips away from Jay and into the darkness.

Example 2: Gruder is using his Battle Axe to fight a Great Orc. Gruder has a SKILL of 7 and 2 points in 'Axes', for a total of 9 skill. Gruder rolls a 6 on 2d6 making his combat roll $9+6=15$. The Great Orc has a SKILL of 7 and rolls 7 on 2d6 for a total combat roll of 14 (most monsters do not have special skills) which means that Gruder wins this round of combat and can roll 1d6 to see how much damage he does with his Battle Axe. If the Great Orc had rolled 10 on 2d6 it would have a combat roll total of 16 and it would be the Great Orc rolling to see how much damage it did to Gruder.

Common examples of using an opposed skill test include:

- Resolving combat, the winner of the opposed skill test gets to strike their opponent.
- Sneaking past a guard or monster, the hero uses their Sneaking skill and the 'observer' uses their Awareness skill.
- Racing or Pursuing, all involved in a race make an opposed skill test to see who is winning.
- All situations in which two or more sides are competing with each other directly.

Test against a target number: In some ways, this is a version of the opposed skill test, but only the hero makes a roll against a predetermined target number. It is used when a task is of a certain difficulty that can be passed or failed.

Example: Jay 'Fingers' Finch is exploring a dungeon when he comes to a deep chasm crossed by a narrow bridge, covered in muck and slime. Deciding to push forward, Jay attempts to make a crossing. The bridge is slippery - an Acrobatics skill test is needed with a target number of 16. Jay has SKILL of 7 and 1 point in the Acrobatics special skill. He rolls 2d6 getting 9, for a total of $7+1+9 = 17$. He has beaten the target number and, with a bit of slipping and sliding, has crossed the bridge! If he got a total of 15 or less he would currently be tumbling toward the bottom of the chasm.

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As a guideline, target numbers would be as follows:
5 or less - a simple task that even a child could do; 10 or less - a mundane task with a high chance of success; 15 or less - a challenging task that requires either luck or training to succeed; 20 or more - a heroic task that only a great hero will accomplish.

Common uses of the target number skill test are:

- Coping with an environmental hazard such as scaling a cliff or leaping a chasm.
- Dealing with a trap or lock (the better quality traps or locks have higher target numbers).
- Uncovering a specific piece of information by testing a Lore skill.
- Surviving harsh weather such as a great storm on a mountainside



Skill test modifiers

In the AFF rulebook a number of skill test modifiers are provided in the chapter covering game rules and you should look at those for greater details. In general, a bonus of +3 is 'easy', +6 is 'very easy' and +9 or more is 'trivial'. A penalty of -3 is 'hard', -6 is 'extremely hard' and -9 or more is 'almost impossible'. These are applied in the obvious way - a bonus to a skill test makes it easier to pass, a penalty makes it harder.

If you are unsure, simply make a straight skill test and worry about modifiers another time. The more you play the game, the better you will get at judging what is an appropriate modifier.

Refer to the core AFF rulebook for a description of each skill and limitations on their use. In general, most skills can be attempted without having any points assigned to the special skill. So a hero with SKILL of 6 and zero points in Sea Lore could still try to pass a Sea Lore skill test, they would need to roll 6 or less on 2d6.

The main exception to this rule are the 'Magical' special skills such as Magic-Wizardry or Second Sight. These can only be attempted by heroes that have at least one point in the special skill as they are considered to be unaware of the flows of magic without some training.

It can be difficult to decide which type of test to use and if uncertain, a straight test of SKILL is the standard position. In addition, it should be remembered to apply bonuses or penalties. A hero attempting to use the Disguise skill to make themselves look like a peasant would receive a bonus - it isn't hard to look like one of the common folk - but a hero trying to impersonate a specific noble should understand that a penalty would apply.

Special Skill points Limitation

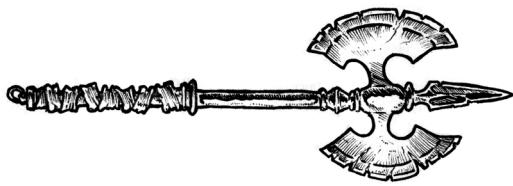
As an optional but highly recommended rule, we have found that the 'Limited Skills' rule provided in the Advanced Fighting Fantasy Combat Companion is very useful and provides a more balanced progression for your heroes. The rule is that points in any special skill are limited to one half, rounded down, of the hero's SKILL (or MAGIC for the Knowledge and Magical special skills based on that characteristic). This means that a hero with SKILL of 6 would be allowed to put at most 3 points in their Swords special skill until they increase their SKILL to 7 or 8. This prevents heroes from becoming too specialised in one area; it is particularly relevant for combat where a focused warrior can outpace the challenges provided in the bestiaries.

Chapter 3 - General Guidance

Degrees of Success and Failure: Criticals and Fumbles

Advanced Fighting Fantasy is a very straightforward system designed to be fast to use. For that reason it only has a few degrees of success or failure. If you pass a skill test (or beat your opponent in an opposed test) you have succeeded, and if you fail, you have failed. If you roll double one in or double six you have critically succeeded or failed.

Critical success or failure only has a described effect for combat or spellcasting. A critical failure when casting a spell (the hero rolls two sixes on their casting roll) means a roll on the Oops! Table is needed. Critical failure on the combat roll is a fumble (and you automatically lose the combat round) and critical success means your hero can roll on the Critical table and maybe do additional damage. Note that monsters can also roll criticals and fumbles.



For skill tests (e.g. Sneaking, Acrobatics, Region Lore etc - all the non-combat skills) the results of a double six or double one are not defined beyond saying that, for skill tests, a double six is automatically a failure and a double one is always a success. If you wish you can interpret them as improved successes or failures. A hero that takes a Sneaking test and rolls double one (a critical success) might get a larger bonus to attack a guard, or be able to disarm them before they attack. A hero that rolls a double six on their Sneaking test (critical failure) doesn't just alert the guard to their presence, but also manages to trip over a rock and fall flat on their face in front of them.

This is an optional interpretation of the rules, but one which adds a nice element of uncertainty to skill tests outside of combat.

Additional Skill Descriptions

Aside from the obvious - weapon skills, Sneaking, Dodge and so on - there are a few skills that are commonly used and are worth describing in addition to what is provided in the Advanced Fighting Fantasy rulebook.

Bargain: Some encounters and locations allow you to buy or sell goods and services. Unless the description says otherwise, you can attempt to make a Bargain skill roll to alter the price. Rules for using this skill and a list of common modifiers are provided in Chapter 2 of the AFF Core Rulebook.

The Bargain skill roll is a contested skill roll - if no value is given for traders skill, assume they have Bargain skill of 7. A successful Bargain test reduces the price by 25% (or 50% with a critical success), a failed roll increases it by 25% (or 50% for a critical failure). Prices should be rounded to the nearest gold or silver piece.

For example, if your hero is trying to buy a Long Sword at the Weaponsmith (M14). The normal price in a city is 30gp (as listed in the Advanced Fighting Fantasy rulebook). With a successful skill check, done as a contested skill test against the weaponsmith, that price can be reduced to 22gp, but if you fail the roll the price increases to 38gp. Remember to apply the modifiers for Social Rank (chapter 7) and other modifiers as described in the core rulebook.

For selling items the same rules apply, except that a success in the skill test means you increase the amount of gold you receive and a failed test reduces the amount received.

'Region' Lore: Every environment has its own 'lore'. For the sake of this book the world is divided into Plains Lore, Forest Lore, Hills Lore, Mountain Lore, Tundra & Ice Lore, Desert Lore, Jungle Lore, Marsh Lore, Rivers & Lakes Lore, Shorelines and Sea Lore.

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This is quite a long list of skills! At the discretion of the Director, you can substitute a single skill 'Wilderness Lore' which covers all of these. Region Lore determines how well the hero understands that type of environment. Navigating across the world should be done using World Lore and specific actions such as hunting and fishing should be done using those skills. If you are not certain which skill to use whilst out in the wilderness, the Region Lore skill can be used as a general 'survival' skill that covers most bases.

Crafting: Advanced Fighting Fantasy is a game in which heroes generally find equipment during their adventures or purchase it with the gold they obtain, but you may wish to incorporate crafting into your campaign. The following categories for crafting are suggested, you should feel free to add to or modify this list. If you do allow crafting to have an impact on gameplay, it is strongly suggested you work out the limits in advance. How long does it take to craft an item, what tools are needed and what materials required are all questions that need answering. A hero out in the wilderness cannot easily create a set of plate armour without access to a forge, plenty of metal and a few weeks of labour!

Crafting: Blacksmithing - Creating metal weapons and armour, plus other minor household items such as horseshoes, pots and pans and so on.

Crafting: Leatherworking - Create items out of hides, furs and other animal products such as teeth or claws. Useful in making leather armour, scabbards, pouches, quivers, slings, packs, boots and so on.

Crafting: Tailoring - Creating not just items out of cloth but also the cloth itself, knowing how to harvest the yarn and form it into threads. Tailors produce clothing, cloaks, tapestry, embroidery and so on.

Crafting: Woodworking - Almost everyone knows how to craft basic items from wood (and which type of wood to use) but not all develop that skill to the point where they can make complex works of carpentry (such as a vaulted ceiling or the prow of a ship). Woodworkers also produce arrow shafts, weapon hafts, some types of armour (if metal is scarce), shields and so on.

Crafting: Victualler (Cooking and brewing) - Often overlooked by a careless adventurer, food preparation is a vital skill for survival. Although nearly everyone knows enough to prepare food for themselves and most know the basics of fermenting (even the smallest communities will have some sort of brewery), there are some who take their food and drink seriously and develop their skills accordingly.

Crafting: Jeweler/Embellisher - Many people wear some form of jewelry, either purely for decoration or as a signal of something about their status. These things come from specialised crafters who work away producing delicately precise pieces from the most expensive materials and using the finest tools.

Crafting: Scribing - Amongst the peoples, rates of literacy vary enormously but all cultures have some that specialise in reading and writing both their native script and those of other races. In addition, scribes will learn about the preparation of parchments and vellums, making inks (or specialised brushes and pens) and the creation and maintenance of books, tablets or whatever means are used to mark words.

Crafting: Inventing - Highly unusual an inventor creates, repairs or disables mechanical devices such as clockwork, pulleys & levers, spring or torsion driven machinery and gunpowder (blackpowder) devices if such things are allowed in your campaign. Limited by the technology available (no, they cannot build a machine gun in most settings!)

Common Encounter and Action Options

Whilst we certainly encourage heroes and Directors to come up with their own ideas of how to play the game, there is no harm in providing a list of commonly used strategies or activities. As well as providing inspiration you can refer back to these as options for any encounter, provided some common sense is applied. It is unlikely, for example, that an ogre will stand around waiting for you to finish eating your rations before combat begins (though by the same token, an honourable opponent might allow an injured hero to heal themselves...you will have to decide from the description of the encounter). Many of these options are described in greater depth in the Advanced Fighting Fantasy rulebook and you should refer back to it.

Fight - Fairly obvious, you launch a violent assault upon your target. Make sure you have understood the rules for combat (the combat roll, damage roll, armour or dodge roll etc) provided in the Advanced Fighting Fantasy rulebook and then begin.

Flee - Fighting to the death might be valorous but it is also futile and if a hero is at the point of defeat they may choose to flee. To do so they can either test their LUCK or risk taking a 'free hit'.

If they choose to test their LUCK, a success means they have used a momentary break in the fighting to step away and run (perhaps their opponent trips over, or is distracted by inhaling a bee - something that gives the hero a few seconds to turn and run). If they fail, their opponent blocks their escape and combat must continue as normal.

Taking a 'free hit' means exactly that - the hero turns and runs, knowing that they will get hit as they flee. Instead of normal combat their target automatically wins the combat round and rolls damage - the hero cannot use dodge, armour or a shield to reduce it.

Crafting: Jack-of-all-trades: Some people may not wish to pursue a specific trade but it is impossible not to pick up some knowledge. If a player doesn't want to make a specific choice they can become a jack-of-all-trades and can attempt any type of crafting but with a -3 skill test penalty.

Dodge as a Universal Skill

Under the rules described in Chapter 3 of the Advanced Fighting Fantasy book, the Dodge skill can only be used to avoid damage in combat if the 'Swashbuckler' talent is taken. We highly recommend that the optional rule described in the Combat Companion is used - this allows any hero to use the Dodge skill in place or armour in combat. The Swashbuckler talent instead adds +1 to Dodge skill rolls used to mitigate damage.

A hero may try to stop damage using their armour or the Dodge skill, but not both. A shield can be combined with either.

The reasons for recommending this are simple:

- It seems reasonable that all heroes could learn to avoid damage by trying to dodge out of the way.
- It allows for the creation of lightly armoured heroic archetypes, such as a barbarian warrior dressed in leathers, or an acrobatic elven ranger.
- It allows heroes that cannot wear armour (wizards) some chance of avoiding damage.
- It brings the Dodge special skill in line with other special skills, which can be used without special talents.

Remember that Dodge cannot be combined with an armour roll and that heroes that are wearing heavy armour (chainmail, platemail) have a penalty to their movement skills - a hero in full plate mail is simply not as nimble as an unarmoured hero.

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Once a hero flees, where they end up depends on what sort of environment they started in;

- A hero that flees in a settlement moves to an adjacent location and cannot return to the one they fled from for the rest of the day.
- A hero that flees in a dungeon moves back to the start of their section. If they return within one hour the monster will be waiting for them, otherwise it will go back to its usual behaviour.
- A hero that flees in the wilderness moves to the boundary edge of the area; they spend half a day escaping from their encounter and must spend half a day moving back to where they were to resume their mission or quest.

This may affect the chance to complete a mission; such is the price of cowardice!



Use Stealth - Any hero might well be tempted to use stealth; sneak up on their opponents and deliver a devastating blow before they realise the danger. Of course, this is a perfectly sensible idea and even without skill points in Sneaking, a hero can test against their SKILL to see if they can ambush the enemy. However, it is important to remember a few things when using this tactic, so it doesn't become the solution to every encounter.

Sneaking is an opposed skill test - the hero rolls 2d6 and adds their Sneaking skill (or just SKILL if they have no additional points) and their target also rolls 2d6 and adds their SKILL plus any points in Awareness. It should never be assumed that the hero can automatically sneak up on an enemy.

Modifiers apply! Details are given in the core rulebook. Most of the modifiers are penalties, due to issues such as lighting or wearing heavy clanking armour. Heroes are encouraged to be honest about how likely it is they can sneak up on a target - if doors or barriers have to be opened it may be impossible, sneaking on horseback (whilst travelling in the wilderness) is also highly unlikely.

Endurance - a hero choosing to Sneak through a dungeon is reasonable, the environment is extremely dangerous and distances are short. However, choosing to sneak for the whole of a ten day hike through a jungle is unreasonable - unless you can come up with a very good reason why your hero would do this! If you wish to try, you should double your travel times and apply a -3 penalty to your Sneaking tests to reflect how difficult it is to stalk for extended periods of time.

First strike only - unless the hero can come up with a very good reason, the bonus for attacking from stealth should apply to the first round of combat only. After that, their target should be aware of the attacks and be actively trying to avoid them.

If a hero should manage to sneak up on their target, the rules for ambushing set out in the AFF rulebook apply. Both the hero and target make a combat roll but the ambusher gets a +6 bonus to the combat roll and +2 to the damage roll. The victim cannot use their shield or dodge skill to avoid damage and if they win the combat round they simply avoid damage, but don't get to strike back until the next round.

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Trick - You can attempt to trick your opponent, they generally have to be animals, humanoids or intelligent monsters for you to attempt it. Pick a relevant skill and use it to make an opposed skill test vs your opponent. Skills such as Sleight of Hand, Disguise, Con or Animal Lore are amongst those that could be used, but ultimately it depends on the situation. Those heroes with access to magic, may be able to trick a creature using a spell. If you are successful you can avoid dealing with the creature you tricked, or get them to take some minor action such as wander off a short distance, ignore a door that opens and closes and so on. It is unlikely that you can trick them into fighting on your behalf or undertaking an obviously dangerous action.



Use Etiquette - For encounters with intelligent creatures where you have a common tongue in which to communicate, you can try to talk to them reasonably. Make a test of your Etiquette skill, applying any differences in social rank as a bonus or penalty. If you succeed, they will behave reasonably - this does not make them your friend or ally. If they were about to attack you, they might let you flee but wouldn't assist you. Etiquette is useful but it is not a spell or magical effect!

Attempt a Con - As with Etiquette this requires an intelligent creature with which you share a language, though this time you are attempting to lie, threaten or misdirect your way out of trouble. Make a test of your Con skill (adjusted for differences in social rank) and if you succeed you can get them to alter their behaviour in a favourable way. This does not make them your servant and Con is useful, but not a spell or magical effect.

Intimidate - A very specific use of the Con special skill, intimidation is an attempt to frighten your opponent and make them flee or submit. You do not need to share a language, though your target must be capable of understanding the threat. In addition to differences in social rank, you must adjust based on your SKILL vs the SKILL of your target. If their SKILL is higher, apply the difference as a penalty to your test. If your SKILL is higher, apply the difference as a bonus. A success means they either flee or at least not attack you. They do not become your lackey and this is not a spell or magical effect.

Bribe - Intelligent humanoids (humans, orcs, etc) can usually be bribed with gold. The amount required is 1d6gp for creatures of SKILL 5 or less, 3d6gp for creatures of SKILL 6 to 9 and 6d6gp for creatures of SKILL 10 or more. If you offer less than this, your skill test has a -3 penalty and if you offer double the rolled amount your skill test has a +3 bonus. Bribed creatures will 'look the other way' as you go about your activities, but do not become friends or allies. Not every creature, even if it is a humanoid, can be bribed. A vigilant paladin protecting the doors of a temple, for example, will be insulted by such an offer.

Feed - This will require a test of your Animal Lore skill. Animals can be offered food instead of money. Creatures of SKILL 5 or less need one meal, creatures of SKILL 6 to 9 eat 2 meals and for creatures of SKILL 10 or more 4 meals are needed. If you offer less than this, your skill test has a -3 penalty and if you offer double the amount your skill test has a +3 bonus. An animal that is fed will ignore you for 1d6 hours, though it will fight back if attacked.

Eat a Meal - Stopping and eating a meal (one lot of rations = 2 meals) will restore 2 points of STAMINA. It is assumed that this rest period lasts between 30 minutes to an hour and obviously cannot be done during combat. A hero can recover STAMINA in this way twice per day.

First Aid - A hero with the Healing special skill can make a test after a fight in which they are injured, if they succeed they recover 2 points of STAMINA.

Rest - Another way of restoring lost health is to rest overnight. A hero that gets a reasonable night's sleep (uninterrupted by fighting) restores 4 points of STAMINA.

Drink a Potion - Potions of LUCK, STAMINA and MAGIC are powerful and important tools and you should make use of those that you find. Drinking a potion can be done as a 'free action' so it doesn't interfere with other things you are doing, provided that you have one hand free and that the potion is easy to grab or retrieve. If you need to get it out of a backpack or put down a shield to grab it, you should assume it takes a round to carry this out.

Should I always roll?

With a system based on the use of skills there can be a temptation to break things down into tiny actions and make skill rolls for everything. We advise against that. Skill tests should be used for situations in which there is uncertainty about the outcome, a risk of failure or of taking damage.

In situations where there is no jeopardy, skill rolls can be passed over. For example, if a hero goes to the market to buy a tent and some rations before they venture into the wilderness, you should not feel obliged to roll opposed Bargain skill rolls for this purchase. Simply use the prices provided in the Advanced Fighting Fantasy rulebook.

In general, try to remember that the aim is to enjoy yourself whilst exploring a world of heroic fantasy - don't get too bogged down in making skill tests!

Basic Encounter Options

From the list above we can come up with a shorter list of 'Standard' encounter options which you should keep in mind. These are:

Table 3.1.1 Standard Encounter Options

See descriptions in Chapter 3 for more details.

<i>Option</i>	<i>Action</i>
Fight	Begin combat and resolve it using the normal combat rules, you may use a ranged weapon or spell in the first round if you have spotted your target.
Flee	Run from combat; test your LUCK to escape or suffer a 'free hit'.
Sneak	Attempt to use Sneaking to get past your target, consider what bonuses or penalties apply.
Talk	Use a social skill, you must share a means of communication with your target.
Trick	Attempt to trick your target in some way, a variety of means including magic can be used.
Bribe	Offer your target an amount of gold to ignore your actions.
Feed	Offer an animal food in order to distract it.

Ranged Weapons & Magic as a First Strike

A bow, crossbow or thrown weapon is obviously a useful tool for a hero, allowing them to strike from a distance before their foe can reach them. A hero that equips themselves with a ranged weapon is assumed to have it to hand when moving about somewhere dangerous (which is pretty much everywhere). As such they can use their weapon at the start of the combat.

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It is suggested that heroes are allowed to have one round to use magic and missile weapons at the start of a combat, provided they have the means to do so and the target is not hidden. It is assumed that unless the hero has a means to prevent it their target will close with them in the next round and they must change to use a melee weapon of some kind.

Heroes are encouraged to keep a fair track of ammunition. Thrown weapons such as daggers, spears etc can be recovered at the end of the fight, arrows and bolts must roll 1d6 - they can be recovered on a 1 or 2.

As stated in the rulebook, the round order is Missile - Magic - Melee. Spell casters get an advantage in the first round of combat when they should be able to cast without penalty, but after that they should remember that a penalty of -2 or more applies to spell casting attempts when under attack.

Using Magic

Heroic, magical fantasy such as Advanced Fighting Fantasy would not be complete with wild sorcerers, powerful mages and devoted priests hurling magic about when the opportunity presents itself. This should, of course, be encouraged although it can create some challenges for the Director. Even simple spells can have surprising applications and working out what is allowed or intended can be difficult. In general one should encourage the use of magic, as it is a key and important part of the system and heroes should not feel that it is somehow cheating or unfair. On the other hand, in the interests of balance the limits of magic use should be remembered. Spell descriptions should be read carefully to ensure that they are being applied properly.

A hero using spells should be reminded that they will need to make a skill test to cast their spell (wizards, sorcerers), have a limited number of uses each day (priests), have restrictions on their use of armour (wizards), need to carry a spellbook (wizards) or use components (sorcerers).

The Advanced Fighting Fantasy rulebook provides further details. In addition to these restrictions, which are important, heroes and Directors should try to apply the spells fairly and with the knowledge that in the world of Titan your foes and opponents will not be surprised or awed by the use of magic - in fact, they will be expecting it!

Avoiding Spells: Many spells allow a test of LUCK to avoid the effects. Since creatures do not have a LUCK score, use their SKILL instead (if no score is given, use that of a similar creature - a peasant would have a SKILL of 5, a trained warrior might have SKILL 7 or 8 - use the creatures in this book and the bestiaries as a guide).

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Counterspelling and DisPELLing

Wizards have access to ‘Counterspell’ should they choose to learn it. This powerful spell has two uses. Firstly, the wizard can stop another caster from using their magic, though this cannot be used against priests as their abilities are not strictly speaking spells. It also cannot stop monsters from using abilities that are like spells - it only works when someone is casting a spell. Secondly, Counterspell can be used to dispel active magical effects, so they can get rid of spells that have a duration. The wizard should be aware of the magic and be able to see it working. Not all spells can be dispelled - for example the sorcerer spell GOB creates a goblin to fight on their behalf, it is ‘real’ once created and cannot be removed with a counterspell.

Dispelling the magic of items and places is also not possible (though the Director may allow this use of Counterspell if they choose).

Spell Ranges: Remember that magical effects have ranges, usually self, touch or ranged. ‘Self’ spells only work on the caster, touch spells require a contact which means an unwilling target will have to be struck to cast the spell - this can be resolved by making a combat roll between the caster and their target. The caster gets a bonus of +3 as they are trying only to touch their target and not damage them. Putting points into the Brawling special skill can improve your chance of touching a target. Targets that are willing to be touched can be without making a combat roll, provided the caster can reach them.

Ranged spells may have a limit - given in the spell description - or be limited by sight. It is generally recommended that ‘sight’ also includes a limit of 100 metres, though this is up to the Director. They can let magic users cast spells from one mountain top to another if they so wish! The important thing is to be consistent. If your hero can do it, so (potentially) can your opponent.

Duration

Spells should have their durations listed. In Advanced Fighting Fantasy a combat round lasts 10 seconds, so six combat rounds are one minute.

Area of Effect

Spells that cover an area should have the extent listed in the spell description but if you are unsure limit the area to 1 metre per point of magical power (Arcane Power, Inner Strength, Devotion etc) that the hero has. So a Wizard with MAGIC 5 and Magic-Wizardry of 3 has an Arcane Power of 8 - if a spell lacks details for area of effect allow it to be no larger than a cube with sides of 8 metres. This can be useful for limiting things such as illusions.

Stacking Spells

It is generally recommended that heroes are not allowed to ‘stack’ spells by casting two or more spells that have similar effects. So a hero under the effect of Ironhand, which increases SKILL by 1 for three minutes, should not benefit from having Ironhand cast on them again, or having another spell which increases SKILL cast on them.

This does not apply to magical items, which is one of the reasons they are so powerful.

Casting Spells in Secret: Most uses of magic will be obvious to an observer. Wizards gesticulate and intone, Sorcerers pull out strange components and strain to summon mighty energies, priests call upon their gods by reciting parts of their sacred text.

However, there should be some leeway in deciding exactly how obvious the use of magic is - a hero that wants to attempt to use a spell with only subtle gestures should make a test of their Sleight of Hand skill. To avoid speaking too obviously, a test of their Con skill should be made. These cannot completely mask the use of magic, but will allow a hero to avoid arousing the suspicions of an untrained observer.

Specific Spell Notes

Spell descriptions should be read carefully and these notes are in addition to the text already provided in the main rulebook. Not every spell has been covered, it is hoped that this extra text will help players and Directors to better understand how magic works in Advanced Fighting Fantasy and apply those principles to other spells. Heroes are encouraged to be creative with their use of magic.

Minor spells:

Attraction: Makes an unfriendly target neutral and a neutral target friendly. It cannot affect hostile targets. It requires a sleight of hand roll to successfully cast without the target noticing and getting suspicious (which would negate the effects of the spell).

Burn: This spell can only damage the target if the character takes them by surprise, has a range of touch and does not ignite clothing, items etc that are worn.

Cool: This will reduce penalties for overheating and help resist exposure.

Dry: Can destroy acid or saliva stopping them causing further damage.

Enhance: Provides a bonus of +3 to your Bargain skill roll if your target fails their test of LUCK or SKILL. At the end of the duration, they are likely to react badly to being tricked.

Entertain: Can be used in an inn, tavern or drinking den once per day to earn 0-10 silver pieces (roll 2d6 and subtract 2) or provide +1 bonus to an Etiquette test made in these locations.

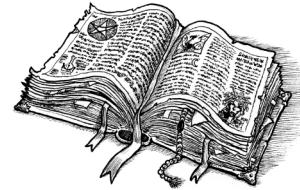
Extinguish: Note that this will not work on large sources of flame or magical flames, but can be very useful to extinguish torches or lamps before a Sneaking attempt is made.

Glimmer: Illuminates the area within arms-reach of the caster.

Hear: Gives a +2 bonus to Awareness tests to overhear a conversation.

Heat: It will reduce any penalty that the character will have due to being cold (such as being in the cold north) by 2 and help resist exposure.

Hold: Examples of uses - Stick a weapon: This can only be done in the first round of combat. If the target fails a SKILL roll, they cannot use that weapon for 30 seconds. Stick a boot to the ground: If the target fails a SKILL roll, they will spend 1 round slipping out of the boot. They cannot deal damage if they win the round. This can only be done as many times as the target has feet with boots on. This is a very versatile cantrip and should be limited to small objects.



Honesty: Can be resisted with a test of LUCK (or SKILL for NPC's) and also requires the target to be touched. Can be used to 'unmask' a disguised creature if they fail to resist the spell, revealing their true nature.

Inebriate: Requires touch, see the notes above about how to resolve this when the target is unwilling. If the target is merely indifferent to the caster, a successful Sleight of Hand test can be made to cast this spell without anyone noticing.

Instil: Remember that the consumer of the food or drink will still get to test SKILL or LUCK to resist the instilled spell.

Mistake: Gives the target a -1 penalty to any non combat skill roll, if they fail the test to resist it.

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Wizard spells:

Befuddle: Requires the caster to touch the target, see the notes above regarding spells with the touch range.

Darkness: All participants in combat get a -6 penalty. This cannot be reduced by Darkseeing unless the creature's senses depend on something other than sight (so animals that rely on hearing or smell might have a smaller penalty, those that sense by mystical means such as life sensing might be unaffected).

Glowing eyes: Gives a +2 bonus to intimidation (Con special skill) rolls.

Ignite: Better than the burn cantrip because the object instantaneously catches fire. Also, it has a range.

Illusion: Can give a +1 bonus to social skill checks and stealth checks if the illusion is appropriate.

Peace: Turns unfriendly NPCs into neutral NPCs. It cannot affect hostile NPCs.

Breach: Can destroy a door or other barrier.

ESP: Can give a +2 bonus to social skill checks if used at the start of the encounter.

Levitate: Negates any fall damage if the characters are prepared to fall (for example, jumping into a pit). Note that it doesn't provide flight, only up and down movement. Creatures that are dropped from a great height (by casting it on them and dropping them) get a test of SKILL or LUCK to avoid the spell.

Sentry: The hero cannot be surprised if a hostile creature enters the area covered by the spell.

Where's home? The character gets a +4 bonus to navigate to a certain place.



Noise: One use for this spell is as a distraction. If the characters are trying to use stealth against someone, they can use this spell to get a +1 bonus. There is no roll to avoid this as the noises actually exist!

Pied Piper: At the end of the duration, hostile vermin will go back to being hostile.

Push and slip: If the target fails to resist they suffer a -2 penalty to combat and movement skill tests. If they are near an edge they can test against their SKILL to avoid falling over it.

Repulsion: Makes an friendly target neutral and a neutral target unfriendly. It cannot affect hostile NPCs. It requires a sleight of hand roll to successfully cast without the target noticing and getting suspicious.

Ripen: Can restore 1 provisions worth or 2 meals worth of spoiled food.

Secrete: Grants a +2 bonus to Sleight of Hand rolls to pick a pocket or steal an object no bigger than a gold piece.

Weather protection:

Gives a +3 bonus to resist the effects of bad weather such as exposure.

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Command: The spell can give a single opponent a -4 penalty in combat for 30 seconds (3 rounds).

Explode: This requires 5 minutes per cubic metre, so don't expect to blow any opponents up in combat!

Find: This spell gives a +4 bonus to skill tests to navigate to any place or find any item.

Fly: Allows the subject to automatically succeed at any climb or jump roll for 5 minutes. Also negates any fall damage as long as the character knows the fall is coming in advance. A flying hero gains +1 to combat rolls against an opponent on the ground.

Grand Illusion: Can give a +2 bonus to social checks and stealth checks if the illusion is appropriate.

Sorcery spells:

HOW: If the map is not predetermined, it allows the hero to roll the description of the next place they move to and then decide if they want to go there or choose another path (in other words, they get to preview their next move before making it).

TEL: Can give a +2 bonus to social skill tests, provided it is cast before an encounter.

ZEN: Allows the subject to automatically succeed at any climb or jump roll as long as the sorcerer concentrates on the spell. Also negates any fall damage as long as the character knows the fall is coming in advance.



KID: Grants a +1 bonus to social checks and stealth checks if the illusion is appropriate.

ZIP: The character can escape combat without taking a hit.

FAR: The character can make an encounter roll before it happens and then choose to avoid it.

Priestly Powers:

Commune: After a sleep, the character can get a +2 bonus to their next knowledge skill roll.

Sanctuary: For the duration, the hero does not suffer any damage from weather.

Libra's power: You may make the roll to see if someone is deceiving the hero before you decide what to do.

Usrel's power: No combat can take place in the zone and no attacks can be made to deliberately target into the zone.

Verlang's power: The hero can use the power to identify any metal object – they can roll up its properties before they use it or pay for someone to identify it.

Fulkra's power: Acts as the Where's Home? Spell for one predetermined destination.

Decay's power: This power can destroy one non magical weapon or piece of armour that an opponent is using.

Using LUCK

LUCK is a powerful and unique resource in Advanced Fighting Fantasy and heroes should make use of it, though always remembering that it is difficult to recover points of LUCK. It has a variety of uses, for example:

- A hero that loses a round of combat can test LUCK to force a 'roll' of 1 for a damage roll against them.
- A hero that wins a round of combat can test LUCK to deal the maximum damage that attack could normally do.
- Test their LUCK instead of making a skill test.
- Elect not to use LUCK. Some spells or effects state 'a hero must test their LUCK' but if the Director allows it, they should be given the option to fail the LUCK test and suffer the effects.
- Use their LUCK to avoid the effects of a spell, poison or disease. Even if not stated in the text it should be assumed that a successful test of LUCK means the hero is unharmed.



Playing the Monsters

Whether playing solo or as part of a group, someone has to take charge of the monsters and decide what they are going to do. By monsters, we mean not just the obvious threats such as a skeleton set to guard a tomb, but also intelligent humanoids, animals, demons, creatures of chaos and so on. It's up to you how you 'play' the monsters, but there are some general factors to think about which can help you decide what they do. The game will be more interesting if your monsters act in interesting ways - if they all simply stand there waiting to be hit, encounters will become boring.

Some of the factors to consider are:

- Is the creature friendly, neutral, unfriendly or hostile? If you cannot alter this using a skill or spell, they will act accordingly. Friendly creatures will try to help you and won't fight unless attacked. Neutral creatures will ignore you unless you disturb them in some way (move into their lair, take their belongings etc) or you can persuade them to be helpful. Unfriendly creatures will try to hinder you, but will not attack if they have some other way to cause problems. Hostile creatures are out for blood and will attack on sight. If no indication is given in the monster description, base its attitude on the monster type.
- How intelligent is the creature? Broadly you can split them into stupid, average and smart. Stupid monsters will behave in obvious, predictable ways and continue with their actions even if they aren't really working. Averagey intelligent monsters (such as humans, orcs, goblins and so on) will react to your actions with intelligent responses. If you fire an arrow at an orc, for example, it will either retreat to cover or charge at you - it won't simply stand there and wait for you to fire again! Smart monsters will not just react but also try to predict your moves and come up with their own.

This is a challenge for a Director or solo player, but the important point is that they don't do anything obviously stupid - vampires, for example, don't go into the sunlight unless forced to do so!

- What sort of monster is it? We can divide our monsters into a number of categories such as humanoid, animal, undead, demonic, elemental and so on. An animal that is attacked might try to flee, but an undead almost certainly won't. A humanoid can be reasoned with, but an elemental will probably ignore you (even if it understands your language).
- How powerful is it? A goblin is more likely to flee than an ogre. In general the higher the SKILL of the monster (or MAGIC for spell casters) the stronger it is. So if you have SKILL 8 and meet a giant with SKILL 10, it won't see you as a huge threat!
- Where is it? A monster that is encountered in or near its lair is more likely to stand its ground and fight than if encountered elsewhere. This is particularly true for humanoids and animals, both of which tend to be territorial, but can apply to others. A skeleton that has been set to guard a tomb might not go past the boundaries set for it.
- What senses does it use? Undead, for example, are generally assumed to have the ability to sense the presence of the living making it difficult to sneak past them. Animals might use smell, touch or hearing as their primary sense.
- What equipment and items does it have to hand? Natural creatures such as rats or snakes won't



have equipment but intelligent monsters, particularly humanoids, will have weapons and armour. You should use some common sense - a lowly goblin might have a handaxe and a leather cuirass and is extremely unlikely to be wearing platemail. On the other hand the leader of an orc tribe could easily be wielding a mighty battleaxe and wearing a breastplate or a chain hauberk.

Another way of looking at it is to talk about the monsters by type and generalise from that.

Table 3.1.2 Monster Type

Type Typical Behaviours (read the monsters descriptions to get a fuller picture).

Humanoids	Humanoids tend to be at least reasonably smart, social, territorial and afraid of dying. This means that social skills can be used, even with hostile creatures (though a penalty of -3 to -6 may apply to the test). Most humanoids rely on sight, so their lairs are likely to be illuminated in some way and they will usually try to defend them. Humanoids also fight as groups and employ tactics such as using ranged weapons, setting ambushes, building traps and so on.
Animals	There is a huge range of animals, in general they have at least some ability to think and will usually fight to defend a lair or their young. They can be tricked, especially with food and their combat tactics come down to fight or flee. Animals use a variety of senses and most don't light their homes or arrange their possessions. Most animals are neutral or unfriendly.
Undead	With a few exceptions the undead are of low intelligence, hostile to the living, fearless and capable of sensing nearby life (though one may give them normal senses if you prefer). For the most part they will attack as soon as possible and not relent until destroyed.
Great Beasts	Creatures such as dragons, hydras, bloodbeasts and others with high SKILL and STAMINA can be assumed to be more cunning, proud and vicious than other animals. They are used to being top of the food chain and will act accordingly, which generally means attacking on sight.
Demons	Demons vary enormously as they have their own sinister purposes, but they also generally hate mortals and wish to make them suffer. They are often intelligent or very intelligent and will use tactics and strategy in combat. They may flee if they are overpowered and some can be bargained with (though never fairly). Demons' senses often include darkvision or the ability to sense nearby life.
Elementals	Elementals are not innately hostile or friendly to mortals. Generally their reactions are based on what the mortals are doing. In particular, if their activities are interfered with or even if mortals venture into their territory, they will become hostile. Elementals vary in intelligence from barely capable of thought to highly intelligent; their senses are wildly different to our own and based on their particular form. They will generally ignore social skills or bribery.
Other	For other monsters you will need to look at the description given in the bestiary and try to work out its behaviours based on what you read. If it is helpful, compare it to some of the examples given above. For example a Brain Slayer could be considered as a humanoid / demon in its behaviour.

Death and dying

Titan is a dangerous world full of monsters, traps and villains. If you are playing fairly, you might find that your hero runs out of luck (and LUCK) and dies. There are two possible ways of dealing with this situation.

- Try again with a different hero

Although one hero has fallen, another can rise up to take their place. Go back to the character creation process and start again, perhaps with a different choice of skills and abilities. It will be up to you to decide if this new hero has any connection with the deceased, or is a completely fresh character. If you decide there is a connection, you may let your new hero pick up where the old one finished and carry on with whatever quests or missions you were undertaking.

- The gods intervene

Just as you fall in battle and exhale your last, you hear the cry of voices, by chance another group of adventurers come to your salvation at the last moment. They gather you up and escort you out of danger to a temple (place your character on the nearest Temple on the map). You are grievously wounded but the priests agree to patch you up and heal you..in return for a suitable donation of course.

If you take this option, there is a price to be paid. As a 'donation' to the temple that saved you, you must give away all your gold and items apart from one non-magical weapon (or spellbook if you are a magic user), one set of non-magical armour, your backpack (containing normal everyday items such as a bedroll and so on) and 2d6 gold pieces. Reduce your LUCK by three points! In addition, you carry the mark of having passed so close to the abyss.

Table 3.1.3 - Mark of Death

Roll	Mark
1	You have received a terrible scar, which gives you a distinct appearance. You suffer -1 to your Disguise special skill.
2	Your body is traumatised and more sensitive to shocks. If you are poisoned, suffer 1 point of additional damage.
3	The brush with death has weakened your immune system. If you are suffering from a disease, uncontrollable shivering causes you a -1 penalty to all physical skill tests until you are cured.
4	No matter how much you exercise, you have lost something of your previous vigour. You suffer -1 to your Strength special skill.
5	Your ordeal has left you shaken - literally. Your hands have a noticeable tremble. You suffer -1 to your Sleight of Hand special skill.
6	You suffer no outward consequences, but your dreams are haunted by dark shadows. Spooky.



Treasure & Encumbrance

It is worth reminding ourselves of how encumbrance works in Advanced Fighting Fantasy, as it can be tempting to pick up everything that is found in a dungeon or whilst out in the wilderness and haul it all back to the market for a large reward.

Advanced Fighting Fantasy uses an abstract system to show when a hero is carrying too much. A hero may carry 10 normal sized items plus an extra 1 for each point in the Strength skill. The total does not include worn armour, clothing or a backpack.

Larger items count as two or more items and small items such as arrows count as one when a bundle or stack of them are carried (in a quiver or pouch for example). One hundred very small items - such as coins - count as one item.

A hero carrying more than their limit is encumbered; they move at half pace and will suffer penalties to skill tests including combat. A hero cannot carry more than double their normal allowance.

Pack animals such as mules, donkeys or horses can be considered to have 20 encumbrance slots, provided they are equipped with saddlebags and the like in which to store items. Very large animals will have more - if your hero has managed to purchase an elephant and bring it with them on their adventures, they should be able to load it up with 60 encumbrance slots worth of items.

Of course, they must remember to feed and water their animals if they want them to survive the trip.



Keeping track of time

Throughout this book there will be missions and effects that refer to the passage of time. Details of the Titan calendar are given in the sourcebook 'Titan' and it can be very helpful to use this to keep track of how time is passing. For those without the book they can divide a year into twelve months of thirty days each, with seven days in a week.

Not everyone enjoys keeping an accurate track of time as they adventure and time can be managed in an abstract way - simply stating that 'some days or weeks' passes between adventures. The choice is up to you, though it is worth noting that many of the rules provided in this book assume that a reasonably accurate track of the date is kept.

Many people who play campaigns like to keep track of time and adventure progress by creating a journal which records their activities.

As a reminder a 'round of combat' in Advanced Fighting Fantasy lasts 10 seconds.

Other rules and modifiers

The Advanced Fighting Fantasy core rules and companion books contain many rules and ideas regarding movement, combat, spellcasting, healing etc. It is assumed that anyone using this book will be familiar with the rules of Advanced Fighting Fantasy and have decided which core and optional rules they intend to apply.

It is recommended that players seek out books such as the Heroes Companion, Combat Companion and the bestiaries as they offer a wide range of expanded options for skills, magic, classes, equipment and more which can alter your game in interesting and exciting ways.

Some Important definitions

Throughout this book we will give some words very specific meanings, either as part of our map creation or as part of the mission system. A longer glossary of terms is provided in section 3.4 but some of the most common terms used in this book are worth familiarising yourself with from the start.

Settlement - a city, town or village. Any place where many people (not just humans but dwarves, elves, lizardmen and so on) gather and make shelter.

Location - the places within this settlement; i.e. the inn, temple, keep and so on. This is not just one building, but a district within your settlement which has a notable building or function for which it is known.

Area - part of the wilderness which has a broadly uniform environment occupying a distinct part of your map. Maps are often broken into areas of about 10 miles across.

Dungeon - a series of connected rooms inside a larger structure, not always underground. Dungeons can be divided into smaller sections. Dungeons often have a theme or an overall controller who is in charge of the dungeon.

Section - a small part of a dungeon consisting of 6+1d6 or more rooms. Breaking a dungeon into sections makes it more manageable.

Social skills - Usually Etiquette, Con, Leadership, Bargain but may include others which involve social interaction rather than combat or physical action. If you are using the system for Social Rank this will apply modifiers to your social skill tests.

Social Rank - a measure of your standing in society based on how your hero is regarded by their peers, this optional mechanic is described in Chapter 7.

Encounter - a randomly generated encounter, usually based on the location, area or dungeon level and divided into social, challenge or map encounters whilst in a settlement. Social encounters can usually be dealt with peacefully, challenge encounters require you to use your skills to avoid harm and map encounters add a location to your map.

NPC - a Non Player Character, refers to a humanoid, monster or creature that may think and plan out their actions instead of reacting instinctively to the situation. Their actions are determined by the Director based on factors such as their intelligence, type, desires and morality (if any).

Mission - a task or set of tasks that has to be completed to either gain a reward or to thwart your opponent, also can be referred to as a quest or adventure.

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Opponent / Villain - the evil mastermind who you have decided to pit your skills against to prove your worth as a hero. Could also be referred to as your adversary, nemesis, sworn enemy and so on.

Henchman - a person who works for your opponent, often sent to harass or intimidate you.

this. The usual method is to drop or roll a dice onto your map and see where it ends up - if it goes off the map, roll it again. The place you want is the one under the dice, if it settles on a boundary line then use your judgement to decide where you are going.

The second method applies to cities only - use the 'Random Location' numbers on the locations table 4.1.5 - roll a 1d6 twice and refer to the numbers in that column - a roll of 3 followed by a 2 would be the Hospital. A roll of 5 followed by a 4 would need to be rerolled as there is no 5.4 on the list. For locations with more than one appearance (Inns for example) either roll again or use your judgement to decide which one is most appropriate.

Finding a random location / area / room

Many of the missions require you to find a random place or your map - a random location in the city, random area in the wilderness or random room in a dungeon. There are a number of methods for doing

Table 3.1.4 - Random Wilderness Area finder

The area you are looking for lies $3+1d6$ areas away in the following direction..roll 1d6 three times.

Roll 1d6 (Reroll 5 or 6) to find a column then..

Roll 1d6 (Reroll 5 or 6)

to find a direction.

	1-2	3-4
1	North	North East
2	East	South East
3	South	South West
4	West	North West

For example: If you roll a 2, followed by a 4 then a 3, the random wilderness area lies 5 areas away (50 miles) in the South West direction. A roll of 4, 2 and 2 would mean it lies 7 areas away (70 miles) to the East.

In a dungeon a random room can be found by dropping a dice onto your map and choosing the room that is nearest to the where the dice lands. You can of course choose the most appropriate room for the encounter - if it happens to be the lair of a significant enemy, pick a room that is near to the end of the dungeon section.

Summary

No set of rules can cover every situation and every interpretation of events. The important thing is that you find a method of playing that is enjoyable and feels right to you and other people in your group. Hopefully the guidance in this section will help to resolve any disagreements and provide ideas you can use to make your games run smoothly.

3.2 Difficulty Level

One of the most challenging aspects of writing an adventure guide is setting the level of difficulty, as there are a large range of possible users ranging from a player with little experience of role playing games controlling a lone hero to a group of players with years of experience managing a well balanced party of hardened adventurers.

The encounters in this book are written with the intention of providing a challenge for a hero that has been created according to the rules set out in the Advanced Fighting Fantasy rulebook. They will have started with eight improvement points - as described in the AFF rulebook a hero starts with SKILL 4 STAMINA 8 LUCK 8 MAGIC 0 and receives eight points to improve their characteristics (along with some points in special skills and their talents). As your hero improves, using the experience point system in the AFF rulebook, they will gradually outpace the encounters.

You will have to decide for yourself if you are finding the encounters and skill tests too easy or too hard, and how this affects your enjoyment of the game. Fortunately, adjusting the difficulty can be done with a few easy alterations - here are some tips on how you can do it.

Simple Method of Adjusting difficulty

Advanced Fighting Fantasy is a robust and straightforward system and simple adjustments can be used to alter the difficulty of skill tests and combat encounters.

- If you are finding skill tests too easy, impose a significant penalty such as -2 to represent a 'tough world' scenario. If you are finding them too hard, give yourself a +2 'beginners luck' bonus.

- When you use a table to generate an encounter or challenge, roll twice and pick the one that best suits your level of play.

- If you are playing as a group of heroes you may want to have only one hero make skill tests 'for the group' for encounters that require you to test non-combat skills such as Region Lore, Etiquette, Leadership and so on. This will depend on the encounter. You can also allow other heroes to assist, if it makes sense, and add a bonus to the test.

- If you are finding combat too easy, give your opponents a bonus to their SKILL and STAMINA, if you are finding it too hard apply a penalty.

- If encounters are too easy, increase the number of opponents you face. substitute the listed encounter with a lower SKILL or STAMINA



- If you are fighting creatures or villains that use magic, either increase or decrease the number of spells they cast. Spells that cast more magic points are generally stronger.

- If you are playing as a group of heroes, often called a party, increase the number of creatures or monsters you fight to match the size of your party (so if you have a group of three heroes, instead of encountering one goblin in a dungeon you meet a group of three). One exception to this rule would be when facing particularly powerful opponents, sometimes called bosses, when you should instead increase their STAMINA, SKILL or give them a bonus to skill test rolls including the combat roll.

Adjusting Difficulty Based on Hero 'Grade'

In the AFF Combat Companion rules are provided for creating heroes of different grades, from civilian to champion. If you are using these rules, we suggest the following modifiers based on our experience, though again it must be stated that every group will need to find a level they are comfortable with.



Table 3.2.1 Encounter Adjustment by Hero Grade

<i>Hero Grade</i>	<i>Improvement Points</i>	<i>Maximum SKILL / MAGIC</i>	<i>Suggested adjustments applied to the monster characteristics or skill tests</i>
Civilian	2	4 / 2	Monsters have -2 SKILL, -2 STAMINA, skill rolls have a +2 'beginners luck' bonus.
Novice	5	5 / 5	Monsters have -1 SKILL, -1 STAMINA, skill rolls have a +1 'beginners luck' bonus.
Competent	7	6 / 6	-1 STAMINA
Veteran	8	7 / 7	Hero as created in the AFF Rulebook. No adjustment.
Expert	9	8 / 8	Monsters have +1 SKILL, +3 STAMINA
Master	10	9 / 9	Monsters have +2 SKILL, +4 STAMINA
Champion	11	10 / 10	Monsters have +2 SKILL, +5 STAMINA

Using Monster Templates

In the Advanced Fighting Fantasy Combat Companion, rules are provided for 'monster templates' which provide toughened versions of ordinary monsters based on their roles. For example a 'berserker' gets +1 SKILL, +2 Damage rolls and uses a two-handed weapon, whereas a 'scout' gets +1 SKILL, 3 points in the Sneaking special skill.

Adding these templates to your monsters provides extra variety and challenge. For more examples and a fuller explanation of how to use templates, look at the rules in the Combat Companion, but a small number can be quickly generated to add extra challenge to encounters.

Table 3.2.2 Simple Monster Templates - for more extensive rules see the AFF Combat Companion

<i>1d6</i>	<i>Simple Template</i>
1	Berserker - monster attacks with wild ferocity. +1 SKILL, +2 Damage rolls.
2	Scout - monster is smart and sneaky. +1 SKILL, 3 points in Sneaking skill. Will attempt to ambush.
3	Veteran - monster is toughened by combat. +2 STAMINA and +1 Armour or Dodge roll.
4	Large - monster is bigger than usual. +2 STAMINA and +1 Armour roll.
5	Toughened - monster is very hardy - reduces all damage by 1 point of STAMINA.
6	Powerful - monster hits hard - increase all damage caused by 1 point of STAMINA.

Selecting Monsters and Group Size

Due to constraints of space we have only been able to make use of a fraction of the monsters available in AFF and by necessity we have focused on creatures that will challenge the 'veteran' hero made using the normal hero creation rules. If you have started at a different grade and you have access to the bestiaries, you may want to select monsters that are more appropriate to your hero grade.

and two competent heroes will treat it as fairly routine. If the tables are turned and we have two cavemen fighting one hero this will now be somewhat difficult for our veteran and might well be beyond our competent or novice heroes, who could find themselves easily beaten.

All of this has to be considered alongside other monster abilities such as additional attacks (which are very powerful against a lone hero as they add +2 to the monster's combat roll) or special abilities such as flight, poison and so on.

All in all, using the bestiaries to come up with a wider variety of monsters is hugely encouraged and you will find that the more you use them, the better you become at choosing appropriate combatants.

Once again it must be stressed that this can only ever be taken as guidance. The choices you make when creating a hero, the availability of magical items, the experience you have with Advanced Fighting Fantasy or other games will all play into the difficulty level you experience when adventuring.

Similarly, encounters have been written with solo heroes in mind. When playing with a group of heroes the outnumbering bonus (+1 to combat rolls for every extra attacker) quickly becomes decisive and whilst the simple solution is to increase the number of monsters that you face, an alternative is to find monsters that have a higher level of SKILL to begin with.

So, for example, a Caveman (Out of the Pit) has SKILL 7 STAMINA 7, meaning he would be a decent fight for a competent hero, easy for a veteran and trivial for an expert or master. If however we have two novice heroes they should be able to take it on

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Table 3.2.3 Monster Selection by Hero Grade and Group Size

<i>Hero Grade</i>	<i>Max SKILL / MAGIC</i>	<i>Suggested Opponent SKILL Ranges</i>	<i>Heroes > Monsters SKILL ranges</i>	<i>Monsters > Heroes SKILL ranges</i>
Civilian	4 / 2	2-4	3-5	1-3
Novice	5 / 5	3-6	4-7	2-5
Competent	6 / 6	4-7	5-8	3-6
Veteran	7 / 7	5-9	6-10	4-8
Expert	8 / 8	6-10	7-11	5-9
Master	9 / 9	7-11	8-12	6-10
Champion	10 / 10	9-13	10-14	8-12

3.3 Example Play Guide

Whilst we have endeavoured to make this book as clear and readable as possible, it is always helpful to have examples of how rules and advice are intended to be used. We have included some in the text of each chapter and in this section we provide a longer example of a mission play through which should give you a clearer understanding of what was intended.

Gruder

Possibly part ogre, Gruder is a huge man with a love of the alehouse and battle but who is just smart enough to know when to get out. Gruder always looks out for number one!

<i>SKILL</i>	7
<i>STAMINA</i>	16
<i>LUCK</i>	10
<i>MAGIC</i>	0
Talent	Strongarm

Special Skills

World Lore - 1, Mountain Lore - 1, Religion Lore - 1, Swim - 1, Common - 4, Axes - 2, Strength - 2, Armour - 2, Climb - 1, Brawling - 1, Ride - 1, Jump - 1, Dodge - 1, Awareness - 1

Equipment

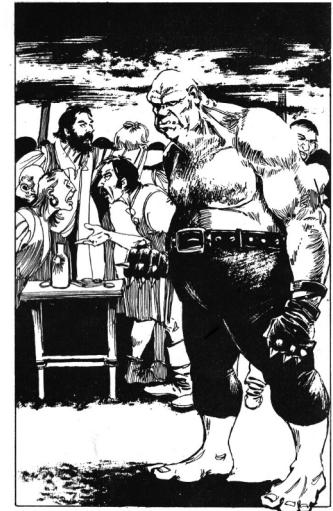
Battle Axe, Breastplate, Lantern & Flask of Oil, Backpack, Provisions (2), Potion of STAMINA.

Other

If Gruder is reduced to 4 Stamina or less he will attempt to leave the fight. He doesn't think dying is heroic in the slightest!

Step 1: Create a Hero

Throughout this book you'll come across a number of heroes that we have created in order to illustrate the rules and ideas presented and help to communicate our intentions. All these heroes have been made using the standard hero creation rules given in the Advanced Fighting Fantasy rules and cover a variety of types and backgrounds. For those of you who are interested, the character details are given here.



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Jay 'Fingers' Finch

A small man with darting eyes and hands, Jay Finch prefers to keep to the shadows. He is more at home in the city than the wilderness, but will go wherever there is a chance for profit.

SKILL	7
STAMINA	14
LUCK	11
MAGIC	0
Talent	Trapmaster

Special Skills

World Lore - 1, City Lore - 1, Religion Lore - 1, Acrobatics - 1, Common - 4, Sneaking - 2, Awareness - 2, Sleight of Hand - 2, Swords - 1, Evaluate - 1, Climb - 1, Locks - 1, Dodge - 1, Trap Knowledge - 1

Equipment

Short Sword, Lantern & Flask of Oil, Backpack, Provisions (2), Potion of LUCK.

Other

Jay has a love of things bright and shiny, and can't resist the opportunity to pilfer them when he gets close enough. When his skills let him down his luck comes to the rescue.

Skurl Glintscale

A Black Elf, Skurl is always in search of new magical knowledge to study. She has travelled a long way from her desert home to find new spells and enchantments.

SKILL	4
STAMINA	10
LUCK	8
MAGIC	8
Talent	Dark Seeing, Arcane

Special Skills

Desert Lore - 1, Magic (Minor) - 2, Elvish - 4, Common - 2, Magic Wizardry - 2 (Arcane Power 10), Magic Lore - 2, Second Sight - 2, Staves - 1, Awareness - 1, Dodge - 1, Etiquette - 1, City Lore - 1

Equipment

Spellbook, Staff, Lantern & Flask of Oil, Backpack, Provisions (2), Potion of STAMINA.

Other

Skurl has dedicated her life to the search for magical knowledge and will try to pursue this aim even if it puts her friends in danger. She feels terrible about this, but still thinks it's worth the risk!

Initiate Zadi Kellist

A Dwarven priest of Throff, Zadi Kellist has gone out to discover new and wondrous caverns which she intends to document and share with other dwarves and explorers.

SKILL 6

STAMINA 12

LUCK 9

MAGIC 4

Talent Dark Seeing, Blessed

Powers Create food/water, Sanctuary, Heal and Throff's special power: Earthquake.

Special Skills

Underground Lore - 2, Crafting - 1, Dwarfish - 4, Common - 2, Armour - 2, Clubs - 2, Magic-Priestly - 2 (Devotion 6), Healing - 1, Strength - 1, Religion Lore - 1, Climb - 1, Awareness - 1

Equipment

Mace, Leather Hauberk, Large Shield, Lantern & Flask of Oil, Backpack, Provisions (2), Potion of STAMINA, Holy Symbol, Robes (worn under the armour).

Other

Zadi has a love of the underground and is miserable if forced to spend too long above ground. Given a choice, she will always try to steer her friends towards exploring under the earth where it might be possible to spend a day or two exploring an unknown cave.

Wyrdly Dume

Wyrdly is an orphan that was found wandering in the desert, near death, by a caravan of traders. He stayed with them for several years as a guard and trader before leaving to discover his fate. He has grown into a wild eyed human that struggles to control his powers and often travels alone.

SKILL 5

STAMINA 14

LUCK 9

MAGIC 4

Talent Fast Healer

Spells As with all sorcerers, Wyrdly has access to any spells for which he has the correct components.

Special Skills

World Lore - 1, Desert Lore - 1, Religion Lore - 1, Swim - 1, Common - 4, Polearms - 2, Armour - 2, Magic-Sorcery - 2 (Inner Strength 6), Con - 1, Ride - 1, Awareness - 1, Second Sight - 1, Magic-Minor - 1, Bargain - 1

Equipment

Halberd, Leather Cuirass, Lantern & Flask of Oil, Backpack, Provisions (2), Potion of STAMINA, One Giant Molar, bamboo flute, nose plugs, a galehorn and a small stone.

Other

Wyrdly is very loyal to his friends but is obsessed with finding answers to his own origins; he will seek to investigate any sources of magical power no matter how dangerous they may be.

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Janay the Just

Janay Holiver is a priestess of Libra, passionately dedicated to spreading ideas of Justice in an uncivilised world, hopefully by persuasion. She is trying to balance her abilities as a preacher with her qualities as a warrior.

SKILL	5
STAMINA	10
LUCK	10
MAGIC	5
Talent	Solid Defence
Powers	Ward, Protection vs Criminals, bandits etc, Healing and Libra's special power: Detect Lies
<i>Special Skills</i>	
World Lore - 1, City Lore - 1, Religion Lore - 2, Ride - 1, Common - 4, Swords - 2, Armour - 2, Magic-Priestly - 2 (Devotion 7), Etiquette - 1, Leadership - 1, Awareness - 1, Healing - 1, Law - 1	

Equipment

Sword, Large Shield, Leather Cuirass, Lantern & Flask of Oil, Backpack, Provisions (2), Potion of STAMINA.

Other

Janay prefers converts to corpses. If she believes it possible, she will try to convince her enemies to drop their weapons and join the cause of good, taking the 'Defensive' combat option and talking sternly to them.

D'Sta Leafshadow

An elven ranger, D'Sta has decided to spend some time exploring the world and improving his talents as a warrior and scout. Physically capable, he is somewhat naive in the ways of the world.

SKILL	7
STAMINA	16
LUCK	9
MAGIC	1
Talent	Dark Seeing, Combat Reactions

Special Skills

Forest Lore - 1, Magic (Minor) - 1, Elvish - 4, Common - 2, Swords - 2, Bows - 2, Armour - 2, Ride - 1, Awareness - 1, Dodge - 1, Climb - 1, Jump - 1, Sneak - 1

Equipment

Long Sword, Long Bow, Quiver of Arrows, Leather Hauberk, Large Shield, Backpack, Provisions (2), Potion of STAMINA.

Other

D'Sta sees the world through elvish eyes and has little knowledge of how to behave amongst humans and dwarves; this can get him and his friends into trouble.

Step 2. Finishing Off Our Hero

For the purposes of this playthrough we will use the elven ranger, D'Sta Leafshadow. Before beginning our adventures, we are going to delve into his background. Using section 7.4 'Hero Backgrounds' (p260) we establish that he was born in the sixth month, Warming, and that gives him the bonus of 'Courga's encouragement: You are a positive and optimistic person, you have a +2 bonus on tests to resist fear or terror.' His starting wealth is average (2d6gp, we roll 4), his childhood life experience is 'You were visited by fairies - pick one minor magic spell that you can cast 2xdy without a casting roll or magic points' for which we choose the spell 'Hear', as it may be useful for a scout-type hero, his sworn enemy are the Dark Elves (perhaps not surprising) and his personality quirk is 'You are embarrassed by displays of emotion and like to maintain a calm (some say icy) demeanour, particularly around strangers' so we know that he is a fairly reserved elf.

Looking at the rest of that section we decide that D'Sta is of average build for an elf, with hazel eyes and nut brown hair, fairly young (70 years old, born in the year of the bat - +2 bonus to Animal Lore and Animal Handling tests for bats and bat like creatures), that he hails from a typical elven settlement - a hidden village - somewhere in Allansia and that at this point he has no particular allies or enemies to take note of. This can be updated after he has done some adventuring.

In terms of religious beliefs, D'Sta is not a paladin or priest so we don't need to provide him with a specific god to worship and can say that because he is from a typical elven settlement he reveres the gods of good, particularly Galana (known to the elves as Erillia), though he is also comfortable with the neutral gods. Looking at section 7.2 'Social Status & Rank' we decide that D'Sta is a member of a military type organisation - the elven rangers - and that for the moment he has no particular rank, so he starts off

with a social rank of 3. He already has a weapon and armour, so that part does not concern us. Rather than being called a soldier, we decide that the starting rank for an elf ranger is a 'scout' and we will worry about other titles if and when he wins promotion.

It is worth pointing out that these background details are not required to begin your adventures, but they do help you to get an idea of who your hero is and what they are doing on Titan.

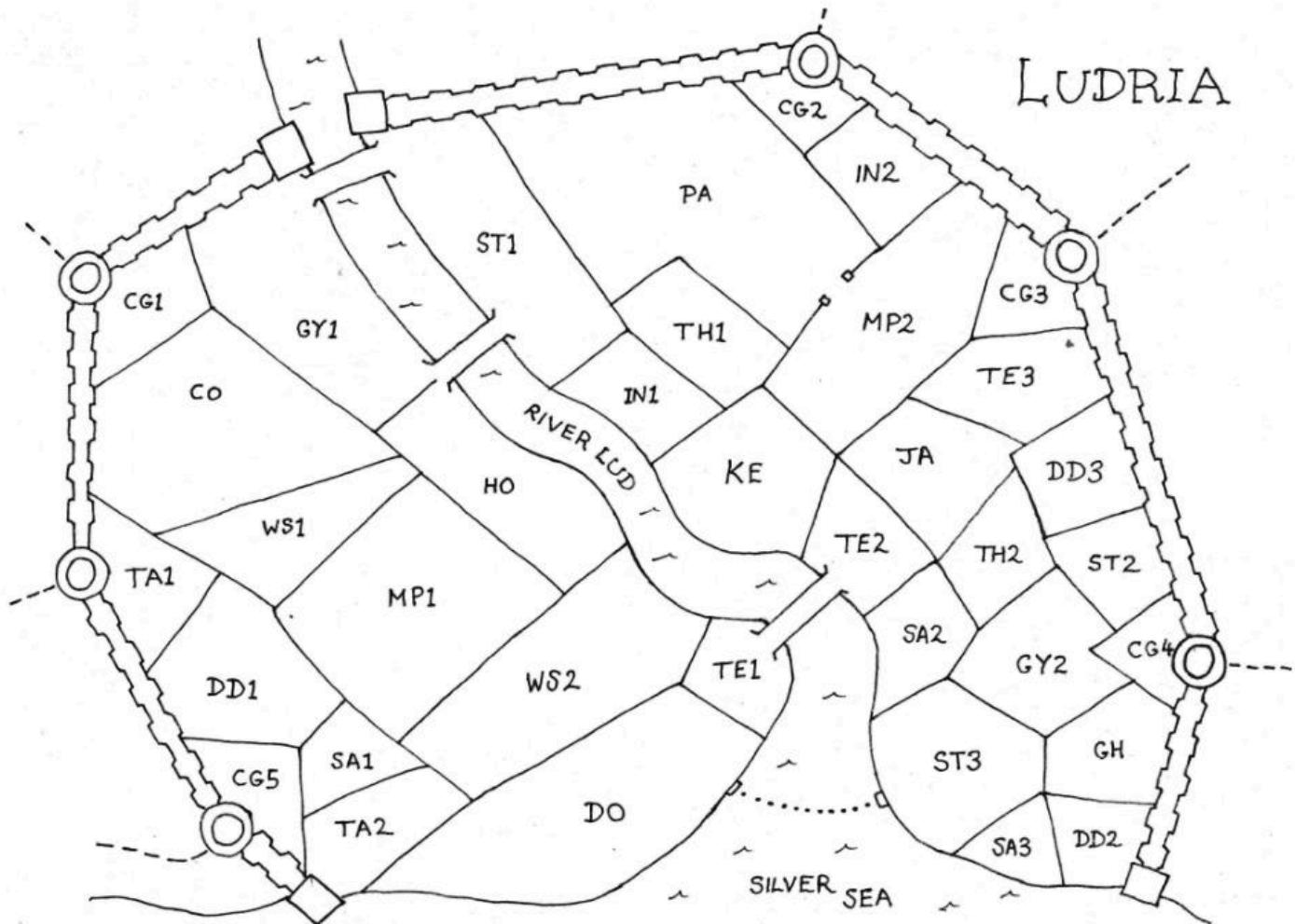
Step 3. Establish your starting point

We could begin our adventures anywhere - in the wilderness, outside the entrance of a dungeon, at a settlement or indeed anywhere else that you can think of (on a ship at sea, imprisoned in wizards tower and so on) but in the case of D'Sta Leafshadow we decide that he is freshly arrived at the city of Ludria - this is the city we have used as an example in chapter 4.

If you wish to start in a city of your own creation, this is a good point to create your map using the guidance given in chapter 4 to divide it into different locations, such as 'temple' or 'graveyard'.

D'Sta has entered through the city gate (2) location, known simply as 'the North Gate' (see section 4.1 to see how we built our settlement and section 4.5 for a full listing of the locations within Ludria) and has spent last night at the Inn (2) location, 'The Fair Measure', a decent enough watering hole, run by the Bramby family. As he only has 4gp to his name, it's probably a good idea to start his adventuring at once!

Firstly, D'Sta is going to pick up a mission from The Adventurer's Guild - see chapter 11. Rolling on the table we discover that the guild agent (in this case a wandering bard that is staying at the inn) wants him to 'Clear the Catacombs. All manner of terrible creatures have been crawling out of the ground and harassing the peasantry!



Map of the City of Ludria divided into locations

Whilst some losses are acceptable, too many deaths could lead to mass panic. Find a catacomb or dungeon, enter it and clear it out (investigate at least six rooms) then return to the agent.' D'Sta accepts this task - hopefully he can complete it as part of his other adventures.

Next we turn to 'Chapter 10 Missions, Quests & Adventures' to begin (you can also start from 'Chapter 9 Villains' if you prefer to base the mission on the villain rather than the other way around) by rolling to see what event captures interest.

With a roll of 4 we discover that 'A famed noblewoman has disappeared in mysterious circumstances. No one knows what has happened, but she was regarded as a skilled peacemaker and

without her the other nobles are already vying for power. Without something being done law and order could break down rapidly.' which is part of the 'Lust for Power' domain. Using 'Table 10.2 Combined Mission & Villain by Domain' we find out that our first mission will be 'Run the Gauntlet' and that our first villain will be 'The House of Swords'.

Of course, none of these things has to be determined randomly. You may already have an idea as to what your hero should do by planning out adventures of your own or you may decide that they will simply wander the world. It is entirely up to you. If you take the option of following the results of the random tables you might want to pause after each adventure or mission to see if the events can be formed into one larger story that your hero is following.

Step 4. Begin Your Adventures

We now have a hero, a map, a possible villain and a mission - it's time to begin. Turning to section 10.1 we read the details of the mission 'Run the Gauntlet', which is mission 20 of the example adventures provided in section 10.1 and involves protecting an informer as they try to reach a safe-house, after which they will provide us with information that might lead us to the villain who is behind it all. It is best to read the entire mission first to ensure we understand what is happening (obviously if you are playing with a Director and a group of heroes, only the Director should read the missions).

Mission Playthrough

To explain how a mission might work the following is a detailed walkthrough of mission 20 'Run the Gauntlet' from chapter 10. You can adjust any elements of the mission to suit your campaign and there are various optional rules to consider when adventuring in a city as described in section 4.1.

Task 1 is merely to meet with the informer, which we decide is going to happen at 'The Fair Measure' (IN2) as that explains why we are being asked to help, though we could have rolled onto our map to find another starting point.

Task 2 is to 'Shake the Tail' which involves careening through Ludria at maximum speed, trying our best to either avoid encounters or keep them brief. Stepping out of the inn our first roll is a 4, which means moving west to the Park location. As we have entered a different city location we need to roll an encounter - see section 4.1 for the encounter tables divided by different locations such as Park, Graveyard, Keep and so on. We roll on the daytime encounters list (we could do this mission at night if we wanted to, though that is generally more dangerous) and find that we have encountered a Group of Noblewomen (S26) and a 'map' encounter, which happens to be a

Devious Trap! (M16). The details for our encounter with the noblewomen are given in section 4.2 'Settlement Social Encounters'. As we are in a hurry we can ignore the noblewomen but not the trap, possibly placed in our path by those trying to hurt the informer. Looking at the encounter (M16 Devious Trap) is in Section 4.4 'Settlement Map Encounters' and rolling on the Trap Table 4.4.1 we get a 5, which is a poisoned dart - we need to take an Awareness skill test to avoid it. We roll a 10 on 2d6 which is more than D'Sta's total of 8 Awareness, so he fails to spot the trap and is hit for 3 points of STAMINA. We would choose to test our LUCK to avoid it, but decide that we don't want to use up that resource at the moment - LUCK does not always come back easily.

Now we must also look at the mission details and roll to see what is attacking us (the essence of this particular mission is that our hero will be attacked constantly as they move around the city) - a roll of 3 means a sniper is about to fire. Again we need to test Awareness and this time D'Sta succeeds with a roll of 6 against their skill of 8, so he pulls the informer out of danger.

The 'Run the Gauntlet' mission requires us to get a cumulative total of points which becomes more likely as we move through more locations though we cannot yet achieve the required total of 25. We get 2d6 + 3 for every location we have passed through, so we need to survive a minimum of 5 before we check that.

Having cleared the park location we check to see which way next and with a roll of 2 its east, so we are doubling back. Looking at the map of Ludria (section 4.1) we could go to several districts east from the park and decide to head to MP2, 'The Fayre'. Moving into that location D'Sta (dragging and guarding the informer) rolls for an encounter using the Marketplace table, getting a 14 - Catacombs Entrance (M4) + Roll Again. He makes a note of this as he wants to explore a catacomb to fulfil the Adventurers

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Guild quest but he can't stop at the moment. The 'roll again' comes up as a Group of Traders (S5) which he chooses not to interact with (one of the options is to let them be) but as per the mission we must also roll to see who is trying to attack our ward. With a roll of 1, a Goblin Assassin steps from the shadows to attack. It has SKILL 6 and STAMINA 7 and we must fight it immediately.

Combat proceeds as per the usual rules. D'Sta has SKILL 7 and 2 points in Swords special skill (so 9 Swords skill), the goblin has SKILL of 6. Both roll a 2d6 and compare totals. In the first round D'Sta rolls 6 for a combat total of $9+6=15$ and the goblin rolls 8 for a total combat roll of 14. D'Sta wins this round. He makes a damage roll getting a 4 which on the long sword damage track means he does 3 points of damage. The goblin has a leather cuirass but with an armour roll of 3 they do not prevent any damage, so they reduce their STAMINA from 7 to 4.

It is worth pointing out that D'Sta could have used some of the combat options (defensive, all out attack and so on) or tested his LUCK to increase damage, as per the core rulebook.

In the next round, both D'Sta and the goblin get combat roll totals of 15, which is a draw so no damage is done. In the third round D'Sta rolls an 11 on his 2d6 for a total of 20 and the goblin gets a total of 16 - they could only have beaten D'Sta if they had rolled a double six and got a critical, which automatically wins the round. In any case D'Sta rolls a 6 meaning they do 4 points of STAMINA damage to the goblin, who rolls a 5 on their armour roll preventing one point of it. They are now down to 1 point of STAMINA remaining but intend to fight on.

In the fourth round the goblin rolls an 11 for a combat total of 17 and D'Sta only manages a total of 16, losing the round. As per the mission instructions this means the goblin hacks at our informer with their axe

causing 3 points of damage. Yikes, they are reduced from 10 to 7 STAMINA. In the fifth round D'Sta rolls a 5 for a total of 14 but the goblin only manages to roll a 6 on their 2d6 for a total of 12 - D'Sta finishes it off with 3 points of damage from his long sword which the goblin fails to stop with their armour. The goblin is reduced to zero STAMINA and is defeated.

At this point D'Sta quickly searches this creature for valuables - remember that adventurers must earn their keep by finding or looting treasure as they go. Using the tables provided in Chapter 13 'Treasure' we roll on the 'Humanoid - Poor' column and get a result of 'B1' which is the coins table (we decide that the goblin, if it has any treasure, was probably carrying it). Rolling on column B1 of treasure table B we get a result of 6 which is 5sp. Not very much but it's a start. D'Sta also takes the goblins handaxe as it is always useful to have a spare weapon and he may choose to sell it later.

We have now completed two locations, so as per the mission requirements we still have more to do - our total is $6+2d6$ towards completing the gauntlet and with 25 needed to finish the task, we must pass through a minimum of 3 more areas.

Going back to the mission instructions we roll to see where we go next. This time we get a 4 which means move west and from our current location (MP2) we could go to TH1 or KE, we decide on going to KE, the Keep.

Moving to the Keep we roll for encounters using the tables in section 4.1 getting a total of 7 on our 3d6 which is 'Map + Squire'. The squire is a social encounter (S11) which we can ignore and the map encounter is a Weaponsmith (M14), which we make a note of but don't stop to interact with (the mission requires that we don't stop unless we have to, otherwise D'Sta could have stopped and maybe sold the handaxe he looted from the goblin). It is worth

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making a note of the map encounters in case your hero wants to come back and visit them later.

On the mission table we roll a 3 which means another sniper and an Awareness skill test to spot them. D'Sta rolls an 11, failing the test so the sniper hits our informer with a crossbow bolt for 2 points of damage which brings their STAMINA down to 5. With nothing further to do we move onto the next location, noting that our completion total is now at 9+2d6.

The next roll for direction is a 3, meaning we move south to location TE2 'The Lord's Temple'. If we had the time we might stop here and visit the temple to pray or use one of the services but the 'Run The Gauntlet' mission requires us to be swift. D'Sta rolls 3d6 on the temple encounter table getting an 11, which is an Acolyte (S19) who we can simply pass by. On the mission table we roll a 6 - All Clear! D'Sta chooses to use this moment of calm to feed the informer one meal, restoring 2 points of STAMINA to their ward bringing him up to 7. We have now cleared four locations and our completion total for this task is 12+2d6.

The next roll for direction is a 1 for north, which could be KE, MP2 or JA. For the sake of variety we move to JA, the Jail. Going into that location we first roll for encounters, getting a 10 which on the location encounter table is either a Pie Seller (S23) or a Peasant (S18). Rolling another 1d6 we find out it is a peasant, who we choose to ignore. On the mission table we roll a 2 which is another goblin assassin, bursting from the shadows. D'Sta fights it as before but this time defeats it without the goblin landing a blow on the informer. Checking the body of the goblin we use the rules in chapter 13 to determine that this goblin had 14sp, which D'Sta takes. He has now cleared 5 locations and should check to see if the gauntlet is complete, as per the mission rules. With a roll of 8 on 2d6 he has a total of 15+8 = 23 - very close to the 25 needed but not enough.

Our next roll for direction is a 2, meaning east, so we could go to TE3, DD3 or TH2, deciding on DD3 (Drinking Den 3 'The Hole in the Wall') as our next move. On the encounter table for this location our roll of 15 is a Runaway Horse (C14) which is a challenge encounter that we cannot simply ignore. D'Sta decides to try and grab the reins of this errant animal and test his Ride skill. With a roll of 7 against his Ride skill total of 8 he makes it! D'Sta heroically brings the animal to a stop and gains +1 to his next Leadership skill roll as a result (we make a note of that somewhere). On the mission table we roll 1d6 and find that another sniper has taken aim. Testing our Awareness skill D'Sta rolls a 4, easily passing, and pulls the informer out of the way.

We have now completed 6 locations with our ward so roll 2d6 + 18. With a roll of 7 we get what we need - 25 - which means our informer is happy that we have shaken off the chasers and will lead us to the safe house (which, as per the rules, is in this location - not in the drinking den but in a nearby shack).

Checking the details of the 'Run the Gauntlet' mission in section 10.1 tells us that having kept our informer safe we can now move onto task 3 'Interrogating the Informer'. We must pick which skills we wish to test. D'Sta has no points in any social skills (maybe that is something they can develop later with experience) but does have a +1 bonus to a Leadership skill test from stopping the Runaway Horse, so he decides to roll Leadership first and then four attempts with Etiquette. As with most skills in Advanced Fighting Fantasy the fact that D'Sta has no points in the special skills does not mean he cannot attempt to use them - he is simply not specialised in these areas yet, but can roll against his base SKILL or, for some skills, MAGIC. The use of base characteristics to roll skill tests is described in the Advanced Fighting Fantasy Rulebook and in section 3.1 Guidance on Common Play Situations. In his case D'Sta rolls against SKILL.

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With his 5 rolls he gets 4,4,6,8 and 9. Three successes against his SKILL of 7. As per the mission details D'Sta picks 2,4 and 6 as his number and rolls 1d6 getting a 6, a success! Although he won't actually know until he arrives at the location, the information given by the informant is good and when he goes to the random location he will be facing his opponent, the villainous Count Montagu de Hood.

It is important to note that if he had not succeeded with this task then D'Sta would be facing a henchman when he arrived at the lair, but the mission would still be considered a success as he got all the way through to the final confrontation. Missions are only considered failures when your hero fails at some earlier part and isn't able to force a confrontation with either a henchman or your opponent.

Section 9.1 'Example Villains' tells us that for The House of Swords the leader (Count Montagu de Hood) will have their lair in a house in a random location in the city, so we drop a dice onto our map (we could have rolled against the locations using the numbering system shown in the settlement details sheet, section 4.5) which lands closest to IN1 'The Mighty Elk'. Note that the lair is not inside the inn, simply in the same part of the city.

To get there we must go from our current location (DD3) across the city map to IN1, which means moving through a number of other locations.

The route is up to us to decide and we must also decide if we are rolling for encounters in every location, using the 'quiet city' optional rule described in section 4.1 or trying to avoid encounters using Sneaking or City Lore skills. In this case D'Sta decides to pass through TE3, MP2 and TH1 to get to The Mighty Elk location and will attempt to use his Sneaking skill to avoid encounters (he is in a hurry).

With one point in the Sneaking special skill for a total of 8 D'Sta rolls 11 when entering TE3 'The Farmers Shrines' so must roll on the encounter table. Getting an eight his encounter is 'Townsfolk + Roll Again' and the second roll is a 9 for 'Peasant'. We could now stop and engage with these people but our mission does not include much of a social element so D'Sta ignores them and moves on to MP2 (Sneaking roll of a 6 so he has no encounters), MP2 (Sneaking roll of a 5 so he has no encounters) to TH1 'The Red House' where he fails his sneaking roll so must check on the encounter table for a theatre location. He rolls a 10 which turns out to be a group of children, which he chooses not to interact with, before coming to his destination - location IN1, 'The Mighty Elk'.

Interacting with social or map encounters is generally optional but you should remember that doing so can provide you with bonuses or advantages later on.

The lair of our villain is not the inn itself but as per the description of our opponent (see section 9.1) is a grand house that the count is renting out. At this point we should read the description given for the leader of the House of Swords as it is unlikely to be a simple fight.

Bursting into the house D'Sta finds the Count Montagu de Hood ready and waiting to fight him. They begin battle. The Count is very much a match for D'Sta in terms of skill, so our hero may wish to consider using combat options or testing their LUCK for extra damage when they hit. After several rounds of fighting both D'Sta and the Count have taken some damage when our elven ranger lands a heavy blow reducing de Hood to 6 STAMINA. At this point, as per the rules described for the confrontation, the nobleman calls for the Watch to aid him, which they do 2 rounds later (he has bribed them to be nearby at all times). The guardsman grab D'Sta and the count escapes!

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As described in the confrontation rules D'Sta can now try to convince the Watch of his innocence by testing his Law skill (as he has no points in the special skill Law, this is a straight roll against his base SKILL). With a roll of an 10 D'Sta fails on this occasion to convince them and the next time he fights this opponent, the Count will still be able to call upon the Watch to save him. However, D'Sta has wounded the nobleman and in their next combat Montagu de Hood will have his SKILL reduced from 9 to 8.

This particular mission is over and although the count escaped, it is still a success as D'Sta Leafshadow completed all parts of it. Villains are not supposed to be easily defeated at the first attempt!

His first mission (Run the Gauntlet) is fairly hectic so D'Sta has only defeated two creatures, two goblins, from which he has looted a Handaxe and 19sp. Not a huge haul but the whole thing has taken less than a day to complete, so not so bad.

He has plenty of time to gather more treasure, either by continuing to explore the city or heading out into the wilderness where he might find more monsters or perhaps a dungeon to explore.

Step 5. Mission Consequences and Next Steps

Firstly, as the mission was a success (confronting your opponent or a henchman is the aim, you are not expected to defeat them at the first attempt) we should look at Chapter 12 'Adventure Consequences & Rewards' to see what happens to D'Sta.

Firstly we award some experience; although this mission has been brief it was also fairly dangerous with a significant chance of failure, so we award him 10 to 15 experience points to spend as he sees fit according to the rules given in the Advanced Fighting Fantasy rulebook.

Next, D'Sta gets to roll on table 12.2 'Consequences of Success'. With a roll of 8 we find that he is 'filled with confidence' and can +1 to one special skill for the next week'. We don't have to decide what that is immediately, but should do so once D'Sta begins his next adventure.

In terms of treasure D'Sta has only acquired a small amount of money and one Handaxe, which he can sell using the usual rules (see section 3.1 for guidance on using skills such as Bargain) so not enough to make a big difference.

He did also pick up a quest from the Adventurers Guild to clear a catacomb and he found an entrance to one in the MP2 location 'The Fayre', so at this point he could go to that location and create a catacomb as per the rules described for that map encounter - see section 4.4, encounter M4 'Catacombs entrance', and this could be a good source of treasure as these small dungeons generally contain monsters to defeat and pillage.

On the downside, D'Sta will now be the target of retaliation from the House of Swords as detailed in the villain description - he will have trouble with the Watch. This will be an ongoing problem until he either defeats the count or moves far enough away to no longer be a target of their ire (Director's discretion as to how far that is).

To continue his fight against the 'House of Swords' we can either pick another suitable mission from Chapter 10 or go to the villain description in chapter 9 and roll on table for this enemy. Rolling a 5 means the next mission is in the 'Winds of Magic' category, so we look at Chapter 10 and table 10.1.1 to find that (with a roll of 6) the next challenge is the 'Experimental Abberations' mission. D'Sta can roll to see if that is in the city, wilderness or a dungeon or we can choose where he will have to go next.

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As an example, we could decide that he will take on the 'Experimental Abberations' mission in a dungeon which, as per the guidance in this book, is 1d6 areas away from the city in a random direction. An example map of the wilderness around Ludria is provided in chapter 6 'Wilderness Creation and Adventures' and if we determine that the dungeon is 4 areas away from the city to the north east we could place it in the jungle which is reached by travelling across three areas of plains. Once there, we would use the rules provided in chapter 5 'Dungeon Creation & Adventures' to build our dungeon, section by section, until we have completed the mission.

You can, of course, use this initial starting point to create your own missions and adventures. In chapter 10 we provide a number of suggestions as to how you might do this. Whatever you choose to do, D'Sta Leafshadow has now bloodied his sword and begun his adventures on Titan - we wish him the best of luck!

3.4 Glossary

Whilst we have tried to avoid jargon and abbreviations, inevitably some words and phrases do creep in. Many of these will be familiar to those that have enjoyed roleplaying games previously but some will not, or have enhanced meaning in this book.

RPG - Role Playing Game, sometimes referred to as a TTRPG (Tabletop RPG). A broad term covering any game in which you create and play a hero or character that is under your control but may have wildly different skills, abilities and motivations to your own.

Hero, Character - the fictional person that you create to operate in the world or setting you are using.

Director - the person who plans, runs and adjudicates the game when playing as a group.

Setting, Campaign - the world in which you set your adventures. For Fighting Fantasy that world might well be Titan but it doesn't have to be. You can create your own or adapt one you are familiar with.

Alignment - A broad description of the morality of a person, group or deity often broken down into concepts such as good, neutral and evil.

Mechanic - a set of rules or instructions that allows a hero to resolve an uncertain situation by rolling dice or consulting a set of outcomes. The use of mechanics determines what type of RPG you are playing.

d6 - a six sided dice. 1d6 means roll one six sided dice, 2d6 means roll two six sided dice and add together the totals, 2d6+3 means roll two six sided dice, add together the totals and then add three, and so on.

Special Skill - different skills covering different areas of aptitude such as climbing, knowledge of the law, hunting and so on. Heroes improve these special skills by spending experience points.

Skill Test - made by rolling 2d6 and comparing the total to the appropriate skill; the most common mechanic in Fighting Fantasy.

Characteristic - the basic characteristics of a hero are **SKILL, STAMINA, LUCK and MAGIC**. Usually capitalised in the text to distinguish them from special skills, the characteristics are the starting point for development of your hero.

Test of SKILL, MAGIC or LUCK - most tests are made against special skills but some mechanics require you to roll 2d6 and compare the total to one of your characteristics.

Critical - a result of a 2d6 which is the best possible roll - a 2 or 12 depending on whether you are trying to roll low or high. Getting a critical can have extra positive effects for your hero.

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Fumble - a result of a 2d6 which is the worst possible roll - a 12 or 2 depending on whether you are trying to roll low or high. Getting a fumble can have extra negative effects for your hero.

Experience Point - a reward given to a hero as a reward for their adventures, experience points are spent in order to increase special skills or characteristics.

Damage - anything that happens to a hero that reduces their STAMINA. Damage can be from physical, magical, poison, disease or other sources.

Monster - not just a slavering beast, but a general term used to denote anything that you have to deal with through combat so can include humanoids, undead, demons etc.

Settlement - a city, town or village. Any place where many people (not just humans but dwarves, elves, lizardmen and so on) gather and make shelter.

Location - the places within this settlement; i.e. the inn, temple, keep and so on. This is not just one building, but a district within your settlement which has a notable building or function for which it is known.

Area - part of the wilderness which has a broadly uniform environment occupying a distinct part of your map. Maps are often broken into areas of about 10 miles across.

Dungeon - a series of connected rooms inside a larger structure, not always underground. Dungeons can be divided into smaller sections. Dungeons often have a theme or an overall controller who is in charge of the dungeon.

Section - a small part of a dungeon consisting of 6+1d6 or more rooms. Breaking a dungeon into sections makes it more manageable.

Social skills - Usually Etiquette, Con, Leadership, Bargain but may include others which involve social interaction rather than combat or physical action. If you are using the system for Social Rank this will apply modifiers to your social skill tests.

Social Rank - a measure of your standing in society based on how your hero is regarded by their peers, this optional mechanic is described in Chapter 7.

Encounter - a randomly generated encounter, usually based on the location, area or dungeon level and divided into social, challenge or map encounters whilst in a settlement. Social encounters can usually be dealt with peacefully, challenge encounters require you to use your skills to avoid harm and map encounters add a location to your map.

NPC - a Non Player Character, refers to a humanoid, monster or creature that may think and plan out their actions instead of reacting instinctively to the situation. Their actions are determined by the Director based on factors such as their intelligence, type, desires and morality (if any).

Mission - a task or set of tasks that has to be completed to either gain a reward or to thwart your opponent, also can be referred to as a quest or adventure.

Opponent / Villain - the evil mastermind who you have decided to pit your skills against to prove your worth as a hero. Could also be referred to as your adversary, nemesis, sworn enemy and so on.

Henchman - a person who works for your opponent, often sent to harass or intimidate you.

Gold / Silver piece - wealth can be transported in many ways on Titan, but the most common way is to carry small gold or silver coins that are accepted almost universally. One gold piece has the same value as ten silver pieces.

4 - Settlements

In this chapter we show how to create a map of a city, town or village to use for a number of purposes - a self-directed campaign, adventures generated by dice rolling, as support for your own campaign or even as a setting for a contest between heroes to see who can be first to complete a mission or quest! Using these rules will allow you to generate a functioning settlement filled with encounters and alive with adversaries you must defeat to prove yourself a hero.

It is important to note that however you use the book, it's up to you to use your imagination to fill in the gaps and make sense of the world. The descriptions given for the locations and encounters should be seen as guides that allow you to play the role of the hero and if you feel that something should be changed to better fit your campaign, you should change it.

For those using these rules to generate a playable campaign, the steps are as follows.

- Decide on a place for your settlement. Look at the map of Titan and pick an area that is currently blank on the map. When you think of your city, you should consider the terrain - is it high in the mountains, with buildings made of stone and heaving under the weight of snowfall, or down in a pleasant valley surrounded by orchards?
- Use the rules provided to generate a map of your settlement.
- Pick a place for you to start - this could be at the city gates if you want to be a stranger, or at a tavern if you want your hero to start off as someone who has already visited the settlement.
- Use either the villains (Chapter 9) or missions (Chapter 10) to begin your quest.
- Start adventuring!

Some Important definitions

As a reminder, when building our settlement we will be using the following terms:

- **Settlement** - the city, town or village you are building and using for your adventures.
- **Location** - the places within this settlement; ie the inn, temple, keep and so on. This is not just one building, but a district within your settlement which has an important building or function.
- **Social skills** - Etiquette, Con, Leadership, Bargain, affected by Social Rank.
- **Encounter** - a randomly generated encounter, usually based on the location and divided into social, challenge or map encounters. In general social encounters can usually be dealt with peacefully, challenge encounters require you to use your skills to avoid harm and map encounters add a location to your map.



4.1 Settlement Creation Rules

In this section we focus on how to create and use your settlement map, focusing on building something that is quick to make but adds real depth and detail to your hero's adventures.

Settlement Descriptions

For this book we have divided settlements into three categories; city, town and village. Cities have the greatest number of locations and resources, a village might be no more than a temple, tavern and a few rough streets. It is generally recommended that when heroes are carrying out adventures in civilization (as opposed to the wilderness or a dungeon) that they do so in a city, to provide the full range of environments.

City

You've seen the smoke of the cookfires on the horizon for some time and now, tired and weary from your journey, you approach a city. The rough trail you have been following gives way first to a rutted farm track surrounded by walled fields and then to a wider paved road leading up to a great arched gate where you can just make out the glint of sunlight on the guardsmen's armour. Around you the wilderness is now broken up by small farms and homesteads.

Coming over a small rise in the road you get a better look at the city. Around its outskirts there are a large number of small houses made from a mixture of stone and wood, mostly hovels with the occasional more impressive house. This slum reaches right up to the first of the city walls. A raised bank with a stone wall on top of it, some of the slum housing is leaning up against it and the few small towers that dot its length. You note that whilst it looks solid enough there are places where it has been broken down and not yet repaired. More impressive is the inner wall. Fully 80 feet high in places with a series of round towers spaced along it, this fortification has a huge sense of strength and stability as it looms over the

scruffy lean-to's of the slums. Further back you think you can make out the glint of water, so there may be a river or lake on one side of the city, it is hard to be sure. Now you are closer you can see men-at-arms patrolling its battlements.

Although you can't make out much of the city inside the walls you do see many rooftops and what looks to be a few large churches and perhaps a keep. The smoke of many fires and the dust kicked up by the traffic going to and fro creates a haze which makes it impossible to pick out too many details. In order to find out more, you'll have to get inside. A steady stream of people, horses and carts is moving through the main gate and it looks like your only way in...

There are countless cities dotted across the world. A few are famous, but most will be unknown to the traveller who must take their chances as they seek the safety of the walls. That is not to say that these settlements are new - many are very ancient and may have been built and rebuilt upon the same spot several times over, but for all that their fame has not spread far beyond the sight of their towers. It is in these cities that the bravest heroes will find a chance at fame and fortune. There is danger and skullduggery, thrills and sensations. Opportunities can arise at any moment for those willing to take their chances, but beware for there are also those who wish to waylay or harm the careless traveller.

Town

As the woods give way to fields and fenced off orchards, you realise that a small settlement must lie ahead of you. Following a cart track to the crest of a hill you can see down the slope the glittering ribbon of a river upon the banks of which are lined up several streets of thatched houses. Resting here for a moment you can see a few larger buildings amongst the dwellings - a temple certainly and what could be an inn or perhaps a manor house. Even from this

Chapter 4 - Settlements

distance you can see plenty of activity around the town, with peasants moving about their tasks often accompanied by livestock of one kind or another. A pony-cart laden with some kind of root vegetable is slowly making its way up the hill toward you, led along by a plump woman wearing so many layers of clothing she has become almost round.

The centre of the town seems to be a bridge from which broader roads lead away on either bank, with most of the buildings clustered around this area.



There is no outer wall but towards the outskirts you can see a raised earthwork which, in places, has a dry stone wall along it. However, even a quick inspection makes you think these are just field boundaries rather than a serious attempt at fortification.

A town is a big enough settlement that it will have at least a small variety of buildings and activities. There will be a temple, often built in some prominent place near the centre, a marketplace, at least one inn or tavern and usually a grand house for whoever is in charge. There may not be a lot to excite the adventurer here, but it is usually a good spot to rest, trade and maybe do a little bit of socialising.

Village

The track you are following has gone along a riverbank for a few miles and you have started to notice some smaller tracks joining up. The thick vegetation to either side of the path has obscured your view until now but as it thins out you start to see some buildings up ahead. There are not many and none of them are too grand, but there looks to be a temple of some kind. Surrounding much of this settlement is a thick, thorny hedge, probably grown to provide some defence against raiders. This village looks like a good place to rest for a while.

All across Titan are dotted tiny settlements consisting of a mere handful of houses and shacks which serve as a meeting place for the nearby farmsteads, travellers, hunters and so on. Over time they may develop to have some extra buildings such as a temple (very common) or an inn. Sometimes they grow up around nothing more than a hill or a bend in a river. There is precious little for an adventurer to do in such places but they can provide an opportunity to rest and purchase fresh supplies of food and simple trade goods.

Mapping Your City, Town or Village

Settlement Origins

The cities, towns and villages of Titan have been built by many types of creatures, but the most usual of these are the humans, dwarves and elves. It is worth remembering that in general settlements have a mixture of origins and in some places the original

builders have been replaced wholesale by a different group, probably as a result of conflict. Although it doesn't have to, knowing who were the original inhabitants of your settlement might influence how you interpret and draw your map.

Choose an origin or make a roll to see what is the dominant architecture for your location.

Table 4.1.1 Settlement Origins

Roll	Origin
1-3	Human* : This place was founded by humans and nearly all buildings have been built by human hands, so the architecture depends on the location. Near woodland, the houses will be mostly wood, up in the mountains, stone and slate are more common for example. It is up to you to decide based on the surrounding terrain. Human settlements may be walled or fortified, but they also have a tendency to spread across the surrounding land.
4	Dwarven : This settlement grew up around an ancient dwarven minehead, long abandoned and settled by the humans of this area. Around the centre, the buildings are made of well cut stone, with thick walls and low doorways. Many of the streets and alleys are covered with arched roofs. Any Dwarf character can add +1 to their City Lore special skill here. Dwarven settlements often extend below ground and may have several 'levels' connected by ramps and shafts.
5	Elven : The heart of this place was once a forest glade or natural wonder, such as a waterfall or gorge, that was home to a community of elves. Although it is now largely occupied by humans you still find elegant buildings decorated with wooden carvings, sometimes incorporating living trees into their design, and the streets and alleys are lined with trees or flowers. An Elven character can add +1 to their City Lore special skill here. Elven settlements tend to expand in harmony with the landscape and any natural features.
6	Chaos/Evil Wrought : This place was once home to the forces of evil, long since vanquished...you hope. Although great efforts have been made to erase all traces of its terrible past, you still find some of the buildings are ominous with disturbing carvings and decoration and the streets and alleys are often laid out in ways that seem designed to confuse and disorient you. All characters suffer a -1 penalty to their City Lore special skill here. These settlements may have layouts that are confusing or illogical.

*If you are creating settlements in lands ruled by specific peoples, replace humans with the local dominant race. For example, if you are mapping out the swamps ruled by the Lizardmen a result of 1-3 on this table means the settlement was made by the Lizardmen. In this situation, replace the Chaos / Evil Wrought result with humans.

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Reason for Settlement Placement

People rarely bother creating a city, town or village simply on a whim! There is usually a reason for it existing where it does, though it may have changed or developed dramatically over time. You can invent a reason that makes sense for your campaign or adventure, or you can roll on the following table to provide some inspiration.



Table 4.1.2 Reason for Settlement Placement

Origin	d6	Reason
Human	1	Trade - lies on a trade route or is a centre for trade.
	2	Fortress/Military - primary purpose was original military in nature.
	3	Natural features - such as a bay, river mouth, desert oasis or mountain pass.
	4	Order of the Ruler - a powerful person decided to place a settlement here.
	5	Natural Resources - such as food, water, ore, wood.
	6	Reason Forgotten - the reason is lost to the mists of time!
Dwarven	1	Trade - lies on a trade route or is a centre for trade.
	2	Fortress/Military - primary purpose was originally military in nature.
	3-4	Natural Resources - ore, gems and stone particularly.
	5	Order of the Ruler - a powerful person decided to place a settlement here.
	6	Reason Forgotten - the reason is lost to the mists of time!
Elven	1	Fortress/Military - primary purpose was military in nature.
	2-4	Natural Feature - such as a natural bay, desert oasis or mountain pass.
	5	A place of exceptional magic.
	6	Order of the Ruler - a powerful person decided to place a settlement here.
Chaos / Evil	1-2	Fortress/Military - primary purpose was military in nature.
	3	Natural Feature - such as a natural bay, desert oasis or mountain pass
	4-5	Order of the Ruler - a powerful person decided to place a settlement here.
	6	Reason Forgotten - the reason is lost to the mists of time!

Current Occupation

It is strongly suggested that you choose the current occupation of your starting settlement, or be prepared to come up with an explanation for why you are there. Most commonly, your hero should start at a city that is home to many types of people - mostly humans, but with a fair number of dwarves and elves either visiting or living there.

For other settlements you encounter, you can either choose who lives there based on other factors (if you find a village next to a mighty dwarven city, it is probably dwarves or humans that live there and not orcs) or roll to see.

Table 4.1.3 Current Occupation

<i>Origin</i>	<i>2d6</i>	<i>Current Population</i>
Human*	1-8	Human
	9-10	Mixed city of Humans, Dwarves, Elves
	11	Dwarves
	12	'Evil' humanoids.
Dwarven	1-9	Dwarves
	10-11	Mixed city of Humans, Dwarves, Elves
	12	'Evil' humanoids.
Elven	1-10	Elves
	11	Mixed city of Humans, Dwarves, Elves
	12	'Evil' humanoids
Chaos / Evil	1-8	'Evil' Humanoids, 9-12: Mixed city of Humans, Dwarves, Elves

**If you are creating settlements in lands ruled by specific peoples, replace humans with the local dominant race. For example, if you are mapping out the swamps ruled by the Lizardmen, replace 'human' in this table with 'Lizardman'. A Mixed City will be a mostly human city with other races instead.*

Generating a map

There are a large number of ways you can go about creating a settlement, the rules we are providing are one example that should create an interesting, playable place for you to set your adventures in. If you already have a preferred method in mind, or a map you have prepared yourself, use that instead but remember - the encounters and missions might require specific locations, so you may have to adapt to that as you play. Methods of creating a map include:

Create a map: Either on paper or a computer, this simple and popular method requires only your time and imagination. You can make up the size and features as you go along. For the purposes of this book cities are divided into locations which cover a number of streets, so you may wish to mark important sites (temples, keeps etc) as you go.

Borrow a map: With the popularity of role playing games on the rise there are a huge number of maps available online, many for free. Choose one that you like and download or print it off - you can mark in the important locations as you go.

Use the 'Dice Drop' method: Described in the core AFF rulebook or Blacksand as a means of creating a dungeon, the dice drop method creates a random pattern of locations which you then fill in using your imagination. A piece of paper, pencil and some dice are all that is required. Very useful when you are struggling for inspiration!



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Table 4.1.4 Map Creation Summary using the 'dice drop' method

Step	Action
1	Decide what sort of settlement you want to create - city, town or village and read the pages of this book describing them and giving clues as to the origin and reason for the settlement.
2	Get a piece of paper, some dice and a pen or pencil; the paper should be of decent size - A4 or larger - unless your handwriting is very tiny.
3	Roll or drop a die onto the paper, and mark its location. As you do so, write in or mark locations from the list of required locations for each settlement; this ensures you have at least one of each important type. A list of locations is given in Table 4.1.5 List of Settlement Locations.' to 'Roll or drop a die onto the paper, and mark its place. As you do so, write in or mark locations using table 4.1.5 'List of Settlement Locations' making sure that you have at least one of each type of location needed for your settlement - table 4.1.5 shows the recommended number for different locations in cities, towns or villages.
4	Keep rolling dice and adding more locations until your settlement reaches the size you want it to - guidelines are provided for each type. So a city may end up with several temples, but a village will not. Villages and towns have a maximum number of locations, but a city can be as large as you would like it to be. The bigger the better!
5	At an appropriate place, mark a spot for the docks or custom house. Clearly it depends on whether or not you want your settlement to contain a body of water (river, lake, seafront). If it does you should put down a docks, if not place a custom's house at some point near the edge of your settlement.
6	Using your imagination draw a settlement boundary such as a wall or hedge (including gates if this is a city) and a river or other body of water if it is appropriate for the terrain. You may also want to leave some parts of your map as blank (unexplored) so that you can add more locations later.
7	Go around each location (temple, inn, theatre etc) and mark its boundaries; it's best to do this lightly at first in case of mistakes - your settlement should end up looking like tiling; the size of each location should roughly align with its type - a park should fill up more space than an inn. These 'tiles' will allow you to move around the settlement, so take care with this step. There should be no gaps left between tiles, unless your settlement contains a feature such as a river or pit.
8	Give your settlement a name! Once that is done, you can start to use the settlement conditions and rumours section to see what is happening here.



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Types of Location in a Settlement

Within your settlement, there are a number of locations which can be found. These are not meant to be a comprehensive list of all the buildings that exist here, just some of the important landmarks that you might interact with as an adventurer. So, for example, the 'Temple' location will include not just a large and notable temple, but also houses, accommodation for travelling pilgrims, places for them to eat, maybe a small graveyard and so on.

The temple is simply the most important and busy building in this part of the settlement. Not every settlement has all the types of location - you will not usually find a College in a town or village (unless you particularly want one). The table below gives you a guide as to the number and type of location you can find in each settlement. For towns and villages some locations are given as chance on a roll. You may find a College in a town (on a roll of a 1 on a 1d6) but it is unlikely.

Table 4.1.5 List of Settlement Locations

			Recommended Minimum number per settlement		
D6, d6		Location	City	Town (roll 1d6 for some locations)	Village
1-2	1	Inn (IN)	2	1-2 on 1d6	1 on 1d6*
1-2	2	Tavern (TA)	2	1	1
1-2	3	Drinking Den (DD)	3	1	1
1-2	4	Marketplace (MP)	2	1	1-2 on 1d6
1-2	5	Wealthy Streets (WS)	2	1 on 1d6	zero
1-2	6	Streets (ST)	2	1	1
2-3	1	Slum Alleys (SA)	3	1	1
2-3	2	Graveyard (GY)	2	1	1
2-3	3	Docks (or customs house) (DO)	1	1 on 1d6*	zero
2-3	4	Temple (TE)	3	1	1
2-3	5	College (CO)	1	1 on 1d6*	zero
2-3	6	Garbage Heap (GH)	1	1	zero
4-5	1	Keep (KE)	1	1 on 1d6	zero
4-5	2	Hospital (HO)	1	1 on 1d6*	zero
4-5	3	Jail (JA)	1	1 on 1d6*	zero
4-5	4	City Gate (Wall) (CG)	2	1-2 on 1d6	zero
4-5	5	Park (PA)	1	zero	zero
4-5	6	Theatre (TH)	1	1 on 1d6*	zero
N/A		Catacombs entrance		See Description	
		Minimum locations total	31	11	6

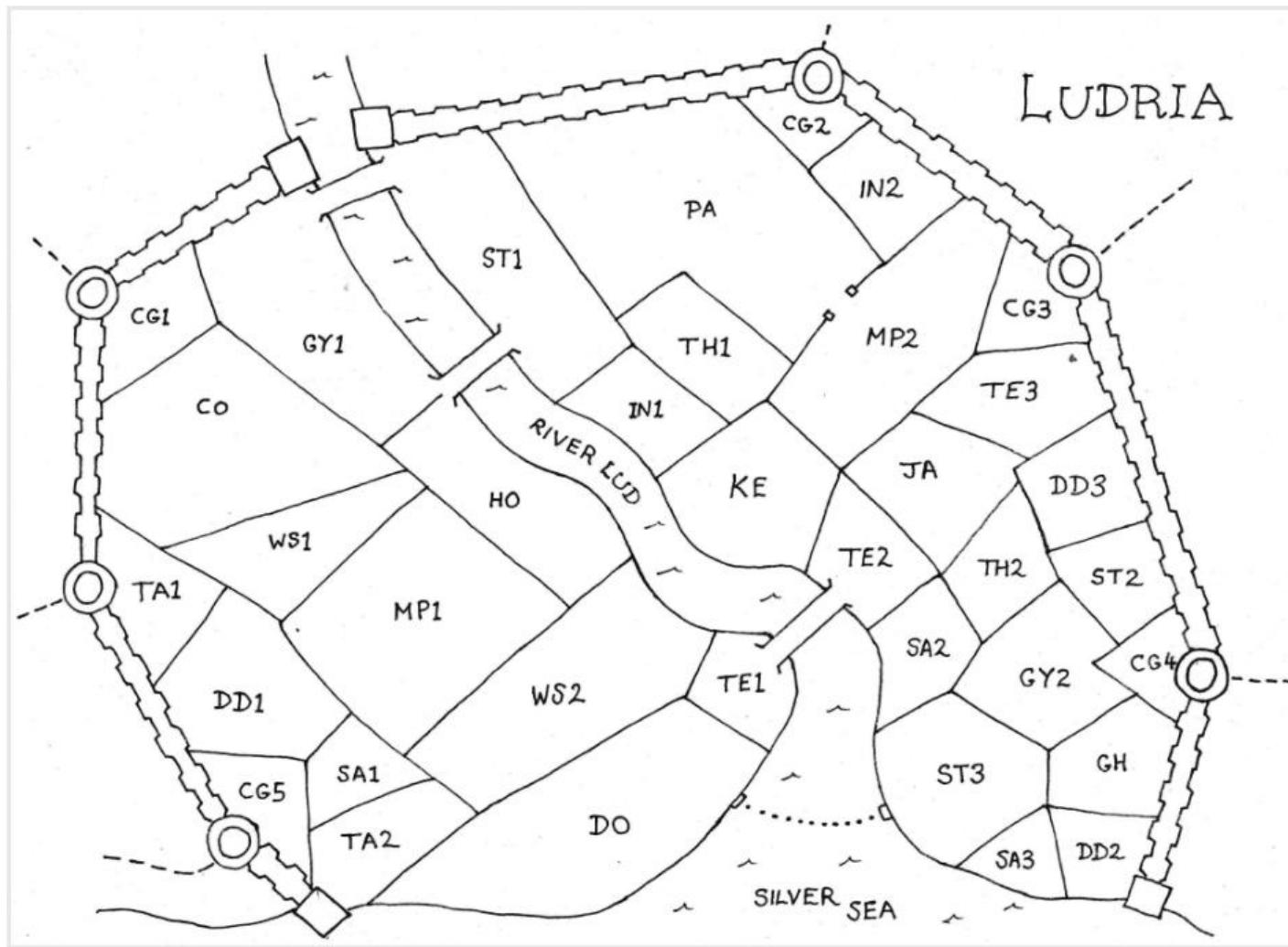
*For a town or village, if these locations are available, they should be more specific than in a city. A College in a city will teach many disciplines. A College in a town will be smaller and focused on one thing - maybe Plant Lore for a town surrounded by fields, or Sea Lore for a town near the ocean. A jail in a Town will be there for a specific purpose - maybe they have a problem with bandits that need to be held before transporting, or the town is used as a holding place for convicted felons on their way to hard labour in the mines.

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As an example to show what you can quickly create we have included here a map of the port city of Ludria, generated using this method. You can see that the map is not particularly detailed at this point - it's important to understand that you can start your adventures using a fairly simple map and add more detail later as you see fit. Your initial map doesn't need to include specific streets and buildings. On the map we haven't put in streets or place names to start with just simple shapes to show where districts start and end. These are marked up with the abbreviations shown in the Table 4.1.5 List of Settlement Locations, so 'CG2' is City Gate 2 and 'MP1' is market place 1.

Ludria is not intended to be part of any specific place within Titan, it is a generic fantasy city which shows you how these rules can be applied. You can of course use it in your campaigns should you wish to.

For Ludria we have used the map encounters to discover some features of each location and given an example of how you may want to record these details - see 'Section 4.5 Settlement Details Sheet'. Exactly how much you want to write down is up to you, it will probably depend on how often you want to return to a particular settlement.



Map of the City of Ludria divided into locations

Finishing Off

When you have created your map, you should feel free to customise it as you see fit. If, for example, you have ended up with the garbage heap next to some wealthy streets, you could swap some locations around until you have a map that you are happy with or add additional locations. If you want your city to be a renowned home for scholars, you could use the dice drop method to add another college or two. If you want it to be a highly religious city, add more temples. You should keep tinkering with the map until you have a settlement that you feel happy with and remember to feel free to leave some parts of the map blank in case you wish to add more locations at a later date.



What about individual Streets?

In this book we have taken the approach of dividing settlements into locations, which are essentially the important buildings, districts or landmarks of that city, town or village. This creates a workable map with a variety of settings for your adventures - each location has its own character. We have not provided details of individual street layouts. Even a small city could have several hundred streets and this level of detail is not required to run or play games. For most interactions, the exact shape of the street is not relevant, though of course you may wish to create some maps of streets that you use regularly, or to have some battle maps to hand.

What does matter is what is going on in the streets, alleys, avenues and boulevards of your settlement - this is covered by the encounters tables for each location and by the guidance on street fighting given at the end of this section.

Encounters in a Settlement

Having created a working map, it is now time to venture into the city and start to meet its people. As you enter each location you should look it up in the 'Locations' section, to discover what you are going to meet there. For each type of location is given a description, any special rules and an encounter table that provides a broad selection of people and incidents that your heroes can interact with. You should make a roll on the table when you enter a new location or when you spend a long time- several hours at least - in one place.

The encounters are described in sections 4.2 'Settlement Social Encounters', 4.3 'Settlement Challenge Encounters' and 4.4 'Settlement Map Encounters'.

These encounters do not represent all the things that you see and meet; there will be peasants going about their work, small shops and workshops, traders moving goods about and the general hustle and bustle of a busy settlement. The encounters are simply the most interesting or relevant things you come across.

If you are using this book as a resource to help run adventures you can of course ignore the encounter tables and put in whatever people or places you would like to see. As usual, the Director should have final say.



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Types of encounter

Encounters are all divided into three broad categories: Social, Challenge or Map.

- **Social encounters** - See section '4.2 Settlement

'Social Encounters': Although combat may be an option, these encounters are primarily based on using your social skills (Etiquette, Leadership, Bargain, Con) but other rolls may be involved. One important aspect of social encounters is that the people you meet have a Social Rank which can affect the skill rolls you make as part of the encounter. In the encounter tables they are marked with an 'S', so the 'Soldier' encounter is S44.

- **Challenge encounters** - See section '4.3

Settlement Challenge Encounters': Often combat based but may also involve using some of your other special skills in order to survive. You might need to leap across a chasm or avoid some other type of danger. You do not, generally, make social skill tests in these encounters. In the encounter tables they are marked with an 'C', so the 'Ghoul' encounter is C8.



- **Map encounters** - See section '4.4 Settlement

'Map Encounters': These encounters add some additional detail about your location and allow you to build up a complicated city with numerous features, adding places you can interact with such as a Weaponsmith or Stables. You should make a note of these as you find them in case you wish to return there later on. In the encounter tables they are marked with an 'M', so the 'Armourer' encounter is M13.

Number of Encounters each day

The number of encounters you have each day is difficult to gauge; too many and you can be overwhelmed by simply moving around the settlement, too few and it feels empty and boring.

It is suggested that you make a maximum of three encounter rolls per day for any single location - one for the morning, one for the afternoon and one for the night. This will keep your settlement busy but not be overwhelming.

The encounter tables for each location are different and are designed to represent the type of people and problems you might run into - the area around a temple should have a different feel to it than the garbage heap.

Most of the encounters do not have a set duration and it will be largely up to you, the hero, to decide how long they take and therefore how many encounters you can have during a day. Some will be longer than others; saving a burning building could take several hours, chatting to a peasant might only take minutes.

However, it is worth bearing in mind that the actual encounters are merely highlights of your day. You are also finding your way around a teeming city, trying to investigate strange goings on, stopping to rest and eat from time to time and generally having to cope with all that life throws at you.

Avoiding Encounters

Sometimes, you might want to avoid encounters, either because you are injured or perhaps you just want to move quickly about the city. You can do this by making a test against either the Sneaking or City Lore special skills. If you are Sneaking, you are trying to slip past the crowds without attracting attention. If you use City Lore, you are trying to remember a shortcut or quiet back alley that can take you through.

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If you have to stay in a specific location for some time (a mission requires you to watch a location for a number of hours for example) the skill test should be made with a -3 penalty as it is difficult to go unnoticed for this long.

If you succeed with your test you can ignore one of the encounters you roll for this location. You must decide if you are going to do this before you roll on the encounter table.

Increasing Encounters

It may be that you want to have additional encounters at a specific location, maybe as part of a mission or quest. In that case you may make a skill test against one of Etiquette (asking around), Awareness or City Lore (searching). Looking for encounters means spending some time at a location, possibly just standing around waiting for something to happen. As a rule of thumb you can try this twice during the day (once for the morning, once for the afternoon) and once at night, when settlements are generally quieter.

Optional Rule: The 'Quiet City'

The encounter system is designed to give your settlements a lively, bustling feel - places where you are having to shoulder your way through the crowd just to make headway and you never know what may be around the next corner. However, some people might prefer to move around more freely, so the 'Quiet City' option can be used. If your hero is simply travelling through a location en route to somewhere else, roll encounters but ignore 'social' and 'challenge' encounters. Keep making a note of 'map' encounters as this helps build up your city for future use.

Example: Initiate Zadi Kellist is in Ludria and has spent the night in 'The Thresher' (TA2 on the map) and now wants to move over to the 'Paupers Pit' as part of her current quest.

Looking at the map of Ludria she decides on a route she will take - through WS2 (The Silver Streets) to the docks, DO, then take the ferry across to ST3 (The Hill) and then into GY2. Zadi is not trying to avoid encounters so we make a roll to see what she meets in each location. In WS2 a roll on the Wealthy Streets is a 7 so she meets a Toady (S7) and discovers a map encounter which turns out to be a Bathhouse (M27). She ignores the Toady and carries onto the Docks, where (with a roll of 11 on the table) she meets a Group of Traders (S5).

Zadi decides to spend some time talking to them, buying a round of drinks and in return getting some useful information. She takes the ferry (1gp fee) over to ST3, a Streets location but decides to try and avoid an encounter by making a test of her City Lore skill. She rolls a 7 which would usually be a failure, but the +2 bonus she received from talking to the Group of Traders means she succeeds, so she slips unnoticed through this location. Arriving at the Graveyard she rolls a 15 and meets the Funeral Cortege (C4) encounter! This could be a tough fight for our initiate, but hopefully she makes it through.

As you can see, this approach to moving around the city makes it a lively and occasionally dangerous place. If this is too much for you, consider using the 'quiet city' optional rule to speed things up.

Nighttime and Resting

As night falls, most people will return to their homes and lock up for the night. Torches and candles cost money and there is no street lighting on Titan! Once you have completed what you feel to be enough encounters for one day, you will need to find a place to bed down and sleep. You can do this at an inn, tavern or drinking den - see the prices listed for those locations - or you can sleep rough, by trying to find an

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abandoned shack or quiet nook to rest in. Clearly, sleeping outdoors in a teeming city has its own risks that you should be aware of. If you choose to take the risk, choose odds or evens then roll a 1d6 - if you correctly predict the outcome of the roll, your judgement about where to sleep was good and you get a full night's rest. If you are wrong, your sleep has been disturbed and you must roll for an encounter. If this encounter is dangerous, your opponents receive +4 to their combat rolls and +2 to their damage rolls on the first round as you awake from your slumber.

Table 4.1.6 Rough Sleeping Encounters

2d6	Encounter
2	C21 Troglodytes
3-4	C9 Giant Rat
5-7	S35 Night Watchman
8-9	C16 Cutthroats
10-11	C17 Ratman
12	C20 Giant Spider

What is outside my settlement?

For a town or village, when you leave the area of your map you should use the rules for wilderness travel - the area just outside of a settlement is likely to be farmed land, but could be any type of environment appropriate to the land you are adventuring in.

For a city, the area immediately outside the city should be treated as either Slum Alleys (1-5 on 1d6) or Garbage Heap (6 on 1d6) locations. This is because many of the poorer people, unable to afford lodgings within the city, will build dwellings close to the city wall in the hope that they can flee inside when troubles come - which they always do. You should break this area into a reasonable number of separate parts, based on the size of your city (this prevents heroes from taking a shortcut outside the city by going out of one gate, around and back in another gate). Further beyond this shanty town will be farmland or wilderness - use the rules provided in the wilderness section.

Finding a random location in your settlement

Many of the missions require you to pick a location in your city at random. There are two methods for doing this. The usual method is to drop or roll a dice onto your map and see where it ends up - if it goes off the map, roll it again. The location you want is the one under the dice, if it settles on a boundary line then use your judgement to decide where you are going.

The second method is to use the 'Random Location' numbers on the locations table - roll a 1d6 twice and refer to the numbers in that column - a roll of 3 followed by a 2 would be the Hospital. A roll of 5 followed by a 4 would need to be rerolled as there is no 5.4 on the list. For locations with more than one appearance (inn's for example) either roll again or use your judgement to decide which one is most appropriate.

Location Descriptions/Encounter Tables

For each of the different locations within a settlement, a brief description is given including any special rules that relate to that type of place and the random encounter tables are provided to bring it to life.

Temple

A large heavily decorated building catches your eye. Stone steps lead from the street up to a set of wooden double doors which are open and there are people coming in and out. Looking more closely you see that there are religious symbols marked on the walls and you guess that it is a temple of some kind. Given the number and variety of gods on Titan, it is not clear if this temple is dedicated to one particular power, or several of them as is often the case. It is not unusual to find a temple to Usrel that also has a small chapel dedicated to Libra or a garden reserved for followers of Glantanka. It looks as if the temple is unguarded and welcoming to strangers, If you want to you can enter and investigate further. Whilst the temple is the

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most interesting building in this area, it is also surrounded by houses, accommodation for priests and novices, and places for pilgrims and visiting worshippers to eat and stay.

Chapter 7, 'Political Systems & Religions' covers the generation of a random morality and religion for each settlement or region. If you have not decided which god or gods are worshipped in this settlement, use Table 7.1.2 'Religious Inclination of the Settlement or Region' and Table 7.1.3 'List of the Gods' to determine what the religion and gods are, or you can simply assign it as a temple of 'good', 'neutral' or 'evil' as fits your campaign.

If your hero is a priest of the same religion as the temple, they should automatically succeed in the Religion Lore rolls needed to use the services here, though they will be refused aid if they go to a temple that is of a different alignment (priests dedicated to the gods of good will not be helped at neutral or evil temples and so on).

If you have chosen an alignment for your hero - Good, Neutral, Evil they should automatically succeed in the Religion Lore rolls needed to use the services when they visit a temple that has the same alignment, but also be refused these services at temples of different alignment.

Special: You may ask for healing here, though the priests are not always available. Make a 5gp donation and make a Religion Lore roll with a +3 bonus. If you succeed, a priest heals you for 3 points of STAMINA, you may only do this once per day.

Special: If afflicted by disease, you may try and find a priest to heal you here. Pay a 10gp donation and then make a Religion Lore roll with a +3 bonus. If you succeed, a priest takes pity on you and cures your disease. If you fail, they accept the donation and promise to pray for you.

Special: You may find a place to pray at the Temple. Make a Religion Lore roll with a +3 bonus to find a suitable spot. If you succeed, you can spend some time in worship - roll 1d6. If you roll a 5, restore one point of STAMINA, if you roll a 6 the gods smile on you and restore one point of LUCK. You may only receive this benefit once per week.

Special: If your hero wants to learn the Priestly Magic, they can do so at a temple. In addition to spending the experience points, the hero will need to attend the temple every day for a week, spending the entire day praying (this will effectively stop them from carrying out missions at this time) and they will need to purchase 5gp worth of incense each day, to burn whilst they beseech their god to grant them powers. At the end of this period of worship the hero can spend their experience points to raise their Priestly Magic skill from zero to one.



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Table 4.1.7 Temple (TE) Location Encounters. Duplicate encounters should be re-rolled.

<i>3d6</i>	<i>Daytime Encounter</i>	<i>Nighttime Encounter</i>
3	C30 Tomb Mist	S46 Dying Man
4	M4 Catacombs Entrance + Roll Again	M4 Catacombs Entrance + Roll Again
5	C4 Funeral Cortege	C30 Tomb Mist
6	S25 Suffering Penitent + Roll Again	C17 Ratman
7	Map* + S38 Witchsniffer	Map* + C8 Ghoul
8	S42 Townsfolk + Roll Again	C16 Cutthroats
9	S18 Peasant + Roll Again	C9 Giant Rat + Roll Again
10	S20 Priest	S41 Beggar
11	S19 Acolyte	S35 Night Watchman
12	S41 Beggar	S19 Acolyte
13	Map* + S30 Nobleman	C25 Skeleton
14	M4 Catacombs Entrance + Roll Again	M4 Catacombs Entrance
15	S37 Friar	Map* + S25 Suffering Penitent
16	S6 Wedding Party	C27 Swarm of Rats
17	C3 Falling Nightsoil	C2 Falling Masonry
18	C8 Ghoul	C29 Chaos Horror

*Temple Map Encounter Table - Roll 1d6 then 1d6

Second d6

<i>First d6</i>	1-2	3-4	5-6
1-2	M6 Forgotten Cellar	M2 Small Well	M26 Workshop
3-4	M27 Bathhouse	M17 Upwelling of Magic	M28 Stables
5-6	M8 Shrine	M12 General Goods Kiosk	M11 Cartographer's Shop



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Garbage Heap

Congratulations, you have found the town dump! In truth, your nose had alerted you to its presence some time before you saw it, but now here it is in all its rat infested glory. The alley you were passing down has become a rutted mud track, carved up by the numerous small carts of the rag-and-bone men who use this trash heap daily. The dump itself is a fenced off area that was perhaps at some time a quarry or natural sinkhole and is now filled to the brim (and then some) with all manner of rubbish. Fat, vicious looking rats scurry to and fro around the pile whilst some miserable looking peasants, large baskets strapped to their backs, can be seen picking their way through the detritus in search of something to sell. Off to one side you can see a tumbledown single

room shack, in front of which sits a crusty old dwarf who is, you guess, the owner or guard of the dump. He is sitting in a broken old chair and is fast asleep, snoring loudly, with a tankard on the ground next to him.

The most notable feature of this area is the large pile of rubbish and discarded things but there are also some rundown shacks and other decaying buildings - this whole part of the settlement seems to be settling back into the dirt.

Special: The Watch rarely bothers coming here. If you commit an unlawful action, add +3 to your roll on the Lawbreaker table.

Table 4.1.8 Garbage Heap (GH) Location Encounters. Duplicate encounters should be re-rolled.

<i>3d6</i>	<i>Daytime Encounter</i>	<i>Nighttime Encounter</i>
3	S46 Dying Man	C30 Tomb Mist
4	M4 Catacombs Entrance + Roll Again	M4 Catacombs Entrance + Roll Again
5	C19 Ravenous Slime	C26 Orc Raider
6	C28 Monstrous Fly + Roll Again	C17 Ratman
7	Map* + C27 Swarm of Rats	Map* + C19 Ravenous Slime
8	S42 Townsfolk + Roll Again	C16 Cutthroats
9	S18 Peasant + Roll Again	C9 Giant Rat + Roll Again
10	S1 Leper	S41 Beggar
11	S27 Scavenger	S27 Scavenger
12	S41 Beggar	C23 Slave Takers
13	Map* + C23 Slave Takers	S1 Leper
14	M4 Catacombs Entrance + Roll Again	M4 Catacombs Entrance + C27 Rat Swarm
15	S2 Escaped Slave	Map* + S16 Burnt Out Building
16	S9 Hag	C27 Swarm of Rats
17	C9 Giant Rat	C20 Giant Spider
18	C8 Ghoul	C29 Chaos Horror

*Garbage Heap Map Encounter Table - Roll 1d6 then 1d6

<i>Second d6</i>			
<i>First d6</i>	1-2	3-4	5-6
1-2	M3 Collapsing Ground	M2 Small Well	M26 Workshop
3-4	M9 Latrine	M20 Crumbling Watchtower	M7 Abandoned Shack
5-6	M21 Forgotten Stash	M19 Rogues Cubby	M16 Devious Trap

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Slum Alleys

Cobblestones have given way to mud and straw and well ordered buildings are replaced by lean-to shacks and precariously designed houses where rotting timbers surround patched and hole ridden boards.

A miasma of mould and refuse hangs thick in the air and the people you see scurry past with hunger worn into their pinched faces. A group of soot faced children stare at you and as you look back, you can

see they are playing a game with what appears to be a couple of dead rats.

You have passed into the slums. There is life and opportunity here, but also danger, so beware.

Special: The Watch rarely bothers coming here. If you commit an unlawful action, add +3 to your roll on the Lawbreaker table.

Table 4.1.9 Slum Alleys (SA) Location Encounters. Duplicate encounters should be re-rolled.

<i>3d6</i>	<i>Daytime Encounter</i>	<i>Nighttime Encounter</i>
3	S46 Dying Man	C21 Troglodytes
4	M4 Catacombs Entrance + Roll Again	M4 Catacombs Entrance + Roll Again
5	C11 Burning House	C26 Orc Raider
6	C3 Falling Nightsoil + Roll Again	S16 Burnt Out Building
7	Map* + S22 Rowdy Barbarian	Map* + S35 Night Watchman
8	S42 Townsfolk + Roll Again	S22 Rowdy Barbarian
9	S14 Servant + Roll Again	S35 Night Watchman + Roll Again
10	S40 Children	S41 Beggar
11	S18 Peasant	S18 Peasant
12	C16 Cutthroats	C23 Slave Takers
13	Map* + C12 Mass Brawl	S27 Scavenger
14	M4 Catacombs Entrance + Roll Again	M4 Catacombs + C10 Goblin Infiltrator
15	S4 Dwarf Pedlar	Map* + S9 Hag
16	S9 Hag	S17 Drunken Dwarf
17	S17 Drunken Dwarf	C20 Giant Spider
18	S2 Escaped Slave	C29 Chaos Horror

***Slum Alleys Map Encounter Table - Roll 1d6 then 1d6**

<i>Second d6</i>			
<i>First d6</i>	1-2	3-4	5-6
1-2	M3 Collapsing Ground	M1 Quiet Crossroads	M26 Workshop
3-4	M9 Latrine	M18 Magic Door	M7 Abandoned Shack
5-6	M30 Shady Dealer	M19 Rogues Cubby	M16 Devious Trap

AFF Adventure Creation System

Wealthy Streets

The houses here are large and well maintained; many of them have walled gardens from which trees and vines poke out or shady courtyards to sit and take refreshment. The street is similarly ordered and the cobblestones have been recently swept. There is even a raised pavement on one side and some sort of guttering to carry away the inevitable waste left by people and horses. You can hear the sounds of life from inside the houses but there are few people out on the street itself and most of them seem to be servants of one sort or another, hurrying to complete their chores. Occasionally a noble rides past, but they

pay no attention to some scruffy looking mercenary such as you.

In addition to fine houses there are a number of well maintained buildings and spaces in this location, such as restaurants and clubs - the sort that don't want any scruffy heroes leaving mud on the upholstery.

Special: The Watch is encouraged to patrol here frequently. If you commit an unlawful action, you have a penalty of -2 to your roll on the Lawbreaker table.

Table 4.1.10 Wealthy Streets (WS) Location Encounters. Duplicate encounters should be re-rolled.

<i>3d6</i>	<i>Daytime Encounter</i>	<i>Nighttime Encounter</i>
3	S12 Desperate Chef	C2 Falling Masonry
4	M4 Catacombs Entrance + Roll Again	M4 Catacombs Entrance + Roll Again
5	S34 Knight-Errant	C1 Cutpurse
6	S26 Group of Noblewomen + Roll Again	S39 Messenger
7	Map* + S7 Toady	Map* + S18 Peasant
8	S42 Townsfolk + Roll Again	S30 Nobleman
9	S20 Priest + Roll Again	S11 Squire + Roll Again
10	S30 Nobleman	C1 Cutpurse
11	S14 Servant	S35 Night Watchman
12	S15 Young Noble	S14 Servant
13	Map* + S11 Squire	S15 Brash Young Noble
14	M4 Catacombs Entrance + Roll Again	M4 Catacombs + C3 Falling Nightsoil
15	S21 Surly Watchmen	Map* + C8 Ghoul
16	S45 Con Artist	C13 Hobgoblin Spy
17	S39 Messenger	C22 Leaf Beast
18	C22 Leaf Beast	C29 Chaos Horror

*Wealthy Streets Map Encounter Table - Roll 1d6 then 1d6

<i>Second d6</i>			
<i>First d6</i>	1-2	3-4	5-6
1-2	M22 Sorcerers Wyrd	M20 Crumbling Watchtower	M1 Quiet Crossroads
3-4	M15 Magical Curio Shop	M8 Shrine	M28 Stables
5-6	M18 Magic Door	M19 Rogues Cubby	M27 Bathhouse

Chapter 4 - Settlements

Streets

A row of houses either side of a paved way presents itself to you. Looking along you can see a variety of dwellings; Mostly timber frame houses with second stories that hang out over the street and threaten to crash into each other - in places you could pass something from hand to hand through the upper windows. There are some stone buildings too and occasionally a small herb garden or pigsty breaks up the line and you can see that at the back of the row there are narrow alleyways weaving between gardens, outhouses and other smaller constructions.

The streets consist of a partially cobbled track with mud and plank walkways either side of it. People, riders and carts jostle to make their way along it, whilst avoiding the worst of the muck and nightsoil that inevitably builds up at the edges. The smells of fires and cooking come from a variety of sources and the sounds of busy everyday life are all around you.

The Streets are not just the place to find the houses of the common people - here you will find workshops, small warehouses and other buildings needed for everyday life.

Table 4.1.11 Streets (ST) Location Encounters. Duplicate encounters should be re-rolled.

<i>3d6</i>	<i>Daytime Encounter</i>	<i>Nighttime Encounter</i>
3	S36 Tithe Collector	C18 Fire Sprite Arsonist
4	M4 Catacombs Entrance + Roll Again	M4 Catacombs Entrance + Roll Again
5	S33 Artisan	C15 Wrestling Contest
6	S32 Fur Trader + Roll Again	Roll 1d6: 1-3: S9 Hag, 4-6: S44 Soldier
7	Map* + S5 Group of Traders	Map* + C16 Cutthroats
8	S42 Townsfolk + Roll Again	C10 Goblin Infiltrator
9	S24 Farmer + Roll Again	C1 Cutpurse + Roll Again
10	S14 Servant	S18 Peasant
11	S18 Peasant	S35 Night Watchman
12	1d6: 1-3: S23 Pie Seller, 4-6: S3 Town Crier	S27 Scavenger
13	Map* + S39 Messenger	S15 Young Noble
14	M4 Catacombs Entrance + Roll Again	M4 Catacombs + C28 Monstrous Fly
15	C14 Runaway Horse	Map* + C3 Falling Nightsoil
16	S19 Acolyte	S17 Drunken Dwarf
17	C7 Unattended Stall	C27 Swarm of Rats
18	S30 Nobleman	C29 Chaos Horror

*Streets Map Encounter Table - Roll 1d6 then 1d6

Second d6

<i>First d6</i>	<i>1-2</i>	<i>3-4</i>	<i>5-6</i>
1-2	M10 Smithy	M6 Forgotten Cellar	M26 Workshop
3-4	M12 General Goods Kiosk	M17 Upwelling of Magic	M29 Auction House
5-6	M1 Quiet Crossroads	M9 Latrine	M14 Weaponsmith

AFF Adventure Creation System

Jail

A sullen and dismal air pervades this neighbourhood at the centre of which squats a large stone building, surrounded by high stone walls - the jail. Even the sunlight seems to dim as you approach it, your wanderings disturbing a crow in its feasting on a dead rat, making it flap up past your face caw-cawing angrily. The few people that you see are downcast and move quickly past, avoiding conversation. Of the building itself you can see mostly the walls and the imposing gatehouse which has two sombre guards on duty. They eye you suspiciously, it is clear that you should only approach if you have official business. The other buildings and houses in this vicinity have all left a gap between themselves and

the jail wall, probably to stop prisoners from attempting an escape, but it gives the impression that even the stones and timbers are afraid of what lies amidst them. As you consider your next move you fancy that you can hear wailing and the rattling of chains coming from inside.

Whilst the Jail is the most important building hereabouts, there are also houses, a watchhouse and some rather depressing drinking dens and taverns.

Special: The Watch are constantly bringing poor unfortunates to and from the jail, so if you commit an Unlawful Action here your roll on the Lawbreaker table has a -2 penalty.

Table 4.1.12 Jail (JA) Location Encounters. Duplicate encounters should be re-rolled.

<i>3d6</i>	<i>Daytime Encounter</i>	<i>Nighttime Encounter</i>
3	S46 Dying Man	C19 Ravenous Slime
4	M4 Catacombs Entrance + Roll Again	M4 Catacombs Entrance + Roll Again
5	S36 Tithe Collector	S2 Escaped Slave
6	S8 Trumpeter + Roll Again	C10 Goblin Infiltrator
7	Map* + S45 Con Artist	Map* + S1 Leper
8	S42 Townsfolk + Roll Again	C9 Giant Rat
9	S44 Soldier + Roll Again	S25 Suffering Penitent + Roll Again
10	1d6: 1-3: S23 Pie Seller, 4-6: S18 Peasant	1d6: 1-3: S31 Mummers, 4-6: S27 Scavenger
11	S21 Surly Watchmen	S35 Night Watchman
12	S41 Beggar	S9 Hag
13	Map* + S4 Dwarf Pedlar	1d6: 1-3: C1 Cutpurse, 4-6: C16 Cutthroats
14	M4 Catacombs Entrance + Roll Again	M4 Catacombs Entrance + C24 Grannits
15	S3 Town Crier	Map* + S22 Rowdy Barbarian
16	S38 Witchsniffer	C7 Unattended Stall
17	S20 Priest	C28 Monstrous Fly
18	C8 Ghoul	C29 Chaos Horror

*Jail Map Encounter Table - Roll 1d6 then 1d6

<i>Second d6</i>			
<i>First d6</i>	1-2	3-4	5-6
1-2	M24 Place of Execution	M24 Place of Execution	M26 Workshop
3-4	M19 Rogues Cubby	M14 Weaponsmith	M8 Shrine
5-6	M13 Armourer	M9 Latrine	M16 Devious Trap

Chapter 4 - Settlements

Inn

A large well maintained building stands before you. It has a stone ground floor with a timber frame second storey, atop which a thatched roof reaches down to half-cover the upper, currently shuttered, windows. There is a large wooden door which stands open and welcoming, next to which you can see the trapdoor entrance for what must be a cellar. To the side of the building there is an arched wooden entrance to a cobbled stableyard, where you can see a horse being brushed down and fed. Above the door hangs a sign; the emblem of a black eagle on a white background. As you stand for a moment and consider your options you can hear the sound of chatter and

the clink of cutlery on plates; a wonderful smell of beer and fresh cooked food wafts across the road towards you.

The Inn is not the only building in this area; there are other places to eat and drink, houses and small shops and workshops here, but this large and well appointed Inn is the most important and notable establishment.

Special: You can stop and rest at an Inn, single rooms are 4gp a night, a meal is 3gp and stabling is 3gp a night.

Table 4.1.13 Inn (IN) Location Encounters. Duplicate encounters should be re-rolled.

<i>3d6</i>	<i>Daytime Encounter</i>	<i>Nighttime Encounter</i>
3	C19 Ravenous Slime	S46 Dying Man
4	M4 Catacombs Entrance + Roll Again	M4 Catacombs Entrance + Roll Again
5	S12 Desperate Chef	S12 Desperate Chef
6	S34 Knight-Errant + Roll Again	C1 Cutpurse
7	Map* + S26 Group of Noblewomen	Map* + C28 Monstrous Fly
8	S42 Townsfolk + Roll Again	S41 Beggar
9	S33 Artisan + Roll Again	S15 Young Noble + Roll Again
10	S18 Peasant	S5 Group of Traders
11	S5 Group of Traders	S35 Night Watchman
12	1d6: 1-3: S31 Mummers, 4-6: S7 Toady	1d6: 1-3: S31 Mummers, 4-6: S39 Messenger
13	Map* + S15 Young Noble	S13 Gluttonous Merchant
14	M4 Catacombs Entrance + Roll Again	M4 Catacombs Entrance + C17 Ratman
15	S13 Gluttonous Merchant	Map* + C12 Mass Brawl
16	1d6: 1-3: S45 Con Artist, 4-6: S39 Messenger	S45 Con Artist
17	1d6: 1-3: S37 Friar, 4-6 S17 Drunken Dwarf	C3 Falling Nightsoil
18	S6 Wedding Party	C29 Chaos Horror

*Inn Map Encounter Table - Roll 1d6 then 1d6

Second d6

<i>First d6</i>	<i>1-2</i>	<i>3-4</i>	<i>5-6</i>
1-2	M2 Small Well	M9 Latrine	M26 Workshop
3-4	M20 Crumbling Watchtower	M5 Quiet Fishing Spot	M10 Smithy
5-6	M6 Forgotten Cellar	M18 Magic Door	M27 Bathhouse

AFF Adventure Creation System

Tavern

Occupying a large corner house at the intersection of two streets, you see a tavern. A sign painted on a wooden board proclaims it to be the 'Rose & Crown' and someone has indeed attempted to paint both those objects in gaudy colours below the name. There are two doorways, both open, and outside on the street a couple of benches are pushed up against the wall. Both are occupied by labourers of some kind who are supping their ales and generally enjoying a moment's rest from their work. The tavern has two storeys and as you get closer you can see that the bottom level is taken up by two bar rooms, each with its own fireplace, whilst the top level (from what you

can see through the windows) seems to be a sleeping room divided up with cloth screens. In general this seems like a decent place to get some food and rest.

The Tavern is not the only building in this area; it is in fact simply the largest building in a row consisting of houses, small shops and workshops. However, most people know this area by reference to this tavern which has become a local landmark.

Special: You can stop and rest at a Tavern, single rooms are 3gp a night, a meal is 2gp and stabling is 2gp a night.

Table 4.1.14 Tavern (TA) Location Encounters. Duplicate encounters should be re-rolled.

<i>3d6</i>	<i>Daytime Encounter</i>	<i>Nighttime Encounter</i>
3	C18 Fire Sprite Arsonist	C11 Burning House
4	M4 Catacombs Entrance + Roll Again	M4 Catacombs Entrance + Roll Again
5	S38 Witchsniffer	S12 Desperate Chef
6	C15 Wrestling Contest + Roll Again	C12 Mass Brawl
7	Map* + S32 Fur Trader	Map* + S19 Acolyte
8	S42 Townsfolk + Roll Again	S15 Young Noble
9	S37 Friar + Roll Again	S22 Rowdy Barbarian + Roll Again
10	S18 Peasant	S35 Night Watchman
11	S37 Friar + Roll Again	S42 Townsfolk + Roll Again
12	S5 Group of Traders	S5 Group of Traders
13	Map* + S10 Puppet Show	1d6: 1-3: S31 Mummers, 4-6: S45 Con Artist
14	M4 Catacombs Entrance + Roll Again	M4 Catacombs Entrance + C20 Giant Spider
15	S13 Gluttonous Merchant + Roll Again	Map* + S17 Drunken Dwarf
16	C14 Runaway Horse	C16 Cutthroats
17	C7 Unattended Stall	S27 Scavenger
18	S6 Wedding Party	C29 Chaos Horror

*Tavern Map Encounter Table - Roll 1d6 then 1d6

Second d6

<i>First d6</i>	<i>1-2</i>	<i>3-4</i>	<i>5-6</i>
1-2	M10 Smithy	M17 Upwelling of Magic	M26 Workshop
3-4	M12 General Goods Kiosk	M1 Quiet Crossroads	M29 Auction House
5-6	M6 Forgotten Cellar	M13 Armourer	M8 Shrine

Chapter 4 - Settlements

Drinking Den

You are passing a nondescript building when you notice the doorway is open. As you come close a strong stench of beer, pipe smoke and stale sweat assails you and you hear the sound of laughter and out of tune singing. Looking more carefully you see there is a painted wooden board nailed to the timbers above the doorway depicting a severed hand, dripping blood onto three barrels. There is no writing. Inside, the first floor of this building has been turned into a single long room with a fire at one end and a bar at the other. Straw and dirt covers the floor, cheap looking wooden benches and stools are arranged haphazardly about the place and a number of labourers are slumped in their chairs slurping down their ale. A large bald headed man with extraordinarily bushy red sideburns is carrying two handfuls of freshly filled tankards over to one group.

He is singing lustily and in the firelight his face takes on a demonic aspect - are you tempted to step inside? It looks like a good place for a cheap meal and a drink, but you doubt that trouble is hard to come by either. Whilst the Drinking Den is the most noticeable part of this area there are also poor houses, ramshackle warehouses, bawdy houses etc.

Special: Make sure to pick a suitably horrible name for this location when you create it. Something along the lines of 'The Hanged Rat' or 'The Bag of Brains'.

Special: You can stop and rest at a Drinking Den, single rooms are 1gp a night, a meal is 1gp and stabling is 1gp a night. If you do stay the night roll 1d6. On a result of 1, you lose a random item from your inventory.

Table 4.1.15 Drinking Den (DD) Location Encounters. Duplicate encounters should be re-rolled.

<i>3d6</i>	<i>Daytime Encounter</i>	<i>Nighttime Encounter</i>
3	C19 Ravenous Slime	1d6: 1-3: S46 Dying Man 4-6: C8 Ghoul
4	M4 Catacombs Entrance + Roll Again	M4 Catacombs Entrance + Roll Again
5	S31 Mummers	1d6: 1-3: C9 Giant Rat 4-6: C20 Giant Spider
6	C1 Cutpurse + Roll Again	1d6: 1-3: S43 Student 4-6: S19 Acolyte
7	Map* + S22 Rowdy Barbarian	Map* + C1 Cutpurse
8	S42 Townsfolk + Roll Again	C15 Wrestling Contest
9	S21 Surly Watchmen + Roll Again	C23 Slave Takers + Roll Again
10	1d6: 1-3: S44 Soldier 4-6: S40 Children	C16 Cutthroats
11	S18 Peasant	S18 Peasant
12	C12 Mass Brawl + Roll Again	C12 Mass Brawl
13	Map* + S23 Pie Seller	S35 Night Watchman
14	M4 Catacombs Entrance + Roll Again	M4 Catacombs Entrance + C21 Troglodytes
15	C14 Runaway Horse	Map* + C3 Falling Nightsoil
16	S17 Drunken Dwarf	C7 Unattended Stall
17	C11 Burning House	C10 Goblin Infiltrator
18	C4 Funeral Cortege	C29 Chaos Horror

*Drinking Den Map Encounter Table - Roll 1d6 then 1d6

Second d6

<i>First d6</i>	1-2	3-4	5-6
1-2	M9 Latrine	M16 Devious Trap	M26 Workshop
3-4	M7 Abandoned Shack	M25 Tattoo Parlour	M24 Place of Execution
5-6	M3 Collapsing Ground	M30 Shady Dealer	M19 Rogues Cubby

AFF Adventure Creation System

Graveyard

A chill runs down your spine and the air seems to cool as you come to a low stone wall surrounding a dreary graveyard. A few stunted trees grow here and there and moss and creepers have worked their way across each stone marker, which are placed close together like rotten teeth in a giant's jawbone. A solitary crow looks up at you before hopping away to resume its search for juicy corpse fed worms. Further along the wall there is a covered wooden gateway, carved with symbols of death, through which you

may enter if you dare - the dead do not always sleep soundly.

The Graveyard dominates this area, but there are also a few houses and other everyday buildings dotted around its edge.

Special: The Watch are as superstitious as anyone else. If you have to roll on the Lawbreaker table, add +3 to the result in this location as they are unwilling to enter.

Table 4.1.16 Graveyard (GY) Location Encounters. Duplicate encounters should be re-rolled.

<i>3d6</i>	<i>Daytime Encounter</i>	<i>Nighttime Encounter</i>
3	S46 Dying Man	C30 Tomb Mist
4	M4 Catacombs Entrance + Roll Again	M4 Catacombs Entrance + Roll Again
5	C25 Skeleton	S1 Leper
6	S25 Suffering Penitent + Roll Again	S25 Suffering Penitent
7	Map* + S9 Hag	Map* + S9 Hag
8	S42 Townsfolk + Roll Again	S18 Peasant
9	S20 Priest + Roll Again	S35 Night Watchman + Roll Again
10	S18 Peasant	S27 Scavenger
11	S41 Beggar	C27 Swarm of Rats
12	S19 Acolyte	C28 Monstrous Fly
13	Map* + C27 Swarm of Rats	C8 Ghoul
14	M4 Catacombs Entrance + Roll Again	M4 Catacombs Entrance + C25 Skeleton
15	C4 Funeral Cortege	Map* + Giant Spider
16	C7 Unattended Stall	S19 Acolyte
17	Roll 1d6: 1-3: C8 Ghoul, 4-6: C9 Giant Rat	C4 Funeral Cortege
18	C30 Tomb Mist	C29 Chaos Horror

*Graveyard Map Encounter Table - Roll 1d6 then 1d6

Second d6

<i>First d6</i>	<i>1-2</i>	<i>3-4</i>	<i>5-6</i>
1-2	M17 Upwelling of Magic	M16 Devious Trap	M6 Forgotten Cellar
3-4	M3 Collapsing Ground	M23 Alchemist's Laboratory	M24 Place of Execution
5-6	M8 Shrine	M7 Abandoned Shack	M5 Quiet Fishing Spot

Chapter 4 - Settlements

Docks (or Customs House)

A sturdy palisade, interrupted by towers and a gate, surrounds this area set aside for the arrival and departure of trade goods. The taxes paid on these is the reason for the barrier - for the nobility, controlling that supply of gold is a major means of income and so it is taken very seriously indeed. This is a city within the city, with its own Watch and set of laws. Guards in uniforms look down on you from the towers and although you are allowed to enter, you know you will be asked about your purpose. The hassle could be worth it though - there is a great buzz and scurry of people bartering their wares, negotiating contracts and looking for work as porters or security.

Special: Hauling goods is thirsty work. Roll 1d6 and place a tavern (1) or drinking den (2-3) next to the docks as an additional map location.

Special: If you have decided that your city is near a river, lake or sea, this location is the docks and you will see from the outside the rows of masts and sail of the ships crowding the quays inside. Groups of sailors come to and fro and the sound of sea shanties can be heard day and night. If your city is not near to a large body of water, this is a customs house and yard, where the trade caravans come through a separate city gate and you will see dust coated wagon handlers moving about in great numbers.

Special: The security of trade is taken seriously. If you have to roll on the Lawbreaker table here, take a -2 penalty.

Special: If this is a Docks, you can hire a ferryman to take you to any location in the settlement that is also next to the water. The fee is 1gp.

Table 4.1.17 Docks or Customs House (DO) Location Encounters. Duplicate encounters should be re-rolled.

<i>3d6</i>	<i>Daytime Encounter</i>	<i>Nighttime Encounter</i>
3	C6 Black Powder Explosion	S46 Dying Man
4	M4 Catacombs Entrance + Roll Again	M4 Catacombs Entrance + Roll Again
5	C10 Goblin Infiltrator	S41 Beggar
6	S4 Dwarf Pedlar + Roll Again	C24 Grannits
7	Map* + S28 Apothecary	Map* + C16 Cutthroats
8	S42 Townsfolk + Roll Again	C9 Giant Rat
9	S33 Artisan + Roll Again	C17 Ratman + Roll Again
10	Roll 1d6: 1-3: S14 Servant, 4-6: S18 Peasant	S35 Night Watchman
11	S5 Group of Traders	1d6: 1-3: S39 Messenger, 4-6: S35 Watchman
12	1d6: 1-3: S39 Messenger, 4-6: S23 Pie Seller	S5 Group of Traders
13	Map* + C14 Runaway Horse	C13 Hobgoblin Spy
14	M4 Catacombs Entrance + Roll Again	M4 Catacombs + S22 Rowdy Barbarian
15	S36 Tithe Collector + Roll Again	Map* + C12 Mass Brawl
16	C13 Hobgoblin Spy	C26 Orc Raider
17	S24 Farmer	S2 Escaped Slave
18	C18 Fire Sprite Arsonist	C29 Chaos Horror

*Docks (or Custom House) Map Encounter Table - Roll 1d6 then 1d6

<i>Second d6</i>			
<i>First d6</i>	1-2	3-4	5-6
1-2	M25 Tattoo Parlour	M14 Weaponsmith	M26 Workshop
3-4	M11 Cartographer's Shop	M13 Armourer	M28 Stables
5-6	M29 Auction House	M18 Magic Door	M5 Quiet Fishing Spot

AFF Adventure Creation System

College

The area you are passing through is quieter and more refined than most of the city. There are no stalls and the usual throng of townsfolk has diminished significantly. The streets here are cobbled with guttered pavements and the occasional tree has been planted to provide shade. Pausing for a moment you take a careful look around and spy a bearded scholar making his way followed by several bored looking students each carrying books. As they pass, you hear the scholar explaining some obscure matter of local history. From the look on his students' faces, it is clear that he finds the subject much more fascinating than they do. It seems as if you have wandered into a college of some sort. A small precinct, created by the priests of Hamaskis, in which the learned men and women of this city can impart their precious jewels of

knowledge to the select few that can afford to spend their time learning rather than toiling. It is not a natural environment for adventurers but it is a place where you might find out information that is useful.

Special: It's not illegal for you to be here without some form of enrollment or academic purpose, but you are not entirely welcome either. You have a -1 penalty to all social skills whilst here, unless you have a MAGIC skill of at least 3 (Sorcery, Wizardry or Priestly) or at least 3 points in one 'Lore' skill.

Special: You may pay to use a library whilst here. For 5gp you can access a library for a day, gaining +1 to an appropriate Lore skill test. For 15gp you can hire a researcher for a day and gain a +2 bonus to an appropriate Lore skill test.

Table 4.1.18 College (CO) Location Encounters. Duplicate encounters should be re-rolled.

<i>3d6</i>	<i>Daytime Encounter</i>	<i>Nighttime Encounter</i>
3	C18 Fire Sprite Arsonist	C30 Tomb Mist
4	M4 Catacombs Entrance + Roll Again	M4 Catacombs Entrance + Roll Again
5	1d6: 1-3: C1 Cutpurse 4-6: S3 Town Crier	C6 Black Powder Explosion
6	S38 Witchsniffer + Roll Again	C3 Falling Nightsoil
7	Map* + S14 Servant	Map* + C2 Falling Masonry
8	S42 Townsfolk + Roll Again	C9 Giant Rat
9	S28 Apothecary + Roll Again	S39 Messenger + Roll Again
10	S18 Peasant	S35 Night Watchman
11	S43 Student	S43 Student
12	1d6: 1-3: S20 Priest 4-6: S19 Acolyte	1d6: 1-3: S35 Watchman 4-6: S14 Servant
13	Map* + C2 Falling Masonry	C10 Goblin Infiltrator
14	M4 Catacombs Entrance + Roll Again	M4 Catacombs Entrance + C25 Skeleton
15	S29 Wandering Elf	Map* + C28 Monstrous Fly
16	S21 Surly Watchmen	S9 Hag
17	S26 Group of Noblewomen	C19 Ravenous Slime
18	S30 Nobleman	C29 Chaos Horror

*College Map Encounter Table - Roll 1d6 then 1d6

Second d6

<i>First d6</i>	<i>1-2</i>	<i>3-4</i>	<i>5-6</i>
1-2	M23 Alchemist's Laboratory	M6 Forgotten Cellar	M26 Workshop
3-4	M11 Cartographer's Shop	M15 Magical Curiosity Shop	M28 Stables
5-6	M22 Sorcerer's Wyrd	M18 Magic Door	M17 Upwelling of Magic

Hospital

The everyday sounds of normal life are mingled with the pitiful moans of the sick and dying as you come past this long building, which is set back from the path at the other side of a muddy courtyard that is itself crowded with small shacks.

It may once have been impressive but it has not been well maintained and you can see it is dirty and worn, with vines creeping up the side and broken shutters across the windows. Above the doorway there is a carved relief showing a hooded skeletal figure with a scythe in one hand and an hourglass in the other.

As you watch you see a man pulling a laden handcart away from one of the courtyard buildings; the contents of the cart are mostly hidden but you can see a bare arm and hand flopping lifelessly out the back. As the carter passes you, you instinctively pull your cloak up over your mouth and nose - the stench of decay is unmistakable.

Moving into the building are two robed acolytes, followers of Usrel most likely - they tend to the ill and dying as part of their devotions. By now you have grasped that this must be an infirmary or hospital. It could have been set up as an act of charity from the local nobles or from collections in the temples, but either way it looks as if its income is meagre now and the chance of healing is slim. The Hospital is the most important building in this locale, but it is surrounded by houses and workshops of many kinds.

Special: Many cities in Titan have a place where the sick and dying are sent for care. Calling it a hospital is an exaggeration in most cases. Little in the way of healing is offered and disease is rife. Each time you have an encounter at this location you must roll 1d6. On a 1 you must test your LUCK or catch a disease - roll on table 4.3.2 'Diseases' to see what you have contracted!

Special: If you have been unfortunate enough to catch a disease, you can try to find healing at the hospital. Firstly make an Etiquette or Bargain skill roll to see if you can find someone willing to help. If successful you can pay 5gp for a 'cure' - a vial of foul smelling liquid that is brewed up by an apothecary. Once you drink it roll a 1d6. On a 2-6 you are cured, but on a 1 some mistake has been made in the preparation and your disease will now last an additional day. No refunds!

Special: You can try to find healing at the hospital. Make an Etiquette or Bargain skill roll to see if you can find someone willing to help. If successful you can pay 5gp for the attention of a 'doctor' who will apply an ointment and bandages. Roll 1d6 - on a 5-6 the treatment restores 1d3 points of STAMINA, but on a 1 you suffer a reaction to the salve and lose one point of STAMINA.



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Table 4.1.19 Hospital (HO) Location Encounters. Duplicate encounters should be re-rolled.

<i>3d6</i>	<i>Daytime Encounter</i>	<i>Nighttime Encounter</i>
3	S46 Dying Man	C30 Tomb Mist
4	M4 Catacombs Entrance + Roll Again	M4 Catacombs Entrance + Roll Again
5	1d6: 1-3: S37 Friar 4-6: S24 Farmer	C4 Funeral Cortege
6	S33 Artisan + Roll Again	C8 Ghoul
7	Map* + S40 Children	Map* + C27 Swarm of Rats
8	S42 Townsfolk + Roll Again	S41 Beggar
9	S14 Servant + Roll Again	S1 Leper + Roll Again
10	S18 Peasant	C17 Ratman
11	S19 Acolyte	S35 Night Watchman
12	S43 Student	S43 Student
13	Map* + S28 Apothecary	S28 Apothecary
14	M4 Catacombs Entrance + Roll Again	M4 Catacombs Entrance + C25 Skeleton
15	S4 Dwarf Pedlar	Map* + S9 Hag
16	S20 Priest	C18 Fire Sprite Arsonist
17	C14 Runaway Horse	C23 Slave Takers
18	C19 Ravenous Slime	C29 Chaos Horror

***Hospital Map Encounter Table - Roll 1d6 then 1d6**

Second d6

<i>First d6</i>	<i>1-2</i>	<i>3-4</i>	<i>5-6</i>
1-2	M23 Alchemist's Laboratory	M20 Crumbling Watchtower	M26 Workshop
3-4	M8 Shrine	M27 Bathhouse	M28 Stables
5-6	M22 Sorcerer's Wyrd	M12 General Goods Kiosk	M6 Forgotten Cellar



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Marketplace

Even before you got to the broad yard filled with stalls, you had been struggling past the crowds of carters, porters and street-hawkers that filled the streets. The shouts of trading, smells from the food stalls and the goods piled high amounts to a sensory overload that leaves you stunned. Gathering yourself you press on and look around to see if there is anything of interest to you. The market is set up in a large area at the confluence of many streets. Around it there are houses and shops, and most have some form of stall or display at the front. Inside are kiosks, stalls, barrows and even carpets with goods laid out on them, arranged by the simple rule of seeing how much you can squeeze into the space available whilst still leaving paths for customers to walk down. Traders guard their wares and shout out the prices of their stock in well practised calls. Children tug at

your clothing, asking you to come see what their parents have to have for sale as Watchmen move through the crowd looking out for pick-pockets. You see piles of vegetables on carts, chickens in cages, yards of cloth laid out and many other things besides.

Special: At the Marketplace it is assumed that you are able to buy any of the standard goods listed in the AFF rulebook and to sell any goods you no longer require. Remember to make your Bargain skill tests (assume that the traders have Bargain 7). Trading like this does not count as an encounter, but should be expected to take some time as you haggle over prices.

Special: The marketplace is so crowded that just by wandering it, you can overhear a lot. If you wish to, spend an hour eavesdropping and you can roll once on table 8.7 'Trivia & Gossip - Rumours & Events'.

Table 4.1.20 Marketplace (MP) Location Encounters. Duplicate encounters should be re-rolled.

<i>3d6</i>	<i>Daytime Encounter</i>	<i>Nighttime Encounter</i>
3	S36 Tithe Collector	C30 Tomb Mist
4	M4 Catacombs Entrance + Roll Again	M4 Catacombs Entrance + Roll Again
5	1d6: 1-3: C7 Unattended Stall 4-6: S7 Toady	C6 Black Powder Explosion
6	C14 Runaway Horse + Roll Again	C28 Monstrous Fly
7	Map* + S23 Pie Seller	Map* + C27 Swarm of Rats
8	S42 Townsfolk + Roll Again	C16 Cutthroats
9	S3 Town Crier + Roll Again	C10 Goblin Infiltrator + Roll Again
10	1d6: 1-3: S18 Peasant 4-6: S41 Beggar	S41 Beggar
11	S5 Group of Traders	S35 Night Watchman
12	S14 Servant + Roll Again	S27 Scavenger + Roll Again
13	Map* + S33 Artisan	C27 Swarm of Rats
14	M4 Catacombs Entrance + Roll Again	M4 Catacombs Entrance + C9 Giant Rat
15	1d6: 1-3: S24 Farmer 4-6: S13 Merchant	Map* + C13 Hobgoblin Spy
16	1d6: 1-3: C1 Cutpurse 4-6: S30 Nobleman	S17 Drunken Dwarf
17	S32 Fur Trader	C12 Mass Brawl
18	C5 Archery Contest	C29 Chaos Horror

*Marketplace Map Encounter Table - Roll 1d6 then 1d6

Second d6

<i>First d6</i>	<i>1-2</i>	<i>3-4</i>	<i>5-6</i>
1-2	M23 Alchemist's Laboratory	M9 Latrine	M26 Workshop
3-4	M14 Weaponsmith	M13 Armourer	M28 Stables
5-6	M22 Sorcerer's Wyrd	M15 Magical Curiosity Shop	M29 Auction House

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City Gate (Wall)

You've seen it looming on the skyline for some time now, so it's no surprise when you turn a corner and find yourself staring at the base of the city wall. Looking up you can see the edge of the battlements and can hear the tramping of the guards boots as they make their endless circuits. Passing along a small alley past some lean-to shacks you find yourself approaching a gate house. It is a formidable structure - the equal of any castle tower, with an inner and outer gate protected by guards that use their halberds to poke and prod at the carts rolling by. Occasionally they stop someone and pull them over for a closer inspection, but they don't look too interested in the job, mostly doing it to keep happy the captain that is sat on a chair at the door of the guardhouse, a tankard resting on his belly.

Whilst the City Gate dominates this part of the settlement, it is also surrounded by houses, workshops and small places to eat and drink.

Special: With so many guards about, if you take an Unlawful Action at this location, you must take a penalty of -3 for your roll on the Lawbreaker table.

Special: The Gate is shut at night. If you approach this location at night, you cannot pass through the gate.

Special: A tariff is occasionally charged on gate traffic. Roll a 1d6. On a 1, you must pay 2gp to pass through the gate. If you don't have the gold, you are turned back.

Table 4.1.21 City Gate (CG) Location Encounters. Duplicate encounters should be re-rolled.

<i>3d6</i>	<i>Daytime Encounter</i>	<i>Nighttime Encounter</i>
3	S38 Witchsniffer	C30 Tomb Mist
4	M4 Catacombs Entrance + Roll Again	M4 Catacombs Entrance + Roll Again
5	C6 Black Powder Explosion	C11 Burning House
6	C14 Runaway Horse + Roll Again	C3 Falling Nightsoil
7	Map* + S24 Farmer	Map* + S41 Beggar
8	S42 Townsfolk + Roll Again	C13 Hobgoblin Spy
9	S8 Trumpeter + Roll Again	S39 Messenger + Roll Again
10	S18 Peasant	S35 Night Watchman
11	S21 Surly Watchmen	S35 Night Watchman
12	1d6: 1-3: S44 Soldier 4-6: S21 Watchmen	S44 Soldier
13	Map* + S39 Messenger	C9 Giant Rat
14	M4 Catacombs Entrance + Roll Again	M4 Catacombs Entrance + C20 Giant Spider
15	S23 Pie Seller	Map* + C3 Falling Nightsoil
16	S37 Friar	C10 Goblin Infiltrator
17	C2 Falling Masonry	C26 Orc Raider
18	S34 Knight-Errant	C29 Chaos Horror

*City Gate Map Encounter Table - Roll 1d6 then 1d6

Second d6

<i>First d6</i>	1-2	3-4	5-6
1-2	M10 Smithy	M20 Crumbling Watchtower	M26 Workshop
3-4	M7 Abandoned Shack	M12 General Goods Kiosk	M28 Stables
5-6	M19 Rogues Cubby	M18 Magic Door	M30 Shady Dealer

Park

You have come across a wooded hillside, too steep or broken for building houses, that has been walled off and left as a semi-wild place within the city. Peering in through the gate, you can see a path heading off into the trees before splitting up into numerous trails. As the ground slopes up ahead of you it allows you to glimpse some other features. You can see the head and shoulders of a statue peeking out in one place and there appears to be an open grassy area where some sort of vigorous game is being played - from the sound of it, a crowd has gathered to watch and cheer on the teams.

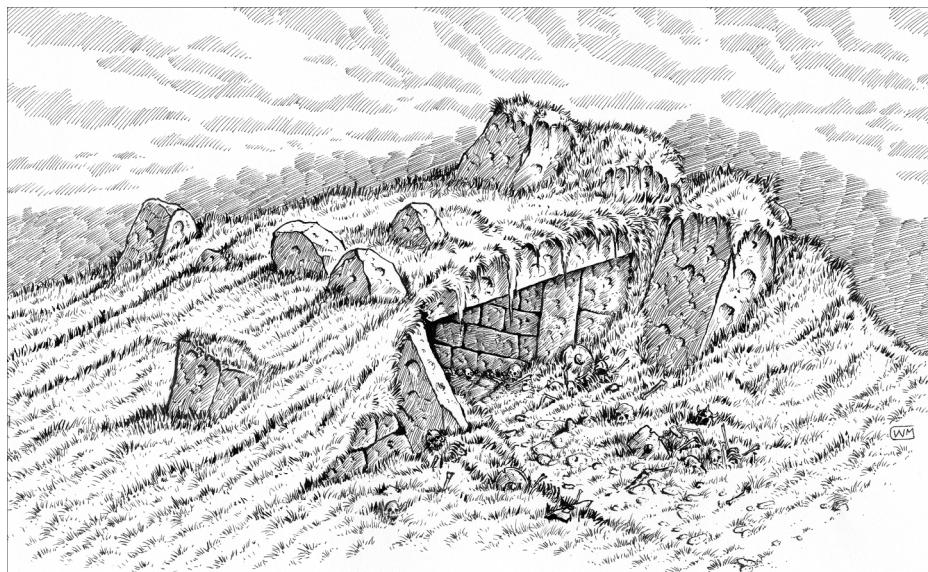
As you pause here and decide if you should go in or not, you can see a number of people, alone or in small groups, are strolling through the park and enjoying the scenery though you also note a couple of destitute peasants huddled in their rags under the shade of a tree, begging for alms from the wanderers. It might be a nice place to stop and rest, if you have the time.

Whilst most of the land within the city walls is filled with closely packed buildings of one sort or another, some land has been set aside as a place to relax and take a moment to sit or walk in relative peace. It might once have been a nobles garden, made open to the public as an act of generosity or perhaps the grounds of a temple that have been set aside for contemplation.

This doesn't mean it is always peaceful - various denizens may creep in and make their home here and hawkers visit to sell their wares before they get moved on. With no businesses to protect, the Watch do not often patrol here which can make it less of a place of peace and more of a centre for illicit activity, especially at night when the gates may be locked but the walls are still easy to climb.

Special: The Watch doesn't get paid to patrol here often, if you roll on the Lawbreaker table add +2 to the result.

Special: If you need to, you can sleep rough here and it is a little bit safer than doing so on the street. To do so you will need to succeed in a Climb skill roll (to find a way in after dark). If you fail the roll you haven't found a way in and must sleep somewhere else. If you do sleep in the park, roll a 1d6 and choose high or low - if you choose high, you only get an encounter on a 1 or 2. If you choose low you only get an encounter on a 5 or 6. Use the usual sleeping rough encounter table if you have chosen a bad spot to rest.



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Table 4.1.22 Park (PA) Location Encounters. Duplicate encounters should be re-rolled.

<i>3d6</i>	<i>Daytime Encounter</i>	<i>Nighttime Encounter</i>
3	C19 Ravenous Slime	S46 Dying Man
4	M4 Catacombs Entrance + Roll Again	M4 Catacombs Entrance + Roll Again
5	S3 Town Crier	C24 Grannits
6	S8 Trumpeter + Roll Again	C12 Mass Brawl
7	Map* + C15 Wrestling Contest	Map* + C15 Wrestling Contest
8	S42 Townsfolk + Roll Again	S2 Escaped Slave
9	C5 Archery Contest + Roll Again	S9 Hag + Roll Again
10	S18 Peasant	S35 Night Watchman
11	S40 Children	C20 Giant Spider
12	S29 Wandering Elf	S29 Wandering Elf
13	Map* + S26 Group of Noblewomen	S41 Beggar
14	M4 Catacombs Entrance + Roll Again	M4 Catacombs Entrance + C25 Skeleton
15	S10 Puppet Show	Map* + C22 Leaf Beast
16	S34 Knight-Errant	C26 Orc Raider
17	1d6: 1-3: S37 Friar 4-6: S6 Wedding Party	C21 Troglodytes
18	C22 Leaf Beast	C29 Chaos Horror

*Park Map Encounter Table - Roll 1d6 then 1d6

Second d6

<i>First d6</i>	<i>1-2</i>	<i>3-4</i>	<i>5-6</i>
1-2	M5 Quiet Fishing Spot	M9 Latrine	M27 Bathhouse
3-4	M2 Small Well	M21 Forgotten Stash	M12 General Goods Kiosk
5-6	M22 Sorcerer's Wyrd	M18 Magic Door	M16 Devious Trap



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Keep

The narrow streets open up ahead of you into a wide courtyard, at the far side of which stands the forbidding bulk of the keep. A large building of neatly cut grey stone, it has an outer wall with crenellated battlements, a watchtower at each corner and a single main gate large enough to accommodate wagons or, more importantly, a squad of soldiers. The doors of the gate are currently open and you can see past the guardsmen to the inner courtyard and the keep itself - a severe looking block of thick stone pierced by narrow windows and recessed heavy oak doors. Unsurprisingly there is a lot of activity here - at the inner courtyard you can see a wagoneer unloading barrels with the help of some uniformed servants, atop the outer wall there are guards on lookout, resting their crossbows against the tops of

the battlements. At the main gate there are more guards and a small knot of soldiers and traders haggling over something or other whilst a squad of recruits practises a combat drill in the outer courtyard, watched over by a grey haired instructor. The clang of sword on shield is punctuated only by his words of advice to the young men of the garrison.

Around the edge of this area, a little back from the keep, life carries on as normal with peasants and servants hurrying about their business and even a couple of hawkers trying to interest the soldiers in a pie or an ale. Although not as busy as the marketplace, this is still a hub of activity.

Special: It is inadvisable to break the law here - if you do so, take a -4 penalty to the Lawbreaker roll.

Table 4.1.23 Keep (KE) Location Encounters. Duplicate encounters should be re-rolled.

<i>3d6</i>	<i>Daytime Encounter</i>	<i>Nighttime Encounter</i>
3	C1 Cutpurse	C30 Tomb Mist
4	M4 Catacombs Entrance + Roll Again	M4 Catacombs Entrance + Roll Again
5	C6 Black Powder Explosion	C3 Falling Nightsoil
6	S38 Witchsniffer + Roll Again	S11 Squire
7	Map* + S11 Squire	Map* + S22 Rowdy Barbarian
8	S42 Townsfolk + Roll Again	S41 Beggar
9	S18 Peasant + Roll Again	C13 Hobgoblin Spy + Roll Again
10	S21 Surly Watchmen	S44 Soldier
11	S44 Soldier	S35 Night Watchman
12	1d6: 1-3 S39 Messenger 4-6: S3 Town Crier	1d6: 1-3 S39 Messenger 4-6: S8 Trumpeter
13	Map* + S30 Nobleman	S9 Hag
14	M4 Catacombs Entrance + Roll Again	M4 Catacombs Entrance + C8 Ghoul
15	C14 Runaway Horse	Map* + C27 Swarm of Rats
16	C14 Runaway Horse	1d6: 1-3 S27 Scavenger 4-6: C17 Ratman
17	S10 Puppet Show	C21 Troglodytes
18	S36 Tithe Collector	C29 Chaos Horror

*Keep Map Encounter Table - Roll 1d6 then 1d6

Second d6

<i>First d6</i>	<i>1-2</i>	<i>3-4</i>	<i>5-6</i>
1-2	M24 Place of Execution	M14 Weaponsmith	M26 Workshop
3-4	M13 Armourer	M19 Rogues Cubby	M28 Stables
5-6	M10 Smithy	M6 Forgotten Cellar	M20 Crumbling Watchtower

Theatre

'Come Ladies and Gentleman, Gentlemen and Ladies, come hither and see the delights - acrobat's that spin and leap, bards with voices sweet as nightingales, mummers with stories old and new - all this and more await you!' The gleeman, dressed in a patchwork of coloured cloth, jesters boots of green leather ringed with tiny brass bells and a tall floppy hat decorated with a multitude of feathers and fake gemstones, leads you onwards to a large brightly painted building. Festooned with gaily coloured statues and dyed cloth banners that flap in the breeze, signs proclaim (in several languages) the opportunity to enjoy the delights of the theatre all for the price of a few coppers. The Theatre stands several storeys high, broad wooden steps lead up to several wide doorways which are flanked by ticket booths guarded by hulking sour-faced bouncers that deter those who try to slip in without payment. From each floor light streams out of coloured glass in the shape of the masks of tragedy, comedy, glory, disaster and all the other touchpoints of drama. A crowd mills around at the entrance and in the street ticket-sellers move amongst them, drumming up an audience of the next performance.

Around and about the Theatre there are other smaller venues and entertainments as this area is rich with nightlife, though there are also houses both rich and poor. This is one of the most varied locations in the settlement.

Special: You may indeed visit the Theatre, which is ready to take your coin both day and night. For 2sp you can spend a few hours enjoying a number of acts - singers, dancers, acrobats, comedians and so on make their way across the stage. Drinks and food can be bought here too, Ale (or similar) for 3sp and a hot



meal for 2gp. For a more refined performance you can watch a play (1gp) or even spend a night at the opera (5gp and you are expected to be clean and well dressed).

Special: If your city is particularly barbaric or cruel, you might want to replace the theatre location with an arena for gladiatorial combat. If your city is not the sort of place that would have a permanent theatre, you can leave this location as an open area such as a square, plaza or park that could be used as a place to hold circuses or events.

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Table 4.1.24 Theatre (TH) Location Encounters. Duplicate encounters should be re-rolled.

<i>3d6</i>	<i>Daytime Encounter</i>	<i>Nighttime Encounter</i>
3	S46 Dying Man	C30 Tomb Mist
4	M4 Catacombs Entrance + Roll Again	M4 Catacombs Entrance + Roll Again
5	1d6: 1-3: S7 Toady 4-6: C1 Cutpurse	1d6: 1-3: C16 Cutthroats 4-6: C1 Cutpurse
6	S45 Con Artist + Roll Again	C3 Falling Nightsoil
7	Map* + S26 Group of Noblewomen	Map* + S17 Drunken Dwarf
8	S42 Townsfolk + Roll Again	C28 Monstrous Fly
9	S37 Friar + Roll Again	C12 Mass Brawl + Roll Again
10	1d6: 1-3: S18 Peasant 4-6: S40 Children	S41 Beggar
11	S31 Mummers + Roll Again	S31 Mummers
12	1d6: 1-3: S11 Squire 4-6: S8 Trumpeter	1d6: 1-3: S43 Student 4-6: S39 Messenger
13	Map* + S15 Young Noble	S35 Night Watchman
14	M4 Catacombs Entrance + Roll Again	M4 Catacombs Entrance + C20 Giant Spider
15	S10 Puppet Show	Map* + S15 Young Noble
16	S13 Gluttonous Merchant	S12 Desperate Chef
17	S34 Knight-Errant	1d6: 1-3: C23 Slave Takers 4-6: S23 Pie Seller
18	S29 Wandering Elf	C29 Chaos Horror

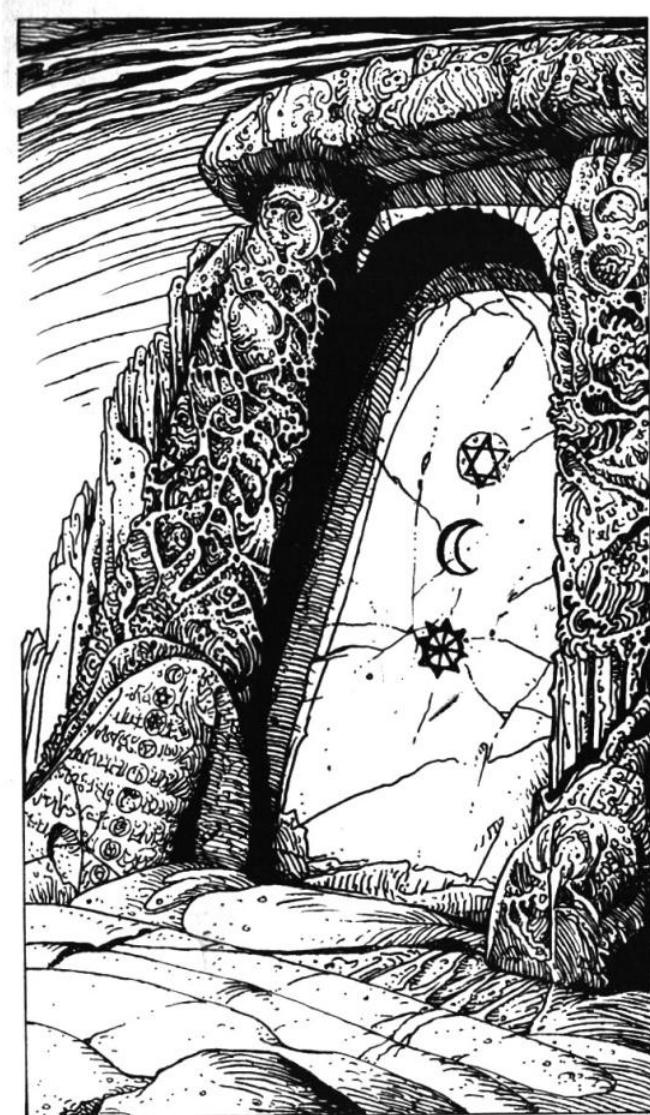
*Theatre Map Encounter Table - Roll 1d6 then 1d6

<i>Second d6</i>			
<i>First d6</i>	1-2	3-4	5-6
1-2	M21 Forgotten Stash	M8 Shrine	M26 Workshop
3-4	S16 Burnt Out Building	M9 Latrine	M28 Stables
5-6	M7 Abandoned Shack	M25 Tattoo Parlour	M30 Shady Dealer



Catacombs Entrance

Many of the cities of Titan are very old and over the span of centuries people have often simply built on top of older structures rather than bother clearing them away. In addition, there are sewers, dungeons, covered over streams, crypts, caves and all manner of cellars, tunnels and delvings. Sometimes these underground spaces join up to create a hidden city under the feet of the unknowing surface dwellers. Collectively these places are known as catacombs, where all manner of dark and sinister activities take place. Most of the time the people block up or seal the entrances to these dangerous places, but sometimes a natural collapse, or something digging out from inside the catacomb, opens them up again. Having discovered a way into a catacomb you may now, if you wish, venture inside and explore it.

**Generating a Catacomb**

A catacomb is essentially a mini dungeon and you should read 'Chapter 5. Dungeon Creation & Encounters' to see what options are available to you, but the intention of a catacomb is to make a small structure containing $3+1d6$ rooms - just one dungeon section. After clearing all these rooms you can test against your Underground Lore skill to discover more and if you succeed you find a way to access another $1d6$ rooms (maybe you find a collapsing wall or a concealed tunnel that leads deeper into the caves and so on). You can keep trying to discover more areas, but each subsequent test of Underground Lore has a penalty of -3, then -6 and so on.

If you wish to explore the catacomb, you have two choices. You can use the detailed options provided in Chapter 5 'Dungeon Creation & Encounters' or, if you do not want to create a separate map, you can treat it as a series of rooms with 'abbreviated' dungeon creation rules. Simply assume that each room is connected to the next in a fairly obvious manner and use the following tables to find out what each contains. Roll 1d6 on each table for each room and proceed as far as you dare!

Roll once on Table 4.1.25 Catacomb Origin, Table 4.1.26 Catacomb Condition and Table 4.1.27 Creature Condition to find out what sort of environment you are entering and what modifiers you need to be aware of. As you move to each room, roll on Table 4.1.28 Catacomb Encounters to see what it contains. This is a very shortened version of the more extensive rules given in Chapter 5.

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Table 4.1.25 Catacomb Origin. Roll once for the whole catacomb.

1d6 *Origin*

1	Cellars - This was once a cellar or basement of a great house that has been long abandoned and fallen into disrepair. The environment was built for people but it is also littered with the rubbish and detritus, such as broken bits of furniture, that got shoved down here before it was forgotten.	<i>Monsters (if encountered, see encounters table below)*.</i>
2	Cave - You have stumbled into part of a natural cave system, which has been built over as the city grew. The tunnels and rooms are unworked and there are places where you have to squeeze through narrow gaps to move forward.	1 - C19 Ravenous Slime 2 - C25 Skeleton 3-4 - C9 Giant Rat 5-6 - C20 Giant Spider
3	Lair - this place has been excavated by some creature or group of creatures as its home. Looking at the huge claw marks on the walls, you can't help wondering if they are still about...	1 - C20 Giant Spider 2 - C25 Skeleton 3-4 - C21 Troglodytes 5 - C24 Grannits 6 - C17 Ratman
4	Sewer - This was once part of the sewerage system and for all you know, it might still be connected in places. A nasty miasma fills the air and the squeaking of rats can be heard in the darkness. The floor is a mixture of mud and slime - remember to clean your boots later.	1 - C21 Troglodytes 2 - C24 Grannits 3-4 - C9 Giant Rat 5-6 - C20 Giant Spider
5	Dungeon - these rooms and corridors were constructed as part of a larger building, almost certainly for the purpose of imprisoning people. The rooms are small and rough with the rusted remains of chains decorating the walls.	1 - C19 Ravenous Slime 2 - C20 Giant Spider 3-4 - C9 Giant Rat 5-6 - C17 Ratman
6	Crypt - this was once a religious place used to house the remains of the dead. Tomb raiders have visited and the once carefully organised tombs have been broken into and pillaged. As you step forward you can feel bones crunching underfoot.	1 - C8 Ghoul 2 - C25 Skeleton 3-4 - C9 Giant Rat 4 - C26 Orc Raider 5-6 - C10 Goblin Infiltrator

*For a more extensive variety of monsters, use the encounter tables in the Advanced Fighting Fantasy core rulebook or bestiaries such as *Out of the Pit* or *Return to the Pit*, or refer to the appropriate dungeon level encounters from Chapter 5 'Dungeon Creation & Encounters'.

Table 4.1.26 Catacomb Condition.1d6 *Condition*

- 1 **Crumbling** - this place is falling apart! Bits of stone and masonry are peeling off the walls and ceilings and your stomping around is only making things worse. Every round of combat you must roll a 1d6. On a result of one, a piece of the ceiling has dislodged and is falling on you. You must make a test against SKILL with a +2 bonus or suffer one point of STAMINA damage.
- 2 **Slimy** - Moisture hangs heavy in the air, condensation dripping from the walls and ceiling and leaving fetid pools filled with foul smelling slime on every floor. Each time you are struck in combat you must make a SKILL roll with a +2 bonus or slip on the muck and find yourself prone (-4 to combat until you spend a round getting up).
- 3 **Unholy** - at some point this place was the site of a temple of evil and traces of that time linger on. If you use magic to heal yourself you will heal one less point of stamina than normal.
- 4 **Infernal** - strange heat courses through the floor and walls in this area and pools of bubbling hot water have to be stepped around carefully. If you are in combat, roll a 2d6 each round - on a roll of a 2 a blast of steam has vented from a nearby crack in the masonry and you suffer 2 points of STAMINA damage. On the good side, once you have dealt with the encounters in this area you can bathe in a warm pool.
- 5 **Well lit** - Most Catacombs are near pitch black dark, but in this case a strange fungus covers the walls and ceilings, giving off a weird purple glow. You don't need torches here but Sneak skill has a -1 penalty.
- 6 **Consecrated** - This area is located at a site that was once a temple of a benevolent god. If you use any healing magic in here, you gain an additional +1 STAMINA points in recovery.

Table 4.1.27 Creature Conditions.1d6 *Creature Modifiers*

- 1 **Well-fed** - The creatures of this place have been particularly well supplied with food recently - some unlucky adventurers perhaps - and you must add +1 STAMINA to each creature you encounter
- 2 **Noisy** - Creatures here are particularly noisy and unsubtle - you may add +1 to your Awareness Special Skill rolls whilst in this dungeon.
- 3 **Starving** - The creatures of this area are running low on supplies and are starving. You may reduce the STAMINA of every creature by 1 point.
- 4 **Plagued** - a foul stench fills the air down here and you cough and splutter on bitter spores that seem to fill the air. The creatures you encounter are plagued and after any combat you must roll 1d6. On a roll of 1 you can have been infected - roll on table 4.3.2 'Diseases'.
- 5 **Infested** - The sound of scuttling claws is nearly constant here. Any encounter in this area comes with an additional Grannit - which you have to deal with.
- 6 **Riches** - The monsters of this place have had particularly good luck with their raiding and delving. Every creature you defeat has an additional 1d6 pieces of gold in its hoard.

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Table 4.1.28 Catacomb Encounters. For more variety, refer to the tables and advice given in Chapter 5.

1d6 Roll once as you enter each room.

- | | |
|-----|---|
| 1 | This area is empty - you investigate carefully, but there is neither treasure, trap nor monster to be found. The quiet here is unsettling and you have no desire to stay longer. |
| 2 | Trapped - roll on the Devious Trap (M16) - to move through this area. There are no monsters here. |
| 3-4 | Monster - roll on the table above to see what is lurking down here in the darkness |
| 5 | Monster + Trap - roll on the table to see what you meet and in addition you must roll on the Devious Trap (M16). You must deal with the trap before you proceed to the fight. |
| 6 | Monster and Treasure - in addition to meeting something you need to fight, you have found a hoard of treasure - you must defeat the encounter before you get to loot the hoard (see the Forgotten Stash Map encounter M21). |

Example: Skurl Glintscale has found a catacombs entrance in one of the 'streets' locations in Ludria. In this case part of a house has collapsed, revealing a narrow entrance into a chamber that lies below street level. Deciding that we don't want to create a complete dungeon, we use the abbreviated rules to make a few rooms to explore.

Firstly we roll to see how big the catacomb is - a roll of 3 means we have 6 rooms to explore. Next we roll for its origin and another 3 tells us that this is a lair - excavated by some animal, though they may not live here anymore. Next we roll to see what condition our lair is in. A 5 indicates that it is well lit, with a luminous fungus providing sufficient light that a torch is not needed. The next step is to check the creature's condition and a roll of 4 means they are 'plagued', which means we will have to check for disease after each fight. Yuck.

With that done we can proceed to explore room by room. Each time we roll on the Catacomb Encounters table to see what we are faced with - an empty room, a trap, or a monster. Skurl can explore the whole catacomb or retreat after dealing with a few rooms. If he does clear every room he can make a test of his Underground Lore skill to try and find a further 1d6 rooms to explore.

Whatever we decide to do, we should make a note of where the entrance is but bear in mind that it will only exist for 1d6+3 days.

Special: Catacombs do not have a separate encounter table. The encounters will be inside, should you venture there. In addition, The Watch never enters the Catacombs, so no encounters here will require you to roll on the Lawbreaker table.

Special: The general citizenry do not like leaving open an entrance to a dangerous underground world near to their house or business. A Catacombs entrance should be marked on your map, but should be removed after 1d6+3 days - at some point the locals get together and board it up or fill it in with rubble. Make this roll when you find the entrance and make a note of when to remove it.

Settlement Specific Rules

There are some things that apply to adventuring within a settlement but not to dungeons or the wilds, mostly down to interactions with 'the Watch' or whatever local law enforcement exists in the city, town or village. These rules are intended to cover those interactions.

Fighting in the Streets

Some encounters and missions require you to fight in the streets (or taverns) of Titan; you might be wondering how the 'street environment' affects these combats. As an optional rule, you can roll on the following table to see if there are any other factors to consider.

Table 4.1.29 Street Factors

2d6	<i>Factor</i>
2	The Watch appear and they are not happy with this fighting. They swarm you and your opponent, dragging you apart and stopping the fight. Make a test of your Law skill - if you succeed they let you go after ten minutes interrogation, if you fail they drag you to the Jail location where you must spend the night, though you get all your gear back in the morning.
3	The mob turns on you - other people nearby decide you are a troublemaker and pelt you with improvised weapons. You have to fight with -1 to all skill tests as you dodge the barrage of muck.
4	Mud & Muck - the street is slippery with mud from a recent storm or rotting food and waste (you don't have time to check which) - any tests of Acrobatics, Running, Climbing or Jumping have a -2 penalty here as you slip and slide.
5	Small - the street is small and cramped, you cannot use a missile weapon here and Sneaking is at -3.
6	As combat begins, someone throws a bucket of nightsoil from a window above you; test your Dodge skill or get hit. If you do get covered with indescribable muck you have -3 to your combat rolls for the first two rounds as you cough and splutter. Later on, you may want to take a bath.
7	The streets are quiet..the fight proceeds as normal and without interruption.
8	A group of drinkers stumble out of a nearby establishment and watch with interest. If you make a test of your Leadership skill some will come and help you, giving you +1 to your Combat skill rolls.
9	Unusual Layout - this street has an odd shape, you can use it to your advantage getting +3 once to one skill roll from Sneaking, Awareness or combat. If you use a ranged weapon you can shoot twice before your foe reaches you.
10	The crowd goes wild! Other people on the streets see you are in trouble and decide to help, pelting your opponent with items such as cabbages, bricks etc. Each round they dish out one point of damage to your foe.
11	You spot some rickety crates in a perfect location; you can hide behind them (+3 Sneaking) or you can climb on them to gain +2 to your combat roll by having the higher ground, but if you fumble an attack the crates break and you fall to the floor, leaving you prone for one round.
12	A passing adventurer pitches in to help you. She has SKILL 8 STAMINA 12 Weapon: Mace Armour: Shield and Chain Hauberk - she fights alongside you until this combat is over, then hurries off to pursue her own quests.



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Unlawful Actions

Although most heroes try to behave decently, it is possible to play as a brute that achieves their aims whilst also terrorising the locals. To that end, nearly all NPC's have their characteristics listed, meaning you can attack them if you wish to. It's important to note three things:

- If you are going to attack them, you must decide this at the start of the encounter. You cannot use their dialogue options if you decide to fight them.
- Once the combat has been resolved, you must check to see if attacking them was an unlawful action (it will be stated alongside their characteristics). If it was, you now need to roll on the Lawbreaker table to see what happens to you.
- If you are playing a mission or campaign, you can still obtain information from them, it is assumed you are intimidating them into speaking.
- Most civilians (unless stated otherwise in their description) will attempt to flee after the first round of combat. If they get away, you still get to roll for their treasure (if any) and still have to roll on the Lawbreaker table.

On a world like Titan there isn't a formalised police system but instead every place will have its own arrangements, usually dependent on how much effort the local nobility put into organising security. A good, kind Lord might employ a regiment of trained footmen to carry out regular patrols; a poor or careless one might simply sweep the jails for thugs who can be paid in bounties and beer. In general, most of the law enforcement is done by the peasants. They will be told that when the constable or sheriff calls upon them all those who are able must take up arms and help. Overall, if you attract the attention of the 'The Watch' you don't know if you are going to be caught by a mob of peasants, a well armed group of soldiers or basically ignored.

Can I fight The Watch?

The short answer is no. You have to accept the result of the roll - if you get a bad result it is assumed that enough Watchmen or militia have turned up to subdue even the strongest heroes. There are however some ways you can influence the result, but these carry the risk of making things worse.

- Test your LUCK: If successful, add 4 to your roll. If unsuccessful, deduct 2.
- Attempt to talk your way out of it: Make a test against your Con special skill or Law special skill. If you succeed, add 2 to your roll, if unsuccessful, deduct 2.
- Flee! Before making the roll, you take the most direct route possible out of your settlement (deal with encounters as required) and leave. For every day you sleep rough outside the city, add 1 to your roll, but remember you need rations and must roll on the rough sleeping encounter table each night.



Table 4.1.30 Lawbreaker Table

2d6	<i>What happens to you</i>
2	The Watch has had more than enough of your antics. You are jumped by a full squad armed with nets and mancatchers, tied up, beaten soundly and chucked in the dungeons for a week. The jailers pop in occasionally to give you a kick and a thump and the only food you get is mouldy bread and slops. You are reduced to 3 STAMINA points. When they boot you out all your equipment apart from your backpack, one weapon (or spellbook) and 2d6 Gold Pieces has been 'confiscated'. When you complain about this, it's pointed out to you that only the intervention of those you have helped before saved you from the gallows. Disturbing the peace has consequences, as you now more clearly understand.
3	Guess what? Nightsticks can be daysticks too! Dispensing with due process, you are first netted and then given a hard beating accompanied by many surprisingly inventive insults. If you weren't busy screaming in pain you might have enjoyed them. Your STAMINA is reduced to 4 points and your equipment is grabbed before the Watch, with a final kick to the kidneys, leaves you lying in a heap. Go through your bags. For each item, roll 1d6. If the result is an odd number, the Watch has taken it. Reduce your total gold by 10d6 gold pieces to a minimum of one.
4	A large squad of Watchmen appear from the crowds and grab you. You are 'escorted' to the jail - that is your new starting location. A long and tedious interrogation, accompanied by some minor roughing up follows before you are chucked in the cells overnight. You are released the next day, but your STAMINA is reduced to 5 and your belongings have been picked over. For each item in your inventory, roll 1d6 - on a 1 or 2 it has been taken and 6d6 gold pieces were 'lost', apparently. Start your new day accordingly.
5	You think you have gotten away with it, when suddenly it's lights out as you are expertly coshed from behind. Lose 2 points of STAMINA (to a minimum of 2, the blow is not fatal). When you wake up you have been deposited outside the city wall, in the surrounding slums. Test against your LUCK. If you fail, you have been robbed - this means you lose 5d6 gold pieces and must roll for each item in your inventory - on a roll of 1 (on 1d6) it has been taken. Start your fresh new day at the city gate. If you succeed on your LUCK roll, the Watch has simply taken 3d6 gold pieces as a fine, but you still start your new day outside the city.
6	You've been a very naughty boy, haven't you? Someone has snitched about your location and a gang of Watchmen take the opportunity to pile on and subdue you. This is not done kindly and your STAMINA is reduced to 5. You are dragged to the jail and locked up overnight in a crowded cell. Test against your LUCK - if you fail you have contracted a nasty disease that will have you vomiting for a week - you can only gain 1 point of STAMINA per day from eating during this time. You are fined 6d6 gold pieces and let out the following morning. Start your new day from the Jail location.
7	A squad of Watchmen has been looking for you for some time and are very upset by the time they find you. You are grabbed and pummelled - reduce your STAMINA to 6 points - whilst some of them go through your belongings. Lose 4d6 gold.
8	The Watch jumps you and before you can fight back, claps you in irons. You are dragged off to spend the afternoon and evening in the stocks, where you are pelted with rotten fruit, vegetables and the occasional decaying rat. Lose 2 points of STAMINA To a minimum of 2). Your next Leadership special skill roll is at -2 and your Etiquette special skill rolls are at -2 until you reach an inn or tavern and have a bath.

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- 9 You are confronted by the Watch and a large number of crossbows pointed at you convince you to surrender. You are frogmarched to the jail (this is your new location) and spend the rest of the day 'negotiating' with a captain, whilst other Watchmen are sent out to check up on you. You are let off with a fine of 4d6 gold pieces, but rumours of your skullduggery have been spread far and wide. Your next three Social skill rolls are at a penalty of -3. At the end of the day you are released from the jail and must make your way through the city at nighttime. Adjust encounters accordingly.
- 10 A group of guardsmen have been alerted to your whereabouts and confront you on the street. They are heavily armed and armoured, and the hisses and boos you hear from passersby make it clear they have the support of the peasants. You decide to be nice and concede to their demands, which in this case is only a fine - deduct 3d6 gold pieces from your total.
- 11 The Watch has apprehended you! Also, the Watch are exceedingly drunk! You can't really work out what they are celebrating, but they are certainly taking the need to celebrate it very seriously. You quickly realise that you can get away with your crimes rather easily on this occasion. A round of drinks sets you back 1 gold piece, after which it is agreed that everything was a big misunderstanding. On your way!
- 12 Your heart sinks as you see the Watch approaching at a trot but soars again a moment later as you recognise the lead woman. She's an old friend from back home, you never expected to run into her here. She recognises you too and is delighted to see you again. The problems you've caused are quickly forgotten as you both agree to meet up for a drink sometime. Move along to your next encounter with a broad grin on your face.

Call for the Watch!

If you are in the City and not in a catacomb (or other location where the Watchmen fear to tread) you may try to call out for help. It is worth noting that Watchmen in general are highly skilled at turning a blind eye to trouble that doesn't involve them. If you cry out for help, make a test against your Leadership skill roll with a penalty of -3. In addition, look at the rules for your location - if there are modifiers to the Lawbreaker table roll, you also apply these to your Leadership roll. So if you call for the Watch whilst in the Slum Alley, your leadership roll has an additional -3 penalty, for a total penalty of -6! However, if you try to attract the attention of the Watch whilst at the Keep, you get a bonus of +4, for a total modifier of +1. If you do attract the attention of a helpful Watchman, they will come as a gang - they impose a -2 penalty on the SKILL of your enemy as they step in to fight beside you. The Watch do not fight for free though - they will take any treasure and items that are recovered from the enemy. It's best not to argue about this!

Call for Aid!

From time to time heroes might come across people they can convince to join their cause. This will be described in the text as 'So-and-so says you may call upon their aid'. The hero may ask this person to fight alongside them, usually for one encounter only (as described in the text). The hero will have to make the combat rolls for them according to the standard rules and they will mimic the hero - if the hero flees, they flee too.

Important note: This feature is intended to provide some assistance to the heroes, not allow them to build up an army of followers! You should only have one of each type of person available to help you - so if you have already met a peasant today and persuaded them to help you, no more will be persuaded to help you until you have used their services.

Stealing and thievery

Whilst not very heroic, some players may want to try their hand at larceny and the criminal life. There are two possible ways to go about this - using Sleight of Hand or Disguise and Con special skills. (This is separate from the brute force method of attacking them with a weapon!)

Sleight of Hand - pickpocketing.

Should you wish to pickpocket your way around Titan, the following rules apply. Firstly, this can only be used in a social encounter - you can't pickpocket a goblin that is trying to stab you. Secondly, if you choose this option it replaces other dialogue options. You can't attempt to pickpocket someone and then stand around having a chat with them, even if you are successful.

To make an attempt, you should use an opposed SKILL test as detailed in the core rulebook. For the civilian their Awareness = their SKILL + 2. So if you tried to pickpocket an Acolyte, you would test your Sleight of Hand skill against their Awareness of 5+2 = 7, using the 'contested skill test' rules. A critical failure on your part (rolling double one) or a critical success by them (rolling double six) means you have failed, no matter what your skill levels are!

Should you succeed, you have made off with 1d6 gold pieces, completely unnoticed by your victim.

Should you fail, they have noticed your knavery and will proceed to loudly cry 'thief! thief!' in an attempt to rouse the watch. You must test your LUCK. If successful you get away before the guards arrive - move your hero to an adjacent map location. If you fail, the watch has arrived and you must roll on the Lawbreaker table to see what happens to you.

Disguise and Con - the scam

In this scenario, you have decided to extort or con people into handing their money over. First of all you must create a disguise, which costs you 1gp in materials for every day that you use it. Dressed up as perhaps a tax collector or tithe taker, you are now ready for your scam. As with pickpocketing, you may only attempt this on social encounters. You cannot scam/pickpocket the same target and if you attempt to scam someone, you cannot use their other options.

Firstly, make a Disguise skill roll - if you fail, they realise something is 'off' about you and leave before you can even start your patter. Next make a Con roll but with a -3 penalty as you are trying to get them to hand over money. If you succeed, they are convinced and hand over 1d6 gold pieces, and you may move on. If you fail, they have seen through this charade and will tell you to leave them alone. Once this happens, news gets around and it will not be possible to attempt it again for one week. If you critically fail your Con roll they are sure this is criminal and cry 'Watch! Watch!' Roll on the Lawbreaker table.

Other restrictions

Clearly you must be sensible regarding your choice of victims. Trying to pickpocket a drunken dwarf is fine, trying to pickpocket or scam a leper is just unreasonable. Only one scam or pickpocket attempt may be made per location per day.

The fast moving world of Titan

As you move around your location, you should end up with various bonuses or penalties to skills such as Bargain or Etiquette, which reflect your understanding of the layout of this place and the lives of its people. However, Titan is a fast moving and unpredictable world and the people's memories are short when it comes to showering them with praise or holding grudges. Should you leave a location for a day or more, you lose all these bonuses and penalties and start again with a fresh slate.

4.2 Settlement Social Encounters

In this section are the ‘social encounters’, so called because it is usually possible to avoid combat and success is achieved by using social skills - Etiquette, Con, Bargain, Leadership and a few others.

Each person you meet has a ‘Social Rank’. For more details on social rank and how it is used, see section 7.2 ‘Social Status & Rank’. The important point to remember is that the difference in social rank acts as a modifier to skill tests for Etiquette, Con, Bargain or Leadership rolls. If your hero has a social rank of 5 and they are talking to a Leper with social rank 2, they have a +3 bonus to their skill tests. If however they are talking to a Young Noble who has social rank 7, they have a -2 penalty. Heroes start their adventures with a social rank of 3. Progress is made by completing adventures.

Heroes should also consider how long it takes to complete an encounter - if you are in hot pursuit of a villain, you may not have time to spend half an hour to an hour chatting with a washerwoman.

Temporary skill bonuses and penalties: Many of the encounters give you an opportunity to gain a bonus to a future skill use, though often at the risk of suffering a penalty. Such bonuses and penalties last until you use them (usually by making a skill test) or leave that settlement for a day or more. Remember that if you want to retire to an inn or drinking den to ‘wait it out’, you have to pay the cost of food and lodging.

Call for Aid!

From time to time heroes might come across people they can convince to join their cause. This will be described in the text as ‘So-and-so says you may call upon their aid’. The hero may ask this person to fight alongside them, usually for one encounter only (as described in the text). The hero will have to make the

combat rolls for them according to the standard rules and they will mimic the hero - if the hero flees, they flee too.

Important note: This feature is intended to provide some assistance to the heroes, not allow them to build up an army of followers! You should only have one of each type of person available to help you - so if you have already met a peasant today and persuaded them to help you, no more will be persuaded to help you until you have used their services.

Table 4.2.1 Settlement Social Encounters

S1	Leper	S24	Farmer
S2	Escaped Slave	S25	Suffering Penitent
S3	Town Crier	S26	Group of Noblewomen
S4	Dwarf Pedlar	S27	Scavenger
S5	Group of Traders	S28	Apothecary
S6	Wedding Party	S29	Wandering Elf
S7	Toady	S30	Nobleman
S8	Trumpeter	S31	Mummers
S9	Hag	S32	Fur Trader
S10	Puppet Show	S33	Artisan
S11	Squire	S34	Knight-Errant
S12	Desperate Chef	S35	Night Watchman
S13	Gluttonous Merchant	S36	Tithe Collector
S14	Servant	S37	Friar
S15	Young Noble	S38	Witchsniffer
S16	Burnt Out Building	S39	Messenger
S17	Drunken Dwarf	S40	Children
S18	Peasant	S41	Beggar
S19	Acolyte	S42	Townsfolk
S20	Priest	S43	Student
S21	Surly Watchmen	S44	Soldier
S22	Rowdy Barbarian	S45	Con Artist
S23	Pie Seller	S46	Dying Man

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Standard Encounter Options

As a reminder, in Chapter 3 we detailed a number of encounter options. A hero may wish to use this (or others they can think of) to deal with the challenges they face.

Table 3.1.1 Standard Encounter Options - see descriptions in Chapter 3 for more details.

Option	Action
Fight	Begin combat and resolve it using the normal combat rules, you may use a ranged weapon or spell in the first round if you have spotted your target.
Flee	Run from combat; test your LUCK to escape or suffer a ‘free hit’.
Sneak	Attempt to use Sneaking to get past your target, consider what bonuses or penalties apply.
Talk	Use a social skill, you must share a means of communication with your target.
Trick	Attempt to Trick your target in some way, a variety of means including magic can be used.
Bribe	Offer your target an amount of gold to ignore your actions.
Feed	Offer an animal food in order to distract it.

S1 Leper

SKILL	4
STAMINA	5
Social Rank:	2
Armour:	None
Weapon:	Unarmed

Attacking this person is an *Unlawful Action*.

Hunched against the side of a building with their begging bowl next to them is the sad figure of a leper. His hands and face are wrapped in dirty bandages that do not quite conceal the ravages of the disease.

A small bell is tied on a rope around their neck, to warn strangers not to approach too closely. As you pass by, they reach out a hand and ask if you can spare a coin or two. What do you do?

- This man has a terrible affliction and you are fearful of it. Pulling your cape across your face and holding your breath, you scurry past as quickly as possible.
- This terrible affliction has no cure, but you can ease their suffering. Being careful not to touch them, you place 2 gold pieces into their begging bowl and offer up a prayer to whatever gods may be listening. The leper thanks you; you may call upon their aid once whilst in this city, but only if you are in Slum Alley, Graveyard, Dump or Infirmary locations.

- Their very presence threatens you and everyone else! You curse them and strike out with your weapon, telling them to begone! The leper cries out and, grabbing his bowl, shuffles off in a pathetic fashion.



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S2 Escaped Slave

SKILL	4
STAMINA	4
Social Rank:	2
Armour:	None
Weapon:	Unarmed

Attacking this person is not an *Unlawful Action*.

A pathetic whimpering noise catches your attention. You look around and realise that what you thought was a pile of refuse is a person, dressed in tattered rags and with a set of heavy manacles on their wrists.

You can see they have been branded on their face and arms, meaning that they must be an escaped slave. They look up at you and plead for a little bit of food or gold, for they are starving. What do you do?

- Pass them a bit of food (deduct one rations from your inventory) and move on. You don't have time to deal with their troubles.

- The manacles are large but ill-made. You offer to try and break them off - make a SKILL test using the Strength or Locks special skill. If you succeed the slave is truly grateful and you may call upon their aid once at a later point, when in the slums or garbage heap locations.

- Slavery is a rotten business, but not your business. Sighing, you move on to your next encounter.

- An escaped slave is probably a criminal. You draw your weapon and move to attack. Due to their status in society this is not treated as an *Unlawful Action*.



S3 Town Crier

SKILL	5
STAMINA	6
Social Rank:	3
Armour:	None
Weapon:	Dagger

Attacking this person is an *Unlawful Action*.

Hear Ye! Hear Ye! The town crier is making his rounds just as you happen to be passing by. Clanging his bell to announce the start, he has news to tell of goings on in this place and also from the wider lands hereabout. The fellow is wide of belly and red of face, dressed up in a tatty livery that has definitely seen better days. His voice is strong though and a small crowd of people stop to listen to his pronouncements. What do you do?

- Sit and listen for a while. This could be a moment to eat some rations, or just rest your weary legs. You may roll on the 'Trivia & Gossip - Rumours & Events' table (Chapter 8), this applies in addition to other rumours & events you are experiencing

- You listen to the Crier but also decide to work the crowd a bit to find out what people think of today's news. You may make an Etiquette Special Skill roll. If successful you gain +1 to your next City lore skill test from your information collection work.

- You listen half-heartedly but you are mostly thinking about turning this to your advantage. As he finishes you approach the Crier and offer him a bribe to include news of your heroism in his next announcement! Make a Bribery Special Skill roll. If successful you must deduct 2d6gp but your next two Leadership or Etiquette skill rolls will gain a bonus of +2 as news of your valour travels around the city.

- You have no time to listen to tittle-tattle. Shoving your way through the crowd you head onward.

- You decide to take advantage of a distracted crowd to do a bit of pickpocketing. Make a test of your Sleight of Hand skill. If you succeed, gain 2d6gp but if you fail roll on the Lawbreaker table.

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S4 Dwarf Pedlar

SKILL	6
STAMINA	9
Social Rank:	3
Armour:	Mail Cuirass
Weapon:	Handaxe

Attacking this person is an *Unlawful Action*.

From the corner of your eye you spot what appears to be a living backpack. Huffing and clanking along is a large leather pack festooned with all manner of things; bits of armour, pots and pans, some tradesman's tools and at least one sword.

Looking more closely you can see a pair of hobnail boots shuffling away underneath and above them what may be the tip of a shaggy beard. This strange creature stops next to a stone bench and with a huge sigh the dwarven pedlar puts down the pack that had almost entirely hidden him.

He takes a swig of something from a flask, lays out a tatty blanket on the ground and quickly starts placing his wares upon it. What do you do?

- You have no need for knick-knacks such as these. You pass quickly on to your next encounter.
- There's no harm in having a look. You stop and browse his wares. You may purchase any piece of 'general equipment' here at the normal cost, or sell any small items you have up to a value of 5gp
- This fellow must know a thing or two about the world - you decide to engage him in conversation. Make an Etiquette skill roll, with a +2 bonus if you are willing to offer him one of your rations. If successful you gain a +2 bonus on your next City Lore skill roll

S5 Group of Traders

(*Three Traders in all*)

SKILL	5
STAMINA	7
Social Rank:	5
Armour:	None
Weapon:	Club

Attacking these people is an *Unlawful Action*.

You come across a group of local traders and craftsmen, who are having a spot of lunch and a few no doubt well earned tankards of ale whilst discussing business matters. Although not at their stalls, this could be a good opportunity to get to know some of them and find out how the local economy is going, or just pick up some gossip. What do you do?

- They seem to be happy on their own and you don't feel like chatting. Leave them be and move on to your next encounter.
- Ask if you can join them for a bit. Deduct one ration or pay 2gp for your meal. You may make an Etiquette special skill roll to see how well you get along - if successful you have got the inside track on a few deals and may have a +2 bonus to your next Bargain special skill roll.
- You are not interested in trading but these people must know their way around. Offer to buy them a drink whilst you pump them for information. Deduct 2gp but add +2 to your next City Lore roll
- These soft goldmongers don't know the dangers you face to protect their way of life and it's past time they got a taste of it! Smash your fist onto their table and with a hoarse growl let them know how lucky they are. Make a Con Special skill roll. If successful, gain a +1 bonus to your next Bargain Special Skill roll due to your fearsome reputation.

S6 Wedding party

(6 peasants in all)

SKILL 5

STAMINA 6

Social Rank: 3

Armour: None

Weapon: Unarmed

Attacking these people is an *Unlawful Action*.

In a world full of horror and misery it is pleasant to come across a merry sight from time to time. A wedding ceremony has just finished and the party, all in good spirits, are making their way to some house or inn to continue the celebrations. The bride and groom are at the centre of the group, holding hands and smiling at each other whilst all around them their friends and relations chat and laugh. What do you do?

- Curse them for their happiness and spit at the feet of the revellers. They look at you for a moment, shocked by your rudeness, before moving away hurriedly. Lose 1 point of LUCK, but your next Con skill roll gains a +2 bonus as word of your vicious nature spreads.
- Cheered by this sight you step forward and press 2d6 gold coins into the hands of the newlyweds, wishing them all happiness. Gain 1 point of LUCK.
- Although a pleasant thing, it's really none of your business. Ignore them and move onto your next encounter.
- A wedding means valuable presents, right? You may attempt a Sleight of Hand special skill roll to rob one of them as they pass. There is a penalty of -2 to attempt this theft due to the size of the crowd. If you succeed, gain 1d6 gold pieces. If you fail you are spotted and given some hard kicks before you manage to escape - lose 1d3 points of STAMINA.

S7 Toady

SKILL 4

STAMINA 7

Social Rank: 5 (+1 if a bribe of 1d6gp is offered)

Armour: None

Weapon: Dagger

If attacked, the Toady will attempt to flee on the first round. See below.

A well dressed man catches your eye, even though he seems to be trying to lurk in the shadows. He is looking around nervously and rubbing his hands together as if suffering from the cold and seems to be giving furtive glances left and right as though he is expecting someone. Looking him up and down you note that the clothes are well made but also well used, and have patches in some places and his skin is pallid and sickly. Still, the fellow might be a useful source of information. Perhaps you should question him?

- He looks too shifty to trust, leave him about his business and move on to your next encounter.
- Attempt to engage him in conversation by pretending that you know what he is up to; make a roll using the Con special skill. If successful you learn something to your advantage and gain a +2 bonus to your next City Lore roll, though if you fail the Con skill test the toady lies to you and your next City Lore roll has a -2 penalty.
- Hand on weapon, you try to corner this chump - but he has no stomach for this sort of thing and flees, flinging a small coin purse at you as a distraction. Gain 1d6 gold pieces and Move on to your next encounter. He is too much of a coward to report you, so you don't need to roll on the Lawbreaker table unless you encounter the toady a second time in this location.

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S8 Trumpeter

<i>SKILL</i>	6
<i>STAMINA</i>	7
<i>Social Rank:</i>	4
<i>Armour:</i>	None
<i>Weapon:</i>	Club

Attacking this person is an *Unlawful Action*.

You spy a young man, dressed in livery and carrying a trumpet. Clearly some sort of herald, he is currently taking his leisure and enjoying a mug of small ale whilst watching the world go by. Not a particularly unusual sight, but it occurs to you that a herald could overhear a lot of things in the course of his work and might be a good source of information. What do you do?

- March over and knock the mug of ale away, making it clear that he needs to spill the beans or there will be trouble. Make a Con skill roll. If successful you gain a +2 bonus to your next City Lore roll in this location. If unsuccessful the lad walks away smirking at you, take a -2 penalty to your next social skill roll in this location.
- You give him a little nod to say hello but otherwise leave him alone to enjoy his day. Move on to your next encounter.
- Stop and join him for a drink attempting to engage him in conversation. Make a skill roll (Bargain may be used). If successful you gain some useful tidbit of information that will give you a +2 on your next social Skill roll. If unsuccessful the conversation goes nowhere and he eventually makes his excuses and leaves, leaving you with a 3gp bill for the drinks.
- Hire his services? Make a Bargain skill roll, if you succeed he will, for a 2gp fee, accompany you for the rest of the day and announce your presence with a fanfare, granting you a +2 bonus to any two Etiquette or Leadership skill tests but making it impossible to use the Sneaking skill. You can dismiss him at any time. If you fail the Bargain skill test he is too busy to help you out.

S9 Hag

<i>SKILL</i>	3
<i>STAMINA</i>	7
<i>MAGIC</i>	3 (Devotion 5)
<i>Social Rank:</i>	2
<i>Armour:</i>	None
<i>Weapon:</i>	Dagger

Attacking this person is an *Unlawful Action*.

What seems to be a pile of rags turns out on closer inspection to be an elderly woman, sitting on a low stool, clothed in layer after layer of patched and repaired robes. She is giving you a toothless grin and beckoning you over. ‘Come and have your fortune told, traveller’ she rasps at you with a voice like the crackling of dried leaves, flourishing a tattered pack of tarot cards in her other hand. What do you do?

- You don’t believe in this sort of baloney. Move on to your next encounter.
- You are intrigued. Sitting next to her, you pass her a gold piece. She shuffles her Tarot expertly and lays out the cards, explaining as she goes, showing you a glimpse of what fortune has in store for you. Roll 1d6: 1-2 your future looks troubled and you must deduct one LUCK point. 3-5 the cards reveal a rosy outlook and you may restore one LUCK point. On a 6, a glorious career awaits you. Restore one LUCK and you gain +1 to your SKILL in your next combat.
- You go over, but tell her you would rather have information than your fortune told. She still asks you to cross her palm with gold and if you do so will reveal some of her secrets. You gain +2 on your next City Lore Special Skill roll.
- She’s a witch! Get her! You draw your weapon and advance grimly on this servant of darkness. Her eyes widen and she gives out a scream before fleeing with surprising speed for one so ancient. This is an Unlawful Action and you must now immediately leave this location or roll on the Lawbreaker table. If you encounter the Witchsniffer you may give him the location of this hag to avoid him.

Chapter 4 - Settlements

S10 Puppet Show

(Two Attendants)	(Puppeteer)
SKILL	5
STAMINA	7
Social Rank:	3
Armour:	None
Weapon:	Unarmed Club

Attacking these people is an *Unlawful Action*.

The squeak-squeak cries of 'that's the way you do it!' and a red and white pin-striped booth warns you that someone has set up a puppet show to 'entertain' the children of the area. A small crowd of excited youngsters has indeed gathered and seem to be enjoying the show whilst bored parents stand around the edges of the crowd, gossiping amongst themselves. A grubbily dressed boy moves amongst them holding out a hat and asking for pennies.

What do you do?

- This sort of thing just annoys you. Shuffle past as quickly as possible. Move on to your next encounter.
- Stop and watch the show for a while. Make an Awareness skill test. If successful you notice that as the boy goes around asking for pennies there is a girl moving amongst the crowd picking pockets! You may sound the alarm or ignore it. If you ignore it, move on to your next encounter. If you cry 'Thief! Thief!' the girl and boy make a dash for it, quickly slipping away into the crowd, but the 'actor' in the booth comes out with a club in hand and charges at you! You must fight. If you defeat him you win the thanks of the crowd for your honesty and the extra entertainment of the fight. Add +2 to your next social skill roll as your reputation spreads. If you failed your Awareness test, you are unfortunately a victim of the 'dipper' and must deduct 1g from your cash. What a show!

S11 Squire

SKILL	5
STAMINA	6
Social Rank:	4
Armour:	None
Weapon:	Dagger

Attacking this person is an *Unlawful Action*.

One of the best jobs for a boy is to be apprenticed to a noble as their squire. A general servant and dogsbody who will run around after them and in return learn the social and martial skills needed to be a member of the upper class of society. It is not uncommon to see them around town, noticeable by their attire, and you have spotted one such lad hurrying about his errands. For a moment he notices you and pauses, probably wondering if you are a strangely dressed peasant or somebody that he should be bowing to. The confused look on his face is quite comical. What do you do?

- You doubt that a child could be of any help to you. Move on to your next encounter.
- You decide to tease him a bit. Quickly drawing yourself up straight you play the role of an affronted noble, telling him off and demanding an apology for his rudeness. Make a Con skill roll, if you succeed he is convinced and grovels before you! The squire offers to help you for a while. At your next location, instead of rolling randomly for an encounter, you may choose a specific social (not map or challenge) encounter, as the squire fetches a person to meet you. If you fail the Con roll, he is unconvinced by your performance and simply nods at you before moving off.
- Although he is but a child, he is out and about in the city and talks to the other squires as well. You greet him and ask him what he is up to. Make an Etiquette skill roll. If you succeed you draw them into conversation and may add +1 to your next City Lore roll. If you fail, they are suspicious and shuffle off before you can learn anything.

S12 Desperate Chef

(*Three Dwarven Cooks*)

SKILL 6

STAMINA 8

Social Rank: 4

Armour: None

Weapon: Cleaver (Hand Axe)

Attacking this person is an *Unlawful Action*.

You are walking along a cobbled street when a nearby door flies open. Coming through it is a dwarf dressed in chef's clothing - an apron covered in food stains and a huge white hat that is barely staying on his head. In his hand he carries a cleaver dripping with meat juices. A waft of cooking smells blows out with him making your mouth water. The cook looks around, fixes his eyes on you and says 'You there! The Earl has arrived for lunch and we're shorthanded help us out for a few hours and I'll treat you to the tastiest supper you've had!' What do you do?

- You're an adventurer not a kitchen hand! Wave this bothersome cook away and carry on with your day. Move on to your next encounter.

- Sounds like a good deal...you pitch in with the chopping, pot-washing and stirring for the afternoon. The other kitchen staff are very chatty dwarves and are happy to talk about the local area. This knowledge means you may re-roll your next encounter, plus the chef does reward you with a hearty meal! In addition, if you succeed in a Leadership roll you spend the evening thrilling the cooks with tales of your heroism - you may call upon the aid of a dwarven cook once whilst in the Streets, Wealthy Streets, Tavern or Inn locations.

- You accept the offer and chuckle evilly to yourself as you go into the kitchen. This dwarf will pay for not recognising your status. You deliberately put too much salt in the soup, stir some muck into the sauce and 'accidentally' knock over the waiter carrying the roast. By the end of the day the chef is in tears and an angry argument can be heard from the restaurant.

S13 Gluttonous Merchant

SKILL 5

STAMINA 9

Social Rank: 7

Armour: None

Weapon: Club

Attacking this person is an *Unlawful Action*.

You are taking a moment on a bench seat to quietly recover from the strains of the adventuring life when you are disturbed by the plompf of a heavy weight landing on the other end. You crack open your eyes enough to see that a very large man dressed in the attire of a merchant has sat down next to you and is busy tucking into a large platter of food - roast bird, bread, a bit of stew and gravy, steamed cabbage - there seems to be a bit of everything in this pile. The merchant already has a bit of grease dribbling down his chin, but he offers you a cheery hello and seems willing to talk (between mouthfuls). He even offers you a bit of his dinner to share. What do you do?

- Accept the food and the offer of some company. You spend the rest of the day talking, drinking and eating with this merchant who has many tales to tell you about the coming and goings of the local economy. Deduct 1g for the food and drink, but gain a 50% discount on your next non-magical purchase from his tips.

- This merchant should have let you rest. With a great heave you flip the bench seat up and over causing the blusterer to sprawl across the floor of the inn, landing atop his dinner. Make a Con roll. If successful he apologises profusely for disturbing you and scuttles off to clean himself up. Add +1 to your next Con roll as your reputation gets around.

- No one should be so bold as to approach a killer like you so casually. Attack him immediately - but he is no fighter and flees at the sight of your weapon. The kerfuffle has disturbed some of the locals and you can hear them muttering about calling the Watch. Move on to another location before things get serious.

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S14 Servant

SKILL	4
STAMINA	6
Social Rank:	3
Armour:	None
Weapon:	Club

Attacking this person is an *Unlawful Action*.

It is not unusual to see servants, alone or in groups, hurrying about completing chores for their masters. Most of the time you ignore them but this woman has caught your attention.

She is dressed in the usual servant garb - leather boots, woollen clothing in several layers, a cloth cap and is carrying a lidded basket which probably contains firewood or clothes for washing, you can't tell at the moment.

Something about her manner is unusual, she is a bit bolder than most of the downtrodden workers you see and isn't put off by your obvious aura of danger. As you look over, you see that she is also looking back at you with curiosity. What do you do?

- People stare at you all the time, mostly due to the scars and weapons. Pay her no mind and continue with your day.
- Servants are a good source of information. You approach and try to make small talk. Make a test using the Etiquette skill. If successful you may roll on Table 8.7 Trivia & Gossip - Rumours & Events and gain +1 to your next City Lore test in this location.
- It's rude of her to stare. You snarl at her and make a motion as if you are about to draw your weapons. Make a test against Etiquette. If you succeed she drops her basket and runs off. If you fail she is startled, but simply turns away. Either way, it is unclear what you have achieved.

S15 Young Noble

SKILL	7
STAMINA	10
Social Rank:	7
Armour:	None
Weapon:	Short Sword

Attacking this person is an *Unlawful Action*.

Before you stands a young man dressed in the expensive clothing of a noble: A blue silk shirt, leather trousers and boots, a belt with a silver buckle and a dark velvet cloak. He has a fencing sword strapped at his hip and an expression of mild contempt on his face. His every movement tells you that he is looking for an opportunity to show off his swordsmanship. What do you do?

- Compliment him on his fashion sense - test your Etiquette, if successful the noble will offer to buy you a drink! If you meet another noble on this visit to civilization, add +1 to any social rolls as your good name has circulated. If you fail, your attempted compliment backfires and he insults you - your next social skill roll is at -1 due to embarrassment.
- Insult him - make a Con roll - if successful he scurries away, but if you fail, he attacks you and you must fight (It is not Unlawful to defend yourself).
- Challenge him to a duel: He will readily accept, swishing his sword around with anticipation. You can ask for or offer surrender at any point - he will surrender if below 4 STAMINA. If you surrender he will accept but viciously cut your face as he does so - you suffer -1 Etiquette for a week as it heals. If you duel to the death it is an Unlawful Action and you will need to roll on the 'Lawbreaker' table.
- Attempt to inspire him with your tales of adventure: Make a Leadership roll. If you succeed you can call upon his aid once whilst in the Streets, Wealthy Streets, Inn or Tavern locations. He will fight with you for one combat. If you fail, he mocks your puny achievements and saunters off to tell his friends about you. Your next Leadership skill test is at -1.

S16 Burnt Out building

Your nose alerts you to something of interest before you see it. A strong smell of smoke is wafting up from the smouldering remains of what was probably a small house or shop. It has collapsed in upon itself, or been knocked down by fire wardens to prevent the fire from spreading and is now a chaotic pile of broken and burnt timbers, wall sections, tiling and furniture. You have clearly arrived some time after the fire was extinguished as the only people paying attention to this mess at the moment are you and a few soot covered children picking away at the wreckage. There are no immediate signs of the former occupants. What would you like to do?

- This is just some sort of domestic accident, not of any interest - move on to your next encounter.
- Some poor family lost their home today. Talking to the children you find out that they know them, so you offer a couple of gold pieces from your pouch, trusting them to pass it on. Deduct 2 GP from your inventory. Word of your generosity spreads fast and you may add +2 to your next Etiquette test in this settlement.
- Maybe these children are onto something? Pulling a bit of cloth across your face you start to hunt around in the wreckage. Make an Awareness special skill test. If you succeed you find a keepsake worth 1sp. Taking your loot you sidle off, leaving behind a trail of ash and smuts. You may want to clean your boots at some point.
- Perhaps the gods will help? You stop, get down to your knees and spend a few minutes in thoughtful prayer, asking the gods to intercede. Roll 1d6 - on a roll of 5 or 6, this house will be rebuilt as a workshop (encounter M26) within 2d6 days. You may choose the type of workshop and will always receive a 20% discount when using its services.

S17 Drunken Dwarf

<i>SKILL</i>	6
<i>STAMINA</i>	9
<i>Social Rank:</i>	3
<i>Armour:</i>	Mail Cuirass
<i>Weapon:</i>	Warhammer

Attacking this person is an *Unlawful Action*.

You hear a noise that you think at first might be someone choking, but it turns out to be a red-faced dwarf, singing loudly and waving around a half-full tankard of ale. In his other hand he holds a small cask from which he occasionally takes a top up. It is clear from his staggering approach that he has been celebrating for some time and is feeling the effects. He is dressed in a blue cotton shirt and breeches tucked underneath a chainmail shirt. A heavy warhammer hangs from a loop on his belt. He has a large foam flecked beard of curly red whiskers, and a mop of curly hair above a pair of twinkling citrine coloured eyes. The dwarf is clearly in a very good mood and offers you a hearty greeting. What do you do?

- Accept his greeting and share a drink with him, telling each other tales of adventure. Make an Etiquette skill roll, on a success he will gift you his tankard. It is a heavy pewter tankard, embossed with pictures of dwarves battling goblins and has the letters 'MM' inscribed on the base. On a failure, you depart as friends but with no exchange of gifts.
- Acknowledge his greeting but slide away at the first opportunity; move on to your next encounter.
- Cuff him away and insult his singing; make a Con skill roll; if successful he gulps down a big swallow of ale and scurries away, on a failure he throws the remains of his cup in your face and walks off laughing. Your next Con roll is at -1.
- Throwing your arm around him, you decide to join in the party. The rest of the night is lost to a haze of alcohol and song, you wake up the next day in a random location in the city. Miraculously unharmed but with 3d6gp less in your pocket.

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S18 Peasant

SKILL	4
STAMINA	6
Social Rank:	3
Armour:	None
Weapon:	Club

Attacking this person is an *Unlawful Action*.

The world is teeming with peasants - those people who are just scraping by through a combination of common skills and physical labour, whether it be assisting a craftsman, digging the crops or just standing in a field minding the pigs, most people you pass in the street fall into this category. In general you go by with just a nod or greeting, but sometimes you stop for a longer chat. On this occasion you have come across a likely fellow, leaning up against a post with a pot of small beer in one hand and the general air of a man who is looking for a lost goat, but taking his time about it. What do you do?

- No harm in taking a break. You decide to stop and chat with them about nothing in particular - you can make a roll on the Trivia & Gossip - Rumours & Events tables.
- This lad might have seen something interesting whilst he was standing here. Make an Etiquette roll. If successful he turns out to be a mine of useful information and you gain a +1 bonus to your next City Lore or Etiquette roll. If unsuccessful, all you get out of him is a series of drawn out 'yaarrs' as it becomes clear he has had a few too many beers.
- Many peasants dream of living the adventuring life, maybe this one is up for it. You decide to inspire them, telling tales of daring feats, terrible combat and rich rewards. Make a Leadership roll. If you succeed, they will help you for a short time - they will assist you by providing either a +1 to your combat roll or social skills rolls in this location for the rest of today, after which they will get back to whatever duties their employer requires. If you leave this location, the bonus is lost as they go back to their work.

S19 Acolyte

SKILL	5
STAMINA	7
Social Rank:	3
Armour:	None
Weapon:	Dagger

Attacking this person is an *Unlawful Action*.

Hurrying past you so close that you have to take a step aside to avoid a collision, a robed woman catches your eye. She stops to apologise for her haste and quickly explains that she has some urgent duties at the Temple, and that the gods must not be kept waiting. You notice that she has some symbols stitched into her clothing and some jewellery that might or might not have a deeper meaning - make a Religion Lore roll with a +2 bonus. If you succeed, you have identified which god she serves and have +2 to all social skill tests for this encounter (or, if you are the same religion, automatically succeed). To find out what religion they belong to, refer to section 7.1 which sets out how to choose a specific god for a temple or priest, or you can simply choose a religion that is appropriate for your setting. As she has now stopped to talk to you, what do you want to do?

- Her god is not your god. You ask her to watch where she is going in future and you move on.
- Engage her in conversation about her faith. Make an Etiquette special skill roll. If you succeed she is so pleased by this conversation she promises to pray for you at her Temple. During your next combat, you gain +1 bonus to your combat rolls from this blessing.
- Religion is for the weak willed, a fact you can use to your advantage. Make a Con roll. If you succeed, you have convinced her that you are also a follower and on a secret mission that needs her help. She will offer you either a donation of 2d6 gold pieces or the chance to call upon her aid. You must choose one option now. If you fail your Con roll, she sees through your ruse and turns away haughtily, promising to warn others about you. Lose 1 point of LUCK.

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S20 Priest

SKILL	7
STAMINA	10
MAGIC	4 (Devotion 6)
<i>Social Rank:</i>	6 (see below)
<i>Armour:</i>	Leather Hauberk
<i>Weapon:</i>	Staff

Attacking this person is an *Unlawful Action*.

You spy an older man dressed in long patterned robes and a similarly decorated satin hat. He is holding a carved staff and talking to a group of nervous looking peasants. After a few moments he dismisses them and, as he turns to leave, notices you studying him. His clothes and staff mark him out as a person of distinction, but behind the hefty grey beard a welcoming smile has appeared and it looks like you have a chance to talk to him before he moves on.

Firstly, you should make a Religion Lore roll with a bonus of +4 (priests do not generally try to hide their religion) and if you succeed, you know which god he follows and you gain +2 bonus to your social skill rolls for the remainder of this encounter (or, if you are the same religion, automatically succeed).

To find out what religion they belong to, refer to section 7.1 which sets out how to choose a specific god for a temple or priest, or you can simply choose a religion that is appropriate for your setting.

Now that you have the priest's attention, what do you do?

- Meeting an actual priest is a stroke of good fortune as you are in need of healing; you beseech him to mend your wounds. Make an Etiquette or Religion Lore roll - if you succeed he will heal you for 6 points of STAMINA. If you fail, he tells you that others are in greater need and bids you hurry to the hospital.

- Falling to one knee, you profess your joy at meeting a true servant of the gods; you offer him a donation of 2d6 gold pieces for his Temple (deduct this from your total). The old priest places his hand on your head and offers up a prayer of blessing; roll 1d6 - on a 5 or 6 the gods have listened and you gain +1 point of LUCK.

- He may look friendly, but priests are known to be cunning and greedy too! You nod at him before swiftly moving on to your next encounter.



- Temples have resources that could be of use to you and a priest will have the keys. You can try to convince this priest to offer you some aid - make a Leadership or Con special skill test with a -2 penalty. If you succeed, the priest gives you a vial of holy water - you can use it to instantly deal 2d6 points of damage to any undead monsters you meet (it has one use only). If you fail, the priest tells you that other causes are more needy and shoos you away.

- If you are injured you may ask for healing. If you are dedicated (you are a priest, paladin or avowed follower) to the same religion as this priest, or to a religion of the same broad alignment (good, neutral, evil) they will heal you for 6 points of STAMINA damage. If you are not openly dedicated to a similar religion you must test your LUCK to receive this healing.

- Engage them in a discussion about religious matters, something priests are always happy to do. After 1d3 hours you are able to bring the conversation to an end, but you do receive +2 to your next Religious Lore roll.

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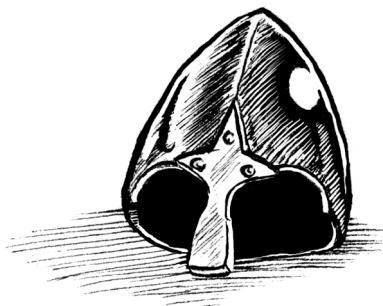
S21 Surly Watchmen

SKILL	6
STAMINA	10
Social Rank:	3
Armour:	Mail Hauberk
Weapon:	Halberd

Attacking this person is an *Unlawful Action*.

You have inadvertently caught the attention of two watchmen, who were standing about carefully avoiding any trouble to disturb their day. Dressed in armour and each carrying a wicked looking halberd, they saunter over and ask you what your business is. They don't seem particularly aggressive, just a bit bored but interested in what a stranger like you is up to. What do you do?

- Tell them you are a simple traveller going about your business and promise you aren't going to cause any problems. Move on to your next encounter.
- Tell them you are a bit lost and ask them for directions - make an Etiquette roll. If successful they give you a few directions and you gain +1 to your next City Lore roll. If unsuccessful they give you just one direction - be on your way.
- Getting The Watch on your side would be very helpful - you explain your predicament and try to convince them to help you. It is difficult, as they would rather go to a tavern than help a dangerous adventurer. Make a Law skill roll with a -3 penalty. If successful you may call upon the aid of one watchman once in this settlement (but not in the Catacombs). If unsuccessful they are suspicious of your plans and demand you move on immediately - you must move to another location at once.



S22 Rowdy Barbarian

SKILL	8
STAMINA	12
Social Rank:	2
Armour:	Leather Hauberk
Weapon:	Great Axe

Attacking this person is an *Unlawful Action*.

It is hard to ignore the extremely large wild haired man, dressed in furs and leather, that is striding toward you. Across his shoulders lies a large and wicked looking axe and as he approaches you he takes an enormous gulp of beer from a tankard before tossing it carelessly over his shoulder.

Pulling his axe down to his side and stamping it onto the ground the barbarian points at you and speaks. 'You there, adventurer - come and show your worth! Stand and fight me if you dare!'.

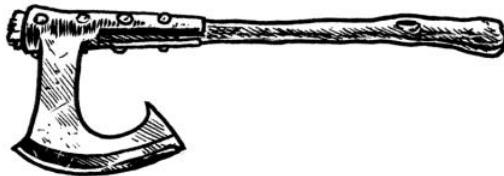
You notice a small crowd of bored peasants has appeared, seemingly from nowhere, to watch this exciting turn of events. What do you do?

- Oh, this looks bad. Before things have a chance to get worse, you turn and shove your way through the crowd and dash away as the laughter of the barbarian echoes in your ears. Move to your next location.
- Smiling, you offer a terse 'very well' and accept the challenge. Fight 4 rounds of combat with the barbarian. Whoever has lost the most STAMINA in that time is the loser. If you win, the barbarian thanks you for the challenge and offers to buy you a drink. Gain +2 to your next Leadership skill roll. If you lose, the barbarian still offers to buy you a drink and you part as friends. In the case of a draw, you may either move on to your next encounter or fight another 3 rounds of combat.
- Snarling, you draw your weapons. This fool should not have disturbed you and now they will pay. You fight the barbarian to the death. The crowd of peasants was excited by the prospect of some action,

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but left horrified at the casual manner in which you dispatched your opponent. Add +2 to your next Con roll as word of your savage nature gets around the local area.

- You are a poet, not a fighter: You try to persuade this hefty drunkard to put down his weapons and come for a drink. Make an Etiquette skill roll with a +3 bonus if you have any alcohol to offer him as a bribe. If you succeed, he recognises you as some kind of bard and agrees to swap life stories: you gain +2 to your next Forest or Mountain Lore roll. If you fail, he is angered by your attempt at friendliness. He grabs you mid sentence and hurls you across the ground leaving you in a crumpled heap. Your next Leadership skill roll is at -2 as your confidence also tumbles.



S23 Pie Seller

SKILL	4
STAMINA	6
Social Rank:	3
Armour:	None
Weapon:	Improvised (Hot Pies, scalding gravy causes 1 point of burning damage each hit)

Attacking this person is an *Unlawful Action*.

'Pies for sale! Hot pies for sale! Get'em before they're cold, get'em before they're all sold!' Comes the cry of a wandering pie seller. Dressed in peasant garb, but with a greasy apron across the front, a young woman is carrying a cloth lined wooden tray filled to the brim with a wide selection of pastry topped pies. They are evidently freshly cooked as steam rises from them and a mouth-watering smell of cooked meat and pastry fills the air. What do you do?

- You've no need for food just now, so you move on to your next encounter with a grumbling stomach.
- Buy a delicious pie, of course! For the cost of 1gp you can acquire a large and tasty meat pie. Roll a 1d6 when you eat it - on a roll of 1 you have unfortunately ended up with a bit more sewer rat in your pie than expected, and you spit it out in disgust (the pie seller has moved on by this point - no refunds). On a 2-6 you get a delicious pie which restores 3 points of stamina (and counts as one of your meals for today). Yum yum.



- You want a pie but don't feel like paying for it. You can attempt a Con skill roll with a -3 penalty to wheedle a free pie out of her. If you fail, she is disgusted with your begging and moves on. If you get a pie, make a roll as above.
- You wait a moment and watch. As people jostle around her, salivating at the prospect of a well cooked pie, you could try to pinch one. Sliding into the crowd, you may make a Sleight of Hand skill roll. If you succeed, you manage to sneak away with an illicit pie (make a roll as above to determine the quality) but if you fail, your larceny is spotted. The pie seller slaps your hand away and the crowd looks at you suspiciously - you must slink away to another location.
- For whatever malicious reason, you have taken a dislike to this purveyor of baked meats. Rushing up to her, you whack your hand underneath the tray sending pies spinning in every direction. A look of shock on her face is quickly replaced by tears as she scrabbles around picking up the ones that are intact. It is time for you to move on, but with a penalty of -1 to your next etiquette roll as word of your viciousness gets around.

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S24 Farmer

SKILL	6
STAMINA	9
<i>Social Rank:</i>	4
<i>Armour:</i>	None
<i>Weapon:</i>	Club

Attacking this person is an *Unlawful Action*.

A brawny farmer has brought his cartload of cabbages and turnips to market and is busy trading them to hungry peasants. His cart is almost empty of vegetables but despite that he seems to be grumbling about something and generally a bit upset with the world, stamping around in the mud in his thick work boots and pushing and slapping at his ass, which stands forlornly in the harness. What do you do?

- Neither cabbages nor turnips are of use to you now. Being careful not to catch his eye, you slide past while he is distracted and move on to your next encounter.
- Try to cheer him up with a bit of light conversation and stories about your heroism. Make an Etiquette roll with a +2 bonus. If you succeed it seems to take his mind off his problems and in return he provides you with an explanation of the local farming conditions and best varieties of turnip and cabbage that should be planted. Gain 1 point in Region Lore - Plains (you can only gain this benefit once per planting season). If you fail he is just annoyed by your boasts and waves you off, move on to your next encounter.
- Ask him what the problem is? He quickly tells you that his cart has got stuck in the mud and he can't shift it. If you want to help you can make a Strength skill roll to help him shift it (if you don't want to help you can make your excuses and leave). If you fail, you are embarrassed and must move on to the next encounter. if you succeed you shove the cart out of the mud and he thanks you with a bag of assorted vegetables - gain two meals and you may Call Upon the Aid of this NPC once, but only when you are in the Marketplace or outside the city walls.

S25 Suffering Penitent

SKILL	5
STAMINA	6
<i>Social Rank:</i>	3
<i>Armour:</i>	None
<i>Weapon:</i>	Club

Attacking this person is an *Unlawful Action*.

You were trying to avoid the shuffling chanting figure but unfortunately as you pass you catch his eye. Stopping in his tracks the man reaches out his hands towards you and implores you to abandon your path and look to the gods for salvation, lest ye be damned, damned!

Now that you are caught by his intense gaze, you can get a better look. Before you stands an older man with a bald head and a scraggly grey beard. He is dressed in tattered clothing that has been crudely repaired in many places.

Most noticeably he has several large ropes and chains tied around his body in ways that look designed to be uncomfortable and you can see that the bare skin around his neck and chest is chafed and bloody from the punishment. He is clearly some kind of religious zealot who has taken it upon themselves to purify himself through suffering. Perhaps he wants you to join him? What do you do?

- Shaking yourself free from his grasping, bony hands you stammer something about how much you respect all the gods and quickly move on before he can grab you again. Carry on forward to your next encounter.
- Filthy Cur! How dare this madman put his hands on you - with a snarl you shove him away and let out a string of curses. As he falls back he makes a strange sign in the air toward you before scuttling away. Roll 1d6 - on a roll of a 1 you have angered the gods and lose one point of LUCK. On a roll of a 6 you have pleased some deity and gain one point of LUCK.

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- This man is clearly troubled by life and it may help him if you at least listen. You find a quiet spot nearby and let him explain his message. He rambles on for some time, speaking intensely about his grand vision of the universe and how best to serve the gods, before eventually tiring to the point of near silence. He thanks you for listening, then gets up and shuffles off, seemingly drained by the effort of talking. The next time you visit a Temple, restore one point of LUCK as the gods acknowledge your act of charity. However, close contact with this man comes with peril. Roll a 1d6 - on a 1 or 2 you have caught a disease. Roll on Table 4.3.2 'Diseases' to see what has befallen you.



- Perhaps you can take advantage of this crackpot? Pulling him to one side you tell him that you too are on a religiously inspired quest and whilst you can't reveal all the details, the gods have asked you to gather the faithful to your cause. Will he help? Make a Con skill test. If you succeed you may Call Upon the Aid of this fellow when you are in the Temple, Slums or Graveyard locations - he will fight alongside you with wild fervour, adding +1 to his damage rolls if he hits with his club. However, if you fail your Con skill test he has seen through your lies and shoves you away hurling curses and denouncing your lack of faith, much to the amusement of those other citizens passing by. You lose one point of LUCK.

S26 Group of Noblewomen

(All 3)

SKILL 4

STAMINA 7

Social Rank: 7

Armour: None

Weapon: Dagger

Attacking these people is an *Unlawful Action*.

Swishing along in thick skirts of good cloth are three young women, chattering to one another about something that is, judging by their laughter, highly amusing. You are so dazzled to see a small island of colour and mirth that only a last minute side-step stops you from crashing into the middle of the group. The women look up, startled by your sudden presence and their conversation comes to a halt as crashing as the one you just executed. They do not seem impressed - what do you do?

- Offer your profuse apologies and, with a little bow, move on to your next encounter.
- Put on your most charming smile, flourish a little wave of the hand and do your best to strike up a conversation. Make an Etiquette roll. If you succeed in impressing them, you spend a pleasant hour chatting about social matters. Make a roll on Table 8.5 Lust for Power - Rumours & Events.
- Given the dangers facing you and the city, it's an affront to see such carefree people. Growling, you barge through the middle of the group muttering curses. Make a Con skill roll with a +2 bonus - if you succeed one of the women faints and collapses dramatically to the floor! Add +1 to your next Con roll out of satisfaction. Move on to your next encounter. If you fail at the roll they laugh at your surly behaviour and you have a penalty of 1 to your next Con roll as your ego takes a knock.

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S27 Scavenger

SKILL	4
STAMINA	6
Social Rank:	2
Armour:	None
Weapon:	Dagger

Attacking this person is an *Unlawful Action*.

Almost blending into the rubbish piled up in the corner you spy a shambling figure dressed in rags and leather patches, with a woven basket strapped to her back. She is poking around with a stick and from time to time hooking something up to deposit in her stash. Although dirty and unkempt, she has a kind face and you wonder what she might have overheard in her travels around the city. What do you do?

- As kind as she may be, that's not the help you are looking for. Move on to your next encounter.
- Smiling, you go over and strike up a conversation about life in the city. Make an Etiquette roll. If you succeed, you chat for a while and add +1 to your next City Lore roll. If you fail...even this lonely person would rather pick through trash than talk to you.
- This woman could be of use to you. You sound her out about some light spying duties - make a Con skill roll with a +2 bonus if you are willing to part with one of your meals. You can have an additional bonus of +1 for every 1gp you are willing to offer her. If you succeed, she is willing to keep an eye out for you. The next time you need to make an Awareness check in this city, you can succeed automatically as you have been 'tipped off'. You can't use that service again until you randomly meet another Scavenger.
- This could be a cunning disguise...avoiding her eye, you shimmy over until you are right behind her and wrestle the basket off her back to see what she is really collecting! Unfortunately, it is mostly junk and a tussle ensues before you let her get away - you grab one item (make a roll on the Everyday Items treasure table) but the embarrassment causes you a -1 penalty to your next Leadership skill roll.

S28 Apothecary

SKILL	6
STAMINA	9
Social Rank:	6
Armour:	None
Weapon:	Dagger

Attacking this person is an *Unlawful Action*.

A middle-aged woman is bustling along with the look of someone in the midst of a busy and demanding day. A faint clinking noise comes from one of the several pouches attached to her belt and you notice that her clothes are well made and at least moderately expensive. She is a few steps past you when she turns around and points her finger towards your chest saying 'You there! Are you here with my deliveries? I need them urgently.' What do you do?

- Mumbling something about 'heroic deeds' and 'end of the world' you move off to your next encounter.
- Intrigued, you ask her about these deliveries. She is annoyed that you are not her courier, but explains that she is in need of rare herbs and ingredients. She asks you to keep an eye out for rare plants - if you do encounter any, you can roll a Healing or Herb Lore skill roll and if successful, take a sample that you can sell to this apothecary for 5gp each (maximum three samples) the next time you meet her.
- Spying an opportunity you tell her that you have her deliveries, but you have put them somewhere safe for the moment. Make a Con skill roll - If you succeed she pays you 5gp and says she will wait here whilst you retrieve them. You must take your illicit money and move to a new location. If you fail, she is suspicious and refuses to pay up. Your next Con skill roll is at -1 as you question your ability to deceive.
- You politely explain that you are not here with deliveries but you might be interested in her services. She is willing to listen. You may purchase a healing salve for 10gp that will either restore 2 points of stamina or cure one disease. It needs to be used when fresh (within the next three days).

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S29 Wandering Elf

<i>SKILL</i>	7
<i>STAMINA</i>	11
<i>Social Rank:</i>	4
<i>Armour:</i>	Leather Cuirass
<i>Weapon:</i>	Sword

Attacking this person is an *Unlawful Action*.

The elven are a reclusive people and whilst not unknown they are a rare sight outside of their wilderness homes, so you are surprised to spot an elf sitting idly nearby in the shade of a tree. He seems to be quite at home and completely unconcerned by the bustle and chaos of the everyday human life around him. Perhaps it is some sort of meditation technique? Intrigued, you walk over and nod a greeting, hoping to find out what he is up to. What do you do?

- On second thoughts, this might be a bad idea. After you exchange greetings, you move on to your next encounter.
- Try to strike up a conversation. The elf is a little wary but still an interesting hero like yourself is someone worth swapping stories with. You sit down with him and pass an hour or two discussing the state of the world. Add +1 to your next Hunting or Forest Lore skill roll. By the time you have finished you are surprised to see it is near dark and you should find a place to rest.
- The elves are an arrogant lot and you see no reason why they should stand aside from the world of mortals. Walking over you confront him and demand he gives up any information that might help you. Make a Con or Leadership skill roll with a penalty of -2 unless you are an elf. If successful he offers up what he can - gain +1 on your next City Lore skill roll. If you fail, he mutters something in elvish and strides away, quickly fading into the crowd.

Special: If your hero is an Elf, you may choose to engage with him in conversation and learn what he has discovered about this settlement. You automatically gain +1 to your next social skill roll in this settlement. The conversation takes several hours.

S30 Nobleman

<i>SKILL</i>	7
<i>STAMINA</i>	12
<i>Social Rank:</i>	8
<i>Armour:</i>	Breastplate
<i>Weapon:</i>	Sword

Attacking this person is an *Unlawful Action*.

Accompanied by 4 men-at-arms:

<i>SKILL</i>	6
<i>STAMINA</i>	8
<i>Social Rank:</i>	3
<i>Armour:</i>	Medium
<i>Weapon:</i>	Sword

Crossbow (loaded and ready to shoot)

Attacking these people is an *Unlawful Action*.

A member of the nobility has taken some time away from their feasting and councils in order to take a jaunt around the city. He is a middle aged man, very well dressed in finest cloth lined with fur, riding a horse and surrounded by four pugnacious looking men-at-arms. He is holding a piece of silken cloth over his mouth and nose, presumably to ward off the smell and miasma of the less fortunate, some of which approach him asking for alms only to be shoved away by his guards. It isn't clear what he is up to, other than a spot of sightseeing. What do you do?

- It's probably best not to get involved with someone powerful. You let him pass and move on to your next encounter.
- Perhaps you could make a useful friend? Stepping out, you bow and attempt to introduce yourself. Make an Etiquette roll. If successful, the nobleman stops for a while and listens to your tale and promises to spread the word of your heroism amongst his friends. Gain +1 bonus to your next three Etiquette rolls. He also hands you a pouch containing 2d6 gold pieces. If you fail the roll, he assumes you are just another beggar and his guards shove you away.

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- Perhaps this wealthy man can offer you a job or become your patron. You move in front of him and, ignoring the crossbows pointed in your direction, introduce yourself as an adventurer for hire. You must test your LUCK - if you are successful the nobleman listens to your story with interest and, after some consideration reveals to you the location of a Catacomb (encounter M4) within the settlement (drop or roll a dice onto your map to find where the entrance is) that has been concerning him. If you are willing to clear it out - defeat all the monsters you find within - he will send a messenger to find you with a purse containing 4d6gp as a reward! If you fail the LUCK test he listens to half your tale before dismissing you as a charlatan, telling his guards to keep an eye on you as they leave.



- It's grossly unfair that this man should be so wealthy whilst others suffer! You step towards him and, ignoring the warning stares of the crossbowmen, confront him about the state of the city and demand to know what he is planning to do. Make a Con roll with a -3 penalty. If successful, you actually manage to shame him into making a few promises of improvements. You may add +1 to your Leadership skill, permanently, in this settlement. If you fail, however, the nobleman is upset with your haranguing and orders his guards to deal with you. They bundle you roughly to the side of the street and hold you down until their liege has moved on. Lose 1d3 points of STAMINA.

S31 Pair of Mummers

SKILL	5
STAMINA	8
Social Rank:	4
Armour:	None
Weapon:	Dagger

Attacking these people is an *Unlawful Action*.

In a quiet corner you can see a pair of mummers (actors) who are taking a few moments to go over their roles. A man and a woman, they are both wearing large amounts of make-up and large awkwardly balanced wigs sit on their heads. From what you can tell the current scene is a very dramatic one, on top of which the pair appear to be somewhat drunk.

At their feet is a trunk containing a variety of pieces of costume clothing and props. They are quite absorbed in their rehearsal but there is nothing to stop you approaching them should you wish too - they don't look dangerous after all. What do you do?

- Gossip from the theatre is unlikely to be useful. Dismissing them, you move on to your next encounter.
- Stroll up, put on your most charming smile and strike up a conversation with them. They are mostly interested in two topics: The social life of the city and themselves. Still, if you can make an Etiquette check you can steer the discussion a little. Gain a +1 on your next social skill roll and roll on the Rumours & Events table. If you fail, they mock you mercilessly and your confidence takes a knock - your next Leadership roll is at -2.
- Whilst they are absorbed in their practice, try to pinch something from their trunk. Make a sleight of hand roll. If you succeed, roll once on the Everyday Items treasure table. If you fail, they spot your larceny and start a hue and cry which is bound to attract the Watch soon. Give them a smug leer and move to another location.

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- They aren't doing anything useful or important, so you try to recruit them. Make a Leadership skill roll. Success means you may Call Upon their Aid. In one future encounter. They will either arrive and pretend to be skilled swordsmen, distracting your opponent and causing them a -2 penalty, or they can help you out in a Social encounter, pretending to be your sidekicks and adding +2 to your social skill rolls. You can only do this in the Inn, Tavern, Drinking Den or Theatre locations.

- Ask them for some tips and tricks on the fine art of acting; For a small fee - 5gp - they will spend an hour or so with you showing you a bit of their skills and teaching you a few tricks. You can add +2 to your next Disguise or Con skill tests.

S32 Fur Trader

SKILL 7

STAMINA 9

Social Rank: 3

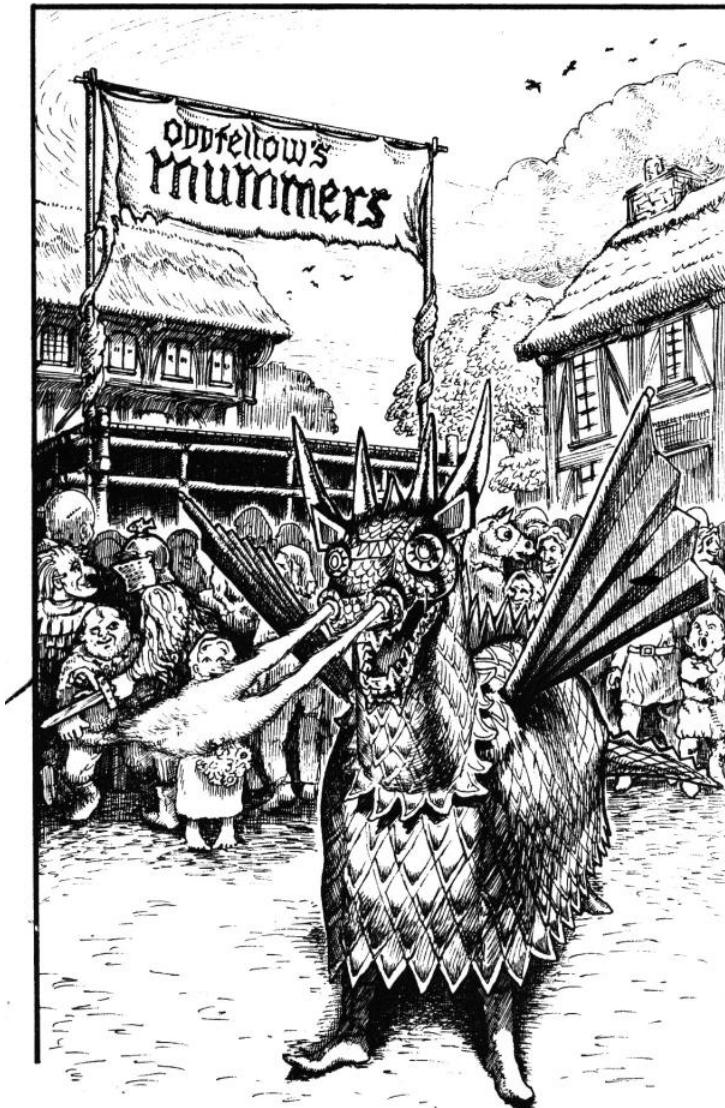
Armour: Leather Hauberk

Weapon: Shortbow, Axe

Attacking this person is an *Unlawful Action*.

A hunter has come to town to sell his haul of furs. Next to him he has a wooden rack covered in pelts and furs of a number of creatures, all cleaned and ready for working into clothing or some other household use. The hunter is a rough looking man, not young, with the hard face of someone who has spent many days and nights in the wilderness. Dark eyes look out from under the brim of foxtail hat and his long beard is braided into a plait which blends into his bear hide poncho. It is clear that he is a skilled trapper, but what does he know of the city? What do you do?

- You feel it is unlikely that he can help you, so with a curt nod you move on to your next encounter.
- Trade with him: He is not interested in buying anything, but you can purchase fur and hide clothing as listed on the equipment list in the Advanced Fighting Fantasy rulebook. Remember to make your Bargain roll.
- Feigning an interest in his wares, you strike up a conversation to see if he knows anything that can help you. Make an Etiquette roll. If you succeed he shares some information about things he has noticed in the city and you gain +2 on your next Hunting or Animal Lore roll. If you fail he grumpily ignores you until you give up and go away.
- Wait until he is distracted with a customer and try to steal something from his rack. Make a Sleight of hand roll to see if you manage to purloin something. If you succeed you get a fox fur worth 2d6gp. If you fail, he notices you and attacks! You must fight him or retreat. Fighting him is still considered an Unlawful Action, since you were trying to steal his goods!



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S33 Artisan

SKILL	6
STAMINA	7
Social Rank:	6
Armour:	Leather Cuirass
Weapon:	Hammer

Attacking this person is an *Unlawful Action*.

A sturdy looking middle aged woman dressed in practical work clothes and a leather apron is seated on a nearby bench whilst using a couple of small tools to work a design onto a wooden block. You watch her for a moment; she is intent on her work, making careful incisions on the piece with a small chisel and hammer, occasionally changing to a different tool which she pulls from the large pockets on her apron. It is clear that she is a skilled crafter and you suspect from the quality of her apparel that she is well paid for her work. What do you do?

- Maybe when you are a famous hero, you will let her make a woodcut of your exploits, but for now you leave her be and move on to your next encounter.
- A craftswoman such as this must know a lot about the city; you try to strike up a conversation with the hope of discovering something useful. Make an Etiquette roll. If you succeed she is happy to chat with you about her work and you gain +1 to your next Bargain and City Lore rolls. If you fail the roll, she is too absorbed in her work to talk.
- You don't have time to be nice. You reach down and snatch the woodwork out of her hands, then demand she helps you on your quest if she wants her piece back. Make a Con roll. If successful, she cowers and agrees to help you - gain +1 on your next City Lore roll. If you fail, she stands up and starts loudly haranguing you for your rudeness, quickly attracting a crowd of onlookers. You realise it is time to move on to your next encounter. Your next Bargain roll has a -1 penalty as word of your rudeness spreads around.

S34 Knight-Errant

SKILL	8
STAMINA	14
Social Rank:	6
Armour:	Breastplate, Large Shield
Weapon:	Sword

Attacking this person is an *Unlawful Action*.

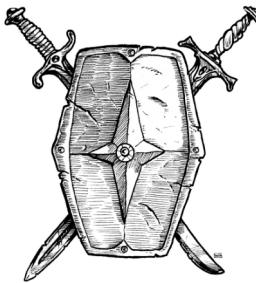
Your eye is drawn to a heavily armed and armoured man who is sitting working on the edge of his sword with a whetstone. Judging by his demeanour and the crest on his shield, which is resting at the back of his seat, you guess that he is a knight-errant - a capable fighter that moves from lord to lord seeking out opportunities to prove their valour according to the knighthly code. From the look of him, you think that he might be from Gallantaria. Even though he is wearing armour and a heavy travel worn cloak, you can tell that he is a powerful warrior and could be either a useful ally or a dangerous foe. What do you do?

- Knights and their codes of behaviour are troublesome. Avoiding his attention, move on to your next encounter.
- Maybe you could recruit him? Approaching the knight, you introduce yourself and explain your mission. Make an Etiquette or Leadership roll with a -3 penalty. If successful, he is impressed with your bravery and agrees to Come to Your Aid - you may call upon him once in this settlement, he will appear and fight alongside you for one combat. If you fail the roll, he listens politely but deems your exploits to be unworthy.
- Knight or not, you're going to knock the polish off his armour. You march up to him and demand satisfaction - he is shocked, but after a moment agrees to fight you, provided there are some rules. You will fight for five rounds of melee combat, whoever wins the most rounds is the victor. You may submit at any point (though he will not unless reduced to 3 STAMINA or less). If you should defeat the knight, he

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grudgingly hands you a purse of 10 gold pieces as your prize. If you lose, he lectures you at some length about pride and its dangers and your next Leadership skill roll is at -2. If you don't like his rules you can either attack him anyway (this will be an Unlawful Action) or sneer at him and move on to your next encounter.

- A warrior such as this must have some wisdom or tips that they could pass on, perhaps you can convince them to provide you with a quick training session? After introducing yourself and explaining your request the knight tells you that his services come with a price - test your Bargain skill if you are willing to pay the 2d6gp he is charging. If you fail the test your offer is too low and he grumpily requests that you move on. If you succeed the knight-errant takes your coin, agrees to spar with you and try to correct the flaws in your technique. Sparring takes several hours, so make sure you have the time to spare before you start. At the end of this class you feel you have sharpened your wits and loosened your arm, you have +1 to your combat rolls and damage rolls until the end of the next day. You may request this service if you meet the knight again, but only once per week.



- A knight from the Old World must have travelled far and wide and learnt a great deal. You resolve to sit with him and make conversation - make an Etiquette skill roll. If you succeed you can spend a few hours swapping tales - increase your World Lore skill by one permanently (this can only happen on your first meeting with the Knight, on subsequent meetings gain a temporary +1 bonus to World Lore). If you fail the Etiquette roll, he politely declines to spend time with you and asks you to move on.

S35 Night Watchman

SKILL	6
STAMINA	9
Social Rank:	3
Armour:	Leather Cuirass
Weapon:	Quarterstaff

Attacking this person is an *Unlawful Action*.

Shuffling along with a wary step comes an old man, his beard as white as moonlight, dressed in several layers to keep out the cold and carrying a lantern topped staff in one hand and a bell in the other. As his light illuminates you, he stops and peers out from under the brim of his wide brimmed hat. 'Who goes there?' comes the query. The night watchman stands and waits for your reply, ready to ring his bell in alarm if needed. What do you do?

- Hold up your hand in greeting and reply 'just a traveller, coming home late' before moving on.
- Stand stock still and glare at him - make a Con skill roll. If you succeed, the old man quails and backs away, leaving you alone in the darkness. If you fail, he stands his ground and starts ringing his alarm bell - you must move to a new location immediately or roll on the Lawbreaker table.
- Greet him and, showing you mean no harm, go over and talk. He is more than happy to pass some time in conversation - it is preferable to patrolling the dangerous streets. Make an Etiquette skill roll. If you succeed you learn a few things and gain +1 on your next City Lore roll, if you fail you learn nothing and when you stop chatting, you realise that you have wandered away to a new location. Pick one that is adjacent to where you started.
- The job of night watch is poorly paid and risky - offer him 10gp and make a Con or Leadership skill roll. If successful, you can Call upon the Aid of this fellow, who will fight alongside you - but only for encounters at night. If you fail the roll, he takes the gold but makes no promises...

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S36 Tithe Collector

SKILL	6
STAMINA	10
Social Rank:	5
Armour:	Leather Hauberk

Weapon: Dagger

Attacking this person is an *Unlawful Action*.

Much to your dismay, you have caught the eye of a tithe collector, sent out on the official business of getting revenue for his lord or lady. This rotund middle aged man, dressed in good cloth as fits his station, carries with them a large book detailing the expected rates and payments along with a carved wooden seal which grants them the authority to charge a levy as they decide. You let out a sigh, because you know that once you have been entered into the lists by the collector they will seek you out again in the future. In the meantime it is likely they will charge you. Already, you can see the tithe collector is leafing through their book, no doubt trying to work out how much should be charged on a 'hero'. What do you do?

- Quickly, you try to dash away before they can latch onto you. Make a test against your Sneaking skill. If successful you manage to slip away unnoticed, but if you fail, the tithe collector intercepts you; add +1 to your roll on the table below.
- Try and talk your way out of it. Make a test against your Con or Law skill. If you succeed you convince the Tithe Collector that you've already paid your dues for this season. If you fail, he is upset by your blustering and increases your charge - add +1 to your roll on the tithing table below.
- Accept your fate and make the payment as required. It's painful, but the alternative is being thrown out of the settlement, so you grit your teeth and put up with it.

<i>1d6</i>	<i>Tithe</i>
1	The collector has mistaken you for somebody else, probably a peasant or labourer. You might be upset by this but on the other hand, it means he thinks you have already paid your due and leaves you alone - this time.
2	The man flicks through his lists, struggling to find a suitable reason for taking your money. In the end, he settles on a charge of one gold piece, but with the promise that he'll definitely expect more from you next time.
3	There is a bit of a discussion about what you should be taxed as and in the end you manage to convince him that you are basically a servant and really aren't worth that much. Your charge is a relatively minor 1d6 gp.
4	Waving his seal under your nose and generally making it clear that you are beneath him, the Collector eventually decides that being a sell-sword makes you a type of merchant and charges you 2d6 gold pieces.
5	The tithes have been poor this year and the Collector is looking to make up some of the shortfall. With a nasty smile on his face, he levies you for 4d6 gold pieces.
6	Perhaps the Collector was beaten up by an adventurer recently, because he seems to find all sorts of reasons to levy you - sword tax, armour tax, boots tax and so on - it all adds up to a charge of 8d6 gold pieces! It's a shocking fee, but what choice do you have?

Special: Attacking the Tithe Collector is considered to be an extremely serious offence. If you do take this choice, you must apply a -3 penalty to your roll on the Lawbreaker table, which must be done immediately, as the Watch keeps a careful eye on him.

Special: If all else fails, you may test your LUCK to avoid the tithe. If you succeed, a messenger runs up and he is called away immediately, but if you fail the LUCK test you roll again on the tithe table adding +1 to the result. Double taxed!

S37 Friar

SKILL	6
STAMINA	10
Social Rank:	6
Armour:	None
Weapon:	Quarterstaff

Attacking this person is an *Unlawful Action*.

In addition, if you do attack this devoted follower of Galana, then 3 Leafbeasts - see encounter C22 - will spring up from the ground to defend him!

A merry friar has come into town, on business for his monastery. He is dressed in the robes of his order - the varied greens of Galana - and a long travelling cloak, with leather sandals on his feet and a stout walking stick in hand. He has a well worn knapsack on a strap over one shoulder and on the other side, he has an unusual leather harness containing a small oak barrel, from which he is dispensing samples of the monks' work. A strong whiff of liquor wafting around here tells you that it is some sort of brandy or spirit that he is selling. Free alcohol is, naturally, attracting a small crowd of interested peasants and judging by the loudness of the conversation the friar has also been sampling his own supply. What do you do?

- It looks like fun, but you don't have time for it at the moment. Move on to your next encounter.
- You've earned a break. You join the throng and take a cup of the brandy. It is delicious but extremely strong. You can restore one point of LUCK as your spirits rise, but suffer -1 point of SKILL until you have a chance to sleep off the effects. The talk flows freely in this merry little crowd and you should roll once on Table 8.7 Trivia & Gossip - Rumours & Events to find out what you hear.
- You join in with the crowd but politely decline a sample of the drink. Instead you take the opportunity to quiz the friar, though he is mostly interested in the gods. Gain +1 on your next Religion Lore roll.



- Waiting for your opportunity, you ask the friar if he is capable of healing your wounds. Make an Etiquette skill roll with a +3 bonus; if successful he is happy to spend a little time bandaging you up (you may recover 3 points of STAMINA). If you fail the roll he is a bit upset at your interruption and asks you to go to a temple instead. A Priest of Galana automatically succeeds at this roll.
- You decide to have a bit of fun with this crowd; putting on your most menacing air, you start barging your way into them, knocking drinks out of their hands and shoving people around. You make it clear to the friar he will need to give you something to get rid of you. Make a Con skill roll. If you succeed he gives you a small bottle of fine brandy (worth 15gp) in return for you leaving. If you fail the roll - the crowd turns on you and starts pelting you. Take one point of STAMINA damage and move on to your next location before weapons are drawn.

S38 Witchsniffer

SKILL 8

STAMINA 13

Social Rank: 7

Armour: Chain Hauberk

Weapon: Sword

Attacking this person is an *Unlawful Action*.

With his wide-brimmed hat and silver buttoned longcoat of thick black leather, the Witchsniffer is an immediately recognisable figure. Working his way through the crowds, this tall man is as alert as a hawk. His dark eyes dart from person to person, pausing only long enough to scan them for signs of heresy and chaos.

His gaze alights on you and he stops, evidently intrigued by the possibilities for questioning that you present. You note that as he is considering you his hand has moved to the pommel of his sword. What do you do?

- If you have unveiled the nature of the Hag (see encounter S9) you can provide that information to the Witchsniffer and they will allow you to move on unmolested.
- Nod respectfully to him and try to slip back into the crowd. Make a Sneaking skill test - if you succeed you have evaded him and can move onto the next encounter. If you fail the test he has kept an eye on you and you will be questioned as described below.
- Take the initiative - moving over to him you confide that you have seen suspicious activity nearby that he should investigate - make a Con skill roll - if you succeed he is convinced and hurries away. If you fail the roll, he will question you as described below.
- Stand defiantly and wait for him to make his move - the Witchsniffer shoves his way over and starts to question you. If your MAGIC score is zero, he will ask three questions. If you have a MAGIC score of one or more he senses your aura of power and will ask five questions. For each question you must test

one of Etiquette, Religion Lore or Magic Lore (your choice). For each time you fail he will fine you 1d6 gold pieces for your lack of faith! If you refuse to pay (or answer) he will call for The Watch to deal with you and you must roll on the Lawbreaker table!

Special: If you are currently engaged in fighting The Coven, you can explain your situation to the Witchsniffer and he will be keen to help you. He will provide you with a charm (a small pouch of herbs and bones) that fills you with determination and increases your SKILL or MAGIC (you choose) by one when fighting witches. After giving you this help and some advice, he pats you on the back and wishes you the best of luck - indeed you may restore one point of LUCK.



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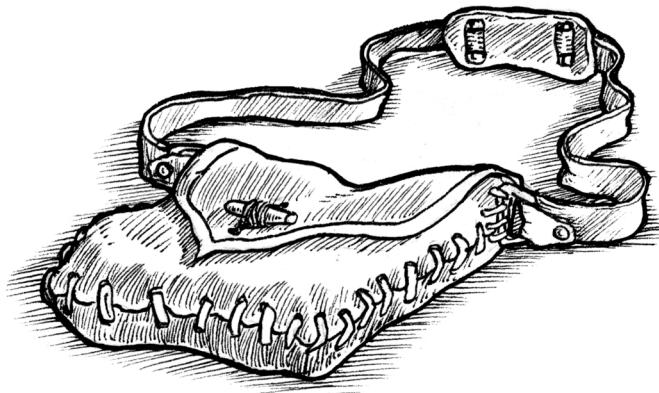
S39 Messenger

SKILL	4
STAMINA	6
Social Rank:	3
Armour:	Dodge Skill 3
Weapon:	Improvised

Attacking this person is an *Unlawful Action*.

Sitting on a barrel at the side of a street is a girl, idly drumming her heels on the staves and looking around. When she sees you she hops off the barrel and comes trotting over with a determined look on her face. 'Hey you, hero - need to find someone? I can help!'.

The girl explains that she is available for hire as a messenger and she is adept at finding people around the city, for a fee of course. What do you do?



- Confident you can find anyone you need for yourself, you shoo her away and move on to your next encounter.
- Ask her to find someone: For a fee of 1gp, she will go to a location of your choosing and find the person you are seeking. When you get to that location you can choose one of the social encounters from the list of those available. You can use this service once per day.
- Ask her to deliver a message: For a fee of 1gp she will take a message from you and deliver it to any NPC - as listed in the social encounters - in the city (this may help you complete your missions quickly). You can use this service once per day.

S40 Children

(1d6+1 Children)

SKILL	3
STAMINA	3
Social Rank:	3
Armour:	None

Weapon: Unarmed

Attacking these people is an *Unlawful Action* and indeed it is considered so heinous that a -6 penalty on the Lawbreaker table applies.

You see children everywhere in the city, playing, running errands or helping out their parents at some trade or other. Here a group have escaped the clutches of the adults and are playing a game of 'guards and goblins' with the two sides pelting and taunting each other from either side of the street. Usually you would slip past them unnoticed but they have taken an interest in you and started asking questions about your equipment ('why'd ya have so many weapons?') and what you are up to (why ain't you out farming turnips? Did ya lose your pigs?) so it seems you are going to have to do or say something to get past.

- Nodding and scowling you (gently) shove your way past the juvenile inquisition and head on to your next encounter. You can hear sounds of disappointment as you leave.
- The safety of the city (and perhaps the world?) might rest on your shoulders but hey, you have time to play. You join in with the games for a while and relax. Make an Etiquette skill test with a +3 bonus. If you succeed you pick up some news about the settlement, roll on Table 8.7 Trivia & Gossip - Rumours & Events. If you fail, you had a nice time but eventually the children get bored of you.
- Curs! Rascals! With a flash of anger you growl and roar at the children - shocked faces look up for a moment before they scatter. Gain +1 to your next Con roll, but also roll a 1d6. On a roll of 1 the gods have noticed your cruelty and you lose one point of LUCK.

S41 Beggar

<i>SKILL</i>	3
<i>STAMINA</i>	5
<i>Social Rank:</i>	2
<i>Armour:</i>	None
<i>Weapon:</i>	Unarmed

Attacking this person is not an *Unlawful Action*.

A head covered in filthy matted hair, crawling in lice, holds a face which is pox-scared and weatherbeaten. Filthy rags cover the man's painfully thin body and limbs as he holds out a wooden bowl towards you. 'Alms for the poor?' he asks in a voice that has been ravaged by too many icy cold winter nights spent sleeping in the rough. Whatever he once was, this beggar is now amongst the lowest of the low. What do you do?

- Holding your cape over your face to avoid infection, you step smartly around him and move on.
- Pity tugs your heartstrings: Reaching into your purse you drop 1 gold piece into his bowl - the beggar is overjoyed and thanks you profusely, to the point of embarrassment as a small crowd has noticed your generosity. Add +1 to your next Leadership roll.
- What is worth more than gold? A bit of kindness, you believe. You stop and talk to the man, offering him what comfort you can before you move on. Roll 1d6 - on a roll of 1 you have caught something from him and must roll on 'Table 4.3.2 Diseases'. On a roll of 6 the gods have noticed your efforts and favoured you; restore one point of LUCK.
- Ask him if he wants a job: Make a Bargain or Con roll with a +2 bonus. If you succeed you Call Upon the Aid of this beggar when in the Slum Street, Graveyard, Garbage Heap, Temple or Jail locations for a fee of 1 gp. He will hurl himself into combat, armed with a club. If you fail the skill test the beggar is afraid of you and shuffles away like a beaten dog.

S42 Townsfolk

The random encounter tables for each location are tailored to suit them - so you are more likely to encounter a priest at the temple than the jail - but there are some townsfolk which are found everywhere and there are some times, if you are using this book as an aid to running adventures, when you might need a random, non-specific citizen. Use this table then refer to the specific encounters. If you don't want to add an additional encounter at this point, you can ignore the 'Townsfolk' encounter and simply treat them as background figures, ignored as you make your way through the settlement.

Table 4.2.2 Townsfolk -
roll on this table then refer to the encounter

<i>2d6</i>	<i>Daytime</i>	<i>Nighttime</i>
2	C1 Cutpurse	C16 Cutthroats
3	S15 Young Noble	S27 Scavenger
4-5	S14 Servant	S14 Servant
6-8	S18 Peasant	S18 Peasant
9-10	S40 Children	S35 Night Watchman
11	S44 Soldier	S2 Escaped Slave
12	S41 Beggar	S41 Beggar



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S43 Student

SKILL	5
STAMINA	8
Social Rank:	4
Armour:	None
Weapon:	Dagger

Attacking this person is an *Unlawful Action*.

Wandering along in a cloud of frustrated concentration, book in hand, you see the robed figure of what must be a student. She is obviously making an attempt to absorb her lessons, but you also note that her other hand holds a jug of something with a distinctly beer-y smell. She is probably a noble of some kind - not many peasants can afford to send their children to school, let alone college - but it might be worth talking to her anyway. What do you do?

- What could a student teach a master such as yourself? Leaving her to her studies, you move on to your next encounter.
- Walk over and introduce yourself. Make an Etiquette test - if you fail she excuses herself and hurries away, if you succeed she gives you a long talk taking at least one hour. Your next Lore roll of any kind (except City Lore) gets a +1 bonus. Exhausted from nodding your head and listening, you move on.
- Students have romantic notions which you could put to use! Approaching, you explain your mission and its dangers - make a Leadership skill roll. If you succeed you can Call upon the Aid of this student once whilst in the College, Hospital, Inn, Tavern or Wealthy Streets location. If you fail they are horrified back away from you before scrambling away.
- You've never liked bookworms. Striding over you knock the book from her hand and try to grab her beer - she holds onto that tightly. Make a Con roll. If you succeed she shrieks and runs, leaving you with a jug of beer and a book worth 1d6gp. If you fail she stands her ground and calls for the Watch - you should move on immediately, or stay and roll on the Lawbreaker table if you really want to.

S44 Soldier

SKILL	7
STAMINA	11
Social Rank:	3
Armour:	Leather Hauberk and Small Shield
Weapon:	Spear

Attacking this person is an *Unlawful Action*.

It is clear that the man standing nearby is a soldier or mercenary. His battered face and muscular build would have been clue enough without the arms and armour he wears like a second skin. He is brooding over a jug of ale with a sour look on his face and hasn't noticed you, so you take a moment to study him. You can see that he has well worn leather armour and a spear with a brightly polished tip. His boots are large and stout, his tunic and hose seem to be in good condition. In short, this is someone who is ready for duty. What do you do?

- He doesn't seem to want company and you are happy to oblige him. Move on to your next encounter.
- Saunter over and introduce yourself, in the hope of exchanging war stories for a while. Make an Etiquette roll - if you succeed you can spend a while discussing battles and combat, as a result of which you gain +1 on your Combat skills for the next fight you are in, trying to put into practice the tips you've picked up from him. If you fail, he makes a crude joke at your expense and you retreat, embarrassed - your next Con roll is at -1 due to this humbling.
- You cough loudly and raise two fingers at him in the universal sign of challenge. Make a test against your Con skill. If you succeed you have taunted him into attacking you, and you can fight without rolling on the Lawbreaker table. If you fail the test he simply sneers at you and goes back to his drinking.
- Offer him 1gp to give you directions to either an Armourer or Weaponsmith - the next time you are in a location which has one of these as a possible map encounter, you may automatically choose to find it.

Chapter 4 - Settlements

S45 Con Artist

SKILL	6
STAMINA	9
Social Rank:	5
Armour:	None
Weapon:	Dagger

Attacking this person is an *Unlawful Action*.

You are approached by a neatly dressed and groomed figure, a man who extends his hand to you in greeting and starts to ask you questions about your life and exploits. He is talking fast and with a certain charm and wit. They seem to know that you are an adventurer and are fascinated by your heroic travels, though you are not sure why. What do you do?

- You don't trust this person so you are going to brush them off and move on.
- You decide to engage them in a game of wits. Make a contested skill roll using either Etiquette or Con skills against their SKILL of 6. If you win, you convince them to help you out for the rest of the day - they will not fight for you but help you with social situations, providing +1 to Etiquette, Con or Bargain rolls. If you lose, they have talked you out of 3d6gp. How did that happen?
- Clearly this is some sort of ne'er do well, intent on causing you problems - you grab them and shake them vigorously to get your message across. Make a test against your Strength skill - if you succeed they are suitably frightened and flee, dropping 1d6gp in their panic. If you fail they wriggle out of your grasp and dance away, jeering. Your next Con roll is at -1 due to embarrassment.
- Something tells you The Watch might be interested in this fellow - you take careful note of his appearance. The next time you meet a member of The Watch or find yourself in the Jail or City Gate locations you can try and report him - make a test of your Law skill. If you succeed, The Watch gives you a reward of 1gp for the information, if you fail the test they have no idea who you are talking about.

S46 Dying Man

SKILL	4
STAMINA	0
Social Rank:	3
Armour:	None
Weapon:	Dagger

Attacking this person is an *Unlawful Action*.

Coughing and spluttering their last, you have come across a victim of the type of violence that is all too common in the city. It is clear that without assistance this person will soon be going to meet their maker. What do you do?

- You don't know why they've ended up this way and you don't want to find out. Averting your eyes, you move on.
- This poor wretch needs your help, urgently. You can use either the Healing skill or, if you have it, magical healing to aid them. If you use the Healing skill you must pass a skill test to have an effect. If your healing is successful, you staunch their wounds and bring them back to consciousness. You may also move them to a Temple or Hospital location and pay 5gp to the priests to save them if you have no trust in your own healing skills. If you should save them, they are too weak to do much more than thank you for your help but promise to remember you. If you should die in this settlement, roll 1d6 - on a roll of 1 your new friend happens to be passing by and will return the favour by pulling you to safety! You will wake up at one of the Temple locations, with all your gear and one point of STAMINA. The life-debt is repaid.
- Life has no mercy for the weak. You quickly frisk them for valuables as they clutch at you feebly - roll 1d6: 1-3: Nothing, 4-5: A pouch containing 1d6gp, 6: You are spotted and a hue and cry is raised - you must roll on the table 4.1.30 'Lawbreaker Table'.

4.3 Settlement Challenge Encounters

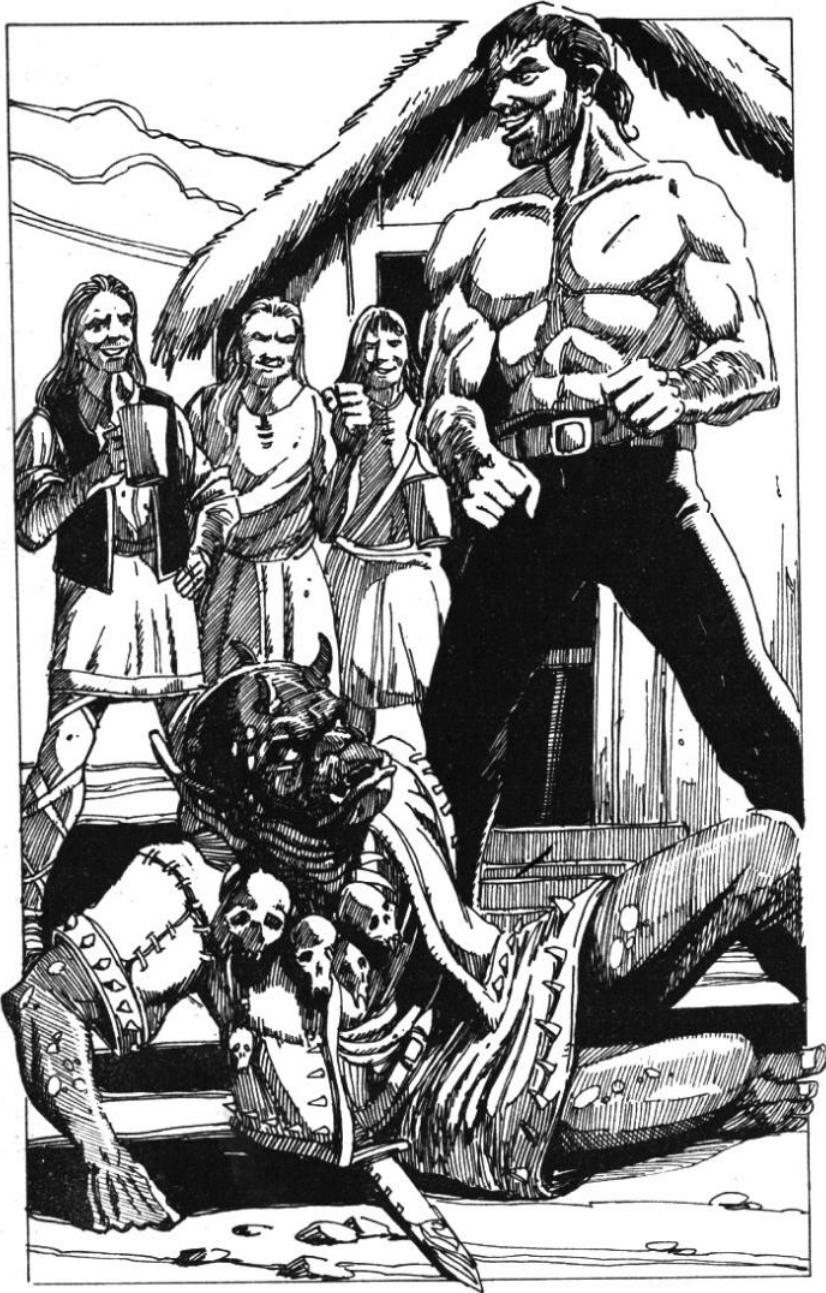
In this section are the 'challenge encounters', so called because they involve some level of danger to your hero, although some can be avoided by use of social or movement based skills.

Heroes should consider how long it takes to complete an encounter - if you are in hot pursuit of a villain, you may not have time to attend an Archery Contest.

Temporary skill bonuses and penalties: Some of these encounters give you an opportunity to gain a bonus to a future skill use, though often at the risk of suffering a penalty. Such bonuses and penalties last until you use them (usually by making a skill test) or leave that settlement for a day or more. Remember that if you want to retire to an inn or drinking den to 'wait it out', you have to pay the cost of food and lodging.

Table 4.3.1 Settlement Challenge Encounters

C1	Cutpurse
C2	Falling Masonry
C3	Falling Nightsoil
C4	Funeral Cortege
C5	Archery Contest
C6	Black Powder Explosion
C7	Unattended Stall
C8	Ghoul
C9	Giant Rat
C10	Goblin Infiltrator
C11	Burning House
C12	Mass Brawl
C13	Hobgoblin Spy
C14	Runaway Horse
C15	Wrestling Contest
C16	Cutthroats
C17	Ratman
C18	Fire Sprite Arsonist
C19	Ravenous Slime
C20	Giant Spider
C21	Troglodytes
C22	Leaf Beast
C23	Slave Takers
C24	Grannits
C25	Skeleton
C26	Orc Raider
C27	Swarm of Rats
C28	Monstrous Fly
C29	Chaos Horror
C30	Tomb Mist



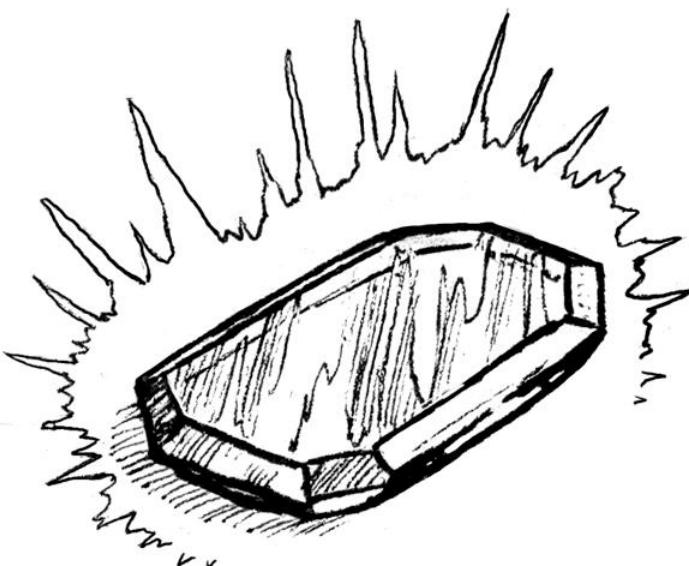
Chapter 4 - Settlements

Standard Encounter Options

As a reminder, in Chapter 3 we detailed a number of encounter options. A hero may wish to use this (or others they can think of) to deal with the challenges they face.

Table 3.1.1 Standard Encounter Options - see descriptions in Chapter 3 for more details.

Option	Action
Fight	Begin combat and resolve it using the normal combat rules, you may use a ranged weapon or spell in the first round if you have spotted your target.
Flee	Run from combat; test your LUCK to escape or suffer a ‘free hit’.
Sneak	Attempt to use Sneaking to get past your target, consider what bonuses or penalties apply.
Talk	Use a social skill, you must share a means of communication with your target.
Trick	Attempt to trick your target in some way, a variety of means including magic can be used.
Bribe	Offer your target an amount of gold to ignore your actions.
Feed	Offer an animal food in order to distract it.



C1 Cutpurse

SKILL 6

STAMINA 7

Social Rank: 1

Armour: Leather Hauberk

Weapon: Dagger

Attacking this person is not an *Unlawful Action*.

Make a test against your Awareness Special Skill with -3 penalty. If you fail, a skilled cutpurse has relieved you of 2d6 gold pieces. Deduct them from your total and with a heavy sigh, move on with your adventure. If you succeed, you have noticed the attempt and must decide what to do.

- Slap her hand away and tell her to stop bothering you. The next time you encounter a cutpurse you may ignore it, as she recognises you. Move on to your next encounter.
- You notice the hand working a blade towards your coin pouch, and with a swift movement you attempt to grab and twist the wrist. Make a SKILL test. If you succeed, you have caught this thief and can hold onto her for long enough to attract the notice of a Watchman. Hand her over to receive a bounty of 1d6 gold pieces. If you don’t like doing the dirty work for the Watch, you may fight her. This is not an Unlawful Action.
- You spin about and growl in the face of this thief. Make a Leadership special skill test. If you succeed she cowers before you and you may question her about this location. Add +2 to your next City Lore or Secret Signs test. If you fail, she is startled but not intimidated and will flee.

C2 Falling Masonry

You are walking along minding your own business and trying to work out where to go next when you hear a creak and a snap from above you - a part of the building you are passing has broken off and bricks and tiles are plummeting toward you!

Make a LUCK test (or test your skill to Dodge). If you succeed you manage to dive out of the way. You may continue on your way.

If you fail, you are caught by the falling debris and suffer 1d3 points of damage. Cursing your ill fortune, there is nothing to do but dust yourself down and continue your travels.

C3 Falling Nightsoil

Passing along a narrow street lost in your own thoughts you hear a shout of 'mind out below!' as the contents of someone's bedpan are tossed out of a window above you! You have only a moment to dive out of the way and avoid the stinking slurry.

Make a LUCK test (or you may test against your SKILL, using the Dodge special skill if you have it). If you succeed you manage to sidestep the splatter and after aiming a few curses upwards, you may continue with your adventure. If you fail you are drenched in waste. For a moment you stand stock still, contemplating the disaster. What do you do?

- Accept your fate and march on. Due to the stench you will be at -3 to all Social Skill tests until you have a chance to clean yourself (at an inn or river).
- Vengeance! Drawing your weapon you smash through the door of the offending house and rush upstairs, where you apply a hefty beating to the poor fellow that drenched you. He begs your forgiveness and helps clean off the muck, but your violence has been noticed by the locals who have called the Watch, and you must roll on the Lawbreaker table, with a minimum result of 6.

C4 Funeral Cortège

Carrying a coffin draped in dark cloth, a group of mourners are making their way down the street. They are dressed mostly in black with hoods obscuring their faces.

Four men carry the casket, trudging their footsteps through the filthy mud of this alleyway. At the head of the procession a tall woman carries a large gong with which she is beating out the slow rhythm of their march and next to her a short but very rotund man is waving an incense burner and chanting a dirge.

They take up most of the narrow street. You stop, thinking to pay your respects as they pass. What do you do?

- Bow your head and offer up a prayer as they pass. Make a LUCK roll. If you fail the procession stops as it reaches you and the coffin is opened, revealing it to be empty - these are not mourners, they are actually cultists looking for a victim to fill it! Fight them to survive. If you pass the LUCK test, the cortège slowly moves by.
- Something about this bothers you. Make an Awareness SKILL roll - if successful you spot the bulges of concealed weapons under their robes and recognise the chants as those of a foul death cult...you have just enough time to slip away down a side alley before these cultists reach you. If you fail the roll, make a LUCK roll as above to see if they wish to grab you!
- You've no time for this sentimentality. You barge forward, secretly hoping that they drop the coffin as you jostle them. Moments later you realise your mistake as the Cultists attack you - they want you in that coffin! Make a test of your Strength skill - if you succeed, you have scared the cultists with your belligerence and fight with a +2 bonus.

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SKILL	5
STAMINA	6
Social Rank:	2
Armour:	None
Weapon:	Club

Attacking these people is not an *Unlawful Action*.

There are 6 cultists that must be fought off, they will fight to the last. You must fight them three at a time. They wield clubs as weapons (concealed in their loose robes) and they have no armour.

If you wish to avoid fighting them, you can attempt to make a Con roll with a -3 penalty to convince them that you are another member of the same cult, just checking up on them. If the attempt fails, it's time to fight.

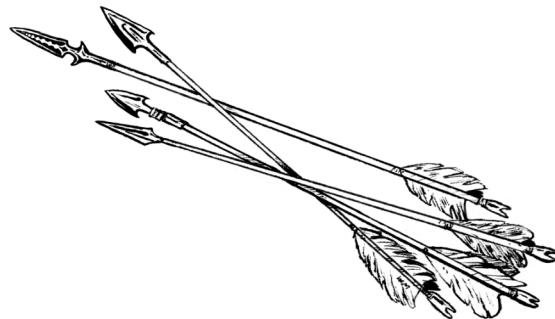
If you survive this fight you may loot a pack of incense, an incense burner and a bronze gong should you wish to take them. They can be sold for 20gp or kept (they take up one encumbrance slot).



C5 Archery Contest

An archery contest is being held! A local lord wants to call on the support of his archers and to make sure that the peasants are training as the law requires.

All may enter for a fee of 3gp and try to win a prize. Each archer is given 10 shots to prove their worth.



For each shot, make a combat roll ($2d6 + \text{your skill}$) and compare it to the following target numbers to see where you hit:

- Bullseye (12 points) - 22
- Yellow Rings (8 points) - 18
- Red Rings (6 points) - 15
- Blue Rings (3 points) - 13.

Tally up the points you score with 10 shots (ammunition is provided). The prizes awarded are:

- 100 points or over - tournament winner, 100gp and +1 on Etiquette and Leadership skill roles in this settlement due to your fame for a week.
- 80-99 points - a 25gp purse and much admiration from the crowd.
- 50-79 points - a 5gp purse and thanks for participating.
- Below 49 points - the mockery of your fellow competitors. Take a -2 penalty the next time you use a bow, due to your shaky confidence.

Participating in the competition can be assumed to take up most of the day.

C6 Black Powder explosion.

Ahead of you, you see a dwarven sapper is pulling a cart of barrels across an intersection. He loses his footing on some stones wetted by last night's rain, slips and pulls the cart over. Before you can react, one of the barrels bounces free of the cart, spins across the slick cobbles before popping open and spilling its contents of black powder straight onto a small stove a footman is using to brew up his drink! There is a bone shuddering explosion! Roll against Dodge to dive out of the way. If successful you hurl yourself through a doorway and onto the floor of a hovel, avoiding damage. If unsuccessful you take 1d6+2 points of damage, plus the heat of the explosion knocks your boots and hat off, and singes away your hair, eyebrows and beard (if any). Deduct one from your next 3 social skill rolls as you get used to it and -3 to Disguise skill rolls for a week as it grows back. Either way you are deafened for one day, deduct 2 from your Awareness skill tests until tomorrow.

As you look around the aftermath you see the explosion has scattered the other barrels of powder around, knocked the sapper over, sent the footman flying along the alley and started several small fires. How do you react?

- The job of the hero is to help others. You start putting out fires and attend to the footman, who is injured. Make a Healing roll. If successful you bring him round. He tells you his name is Rodni of Skoom, halberdier. You may call upon his aid once. He has SKILL 7 STAMINA 8 and wields a halberd.
- As your head clears you realise what a mess this place is, which is just a distraction from your mission. Pulling yourself to your feet you move on.
- In the aftermath, you notice that no one is paying attention to the black powder. Although you have heard it is a dangerous secret, you decide to steal a keg. Make a Sleight of Hand roll. If you fail you must roll on the Lawbreaker table. The keg can be sold for 75gp or it contains thirty 'charges' of black powder.

C7 Unattended stall

Passing along a quiet street you notice a small stall selling a variety of interesting looking bric-a-brac. As you approach to see if there is anything of use to be had you realise that the stall is unattended and that there does not appear to be anyone around paying attention.

What do you do?

- Have a quick look at the stall and snaffle one item before hurrying away. You may choose either a small bronze kettle suitable for brewing up a warming drink (worth 3gp), a cloak clasp fashioned from copper in the shape of an oak leaf (worth 1gp) or an iron rod, about 4 inches in length and covered in strange runes (worth 5gp). Sniggering to yourself you make your escape.
- Wait patiently until the stallholder appears and make sure no one else takes your advantage of the situation. After a few minutes an old tinker appears and thanks you for waiting. You may purchase any of the items noted above for 1g or continue with your travels. If you make a purchase, she chats to you about the area and you may re-roll the encounter for your next location.
- Using your Bargain or Evaluate skill you spend a few minutes carefully sifting through the items on sale. If you make a successful skill test you notice a pewter tankard that was made by a famous craftsman. When the tinker reappears you may purchase it for 1g, it may be sold to another merchant for 20g! Add +1 to your LUCK score.

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C8 Ghoul

<i>SKILL</i>	7
<i>STAMINA</i>	7
<i>Social Rank:</i>	-
<i>Armour:</i>	None
<i>Weapon:</i>	Small Claw

Attacking this creature is not an *Unlawful Action*.

Special: If the Ghoul hits you four times, you will become paralysed and unable to defend yourself!

You notice a lurching figure dressed in tattered rags. Initially, you think it to be some poor leper or other unfortunate that you may be able to help in some way, until it turns toward you showing a face of rotting flesh and exposed bone! Gasping in horror you realise this must be a ghoul, escaped from its crypt and hungry for flesh! At this moment it is leering at a screaming peasant and looks set to devour the poor defenceless wretch. What do you do?

- A terrible thing, to be sure, but not actually your problem - you can try and slip away unnoticed. Make a Sneaking Special Skill roll. If you succeed you can get away in the commotion. If you fail, you still escape the ghoul but your cowardice has been noticed (and will be widely reported!) and you suffer a -2 penalty to your next Leadership skill roll in this settlement.
- You are a hero and it is time to do your thing. You step forward, putting yourself between the ghoul and its intended victim. If you succeed in vanquishing it, your bravery will be spoken of in the inns and taverns of this place. Gain a +2 bonus to your next Leadership skill roll in this settlement.

C9 Giant Rat

<i>SKILL</i>	6
<i>STAMINA</i>	5
<i>Social Rank:</i>	-
<i>Armour:</i>	None
<i>Weapon:</i>	Small Bite

Attacking this creature is not an *Unlawful Action*.

Any settlement will attract rats and mice and any large settlement will also gather some of their larger more aggressive kin - the Giant Rat. Unfortunately for you, you have disturbed one which is now leaping out from its hiding place to attack! With its vicious teeth and claws this pestilent creature needs dispatching as soon as possible. Your options are simple - kill it or flee.

Note, that should you be bitten by this mucky creature (you take damage from an attack) you may become infected with a disease. Test your LUCK. If you fail, roll on the diseases table (Table 4.3.2 Diseases) to see what afflicts you.

If you succeed in killing it and you happen to be a dwarf, you may make a SKILL (Crafting) test to turn the Giant Rat into a dwarven delicacy, rat skewers. If you succeed you may gain one rations. For a non-Dwarf, the SKILL test has a -4 penalty. (Just don't think too carefully about what it was eating before you caught up with it).



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Diseases

Unfortunately, the monsters of Titan are a hotbed of diseases and some encounters will grant you a chance of experiencing one of these for yourself. If you are required to do so, refer to the table below to see what effect your ailment has.

Diseases take effect from the morning after you contract the disease. Refer to the duration given to see how many days you have to suffer. Diseases can be addressed at the Temple or Hospital locations, for a fee. Once you have had a dose of disease, you will be immune to that disease (but not any others) for one week.

Table 4.3.2 Diseases

<i>d6</i>	<i>Disease</i>	<i>Effect</i>
1	Gutrot	Your insides churn and swirl and nausea hits you in waves. Keeping down any food is hard and you may only benefit from eating rations once per day whilst you have gutrot. It lasts for 1d6 days.
2	The Shivers	Your skin feels cold and clammy and uncontrollable shivers rattle your bones. You must suffer a penalty of -2 to all skill rolls for physical activities (combat, jumping, climbing etc) whilst your body shudders. The Shivers last for 1d3 days.
3	Boils	Agonising boils have appeared on your skin in a number of awkward and embarrassing locations. Even with bandaging and ointment, moving can result in the sudden pain of a burst boil. Anytime you undertake a physical activity, roll a 1d6. On a 1 or 2 you have squeezed a boil and suffer a -2 penalty to SKILL for that round due to the pain. Boils last for 1d6 days.
4	Thunder Head	You awake with a cracking, throbbing headache and blurred vision. As you stagger out of bed, shielding your eyes against the light, you realise that the next few days are going to be a struggle. All activities that involve thinking (social skills, Lore skills, using Sorcery or Magic) suffer a -2 penalty due to your pounding head. Thunder Head lasts 1d3 days.
5	The Bubbles	Sounds nice doesn't it? Well it isn't. Somewhere inside of you gas is being produced at a tremendous rate and escaping out of both ends. As well as feeling bloated you are constantly either belching or farting, causing you to suffer a -1 penalty on tests of Etiquette, Con, Bargain and Leadership. The Bubbles last for 1d6 days.
6	Lice	Somewhere along the way, you have become home to a particularly fertile family of lice and you are now crawling with the things, causing you to itch and scratch day and night. You can ignore it in an emergency, but it does make sleeping difficult - you can only gain 1 point of STAMINA per night of sleep whilst suffering from lice, which lasts for 1d6 days.

C10 Goblin Infiltrator

SKILL	6
STAMINA	8
Social Rank:	-
Armour:	Leather Cuirass
Weapon:	Short Sword

Attacking this creature is not an *Unlawful Action*.

Unbeknownst to you a sneaky goblin infiltrator has been lurking here, waiting for a victim. As you approach it leaps from its cover to attack you! You must make an Awareness special skill roll, to see if you are surprised on the first round of combat. After that, it is a straight fight to the death - if you survive, you may move on to your next encounter.

C11 Burning House

Passing by a group of wooden dwellings, you hear a commotion and shouting voices. A moment later the smell of smoke hits you - one of the houses has caught fire! A woman stands outside trying to beat at the flames with a broom and a child is dashing off in search of water. A few people have stopped to look and are wondering what to do. What do you do?

- Walk on by. This isn't a problem you are interested in. Move on to your next encounter.
- Try and rouse other people to help fight the fire. Make a Leadership skill roll, if successful you round up a chain-gang to bring water and put out the fire. You are rewarded with a hearty meal (eat it now or add one to your provisions).
- Dive in and attack the fire yourself; every round you must roll against Dodge skill or take one point of damage. If you survive 6 rounds of firefighting you have put it out almost single handedly. As a reward the householder gives you a family heirloom; a silver pendant cast in the shape of a fox with a piece of amber for an eye. It is a pretty piece of jewellery, worth 5gp if you want to sell it.

C12 Mass Brawl!

You were lost in your thoughts for once and had barely noticed a commotion starting in the people nearby. Something about cabbages and a goat perhaps? You have no time to find out as you are startled by the whoosh of half-brick as it passes within an inch of your face. Suddenly very awake you realise that whatever the argument was, it has descended into a mass brawl, with people swinging fists, clubs, chairs or whatever else comes to hand - you see a plump washerwoman give someone a hard crack to the side of the head with her chamberpot and duck just in time to avoid getting covered by its contents. You have seconds to decide what to do!

- This is madness! You look around for a quiet spot and start to duck and dive your way towards it. Test against your Dodge three times. Each time you fail, you take one point of STAMINA damage as you get clunked by a fist or foot. Once you have made the tests you have successfully wriggled your way into a hiding spot and can wait until the brawl ends.
- Wahey! This is what you've been looking for - you enthusiastically join in with the violence, swinging left right and centre with a huge grin plastered on your face. The brawl is fought as if it was a single creature with SKILL 8, using a Club as its damage type. It has no STAMINA score (injured participants crawl off) but keep track of how much damage you do each round. You must fight for six rounds before it dissipates - if you do more damage to the brawl than it has done to you, everyone is highly impressed and your next Con or Leadership roll gains a +2 bonus.
- Someone could get killed over cabbages? You let out a mighty roar and bellow at them demanding they come to their senses and stop fighting. Make a Leadership or Law roll. If you succeed, the crowd puts down its weapons and skulks off. Gain +1 to your next Leadership roll due to newfound confidence. If you fail, you are subject to a barrage of objects - take 1d6 points of STAMINA damage as you flee - move to a new location on your map.

AFF Adventure Creation System

C13 Hobgoblin Spy

SKILL	6
STAMINA	9
Social Rank:	-
Armour:	Leather Cuirass
Weapon:	Sword

Attacking this creature is not an *Unlawful Action*.

You were taking a moment to yourself whilst standing in a shady corner, looking around at the bustle and hurry of the streets when you notice another figure also standing in the shadows, observing the crowd. Curious about this you move a little closer to get a better look.

As you close in, your curiosity increases - they appear to be armed and something about their posture disturbs you. As you mull this over and their cowled head whips around, revealing the twisted features of a hobgoblin! It must be here spying out a place to raid! With a rasping hiss the hobgoblin leaps to attack you, as the nearby townsfolk scatter in fright.

Special: The Hobgoblin Spy wants to escape rather than fight to the death. If it is reduced below 5 STAMINA it will attempt to flee. It is fleet of foot and agile, so it will clamber over the rooftops and walls to get away.

If you wish to pursue it, you must make a Climbing skill roll for each round of pursuit to keep up with the Hobgoblin. It will however drop its sword when it flees. Should you kill it, you can claim a bounty of 2d6gp the next time you visit the 'Keep' location.

C14 Runaway Horse

SKILL	4
STAMINA	9
Social Rank:	-
Armour:	None
Weapon:	Hooves (Small Claw)

Attacking this creature is an *Unlawful Action*.

A cry of 'Gangway! Gangwaaaay!' startles you into turning around just in time to see a young man lose control of his horse which throws its rider and bolts, straight towards you! If you don't take action it will surely crash into you at high speed.

- Try to get out of the way - you can use your Dodge, Jump or Acrobatics skill to hurl yourself to one side before you are trampled. If you fail the test, you are struck by the horse and bowled along the cobbles, suffering 1d6 points of STAMINA damage.

- Try to grab the reins! You can use either Animal Lore or Ride skill as you attempt to control the beast. If you succeed, you manage to grab hold of it and rein it in. Gain +1 to your next Leadership skill roll as the locals applaud your bravery. If you fail, the horse is not impressed and knocks you flying - suffer 1d6 points of STAMINA damage.



C15 Wrestling Contest

A large group of peasants and townsfolk has gathered in a doughnut shaped crowd around something that is causing them to cheer and shout in excitement. Getting closer you can see that in the middle a wrestling match is taking place, with the two competitors rolling about in dirt grunting and heaving as they try to gain an advantage.

There seems to be a referee in charge of it and around the edge of the ring - which has no rope to mark it - you can see frantic betting activity taking place. You note that there are a couple of Watchmen in the crowd, enjoying the spectacle, so you think it's probably not against the local laws.

As the contest comes to an end with one man slapping the ground in submission, the referee goes around settling the bets and calling out to the crowd asking for challengers. It looks like you could step up if you want to fight?

If you choose to fight, a greasy man explains the rules: you will need to be unarmoured and leave your weapons to one side. No magic of any kind is tolerated. You fight five 'rounds' that last one minute each, though only one SKILL roll is made for each round.

Use Brawling skill if you have it. Both fighters are unarmoured and use the Unarmed damage table. Record STAMINA damage separately to normal damage, it is temporary fatigue and can be recovered by resting for a few minutes between bouts. If you are reduced to zero STAMINA you have been choked (knocked) out and lose, you will recover a few minutes later with a sore head as your only reward.

First Challenge: 'Dirty' Hans. SKILL 6 STAMINA 7.

At the start each 'round' roll a 1d6 - on a 1 or 2 'Dirty' Hans has grabbed you in a delicate spot (a big 'oooh' from the crowd) and the pain causes you a -2 penalty to your SKILL for that round. If you win, you get a purse of 5gp as reward and can move onto the next fight.

Second Challenge: 'Knuckles' O'Reilly. SKILL 6 STAMINA 8. 'Knuckles' likes to go for the uppercut. If you lose a round to him, it means he has caught you square on the chin with a hard right hand and take an extra point of damage to your STAMINA in addition to the amount rolled. If you defeat 'Knuckles' you receive a purse of 10gp and can challenge Borkin.

Final Challenge: 'Brickhead' Borkin. SKILL 7 STAMINA 9. As well as being natural sprinters, the low centre of gravity and general toughness of Dwarves makes them excellent grapplers.

Each 'round' you fight Borkin, roll 1d6. On a 1,2 or 3 Borkin has headbutted you in the guts causing one point of STAMINA damage and -1 to SKILL due to nausea. The nausea penalty lasts for the whole contest and adds up! If you defeat this champion, you get a purse of 15gp, a massive cheer from the crowd and +1 to your next two Leadership rolls in this settlement.

You can of course simply watch the contest and take no part. In which case, move on to your next encounter.



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C16 Cutthroats

SKILL	5
STAMINA	6
Social Rank:	1
Armour:	Leather Cuirass
Weapon:	Dagger

Attacking these people is an *Unlawful Action*.

Oh dear. A pair of Cutthroats have found you, with the sure and malicious belief that they can separate you from your fortune.

Make a test of Awareness skill. If you pass, you realise that they are upon you a moment before they strike and you can fight the combat as normal. If you fail the test, they have managed to sneak up on you and gain a bonus of +2 to their SKILL in the first round of combat, as they seek to finish you off as quickly as possible.

You must fight both of them at once. If you defeat one, you may make a test against your Con skill - if you succeed the other cutthroat flees. If you fail the test he will stay and try to avenge his fallen accomplice.

If you don't wish to fight, you can try (after the first round) to pay them off. Make a Bargain skill roll, with a bonus of one for every extra gold piece you are willing to offer - if you succeed you pay them 2d6 gold pieces (plus whatever you offered as a bribe) and they decide to take their ill gotten gains and slink back into the shadows.

C17 Ratman

SKILL	6
STAMINA	6
Social Rank:	-
Armour:	Leather Cuiras
Weapon:	Short Sword

Attacking this creature is not an *Unlawful Action*.

Many cities are built on the ruins of previous settlements or have forgotten dungeons and cellars where the creatures of chaos creep in and take up residence.

At night, they creep out again to raid and kill. The ratmen infest almost every city to some extent as they are nearly impossible to wipe out. This one has slithered out from some nearby hole and has been lurking in the shadows ready to spring out on its victim - you!

Make an Awareness skill test. If you succeed, you notice it moments before it strikes and fight as normal. If you fail the test it has caught you unaware and gains a +2 bonus on its SKILL combat roll in the first round.

In addition, Ratmen are covered in filth and muck. If you are wounded in this combat, you must test your LUCK or contract a disease - roll on Table 4.3.2 Diseases to see what nasty surprise awaits you!



Chapter 4 - Settlements

C18 Fire Sprite Arsonist

SKILL	6
STAMINA	5
Social Rank:	-
Armour:	None
Weapon:	Fiery Bolts (automatically hit and cause 2 points of STAMINA damage).

Attacking this creature is not an *Unlawful Action*.

Cries of 'help!' and 'save us!' alert you to a nearby commotion. It appears a fire sprite has travelled from the elemental plane of fire to burn whatever it can find, which at the moment includes people's hats, hair and houses.

The sprite is leaping nimbly from rooftop to rooftop and raining down small firebolts on the peasants and their dwellings. People are caught between diving into cover to avoid getting scorched, or getting buckets and water to put out the fires that are starting to take hold on the roofs and timbers. This could become a very dangerous situation! What do you do?

- Decide it's probably someone else's problem and move on to another location. The peasants are not impressed, jeering at your cowardice. Your next Leadership skill roll has a -1 penalty.
- Rush to help - the sprite is hard to reach without a ranged weapon or spell, and you must pass a test against your Jump skill to reach it. If you fail the test you have a -2 penalty to your combat SKILL roll as it dances away from your reach. The sprite is angered by your interference and will launch a fiery bolt at you every time you succeed in hitting it. Should you defeat the sprite the grateful people give you 1d6gp as a reward.

C19 Ravenous Slime

SKILL	7
STAMINA	7
Social Rank:	-
Armour:	Medium
Weapon:	Acid Touch

Attacking this creature is not an *Unlawful Action*.

Special: If this attack hits, it sprays acid on to you, causing 3 points of damage. Armour protects from this but at a cost - for each point of damage your armour absorbs, you will need to spend one gold piece repairing it or suffer a -1 penalty to your armour rolls until you do so.

The touch of chaos is upon the land, even in civilised places, twisting life into new and strange forms. Here it has found a host in a colony of slime moulds and grown into a hungry, dangerous beast.

The Ravenous Slime at first appears to be a large pile of trash - pieces of wood, leaves, scraps of clothing, the bones of some unfortunate animal and so on but as you approach it lurches up and slithers rapidly towards you, sending out long tentacle feelers that are dripping with acid - it means to devour you! You must fight it or end up as its next meal.



AFF Adventure Creation System

C20 Giant Spider

SKILL	6
STAMINA	6
Social Rank:	-
Armour:	Light
Weapon:	Large Bite

Attacking this creature is not an *Unlawful Action*.

Skittering hideously from its hiding place comes a monstrosity straight out of your nightmares - a leathery, eight legged hunting machine with venom dripping from its fangs.

This one must have crept into the city and found a place where it can hide and prey on anyone unfortunate enough to come by its lair. You will be doing everyone a favour if you can dispatch it. In addition to the normal damage from the bite, it will inject you with venom if it hits. Test against your LUCK or become poisoned.

Each dose of poison reduces your SKILL by 1 for one hour. This adds up - if your SKILL is reduced to zero you will be paralysed...and your fate is not a pretty one as the spider devours you.

If you defeat the Giant Spider you can attempt to cut out its venom glands - it is a tricky task that requires you to pass an Animal Lore skill test, but if you succeed you may sell the glands for 10gp or use them to coat your weapons with a poison that does 1 additional point of damage each time you hit for the duration of one combat, or can coat 10 arrows or crossbow bolts for the same effect.

C21 Troglodytes

SKILL	5
STAMINA	4
Social Rank:	-
Armour:	Light
Weapon:	Shortbow, Club

Attacking this creature is not an *Unlawful Action*.

These little demon worshipping terrors are found throughout Titan, hiding in any dark place such as an abandoned cellar or the sewers of a city. They are usually found in large groups but in this case you have stumbled on a pair that are out foraging or scouting away from their tribe. They are vicious but fearful. In the first round they will shoot with their bows - they are very skilled and gain a +2 on their combat rolls with a bow - but in the next round they will try to flee. If you wish to, you can pursue and fight them or if you would rather not, you can let them scuttle off back to the holes they crept out of.



Chapter 4 - Settlements

C22 Leaf Beasts

SKILL	7
STAMINA	3
Social Rank:	-
Armour:	None
Weapon:	Large Bite

Attacking this creature is not an *Unlawful Action*.

It is perhaps embarrassing and certainly un-heroic to find oneself in combat with a bush, but it appears that you will have to fight this shrubbery or perish!

You had mistaken it for a normal, if very healthy looking piece of hedgerow before you came too close and were startled to find it taking on the form of two leafy bears and lunging their twigs and branches toward you! In fact, you must make an Awareness skill test - if you fail, you are so surprised that they automatically hit you on the first round of combat.

After that you can choose to stay and slay the arboreal terror - you'll be doing everyone a favour - or simply take a few steps back out of its range. If you back off, it grasps for you a few times before transforming back into an ordinary looking plant. It's strange nature means that it takes no damage from arrows or bolts and reduces damage from stabbing weapons, like spears, by one point per hit.

If you do fight and defeat the Leaf Beast you can take a cutting from its stem which, due to its magical nature, is worth 5gp.

C23 Slave Takers

SKILL	6
STAMINA	6
Social Rank:	1
Armour:	None
Weapon:	Club

Attacking these people is not an *Unlawful Action*.

Lurching from their hiding spot in a nearby alleyway are two rough men dressed in shabby clothing with a collection of interesting tattoos and scars on their faces. They are clearly coming towards you and you notice with alarm that one of them is carrying a net and manacles!

Although slavery is generally illegal, the laws are rarely enforced and men such as these are employed to drag the unfortunate away to a life of servitude in some form of hard labour. Most end up deep in a mine or shackled to the oars of a pirate ship. Your only way to avoid this is to fight.



Special: The first time one of the Slave Takers hits you, they will do no damage but instead wrap you in a weighted net. This causes you a penalty of -2 to your SKILL until you spend a whole round untangling yourself.

AFF Adventure Creation System

C24 Grannits

SKILL	4
STAMINA	3
Social Rank:	-
Armour:	Medium
Weapon:	Small Claw

Attacking these creatures is not an *Unlawful Action*.

These crab-like creatures, covered in hard plates of bone, infest the catacombs beneath the city. Occasionally they will venture out onto the surface in the hunt for a tasty meal. The usual way of discovering their presence is the remains of the domestic animals they have eaten or finding holes chewed through the walls near any food store. They may be small (about coconut sized) but they are extremely vicious and good at ambushing. Their first attack will always cause 1 point of stamina damage as they scurry in for a bite.

C26 Orc Raider

SKILL	6
STAMINA	9
Social Rank:	-
Armour:	Leather Hauberk
Weapon:	Battle Axe

Attacking this creature is not an *Unlawful Action*.

Orcs infest the dark corners of every kingdom and nowhere is entirely safe from their attacks. It is a custom amongst many orc tribes to send a young warrior out to sneak into enemy (usually human) territory to cause chaos of one kind or another - stealing, fighting and slave-taking are the common reasons. The orcs move by night and rely on stealth and intimidation to avoid detection. This one has decided - perhaps unwisely - that you would be a good victim. Pulling back its hood and letting out a snarl of hatred, the orc gives you no option but to fight!

C25 Skeleton

SKILL	6
STAMINA	6
Social Rank:	-
Armour:	Small Shield
Weapon:	Sword

Attacking this creature is not an *Unlawful Action*.

With a clickety-clack of rattling bone, a skeleton lurches towards you swinging its sword, a cold blue light of necromantic magic glowing in its empty eye sockets! You have no time to wonder if it lurched out of a nearby crypt or was summoned here to attack you, you must defend yourself!

Note that the bony nature of this monster means edged and pointed weapons such as swords and spears do one point less of damage per hit.



C27 Swarm of Rats

What begins as a pleasant noise, like the rustling of leaves in a breeze, rapidly turns to horror as you hear the squeaking and scratching of thousands of tiny claws - a swarm of rats has been driven out of their nest and are surging towards you, their eyes gleaming with maddened hunger. You need to do something or risk being overrun!

- Try to get out of their way: You may make a test against either your Climb or Acrobatics skills to make a leap to safety and cling on to some nearby surface whilst the swarm passes.
- Do you have a torch to hand or some means of making fire? If so you can try to ward off the swarm by using their fear of fire to keep them at bay. If you choose this option, test against your Animal Lore skill to see if you can pull it off. If you succeed the swarm goes around your barrier.
- Fight them! You can't hope to kill them all as they pass, but maybe you can defend yourself. Make a test against your weapon skill but with a -3 penalty due to the number of opponents. If you succeed you have managed to keep them at bay as they pass.
- Stand very still and hope for the best: You may test your LUCK to see if the rats simply decide you are not worth it (maybe your feet don't smell too tasty?). If you succeed you close your eyes and pray and when you open them again the swarm has passed.

If you fail to avoid the swarm by some means you are bitten, chewed and gnawed on - take 1d3+1 points of STAMINA damage and roll on the diseases table (Table 4.3.2 Diseases).



C28 Monstrous Fly

SKILL	1
STAMINA	2
Social Rank:	-
Armour:	None
Weapon:	See Below

Attacking this creature is not an *Unlawful Action*.

Perhaps it was a maggot laid on the body of a chaos warped beast, or maybe it drank a sip from the spilled liquids of a potion maker's workbench, for whatever reason a fly has grown to horrific size. As big as a crow and dripping diseased fluids from its finger like proboscis, this foul creature buzzes through the city looking for warm blood to slurp on. The Monstrous Fly is not dangerous in combat - it is too large and clumsy to dart out of the way like its tiny brethren - but instead relies on stealth and surprise.

To avoid the attack you must make a test against your Awareness skill. If you succeed you can fight the fly as a normal combatant to avoid its bite. If you fail the test (or if the fly beats you in combat) it swoops in and latches onto you for a moment, sucking on your blood. This causes one point of STAMINA damage and injects you with its filth. You must test against your LUCK or contract shivering disease: within minutes you feel chilled to your bones and start shivering as if you were naked on a mountaintop. Your maximum STAMINA is reduced by one and your Combat and Movement skills suffer a -1 penalty. The disease lasts for 1d6 days and each day your maximum STAMINA falls by one and you suffer a further -1 penalty to your Combat and Movement skills. If you survive, your health returns after a full night's rest and all penalties are removed. You may want to go and see a healer...

After one bite the fly will buzz off to seek a new victim, though you can try to swipe at it as it leaves for the sake of stopping its horrible work - you'll be doing everyone a favour.

C29 Chaos Horror

SKILL	See Below
STAMINA	See Below
Social Rank:	-1
Armour:	See Below
Weapon:	See Below

Attacking this creature is not an *Unlawful Action*.

A chill runs down your spine and a feeling of dread settles on your mind - looking around you can see nothing at first, but you have blundered into a bubble of raw chaotic magic. It seems as if something is watching you intently then, very suddenly, a creature forms out of the air in front of you as if stepping through from some other plane of reality. You get a glimpse of sharp claws and teeth and eyes burning red with rage before it attacks! The chaos horror is an amalgamation of different beasts, dredged from your subconscious - the head of a bear, the talons of an eagle and the body of a huge spider for example. All that really matters is that it is full of fury. The beast draws its strength from you, so the difficulty of the fight will depend on how powerful a hero you are.

Hero Grade	<i>Chaos Horror</i>
Civilian	SKILL 1+1d6 STAMINA 3+1d6
Novice	Weapon: Small Claw, Armour: Light
Competent	SKILL 3+1d6 STAMINA 6+1d6
Veteran	Weapon: Med Claw, Armour: Med
Expert	SKILL 6+1d6 STAMINA 12+1d6
Master	Weapon: Large Claw, Armour: Heavy
Grand Master	

Once defeated, the Chaos Horror will disappear, twisting back through a hole in reality to whence it came with a wailing shriek of frustration.

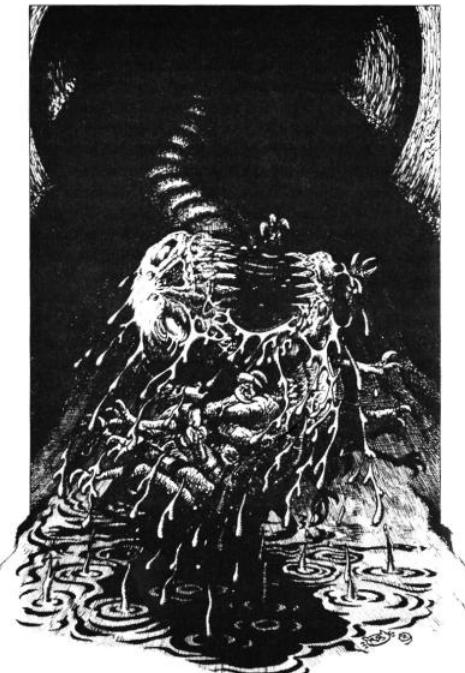
C30 Tomb Mist

At first you ignore the fine mist that seems to be creeping up from the ground but as it thickens you start to worry. With alarming speed your vision is obscured by a freezing fog that leaves you fumbling in a whiteout with the temperature plummeting - you start to shiver. Clearly, this is no ordinary mist, but something malicious and predatory.

You must test your Awareness skill to escape from the Tomb Mist. Each round that you spend inside the mist, you lose 2 points of STAMINA as the cold leeches away your life. You must succeed three times with your Awareness skill (make one test each round) to find a way out. You may also test your LUCK to escape - if successful you stumble out of the mists in the same round, disorientated but alive.

There is no way for you to fight the Tomb Mist and even as you leave you see that the tendrils of vapour are starting to sink back into the ground, perhaps awaiting another victim.

Special: If your settlement is in a particularly hot climate, the Tomb Mist is a swirling cloud of ash that burns you for 2 points of STAMINA damage until you escape it.



4.4 Settlement Map Encounters

The map generated at the start of exploring a city includes the major landmarks and streets, but does not include details of every little courtyard, side alley or unusual building that you might find as you navigate your way around. On the encounter tables, you might get a result which adds a new feature to your map. These should be marked on in some way, as they are (usually) permanent features that can be revisited later.

To be clear that means once you have recorded that you have found a Latrine (M9) near to the Garbage Heap, you can return there any time you are at that location to use the facilities.

As you build up your settlement you can record details on your map or on a Settlement Details Sheet - see 4.5 for an example.

Unlike other encounters Map encounters can only be rolled a certain number of times for each settlement - a city can only have so many armourers before the local economy starts to suffer. The number that can be found is given next to the description. This is the suggested number for a city, you can add more if your city is particularly large. For a town or village, the maximum is one of each encounter per settlement.

If you roll the same result at a later visit to a location, it simply means you have ended up passing by the same feature again.

Bargaining: Many of the map encounters are shops where you can buy or sell goods and services. Unless the description says otherwise, you can attempt to make a Bargain skill roll to alter the price. A successful Bargain skill roll reduces the price by one quarter, a failed roll increases it by one quarter (round to the nearest gold piece). For example, if your

hero is trying to buy a Long Sword at the Weaponsmith (M14). The normal price in a city is 30gp (as listed in the Advanced Fighting Fantasy rulebook). With a successful skill roll that can be reduced to 22gp, but if you fail the roll the price increases to 38gp. Remember to apply the modifiers for Social Rank (chapter 7) and other modifiers as described in the core rulebook.

Temporary skill bonuses and penalties: Many of the encounters give you an opportunity to gain a bonus to a future skill use, though often at the risk of suffering a penalty. Such bonuses and penalties last until you use them (usually by making a skill test) or leave that settlement for a day or more. Remember that if you want to retire to an inn or drinking den to 'wait it out', you have to pay the cost of food and lodging.



Table 4.4.1 Settlement Map Encounters

M1	Quiet Crossroads	M16	Devious Trap
M2	Small Well	M17	Magic Upwell
M3	Collapsing Ground	M18	Magic Door
M4	Catacombs entrance	M19	Rogues Cubby
M5	Quiet Fishing Spot	M20	Watchtower
M6	Forgotten Cellar	M21	Forgotten Stash
M7	Abandoned Shack	M22	Sorcerer Wyrd
M8	Shrine	M23	Alchemist Lab
M9	Latrine	M24	Execution Place
M10	Smithy	M25	Tattoo Parlour
M11	Cartographers Shop	M26	Workshop
M12	General Goods Kiosk	M27	Bathhouse
M13	Armourer	M28	Stables
M14	Weaponsmith	M29	Auction House
M15	Magical Curiosities	M30	Shady Dealer

M1 Quiet Crossroads

Suggested Maximum number: 6

Wandering through the streets you come across a quiet space where several roads meet. In the centre there is a water pump next to a stone bench, with a weathered, vine covered statue behind it. Make an Awareness skill roll; If successful you notice that there seems to be a map carved into the base of the statue.

- If you noticed the map you may study it for a while attempting to memorise the layout of streets closeby; gain a +2 bonus to your next City Lore skill roll. You may also stop and eat a meal here.
- If you didn't notice the map, you may stop and eat a meal, but there is nothing else to be done here. Carry on to your next encounter. You may re-roll to spot the map on one visit each day.



M2 Small Well

Suggested Maximum number: 6

You come across a circular structure of worked stones covered over with vines and some small bushes. On closer inspection you realise it is a forgotten well. Clearing away some of the leaves and brambles you can see that the well has water inside.

- You aren't thirsty at the moment, so you note the location and move on. If you pass through this location again you can make use of the well.
- Do you have a rope and bucket? If so, you can make use of the well. The water is crystal clear, cool and delightfully refreshing. Add +1 LUCK point for your fortunate discovery (only gain this once for each well). You can also use the water to wash yourself clean, if you are in need of it.

M3 Collapsing Ground!

Maximum number: Treat as Catacombs Entrance, see Settlement Location description. Ground is repaired after 1d6 days.

Spying a quiet alleyway you decide that it is probably a shortcut to your destination, and nip down it. This cut-through is a bit ragged and untended with many plants pushing up past the cobbles and piles of rubbish to either side. Just as you are regretting your decision there is a cracking noise, followed by a rumble which is followed by a yelping shout - from you - as the ground beneath your feet gives way! You must react immediately.

- Attempt to dive forward across the pit. You must make a SKILL roll using the Jump Skill or test your LUCK. If successful you may continue with your adventure, if you fail you fall down into the pit, suffering 2d6 points of damage. You may not use the Acrobatics skill to reduce damage as you have already tried to jump.
- Accept your fate and try to minimise the damage. You suffer 2d6 points of damage which can be halved if you make an Acrobatics skill test or test your LUCK. If you wish to leave the pit, make a Climb skill test - failure results in a further 1d3 points of damage as you slither back down.

Either way, once the dust and stones settle and you pick yourself up, you can see what caused the collapse. A large pipe - possibly an unused sewer - has fallen in upon itself, maybe sapped by the endless tunnelling of rats. The rubble hasn't completely blocked it and you can see the pipe continues into the darkness. If you so wish, you may use this as an entrance to the Catacombs (start generating a Catacombs map from this point) or you may ignore this and continue with your adventure. Mark this on your map as a Catacombs entrance.

M4 Catacombs Entrance

Maximum number: See description of Catacombs entrance as a Settlement Location.

Trying to navigate the maze-like city you have become a little bit lost and wandered into a rougher part of town. The streets here are dirtier, the houses more ramshackle and the people dressed in rags and patched up clothing. You begin to feel uneasy when you notice a large group of young men coming along the road, muttering amongst themselves, banging sticks and clubs against the house walls as they go.

Concerned, you slip down a narrow side alley that is choked with rubbish. There is half a barrel leaning up against a wall and you duck down behind it hoping the mob will pass you by. Your plan seems to be working and as the last of the men pass by you get ready to move on, when you feel the ground shifting beneath you. There is no time to react as a large hole opens up in the ground and you crash downward through a cloud of dirt, cobble stones and rotten wood. The fall is thankfully not long and more of a slither across some hidden slope.

Coughing and spluttering you sit up and take a moment to check yourself, before looking around at your new surroundings. The hole you made is letting in enough light to see by. It appears you have slid down an old chimney funnel - of which only half is standing - into what must once have been the main room of a house, all now buried under the cities' current surface level. Around you, covered in dust and rubble you can make out some walls, a dirt floor, broken pieces of furniture and a doorway. There is no door, just a rectangle of darkness. For a moment you are sure you hear something moving around, a sort of scuffling, scratchy sound that sends shivers down your spine. Feeling uneasy you draw your weapon and consider your choices. You could climb back out, but now that you are here maybe you should explore some more? What do you do?

- Mark the location on your map but move on for now. You can return to this location to use this entrance at a later time during this visit to this area. However, if you leave this place for 1d6+3 days the locals will have sealed it up again.
- Drawing your weapon and readying yourself, you slide down into the darkness to explore. You should now refer to the Catacombs Entrance location in section 4.1 to help you create a mini-dungeon.



M5 Quiet Fishing Spot

Suggested Maximum number: 4

You've found a quiet spot down by the edge of a pool, where the roots of a willow tree provide a natural seat and tall reeds shield you from prying eyes. If you wish to, you can sit here for a while and enjoy the serenity as a break from adventuring.

If you have a fishing rod or net you can spend half a day trying to catch something. Make a Fishing skill roll with a +3 bonus, if you succeed you catch 1d6 meals worth of fish. If you fail, all you recover is a muddy old boot.

In addition, this secluded spot would be an ideal place to bathe - when was the last time you got yourself clean?

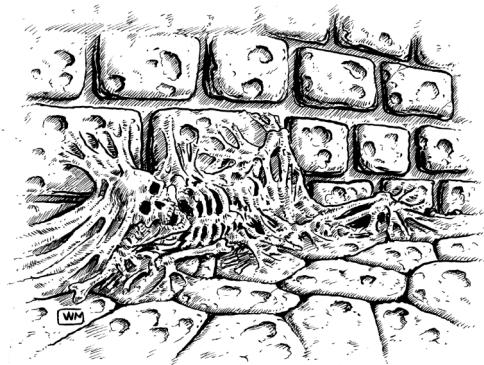
Special: If your settlement is in a hot, dry climate you can replace the quiet fishing spot with a spot where you can use your Hunting skill to capture particularly delicious lizards, though you cannot bathe here.

M6 Forgotten Cellar

Suggested Maximum number: 5

You notice a rotting wooden door that is almost completely obscured by a heavy layer of creepers and vines. Trying the handle, you find it is stiff but not locked. You push the vines aside and open the door - moving slightly into the space before you reveals a vaulted chamber made from well cut stone. The chamber stretches away and you guess it is about 60' long, but only 15' wide. It is cool and dry, which has helped preserve the shelving that lines both walls, leaving only an unobstructed 5' wide path down the middle of the room. Sadly the contents of the shelves have not fared well. Broken bottles and smashed casks litter the floor, making a little crunching noise as you take a step forward. It is as if a great gust of wind has blown through here, hurling everything movable up into the air then slamming it into the cut stone floor. The room has a sweet but not unpleasant smell of spilt wine still lingering after who knows how many years of abandonment. What do you do?

- Seems like you are very late to this party - You close the door and move on with your adventure.
- Moving carefully amongst the broken glass and cask fragments, I'll search the room. If you have a torch to light (it's dark in here) you can make an Awareness roll with a -3 penalty. If you succeed you find a preserved bottle of fine wine. You can drink it, or if you keep it you can offer it to someone you encounter to gain +2 on your Bribery Skill roll.
- A sudden, irresistible, thought comes to you. Putting your shoulder to the side of one of the shelves you give it a hard shove - make a Strength skill roll - and watch with glee as the entire row of shelving smashes into each other and topples over. Enjoying yourself you repeat the trick with the other side. As the noise fades you realise you might have alerted someone.....roll on Table 5.6 Random Monster Encounters. (if you fail the Strength roll, you just get a small bruise to your shoulder and your pride and should move sheepishly onto your next encounter).

**M7 Abandoned Shack**

Suggested Maximum number: 6

With rotted beams that creak ominously in the slightest breeze, patchwork boards pierced by so many holes that it is no warmer inside than outside and a roof with enough tiles missing to ensure that hardly a patch of the dirt floor is kept dry from the rain, this lean-to shack has clearly been abandoned and left to decay.

Still, it is tucked up in a quiet corner of another building and out of sight from the street, so it is unlikely you will be disturbed here.

- You may rest here if you wish, without having to pay for accommodation. It is not entirely peaceful and you only recover 3 points of STAMINA instead of the usual 4.
- You may sit here for a while, clean your weapons, tidy your pack or eat your rations. You can hear the noises of the city around you but no one comes to disturb your camp.
- You can't miss out on this opportunity for wanton destruction. Taking your weapon in your hands, you start knocking chunks of wood and board away - a savage delight fills you and after a few sweaty minutes of hacking and bashing, you have reduced this hovel to sticks and dust. Brushing yourself down and catching your breath, you survey your handiwork one last time before continuing with your adventures. Is 'Destroyer of Shacks' your new nickname? In any case, remove this place from your map.

Chapter 4 - Settlements

M8 Shrine

Suggested Maximum number: 8

You notice a small shrine has been erected here, no bigger than a window, built into the stonework of a building. A carving of a religious scene forms the main part of the shrine and it is decorated with candles and iconographs - wooden boards crudely painted with sacred images. It is clearly well tended, but there is nobody about at the moment. Moving closer you can try and discern which god it is dedicated to, and maybe make an offering of prayer.

Firstly roll 2d6; if you get a total of 11 or 12 the shrine is dedicated to the god you follow and you can pray here once each day to restore one point of STAMINA. If not, make a Religious Lore special skill roll. If you succeed you have correctly understood the nature of this shrine and can, if you wish, offer a prayer in the correct manner. Roll 1d6 - on a roll of a 5 or 6, the gods smile upon you and restore 1 point of STAMINA. If you fail the Religious Lore special skill, you are praying to the wrong gods...roll 1d6 - on a roll of a 1 or 2 the gods have noticed your transgression and smite you - lose 1 point of STAMINA.

Once you have found this shrine you may mark it on your map. You may pray here at most once per week.

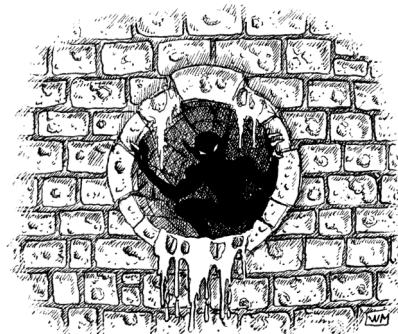
Specific God: Whilst your settlement or region might be dedicated to a specific god or gods, people and small groups may still erect shrines to other deities. You can refer to Chapter 7 Political Systems & Religion, to find out what the dominant religions are and determine which specific god this shrine is dedicated to. If the specific god is one that you are a follower of, you will automatically restore 1 point of STAMINA by praying here, this can only be done once per day.

M9 Latrine

Suggested Maximum number: 1 per location, ten per city.

Whilst most 'needs' are taken care of by finding a quiet spot, some of the more generous nobles, desiring a cleaner and sweeter smelling city, will fund the construction of a public latrine such as this one. Two narrow wooden huts are placed back to back (one for men, one for women) over a pipe leading down into the sewers - or sometimes just into a pit that needs to be dug out from time to time.

That job is done by the surprisingly cheerful looking old man who is sat on a stool in a small wooden booth just by the entrance to the latrine, grinning and nodding at his grateful customers. A bucket and mop are leant up against his booth. For 2 silver pieces he will sell you a bit of moss or some rags to wipe with, but you can 'bring your own' if you want.



Inside the hut there is a single stall, with one long bench against the back wall of the hut and four seats available. The air is foetid and rank, with many flies buzzing here and there. It is best not to look down the hole if you value your sanity, but you can engage in conversation with your bench-fellows. Roll once on the rumours table should you wish to do this.

Every time you use the latrine, you must roll a 1d6 - on a roll of a 1, a Giant Rat is occupying the hut and you must decide if you wish to fight it (see the Giant Rat encounter C9) or hold on for now. If you do defeat this guardian of the privy, the grateful attendant will waive the usual fee and give you a handful of his softest moss as a reward.

AFF Adventure Creation System

M10 Smithy

Suggested Maximum number: 3

	Dwarven Smith	Human Smith
<i>SKILL</i>	7	6
<i>STAMINA</i>	10	9
<i>Social Rank:</i>	6	6
<i>Armour:</i>	Chain Hauberk	Chain Hauberk
<i>Weapon:</i>	Warhammer	Warhammer

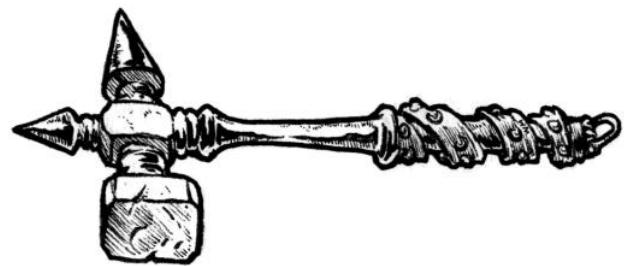
Attacking this person is an *Unlawful Action*.

The familiar clang-clonk double beat of metal being worked alerts you to the presence of a smithy some time before you see it. Set back from the main road you see a well ordered workshop built around a forge that, even from this distance, is warming your face.

A pair of blacksmiths, one human and one dwarvish, stand either side of the furnace and are taking turns heating and hammering their respective pieces of work. A dog is lying near the entrance of the workshop, enjoying the heat. As you approach it looks around and barks once before returning its chin to the ground and the blacksmiths both turn to look at you. They are clearly busy, but seem friendly enough. What do you do?

- You have no need of their services at the moment, so you simply nod a greeting and move on. Mark the Smithy on your map, in case you wish to return here later.
- Both your armour and weapons have seen better days. You ask them what can be done, and in between blows of their hammer they offer you a number of services they can provide. They are very busy, so you may only choose one of these services each day. After you have made your choice and paid, mark the Smithy on your map so you can return to it later.

Service	Cost	Time
Weapons - the blacksmith will hone the edge of swords or rebalance your mace such that you gain +1 SKILL for your combat rolls in your next combat. This will also repair any damage to your weapons.	10gp	2 hours
Armour - the blacksmith will take your armour, knock out the dents and tighten up the straps and buckles so that you gain +1 to your Armour rolls for your next combat. This will also repair any damage to your Armour.	5gp	2 hours
Trading - the blacksmiths have available the weapons and armour as listed in the AFF core rules book. If you wish to haggle, make a Bargain skill roll.	As core rulebook	1 hour



- These fools have a rich store of weapons and not enough guards. Attack! Resolve the combat as normal. Should you defeat them, you can loot three weapons or one piece of armour before the commotion attracts the locals. This is an *Unlawful Action* and because blacksmiths are so highly regarded by their communities, you must roll twice on the Lawbreaker table with a -3 penalty. In addition, you may not mark this Smithy on the map for later use.

M11 Cartographers Shop

Suggested Maximum number: 1

SKILL 5

STAMINA 8

Social Rank: 6

Armour: None

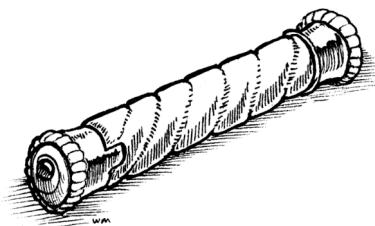
Weapon: Dagger

Attacking this person is an *Unlawful Action*.

In addition, if you do attack them you cannot return to this shop and you should remove it from your map.

In your wandering you have come across a shop selling maps. It occupies the ground floor of a modest wood frame house and in the window you can see a number of large maps of various locations in Titan, few of which you recognise.

The door is open and you can dimly see a middle aged woman sat at a desk near the back of the room, she is currently engrossed in a book and has not noticed you. Given your profession this shop might be a very lucky find, so you stop outside to take a closer look. What do you do?



- You prefer to rely on your own skills and wits, so after admiring the goods for a moment longer you move on.

- You enter the shop and talk to the map maker, asking if she has anything in stock that might be of use to you. She offers you a variety of maps, though they aren't cheap. You can buy maps of this location, or the wilderness. Each map you buy costs 20gp and fills up one inventory slot (they are large and unwieldy) but will give you a +1 on your City Lore or Region Lore rolls whilst you carry it. Each Settlement or Region requires its own map.



- You move into the shop but after talking to the map maker you realise these goods are way too expensive. If you wish to, you could use the Sleight of Hand skill to steal a map - you have noticed one that covers your current location. The maps are not an easy object to conceal quickly so the SKILL check has a -2 penalty. If you succeed, you gain a +1 bonus to City Lore SKILL checks whilst in this city, but the map does take up one inventory slot. If you fail the check, the enraged map maker bustles you out of her shop whilst calling for the guards, you decide it is time to move on. If you are noticed, you may not return to this shop for 2d6 days.
- You are lost in this settlement and need directions: For a small fee (5gp) she can direct you to a specific location - you can use this knowledge to choose a specific map encounter at a location of your choice. The cartographer is quite busy and will only give out detailed directions once each day.

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M12 General Goods kiosk

Suggested Maximum number: 3

SKILL 6

STAMINA 7

Social Rank: 3

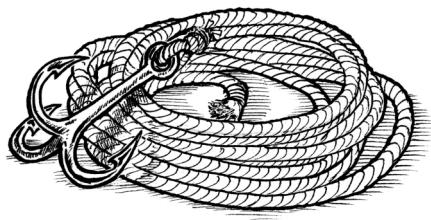
Armour: None

Weapon: Hand Axe

Attacking this person is an *Unlawful Action*.

Attacking this person is an Unlawful Action. In addition, if you do attack them you cannot return to this shop for one week.

Pushed up against the side of a larger building and indeed taking some shelter from the bigger structure, is an intriguing and well made kiosk. It consists of an open fronted hut under a brightly dyed canvas awning, with several well stocked wooden racks set about it. Sitting on a tall chair inside the hut is a contented dwarf, puffing on a large clay pipe.



She waves at you and beckons you over to her shop. It is somewhat unusual to see a kiosk like this away from the marketplace, but you guess this dwarf has struck a deal with the owners of the larger building to let her carry out her trade here. Mark this on your map for future use.

This small store sells food and drink and everyday household items at the prices listed in the AFF guidebook (the 'General Equipment' part of the price list), but it doesn't sell or trade in armour or weapons - you will need to find a more specialised outlet for that type of item. After you have bought or sold (remember to make your Bargain skill rolls if you wish to haggle!) you wave goodbye to the dwarf and continue your travels.

M13 Armourer

Suggested Maximum number: 2

SKILL 7

STAMINA 10

Social Rank: 6

Armour: Breastplate

Weapon: Battle Axe

Attacking this person is an *Unlawful Action*.

In addition, if you do attack them you cannot return to this shop.

You are ambling along when you notice an intriguing doorway. Steps lead down from street level to a well made wooden door set in a cut stone wall. To either side of the door are small barred windows and above the door on the lintel is nailed a shield with the legend 'Bogram's Armour' etched into it. The door is open so you decide to go down the steps and have a look inside. Peering around the doorway you see a small basement shop containing a number of pieces of armour (firmly attached to the walls) and a wooden counter going across the middle of the room. Behind the counter sits a dwarf, caught in the act of munching on a meat pie. He has dark tanned skin, a very bushy red beard and the build of someone who spends a lot of time working metal, though he looks friendly enough. Behind him are shelves stacked with a variety of types and pieces of armour and shields. What do you do?

- You have no need of armour at the moment - you apologise for disturbing his dinner and move on.
- You don't need his goods but decide to talk to him anyway. Feigning an interest in a decorated shield, you strike up a conversation with him. Make an Etiquette skill roll. If you succeed, the dwarf engages in a long explanation of the local cave system and you gain +2 to your next Underground Lore skill roll. If you fail, the dwarf notices you aren't going to buy anything and you end up leaving the shop.
- You smirk to yourself as you realise what a treasure trove you have stumbled into with just one paltry

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dwarf to protect it. As you move to attack the startled shopkeeper pulls a lever next to them and you hear a grinding noise - a large stone block is descending from the ceiling to seal off the entrance and trap you in here! Cursing you turn and dive back out of the shop before you are imprisoned with the laughter of Bogram chiding you out. You may not return to this shop and must remove it from the map.

In addition to the other options, you can ask the Armourer to do some work for you. He offers the following services.

Service	Cost	Time
---------	------	------

Buff and polish: The armourer will knock out the dents and put a shine on your armour. The next Leadership skill roll you make gains a +1 bonus due to your immaculate attire. This will also repair any damage to your armour.

Trading: You can purchase or trade any normal pieces of armour here, rulebook he has quite a stock. Don't forget to make your Bargain skill rolls, if you wish to haggle.

Strengthen: This skilled armourer can examine your gear and work in some additional straps and links that will give it a temporary enhancement - your next 5 times you roll for armour protection you add +1 to the total to see how much damage your armour blocks. This will also repair any damage to your armour.

M14 Weaponsmith

Suggested Maximum number: 2

	Weaponsmith	Guard Dog
SKILL	7	6
STAMINA	10	8
Social Rank:	6	-
Armour:	Chain Cuirass	None
Weapon:	Greataxe	Large Bite

Attacking this person is an *Unlawful Action*.

In addition, if you do attack them you cannot return to this shop for one week.

Blocking part of the road is a covered wagon, from which spill a variety of spears, swords, maces and so on. As you approach you see a large bald headed man bartering his wares with a couple of peasants. A guard dog - very large and fierce - sits to one side of the weaponsmith, keeping an eye on proceedings as if it were the true owner of this business. It looks as if you are going to have to pass close by in order to move along, so you decide to slow down and have a look at the goods. What do you do?

- On second thoughts, your weapons are fine and the dog looks like it bites. You edge past them and carry on.
- Take a look at the stock of weapons and see if you can wheedle some information from the trader. He has a lot of knowledge about who is buying what. Test your Etiquette, if you succeed you may roll on Table 8.4 Chaos Unleashed Rumours & Events and add +1 to your next Bargain skill roll.
- Whilst he is distracted by some other customers, you could try and grab something. Make a Sleight of Hand special skill roll with a -2 penalty - the dog is watching you! If you succeed anyway, you may make off with a pilfered sword or mace. If you fail, the dog leaps and starts barking! You decide to flee before things get worse - move to your next location. You may not return to this shop for 2d6 days.

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In addition to the other options, you can ask the Weaponsmith to do some work for you. He offers the following services.

Service	Cost	Time
Trading. You can purchase or trade any normal weapons here, he has quite a stock. Don't forget to make your Bargain skill rolls, if you wish to haggle.	Core rulebook	30 min
Sharpen and rebalance - the weaponsmith will hone the edge of swords or rebalance your mace such that you gain +1 SKILL for your next 10 attack rolls in combat. This will also repair any damage to your weapons.	5gp	1 hour



M15 Magical Curiosity Shop

Suggested Maximum number: 1

	Shop owner	Imp
SKILL	4	7
STAMINA	10	6
MAGIC	5 (Magic Points 18)	-
Social Rank:	6	-
Armour:	None	None
Weapon:	Dagger	Large Claw
Spells:	She has a number of spells but will only use a form of teleport as described below.	

Attacking this person is an *Unlawful Action*.

In addition, if you do attack them you cannot return to this shop for a week.

Against a larger building and by the looks of it leaning heavily on it for support a cylindrical tower has been built. It is not large - only two storeys - but looks cosy rather than ramshackle. Around the base there are a number of clay pots with herbs growing in them, above the open doorway is a wooden sign stating simply 'Many Curiosities' and 'Welcome' and the faint whiff of pipe smoke is in the air. The room inside is well lit and close to the entrance you can see an older woman, in a well made woollen dress, sat on a wooden stool and holding a clay beaker in her lap. In her other hand is a book that she is studying intensely. The rest of the room holds a stairway leading both up and down and a large number of shelves, stands and boxes covered in a wide variety of strange objects - many books, but also animal horns, glassware, strange bits of sculpture and many other things. Even more peculiar, you think you caught sight of a large bat-like creature hopping from behind a rack of clothing and up onto a high shelf. What do you do?

- The contents of this shop are weird, unusual and probably dangerous, you have no desire to get tangled up in this sort of thing. Move along to your next encounter.

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• Jingling your coin purse to show you could be a customer, you engage the proprietor in conversation. She is quite happy to chat and the difficulty is sticking to one topic. Make a roll on Table 8.2 Winds of Magic Rumours & Events and test your Etiquette. If you succeed you have also learned something of the history of this settlement and can add +2 to your next City Lore roll.

• It's possible that she has something in her stock that might be of particular use to you. You ask to have a look around and move around the shop carefully examining the different items. Make a Magic Lore skill roll. If you are successful you find an item - pick one from the Adventurers guild stock list to purchase if you wish. You may only find one such item here each week, so make a note of it!

• Stealing from a magician is only for the foolhardy, but that is not going to deter you. Entering the shop you make smalltalk whilst looking for an item to pilfer. Firstly, make an Evaluate skill test. If you succeed you have spotted something of value and can try and swipe it - make a Sleight of Hand skill roll. If you succeed you make off with a small item worth 3d6gp. If you fail, her imp was watching you carefully and screeches out an alert! With a curse the magician recites a quick spell and disappears in a puff of smoke whilst the imp swoops into attack. So you must fight two rounds of combat as you head for the door and flee this location before the Watch arrives. You cannot return to this shop for one week.

• A shopful of treasures guarded only by a defenceless woman? This is an opportunity! Looking around to make sure no one is paying attention you move into the shop, close the door behind you and move to attack. The magician lets out a scream, drops her book and drink and then disappears in a puff of smoke! Her Imp screeches and swoops to attack. Resolve the combat as usual. If you survive you can loot some items worth 4d6 gold pieces, but you realise that the sound of combat has been noticed. Roll on the Lawbreaker table. You cannot return to this shop. Remove it from your map and move on.

In addition to the other options, you can ask the Magician to do some work for you. She offers the following services.

Service	Cost	Time
Trading. You can purchase or trade spell components here, but stock uncertain. For each component you want to buy, roll d6. For the first component, it is available on 4-6. For the second, it is available on a 5-6. For the third it is only in stock on a 6. You can return once per day. Magical Sundries also have the same restriction.	Core rulebook	30min
Identify. The magician can look through her books and identify magical items that you bring to her. She will tell you what they are and how to activate them, if that is needed.	20gp	1 hour
Training. The magician can instruct you in the arts of Magic allowing you to learn both 'MAGIC' and the associated skills. A hero must also spend experience points in the normal way to gain points in MAGIC and MAGIC based skills.	50gp	One day
Tome protection. For a small fee, you can have your spellbook hardened against non-magical attacks. It can be made immune to fire, cold, acid and lightning by application of a secret combination of oils and powdered crystals.	20gp	½ day
Magical Research. The magician Has a large store of books and extensive knowledge - you can pay her to do research for you. You may succeed on one Magic Lore test by using this service.	10gp	1 Day

M16 Devious Trap

Suggested Maximum number: n/a as they disappear once triggered.

Whilst the city of Khare may be famous for its traps, it is not the only place on Titan where devious tricksters set their snares to catch the unwary. There are as many motivations for this as there are traps; some do it out of spite, some in the hope of profit and others create them simply because they can. Whatever the reason, coming across a trap can be a very unpleasant experience for an adventurer.

Special: Once the trap has been sprung (deliberately or accidentally) remove it from the map.

You can choose to test against your Trap Knowledge skill instead of any listed for the specific trap. A success indicates that you have avoided the dangerous effects of the trap. You can make a second test against your Trap Knowledge skill in order to deactivate it. If you succeed in this roll you gain 1d6 gold pieces worth of components, but if you fail this second roll you suffer the effects of the trap as your fumblings activate it. Once the trap is activated or disarmed, remove it from the map. You may also test your LUCK to avoid a trap, as usual.

Table 4.4.2 Traps

2d6 *Trap Description*

- | | |
|---|--|
| 2 | Acid Bath: A part of the ground has been rigged to give way, sending you slithering down into an acid filled stone bath! You can test against your Climb skill with a -3 penalty (the sides are slippery) or plunge into the corrosive liquid and suffer 1d6 points of damage (no Dodge or armour). Each round test Climb skill at -3 to scrabble back out or suffer a further point of damage. When you get out, roll 1d6 for each piece of equipment you carry - on a roll of 1 the acid has destroyed it! Only magical items are immune to this. This well concealed trap imposes -2 on Trap Knowledge to spot it. |
| 3 | Unstoppa-Ball: A neatly hidden pressure plate releases a heavy metal ball down a chute and straight into you! Test against your Dodge skill with a -3 penalty or take 3+1d6 points of damage and you are knocked down. The ball is worth 1d6 gp but occupies three equipment slots if you want to carry it. This trap is well made and using Trap Knowledge has a -2 penalty. |
| 4 | Vortex of Magic: When activated by your presence a concealed rune unleashes a vortex of wild magic. You are teleported to a random location (roll or drop a dice onto your map to find out where if you are in a city or dungeon). The magic also mangles you for 1d6 points of damage which cannot be prevented with armour or Dodge skill. If you have the Second Sight skill you may test against it to spot the rune before it activates. If you attempt to use Trap Knowledge you must take a -3 penalty due to the unusual nature of the trap. |
| 5 | Poisoned Dart: A wicked person has secreted a spring loaded poisoned dart in a gap in the nearby stonework. If you spot it (by making an Awareness skill test) you are able to jump out of the way as the dart whips past you. If you fail the skill test, you are stung by the dart and suffer 3 points of STAMINA damage as the poison sets your body on fire. |

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- 2d6 *Trap Description*
- 6 **Chaos Rune:** A magic user has inscribed a dangerous rune trap in this area - test against your Second Sight skill. If you succeed, you notice its emanations and are able to move carefully past it. If you fail, the rune is triggered and you are drained of 1d6 MAGIC points. If you do not have magic points, you will feel a slight chilling but suffer no other effects.
- 7 **Pit Trap:** Amazingly, someone has dug out a pit without anyone noticing their work. Maybe they did it at night. In any case, as the ground beneath you gives way, you must test your Jump skill. A success means you have leapt clear, failure means you drop a few feet onto ragged shards of rusty metal, taking 1d6 points of STAMINA damage as a result. You may climb out relatively easily.
- 8 **Spore Bag:** A pressure plate has been rigged here, which when activated punctures a concealed bag of noxious spores which fill this area with a choking cloud. Test against your Acrobatics skill. If you succeed you manage to dive and roll out of the cloud before you are affected, if you fail you take a lungful of spores and suffer a racking cough for the rest of the day - you have -1 penalty to your SKILL until you have rested overnight.
- 9 **Drop stone:** Your movements see you blundering upon a tripwire which has released a large stone block from above you. Test your Dodge skill. If you succeed, you have quickly sidestepped the block and are unharmed (if dusty). If you fail, a hefty clunk onto your head leaves you reeling - suffer 1d6 points of STAMINA damage. If you wear a metal helmet, you take 1 point of damage.
- 10 **Spray of Acid:** When touched a disguised lever sets off a spring loaded piston that shoots a spray of strong acid over you! Test your Acrobatics skill. If you succeed you manage to dive out of the way before the acid soaks you. If you fail, the burning liquid causes you 1 point of STAMINA damage and also degrades your armour. Your Armour rolls have a -1 penalty until you can pay a suitable merchant to repair it.
- 11 **Spiked Stick:** A spiked length of wood has been rigged with a tripwire to swing out and impale you. You may test against your Dodge skill to avoid it. It is a crude trap and causes only one point of damage.
- 12 **Broken Trap:** Someone has already fallen victim to this trap - if you have Trap Knowledge you can scavenge 2d6 gp worth of machinery, otherwise you move carefully past.

M17 Upwelling of Magic

Suggested Maximum number: 3 at any one time.

For those without the Second Sight skill, this spot will appear as a basically normal part of the settlement - perhaps they will experience a slight tingling sensation or wondering why the light seems to be brighter - but to those who are magically inclined, it is clear that something interesting is happening here.

Magical energy seems to be flowing from the ground in what appears to be a skyward reaching stream of scintillating lights. It is not clear what is causing this, but if you are inclined it is possible you could make use of this upwelling of magic, harvesting it to replenish your own reserves, though it may be risky. What do you do?

- You push your hands into the stream and relax your mind, ignoring the looks you are getting from passersby, as you try to attune to the energy and redirect it into yourself. Make a test against your Magic Lore skill. If successful you can restore 1d6 Magic points. If you fail, you suffer one point of STAMINA damage as the raw magical energy reacts to your interference by burning you!
- This is a fascinating natural phenomenon, but for the time being you will ignore it and move on

Special: The upwelling of magic 'contains' 20 Magic points worth of energy. After that is depleted it will disappear. It will also disappear after one week, fading into nothingness.

**M18 Magic Door**

Suggested Maximum number: 4

Upon a section of wall, someone (or something?) has inscribed runes of power, creating a magical door that can move you instantaneously across the city. Heroes that have the Second Sight skill will automatically notice the door - it appears as a series of gently glowing runes in the shape of an arched entrance which seems to surround a slowing spinning vortex of shadows. Without this ability, you must make an Awareness skill test with a penalty of -4 to notice the subtle markings. If you fail to spot it, mark it on your map anyway. You may retake the test each time you pass through this location.

Finding the door doesn't mean you understand how to use it. Test against Magic Lore skill to see if you can decipher the runes. If you fail the test, you may come back and try again once per week to see if you can 'open' the portal. If you succeed you know how to activate the door, but not where it leads and to find out you must step through!

Drop or roll a dice onto your map - the nearest location is where you 'exit' the door, into a quiet alleyway or corner where no one is surprised to see you pop into existence. The door is NOT two-way. After the first time you have used it successfully, make a note of where it 'exits' so you can use it again in the future.

Each time you use the door, there is a chance that the winds of magic will whip you away to an unexpected location. Roll 2d6 - on a result of 2 you appear outside the settlement and should move to the nearest gate to re-enter. On a result of 12 you appear in the city but in the wrong place - drop or roll a dice onto your map to see where it is.

M19 Rogues Cubby

Suggested Maximum number: 5

In order to spot this feature you need to make an Awareness test with a -3 penalty. If you fail to spot it, mark it on your map anyway. You may retake the test each time you pass through this location.

If you succeed, you have noticed that part of a building has been carefully and subtly modified to create an alcove like hiding space, complete with holes set at just the right height to peek through. Judging by the cobwebs and dust the cubby is not often used and if your mission requires to watch or monitor an area, you can slide into the space and observe the settlement gaining a +2 on your Awareness or Sneaking skill rolls for this location. However, each time you use the cubby you should roll a 1d6 - on the result of a 1 you have disturbed a Hobgoblin Spy (encounter C13) and must fight them!

M20 Crumbling Watchtower

Suggested Maximum number: 3

In ages past, perhaps as part of an older city wall, a watchtower was built here. It has largely been built onto and incorporated into other newer structures, but parts of it still remain including the stone stairs and eyrie (the roof has disappeared completely). You could, if you wish, climb up and use it to observe the nearby streets though it probably isn't entirely safe. If you want to ascend, you must pass a Climb skill test with a +3 bonus (failure means you can't find a way to get up). At the top, you can survey the area and gain a +2 on your next City Lore, Awareness or Hunting roll. If you do this roll a 1d6 - on the result of a 1, part of the tower crumbles under your weight and you must test against your Jump skill or suffer 1d6 points of STAMINA damage as you plummet to the ground in a cloud of masonry. If this happens remove the Crumbling Watchtower from your map, as it is now too damaged to be used as a lookout position.

M21 Forgotten Stash

Suggested Maximum number: Disappears when found, so no maximum

Caught in a daydream, you are surprised to find yourself staring at a small pile of masonry and old timber wedged into the corner of a nearby building.

Tilting your head from side to side you realise that there is something - a leather bag perhaps - hidden underneath. It is clear from the cobwebs and weeds that stretch across the pile that it has been concealed for some time.

After a quick check to make sure no one is watching, you delve in and drag out the container...but what does it contain?

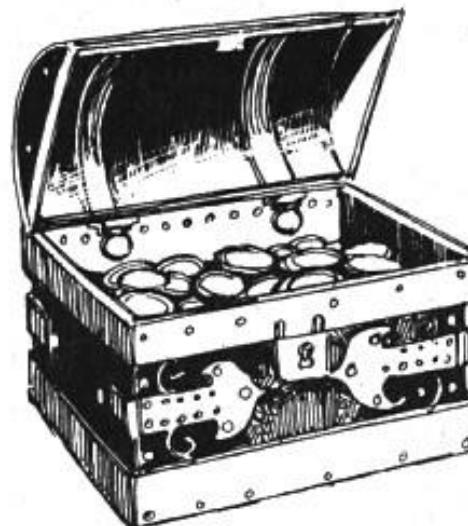
Roll a 1d6 to see what you have found:

1 = nothing, the bag is empty

2 = roll once on Everyday Items treasure table,

3-4 = coins worth 3d6gp in total

5-6 = coins worth 5d6gp in total.



M22 Sorcerer's Wyrd

Suggested Maximum number: 1

SKILL 5

STAMINA 12

MAGIC 4 (Inner Strength 8)

Social Rank: 6

Armour: None (Dodge 4)

Weapon: Dagger

Spells: Tym Po Nang will use FOG to obscure himself then ZIP and ZEN to escape.

Attacking this person is an *Unlawful Action*.

Attached to the corner of a larger structure is the strangest little building you have ever seen. Although clearly made of brick, tile and wood in appearance it would seem to have grown onto its neighbour like tumour or parasite. There are no straight lines or logic to its construction except that the door is, as usual, next to the ground. For all that it does not feel threatening or dangerous, more like the prank of an unhinged architect. You move closer to get a better look and now you can see inside - there is a fireplace, shelves full of intriguing knick-knacks, a table and chairs in one of which sits a bright eyed elf that is spinning an orb of light in his hand. He sees you and beckons you over. What do you do?

- This is too strange for you. Move along to your next encounter.
- Approach the elf and greet him. He explains that his name is Tym Po Nang and he is a travelling sorcerer. He has set up his 'shop' here (with full permission he is at pains to add) in order to trade and to teach. It's rare to meet an elf or a sorcerer and you stop to have a chat with him. Make a roll on Table 8.2 Winds of Magic Rumours & Events and make an Etiquette skill test. If you succeed you draw him into a conversation about the settlement and you can add +2 to your next City Lore roll.
- Nodding and greeting the elf you come into the building and your eyes light up at the possibilities for larceny. You may try to pinch something - make a test

against Sleight of Hand as an opposed roll against the sorcerer, who has Awareness skill of 8. If you succeed you have pilfered a spell component worth 3d6 gp. If you fail, Tym Po Nang notices and with a snarl blasts you with a spell of his own devising - you disappear from this location and reappear at the Jail location. You must roll on the Lawbreaker table immediately, and may not revisit the sorcerers home for a month.

In addition to the other options, you can ask Tym Po Nang to help you out in some way - he offers the following services.

<i>Service</i>	<i>Cost</i>	<i>Time</i>
Trading. You can purchase or trade sorcery spell components here, but stock is very limited and uncertain. For each spell component you want to buy, roll 1d6. For the first component, it is available on 4,5 or 6. For the second component it is available on a 5 or 6. For the third it is only on stock if you roll a 6. You can return once per day to try again.	Core rulebook	30min
Identify. The sorcerer can look through his books and identify magical items - he will tell you what they are and how to activate them, if that is needed.	20gp	1 hour
Training. The Sorcerer can instruct you in the arts of Magic allowing you to learn both 'MAGIC' and the associated skills. A hero must also spend experience points in the normal way to gain points in MAGIC and MAGIC based skills (such as MAGIC-Sorcery).	50gp	1 day

M23 Alchemist's Workshop

Suggested Maximum Number: 2

SKILL 5

STAMINA 12

Social Rank: 6

Armour: Leather Hauberk

Weapon: Club and Acid Vials

(These can be thrown for 1d6 points of damage if they hit.)

Attacking this person is an *Unlawful Action*.

You smell this building before you see it. A sharp smell causes you to sneeze and leaves your throat feeling scorched, as you pull up your cloak to cover your mouth and nose you spot a low wooden framed building with what appear to be scorch marks dotted across its walls. The smell is coming from a bright green liquid that appears to have just been emptied out of a window and is seeping into the mud of the sidewalk. The person who slopped it out is a round-faced man, noticeably missing his eyebrows and most of his hair, who gives you a cheery wave as you pass by. You can see inside the building there are racks of vials and ceramic pots and, surprisingly, a large selection of herbs neatly potted up and dangling from a trellis. What do you do?

- You've no need of a potion or salve today, so you nod to the man and move on.
- Moving over you stop and talk to the alchemist. He is friendly but strange - too much time inhaling fumes has left him with a wandering mind. After an hour talking to him you can add +1 to your next Lore roll (any type of Lore except City Lore).
- Alchemists often have a secret stock. Make a test against either your Bribery or Con skill, to convince him to bring it out. If you succeed you can purchase a vial of acid (10gp, does 1d6 points of damage to one target and 1d3 points to all those adjacent to the target, use Thrown skill to use) or a vial of poison (20gp, increase weapon damage by 2 for one combat or coats 10 bolts or arrows to the same effect). If you

fail the Bribery or Con test, he is very offended by your enquiries and asks you to leave. You can only access the special stock once a day.

• Stealing from a shop which is partly on fire and partly dissolving in acid seems risky but you decide to give it a go. Make a Sleight of Hand test opposed by the alchemist's Awareness skill of 7. If you succeed you gain herbs worth 2d6 gp. If you fail, he spots you and gives you one chance to leave before he starts throwing acid - an offer you accept. You cannot return here for a week.

In addition to the other options, the Alchemist offers a few services

<i>Service</i>	<i>Cost</i>	<i>Time</i>
Trading. You can purchase or trade herbs here, but stock is limited and uncertain. For each herb you want to buy, roll 1d6. For the first one, it is available on a 3-6. For the second component it is available on a 4-6. For the third or more it is only on stock if you roll a 5 or 6. You can return once per day.	Core rulebook	30min

Medicine. If you are suffering from a disease or poison you can ask the alchemist to prepare a treatment, which will come in the form of a cup of oily liquid to be gulped down in one go. Roll to see what happens: 1-4: It worked! You are cured. 5: It didn't work, but there are no side effects. 6: It didn't work and you feel terrible - you suffer -1 penalty to all skill tests until you've had a chance to sleep it off.	5gp	1 hour
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**M24 Place of Execution***Suggested Maximum number: 2*

A fearsome sight greets your eyes. At the centre of a small drab square there is a raised wooden platform upon which there are gallows and a large wooden block, the top and sides of which are darkly stained. A chill runs through you as you realise that this must be the place where public executions happen. The square is quiet at the moment apart from the usual to and fro of everyday business, but before you carry on you take a moment to pray that you never end up as the entertainment here.

Special: Roll 2d6. On the result of a 2 or 3, you have arrived just as an execution is taking place. Instead of a quiet square, it is filled to the brim with jeering townsfolk as the condemned is being led up to the block for beheading. There is little you can do about it - the large crowd is clearly excited by the spectacle and there are a number of Watchmen present keeping order. Your choice is straightforward - you can turn away and carry on with your travels or stay and watch the axe fall. Either way, deduct one point of LUCK for witnessing this grim spectacle.

M25 Tattoo Parlour*Suggested Maximum number: 2*

A brightly coloured awning has been attached to the front of a house under which sits a woman wearing a long brown sleeveless dress covered by a black leather apron. She sits on a stool; to one side of her is a table with a large collection of vials and stoppered bottles and on the other side is a large reclining chair.

Behind, on the front wall of the house, is a selection of wooden panels that have been painted in gaudy designs - snakes wrapped around skulls, dancing ladies and so on. In her hand she holds a shiny metal needle. As you pass by she gestures to you, inviting you to become her next customer. What do you do?

- Nod back and hurry on, you've no desire to get inked today.
- Go over and select a design for a tattoo - it costs 2gp for a small tattoo, which is permanent, of a design of your choosing. Make a note on your character sheet as to the nature and location of your tattoo. It takes one hour to complete the work.
- Inquire about any special services - if you have the AFF Heroes Companion, you can ask for Magical Tattooing. Use the rules described there.
- Attempt to steal a bottle of ink - make a sleight of hand skill roll. If you succeed you have acquired a vial of coloured ink (worth 4gp). If you fail, you have been spotted and should leave to a new location before the Watch can be called! You cannot return to this shop for a week.



M26 Workshop

Suggested Maximum number: 3 per location

A huge number of trades are carried out within the city, though most of them are of no interest to a Hero. Still, it may be that you come across such places as you explore the city and you may want to make a note of where they are and the trade they are carrying out.

Small workshops are very numerous - often a workshop is the lower floor of a house or a side building, with goods being either sold directly onto the street or sent to the marketplace and you can come across a place of trade like this in almost every part of the city, thus the maximum number is given per location rather than for the settlement as a whole.

Roll twice to see what kind of trade is carried out - roll once for the category and again to see what activity is going on.

<i>1d6</i>	<i>1-2 Food</i>	<i>3-4 Craft</i>	<i>5-6 Everyday</i>
1	Butcher	Tinker	Weaver
2	Baker	Carpenter	Cobbler
3	Pres. foods	Stonemason	Potter
4	Brewer	Jeweller	Laundry
5	Spice Trader	Carpenter	Leatherworker
6	Wine Trader	Classroom	Herbalist

The workshops may sell directly to customers or not: If you wish to trade with them, make a test against your Bargain skill. If you succeed they are willing to sell you appropriate goods (use the prices as listed in the main AFF rulebook) but they won't buy goods from you.

All of the items sold by these workshops can usually be found in the marketplace.

M27 Bathhouse

Suggested Maximum number: 3

A soft tinkling of water draws your gaze towards a well made building, the lower floor of which is fronted with carved stone reliefs showing scenes of water nymphs, fountains and pools of gently rippling water. To either side of the door are carved sea serpents from the mouths of which pour steady streams of water, falling into bowls held in their tails. There are no windows on the street front, but there are some grills carved into the stone from which wisps of steam are escaping. The door is open and inside you see a towel carrying attendant, waiting to take your money. The bathhouse offers you a chance to relax and clean up after your hard day of adventuring!

Here you can obtain the following services: Laundry - your clothes taken and cleaned, 1gp, takes two hours. A dip in the communal bath - warm water (either from hot springs or heated by wood stoves) will ease your muscles, restoring one point of STAMINA - 2gp. A private room with its own bath (fresh water) and a massage - also restores one point of STAMINA and costs 5gp.

M28 Stables

Suggested Maximum number: 5

The smell of manure and whinnying of horses tells you that there is a stableyard nearby. Looking around you can see an open set of gates through which you spy a number of stable lads attending to horses whilst a farrier works on re-shoeing one of them. This seems to be a well organised and respectable stable, which you could make use of. A young woman notices your interest and comes over to greet you, asking what manner of help you are after.

You can stable a horse here (1gp/day) or purchase any items related to owning or caring for your steeds, including purchasing a horse. See the AFF Rulebook for prices.

M29 Auction House

Suggested Maximum number: 2

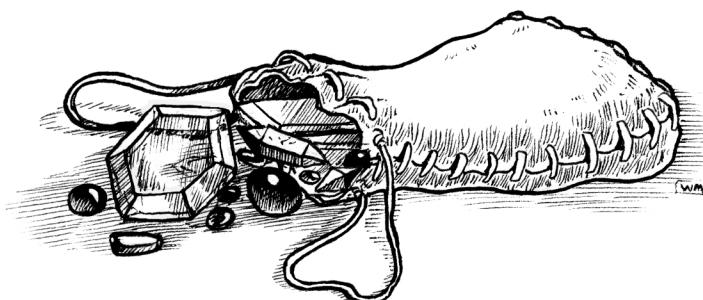
The sound of an auctioneer in full flow, chanting out the bids, alerts you to the existence of an auction house nearby.

It is an extravagant building, just an open space with a canvas roof held up by wooden poles under which an auctioneer stands on a raised platform, calling out the bids on a variety of items. To one side of him is the stock, available for inspection. It is a mix of everyday items and animals, seemingly assembled at random.

The auction appears to be public and you can attend if you want, either to buy or sell - they will auction anything up to the value of 50gp on your behalf and you can buy anything listed under 'Clothing', 'Transport', 'Livestock' or 'General Equipment' plus one Sorcery spell component.

In order to take part, make five tests of your Bargain or Evaluate skill and record how many successes you get. 1-2 Successes - items cost double, or sell for half value. 3 Successes: You buy and sell at listed prices. 4-5 Successes - items cost one quarter less than usual and you sell for a quarter more than the listed price.

The auction is not available everyday. If you come back to this location, roll 1d6 - the auction is in progress if you roll a 5 or 6 (only roll once per day).

**M30 Shady Dealer**

Suggested Maximum number: 2

You have stopped for a moment to consider your next move. Whilst catching your breath and looking around you notice someone coming out of a nearby building in a furtive and suspicious manner, piquing your interest. Next to a painted but dirty and damaged wooden door you can see there is a shuttered window. The shutters are closed but they are not of great quality and you can just about make out a lamplit parlour inside, which seems to be some kind of shop. As you watch a person approaches the door and knocks in a highly unusual fashion. After a moment you hear bolts clicking back and the door is briefly opened and shut and bolted again once this new customer has entered.

If you wish to, you can approach and try to gain entrance. You must test against your Secret Signs skill to mimic the knock you heard. If you fail the test, you see someone come close to the damaged shutter before a curtain is pulled over the window, concealing everything inside, and the door remains locked to you. You can try again the next day.

If you succeed in the Secret Signs skill test the door is opened and an older man with a long dark beard ushers you into his emporium. Judging by the manner of strange and expensive items, this is some sort of dealer in unusual items.

Here you can buy items from the Sorcery Spell Components and Magical Sundries sections of the Advanced Fighting Fantasy price list, but at twice the normal listed price. On any day that you visit, 1d6 items are available.

The Shady Dealer is not always open - if you return, roll 1d6. They are open for business on a 1 or 2.

4.5 Settlement Details Sheet

As you create and map out your settlements, you should keep a track of what they contain and other useful details such as the name, origin etc. This does not have to be done for every place that you come across, but it is worth keeping a track of the basics (name, reason for existence, dominant type of people) to help you build up a map of the world.

Table 4.5.1 Settlement Details and Description

Detail	Chapter	Description
Type	4.1	City
Name	4.1	Ludria
Origin	4.1	Human
Reason for Existence	4.1	Natural Feature: The city is located where the river Lud empties into the Silver Sea
Current Occupation	4.1	Mixed - mostly human but with a good number of dwarves and elves.
Map Generation	4.1	Dice drop + filled in by hand
Locations	4.1	36
Morality: Neutral	7.1	All gods may be worshipped here
Control: Weak	7.1	+2 to rolls on the Lawbreaker table, minimum result of 4.
Gods: Neutral	7.1	Main temple is dedicated to a neutral god, though other places of worship exist

Looking at the results and the location we decide that Ludria is a busy port city that is most concerned with trade and commerce. To round it out a bit further we give Ludria a pair of rulers - Lord Venip and Lady Griselda Bloth who are interested mostly in money and gossip, leaving the city to run itself with the minimum of oversight. This is a busy and dangerous place with lots going on and not much law enforcement or religious fervour to stop any criminals who want to operate here.

Individual Locations

As you explore your settlement you can give names and further descriptions to the locations you find. As you discover more details about each location, by having 'Map Encounters' you can add them in and build up a fuller picture of what this settlement

contains. We have included a few example map encounters for each location, you should feel free to replace them or add more if you want to use this city as part of your game. In addition we have numbered each location so you can find one randomly by rolling 1d6,1d6 to get a set of 'coordinates' (e.g. 4,4 is ST3 - Streets 3, 'The Hill').

You don't need to do this for every settlement you encounter in your travels, but if you intend to return to one on a regular basis it is worth keeping a note of what you have found as this will save you having to rebuild your map and provide you with ideas for encounters and missions.

AFF Adventure Creation System

Table 4.5.2 City of Ludria Location Details

	<i>Location</i>	<i>Description</i>	<i>Example Map</i>
			<i>Encounters</i>
1,1	CG1 - City Gate 1, 'The King's Gate'	Known as 'The King's Gate' as the road from here leads towards the capital city.	Stables, Crumbling Watchtower
1,2	CG2 - City Gate 2, 'The North Gate'	Simply the most northerly gate of the city, tracks lead towards the forest.	General Goods Kiosk, Abandoned Shack
1,3	CG3 - City Gate 3 'The Orchard Gate'	Traditionally a large number of orchards were located just to the east of Ludria.	Shady Dealer, Crumbling watchtower
1,4	CG4 - City Gate 4 'The Pig Gate'	Used by many farmers particularly those bringing livestock into the city for sale.	Stables, Smithy
1,5	CG5 - City Gate 5, 'The Swamp Gate'	A track leads from here to the swamps west of Ludria.	Rogues Cubby, Magic Door
1,6	CO - College, 'The House of Hamaskis'	As a major city in the region, Ludria is home to many scholars, sages, wizards and sorcerers. They have gathered in one part of the city to share their knowledge.	Sorcerers Wyrd, Magical Curiosity Shop, Alchemist's Laboratory
2,1	GY1 - Graveyard 1, The Lord's Rest	This large graveyard by the river is favoured by the wealthy citizens of Ludria, it has many large and well appointed tombs. Sometimes the dead get restless.	Quiet Fishing Spot, Shrine, Devious Trap
2,2	GY2 - Graveyard 2, The Paupers Pit	The graveyard of the poor, this contains many mass graves and pits where those that die in poverty are deposited.	Place of Execution, Collapsing Ground, Devious Trap
2,3	HO - Hospital, 'House of Respite'	Disease and injury are a constant menace in Titan and the House of Respite, staffed by monks, physicians and herbalists offers help to those that cannot find help at the temples.	Shrine, Alchemist's Laboratory, Bathhouse
2,4	DD1 - Drinking Den 1, 'The Broom & Bucket'	After a day spent working in the great market many peasants come for a drink here, there is often musicians and dancing.	Workshop, Latrine

Chapter 4 - Settlements

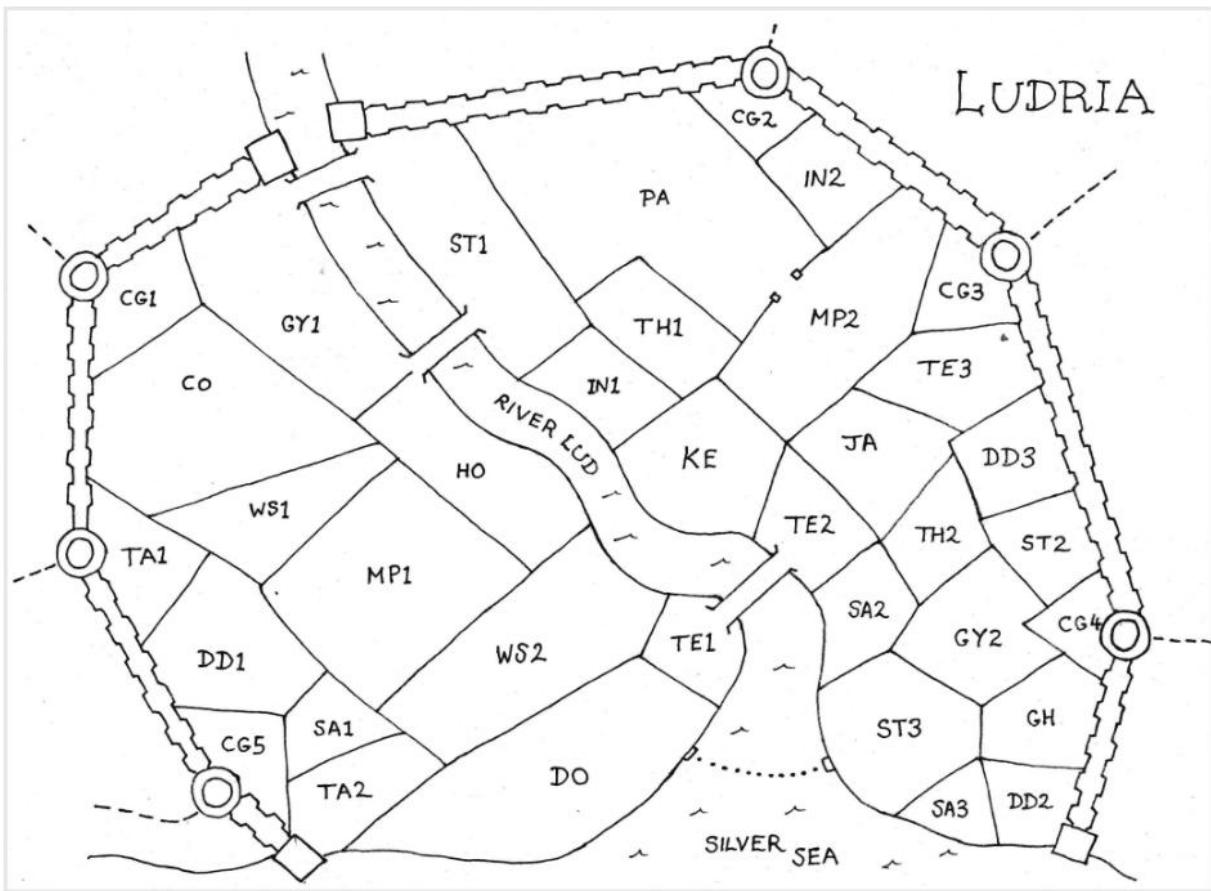
2,5	DD2 - Drinking Den 2, 'The Pickled Dog'	This foul smelling drinking pit is noted for having a large specimen jar containing the remains of an animal floating in cloudy liquid all suspended in chains by the door.	Tattoo Parlour, Shady Dealer
2,6	DD3 - Drinking Den 3, 'The Hole in The Wall'	Hard up against the city wall, 'The Hole' is a favoured spot for the Watch to drink, making it slightly less dangerous than other cheap bars.	Latrine, Abandoned Shack
3,1	TA1 - Tavern 1, 'The Troll's Head'	Run by and favoured by dwarves this stone built tavern has as its sign a large, horridly ugly, troll's head hanging above the door. The nearby city gate is used by the guards and is not open to the public (or heroes).	Smithy, Armourer
3,2	TA2 - Tavern 2, 'The Thresher'	Overlooking the sea this nautically themed tavern has a number of Sharks jaws decorating the walls.	Auction House, Workshop
3,3	IN1 - Inn 1, 'The Mighty Elk'	Run by Agatha Skovland (Big Squeeze) a woman from the north lands, known for her hearty meals and strong ale.	Workshop, Forgotten Cellar
3,4	IN2 - Inn 2, 'The Fair Measure'	A decent enough watering hole, kept clean & tidy by the Bramby family.	Magic Door, Latrine
3,5	SA1 - Slum Alleys 1, 'Choke Alley'	A place of many workshops connected to the market place, known for its tendency to burn down with surprising regularity.	Workshop, Devious Trap
3,6	SA2 - Slum Alleys 2, 'Bog Street'	This area of low ground is prone to flooding by the river and some of the shacks are on stilts. It is a haven for smugglers.	Shady Dealer, Rogues Cubby
4,1	SA3 - Slum Alleys 3, 'The Slumps'	Once an attractive part of the city with a busy dockside, a great wave levelled many of the houses and reduced the docks to rubble. It has never really recovered.	Abandoned Shack, Collapsing Ground
4,2	ST1 - Streets 1,'The Old Bridges'	Said to be the oldest part of Ludria this quieter part of the city borders both the river and the park.	Quiet Crossroads, Forgotten Cellar

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4,3	ST2 - Streets 2, 'Oat Street'	A small area of decent housing owned mostly by merchants and farmers.	Auction House, Weaponsmith
4,4	ST3 - Streets 3, 'The Hill'	A raised mound overlooking the poorer parts around it, many who live here have made a living from the sea. A regular ferry connects it to the docks.	General Goods Kiosk, Workshop
4,5	WS1 - Wealthy Streets 1, 'Bloth's Ridge'	A ridge of land that is home to some of the wealthiest nobles and merchants that make their home in Ludria including the home of Venip Bloth, Lord of Ludria.	Magic Door, Rogues Cubby, Stables
4,6	WS2 - Wealthy Streets 2, 'The Silver Streets'	Between the docks and the grand market, the silver streets are the home of many merchants and artisans that have made their fortunes in Ludria.	Magical Curiosity Shop, Quiet Crossroads, Rogues Cubby
5,1	TH1 - Theatre 1, 'The Red House'	A large stone and wood building, painted gaudy red, dominates this area. This theatre serves up entertainment for the upper classes and wealthy merchants.	Shrine, Stables
5,2	TH1 - Theatre 2, 'Harlequin Street'	A wide street holds several places to eat, drink and be entertained, particularly 'The Jangles' which is a raucous street of entertainment halls showing a variety of acts - singers, dancers, acrobats, comedians and so on.	Tattoo Parlour, Burnt Out House
5,3	TE1 - Temple 1, 'The Sailors Temple'	Dedicated to Solinhar, Hydana, Sukh and Pangara this temple is visited frequently by mariners and merchants, hoping for a safe passage across the waters.	General Goods Kiosk, Forgotten Cellar
5,4	TE2 - Temple 2, 'The Lord's Temple'	Dedicated to Aqualis (on account of the wealth that comes down the river) and Libra (maintaining order) this well maintained temple next to the keep is where important services relating to the nobility are held.	Stables, Bathhouse

Chapter 4 - Settlements

5,5	TE3 - Temple 3 'The Farmers Shrines'	A series of temples dedicated to many gods but mostly Galana, Glantanka and Fulkra this district is where many farmers and travellers come to make their observances.	Shrine, Small Well
5,6	MP1 - Market Place 1, The Great Market	A large open square ringed with shops, the main marketplace of Ludria is busy almost everyday with stalls, hawkers and shops selling all manner of goods.	Alchemist's Laboratory, Weaponsmith, Armourer
6,1	MP2 - Market Place 2, The Fayre	A maze of narrow streets lined with shops and stalls, popular as a place to wander and browse the goods on offer.	Magical Curiosity Shop, Auction House, Workshop
6,2	DO - Docks	As a port city the docks are the most important district in Ludria and as such they have their own palisade wall and watch-house. Sailors, workers and goods move in and out continuously. As well as the ships and boats a ferry service crosses from here to 'The Hill' for a 1gp fee.	Cartographer's Shop, Tattoo Parlour
6,3	KE - Keep	The highest point in Ludria perched on a spur of hard rock the Ludria Keep is home to Lord Bloth and his family and retainers. Rumour has it that beneath the keep lies a terrible dungeon full of traps and monsters. Soldiers and Watchmen patrol here endlessly.	Armourer, Weaponsmith
6,4	JA - Jail	A brief cart ride from the Keep lies the Jail, located on Gibbet Street. Woe betide anyone unfortunate enough to find themselves locked in its rat infested cells.	Place of Execution, Shrine
6,5	PA - Park	Used for a variety of purposes such as sporting contests or circuses, the citizens of Ludria like to come here to relax and socialise. A large entrance gate opens onto 'The Fayre'.	Small Well, Bathhouse
6,6	GH - Garbage Heap	Once a slum, this area was condemned after an outbreak of plague and has descended even further into ruin; it is now used as a place where all manner of filth is disposed of.	Collapsing Ground, Crumbling Watchtower

*Map of the City of Ludria divided into locations*

Keeping notes like these for any major settlement that you intend to visit regularly will help you build up a feeling for what it contains and what sorts of goods and services are available there. For settlements you only visit once or sparingly you can simply make a note of the important features such as name, current occupation and a couple of significant locations.

For example, some distance from Ludria we come to a small dwarven mining community located in the foothills of a mountain range.

The extent to which you keep notes is up to you, but in the long run it is generally faster and easier to keep some track of your settlements as you pass through them, rather than having to recreate them each time you need to use them. In addition, creating a detailed settlement can also help to inspire you to plan out new adventures for your heroes.

Table 4.5.3 Settlement Summary Description - Concise Version

<i>Detail</i>	<i>Chapter</i>	<i>Description</i>
Type	4.1	Town
Name	4.1	Lower Klag
Current Occupation	4.1	Mostly Dwarven
Notable Locations	4.1	Lower Klag has a marketplace (not open every day), Tavern (The Miner's Pick) and Temple to Throff (Kerillim as the dwarves know her).
Other	7.1	Lower Klag is a typically well ordered dwarven settlement

5 - DUNGEONS

A core part of any good fantasy campaign is the dungeon. Whether it be an ancient tomb, filled with undead or a great cave system taken over by orcs and goblins, the opportunity to light the torches and creep through the darkness in search of treasure is a challenge for every hero. In this section we lay out the means for quickly constructing interesting and unpredictable dungeons for your adventures, covering building a dungeon map, filling it with monsters and challenges and some general suggestions and ideas about dungeoneering.

The most important thing to remember is that the suggestions in this chapter are optional - if you don't want to worry about the conditions of a dungeon, or you have already decided that every room will have a locked door you should proceed accordingly and use this chapter to fill in the details that you haven't yet come up with.

Dungeon vs Section

In this part of the book we will refer to the entire structure, all the rooms and corridors together as a dungeon, with parts of it being separately generated as 'sections'. Sections have a limited number of rooms and all follow the same theme - so if you determine a section of the dungeon is 'slimy' (see the Dungeon Conditions table) then all the parts of that section are slimy. However, other sections of the dungeon might have other conditions attached to them.

Some rolls are made for the dungeon as a whole and some are made separately for each section - this helps to keep the heroes guessing as they progress through the darkness.

Dungeon Size

All heroes love exploring a huge labyrinth of horrors, don't they? However, such expeditions can easily

become overwhelming. In order to avoid this, we divide our dungeons into smaller sections, to allow adventurers the chance to rest, recuperate or turn back. Each section can be as large as you like but we suggest the following. For a relatively easy dungeon, for heroes who are still a bit fresh behind the ears, include $6+1d6$ rooms in each section. For more seasoned heroes the section can be $6+3d6$ rooms and for glorious champions confident of their abilities each section is $12+3d6$ rooms long. The importance of dividing the dungeon into sections is that each part should contain some clue, object or person that helps them advance their overall quest. If the hero needs to collect, for example, the six rubies needed to form the sceptre of blood, your dungeon will need to be divided into six sections. Additional sections should be added to house important individuals such as the dungeon master (the boss of this dungeon) or an opponent if you are using the mission system.

It is recommended that each section is mapped out separately, in order to stop your dungeon map becoming unmanageable. The first section should start with the dungeon entrance and the final room should be the transition room (see below) indicating the finish of that section.

For a dungeon with many sections, the transition room could lead into multiple new sections.

What sort of dungeon is it?

Not all dungeons are nicely chiselled mines lit by regularly refreshed torches! In fact, most of them will be weird or unusual in some way, explaining why they have ended up as terrible dungeons (instead of being inhabited by someone more civilised). Use the following tables to find out who made the dungeon, what sort of shape the structure is in and how the

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creatures are faring. This will give you a great outline of what sort of dungeon you are facing. You can roll for these conditions once for the entire dungeon or separately for each section, depending on how varied and complex you want your dungeon to be.

Dungeon Origin - gives you an insight as to how this place came into existence. Recommended to roll once only as all parts of a dungeon are probably part of a single structure, but you can roll separately for each section and build a series of interlinked structures if you wish.

Dungeon Condition - rooms left long underground can become flooded, or filled with vegetation...they are not all left in a pristine condition!

Creature Condition - just as with a town, you can find some dungeons where the creatures have prospered and some where they are not doing well.

Table 5.1 Dungeon Origin -

roll once for the entire Dungeon. All sections are assumed to be part of the same overall structure.

2d6 *Origin*

- | | |
|---|---|
| 2 | Cellars - This was once a cellar or basement of a great house that has been long abandoned and fallen into disrepair. The environment was built for people but it is also littered with the rubbish and detritus, such as broken bits of furniture, that got shoved down here before it was forgotten. The entranceway will be a trapdoor or steps leading down from the ruins of the building it once belonged to. Typical rooms will be regular, thick walled and low, with size based on their former contents. |
| 3 | Sewer - This was once part of the sewerage system and for all you know, it might still be connected in places. A nasty miasma fills the air and the squeaking of rats can be heard in the darkness. The floor is a mixture of mud and slime - remember to clean your boots later. The entrance is an opening into the pipes where part of the works has collapsed or been smashed into. Typical rooms will be points where pipes widen or meet and the corridors are straight, round and filled with filthy sludge. |
| 4 | Crypt - this was once a religious place used to house the remains of the dead. Tomb raiders have visited and the once carefully organised tombs have been broken into and pillaged. As you step forward you can feel bones crunching underfoot. The entrance is, by tradition, through either an ancient vine strewn mausoleum or an open grave. As this is not intended to be a place for the living, rooms and corridors will tend to be tight, narrow spaces, often decorated with images of death and containing shelves or nooks for coffins. |
| 5 | Lair - this place has been excavated by some creature or group of animals as a home. Looking at the huge claw marks on the walls, you can't help wondering if they are still about.... The entrance is an opening strewn with bones and droppings. The rooms and corridors will be carved out by claws, teeth and horns so they are rounded and smoothed down by passing feet and bodies. |
| 6 | Cave - You have stumbled into part of a natural cave system, which has been built over as the city grew or gone unnoticed in the wilds. The tunnels and rooms are unworked and there are places where you have to squeeze through narrow gaps to move forward. The entrance is a simple opening in a natural rock formation. Typical rooms will be oddly shaped with uneven floors and ceilings. Tunnels wind and vary in width and may be difficult to squeeze along. |

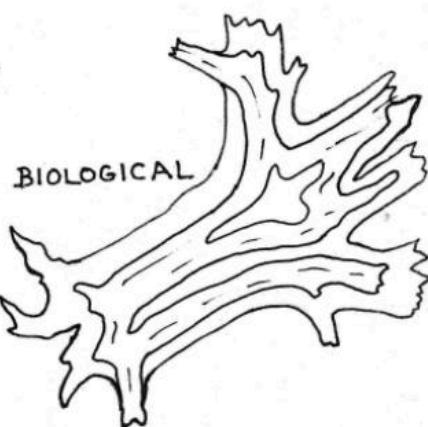
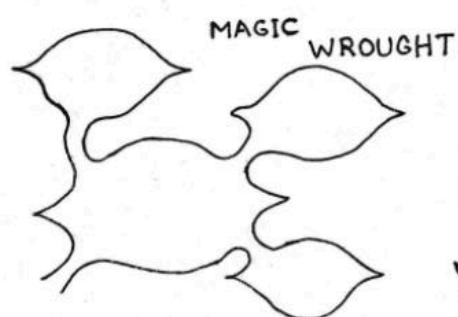
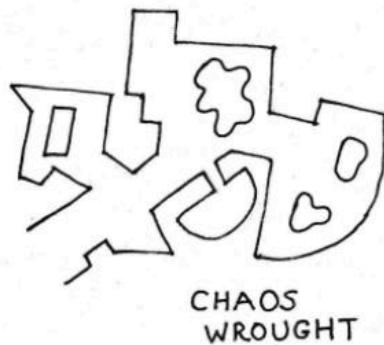
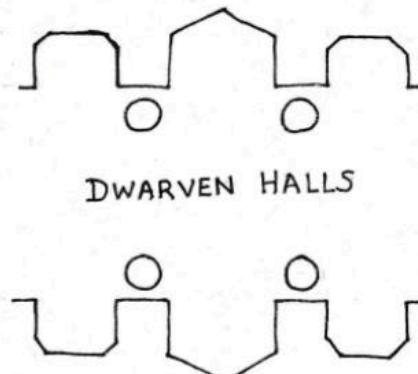
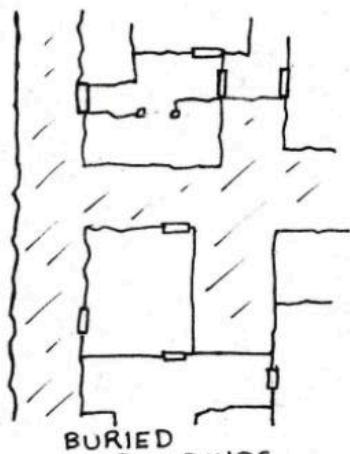
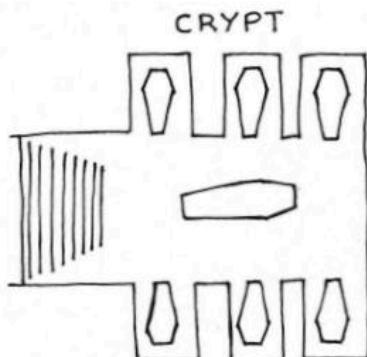
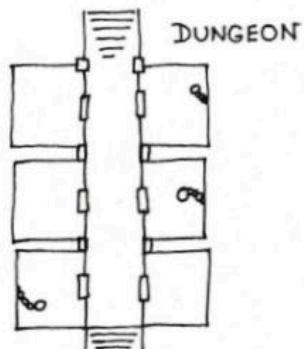
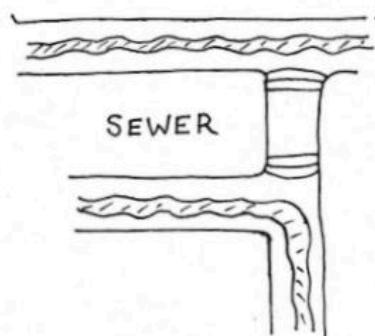
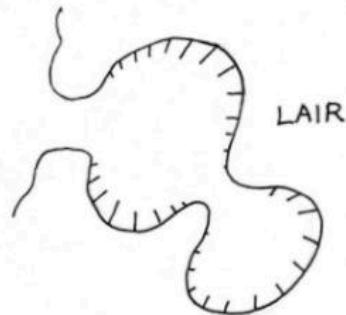
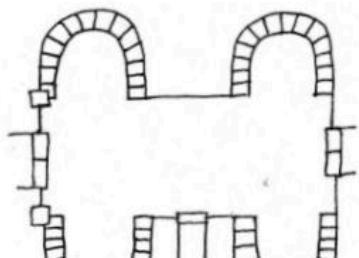
Chapter 5 - Dungeons

- 7 **Dungeon** - these rooms and corridors were constructed as part of a larger building, possibly for the purpose of imprisoning people. The rooms are small and rough with the rusted remains of chains decorating the walls. The entrance is steps or a ramp leading down from the ruins of the building it once served. Typical rooms will be cells or guard rooms. There may be larger interrogation rooms, though this was not a place intended for visitors. Rooms and corridors are not elegant but are well made and tough.
- 8 **Dwarven Halls / Mines** - Long abandoned, this was once the home to a clan of dwarves. It has been carved from the rock with great care and enormous skill. The corridors and chambers are neatly shaped and arranged, there are runes and decorations worked into many surfaces. The entrance is through a grand set of stone doors. Of all those that delve beneath the earth, the dwarves do it most skilfully. Rooms and corridors can be of any size and shape, but they will all display the workmanship and imagination of the master craftsmen that created them.
- 9 **Buried buildings / Ruins** - this was once a town, or at least part of it, that must have been buried in some great cataclysm or the passing of the eons. Narrow Streets are now corridors and houses have become caverns. The dusty and rotted remains of abandoned items litter the floor along with huge boulders and dirt that crashed through the roofs when disaster happened. The entrance is through a sinkhole or excavation that has unearthed some of the buildings. Typical rooms and corridors are the remains of houses and alleys between them, though generally broken down and damaged.
- 10 **Chaos Wrought** - this dungeon has been worked by the hands of goblins, orcs, trolls and ogres under the influence of chaos. The workmanship is shoddy and irregular. Corridors meander and change in size as you walk along them, doors don't fit into doorways, rooms are sometimes huge and sometimes tiny. The entrance is through an arch of stone, richly decorated with the signs of chaos. There is no such thing as a typical room or corridor in this place - it is the product of madness.
- 11 **Magic Wrought** - this dungeon has been created by harnessing magical power, possibly by Dark Elves. The structure defies logic - stone is shaped at impossible angles, some surfaces are covered with tightly packed decoration whilst others are eerily smooth, rooms are suspended in stone cages above fathomless drops and other such fancies. It is clear that no stonewright, not even the greatest of the dwarves, could have created this. The entrance is via a mysterious portal or by speaking a rune engraved on a mysterious stone pillar. Typical rooms and corridors will have a highly stylised, geometric shape, possibly with intricate eldritch decorations.
- 12 **Biological** - the walls of this dungeon are not stone, but wood (or bone). An extreme example would be crawling through the remains of some great leviathan, more likely the rooms and corridors are made of densely packed thickets tied about with sharp thorned brambles, or a stand of oversized mushrooms into which passages have been carved..or chewed. The entrance is via an opening in the structure where part of it has rotted (or been eaten) away. Typical rooms and corridors will appear to be parts of whatever creature or plant created the dungeon.

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To give you some ideas here are some examples of different shapes for your dungeon rooms or sections. Creating dungeon maps is an excellent opportunity

to indulge your creativity with all sorts of wacky and interesting layouts - try to avoid making them into a simple tunnel!



Chapter 5 - Dungeons

As well as having different types of rooms, parts of your dungeon are probably in different states of repair. If you would like your dungeon to be well ordered and maintained (it may be somewhere that belongs to an organised group like a clan of dark

elves) you can ignore this, but for a dungeon that is home to a variety of monsters and inhabitants it is likely that sections each have their own particular character.

Table 5.2 Dungeon Condition -

recommended to roll once for each section of the dungeon (unless otherwise stated the conditions affect both Heroes and Monsters).

<i>2d6</i>	<i>Condition</i>
2	Crumbling - this place is falling apart! Bits of stone and masonry are peeling off the walls and ceilings and your stomping around is only making things worse. Every round of combat you must roll a 1d6. On a one, a piece of the ceiling has dislodged and is falling on you. You must make a test against SKILL with a target number of 10 or suffer one point of STAMINA damage as you are hit by a piece of the ceiling.
3	Slimy - Moisture hangs heavy in the air, condensation dripping from the walls and ceiling and leaving fetid pools filled with foul smelling slime on every floor. Each time you are struck in combat you must make a SKILL roll with a +2 bonus or slip on the muck and find yourself prone (-4 to combat and movement skills until you spend a round getting to your feet).
4	Unholy - at some point this place was the site of a temple of evil and traces of that time linger on. If you use magic to heal yourself you will heal one less point of stamina than normal.
5	Infernal - strange heat courses through the floor and walls in this area and pools of bubbling hot water have to be stepped around carefully. If you are in combat, roll a 2d6 each round - on a roll of a 2 a blast of steam has vented from a nearby crack in the masonry and you suffer 2 points of STAMINA damage. On the good side, once you have dealt with the encounters in this area you can stop and bathe.
6	Well lit - Most Catacombs are near pitch black dark, but in this case a strange fungus covers the walls and ceilings, giving off a purple glow. You don't need torches here but your Sneak skill has a -1 penalty.
7	Consecrated - This area is located at a site that was once a temple of a benevolent god. If you use any healing magic in here, you gain an additional +1 STAMINA points in recovery.
8	Overgrown - nature has run riot here, with strange growths sprouting from every surface, tendrils and roots hanging down from the ceiling. This halves the distance at which ranged weapons can be used and in addition, if you miss in combat with a melee weapon roll 1d6 - on a result of 1 your weapon is snared in a vine and you need to spend a round working it free unless you make a successful Strength skill test.
9	Chilled - Cold radiates from every surface, battering against you like a physical force. Frost and Rime cover every object, your breath freezes in the air and ice beads your hair. If you stand still for too long your boots start to freeze to the ground. Resting is difficult here - unless you came prepared with winter clothing, you cannot regain STAMINA through sleeping.
10	Misty - A strange mist swirls through the air penetrating every corner of this dungeon. Awareness skill has a -2 penalty and Sneak skill has a +2 bonus.
11	Magically Fecund - the winds of magic are swirling vigorously in this dungeon, making spell casting easier. Your Magic-Wizardry and Magic-Sorcery skill rolls gain a +1 bonus.
12	Magically Barren - the winds of magic blow only weakly in this place making it difficult to gather the energy needed for spellcasting. Your Magic-Wizardry and Magic-Sorcery skill rolls suffer a -1 penalty.

AFF Adventure Creation System

Just as the rooms within a dungeon might be in all types of altered states, the creatures you encounter might also be affected by some change, good or bad. Use this table to find out how they should be adjusted

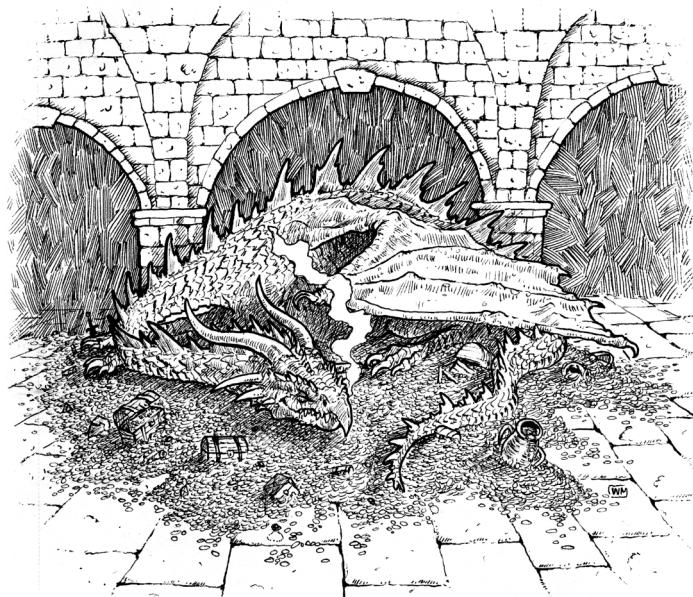
- you can work it out once for the whole dungeon or roll separately for each section as you work your way through.

Table 5.3 Creature Condition -

recommended to roll once for each section of the dungeon. Apply the effects to all encounters in this section.

2d6 *Creature Condition*

- | | |
|----|---|
| 2 | Well-fed - The creatures of this place have been particularly well supplied with food recently - some unlucky adventurers perhaps - and you must add +1 STAMINA to each creature you encounter |
| 3 | Noisy - Creatures here are particularly noisy and unsubtle, making no attempt to conceal themselves - you may add +1 to your Awareness skill rolls whilst in this dungeon. |
| 4 | Starving - The creatures of this area are running low on supplies and are starving. You may reduce the STAMINA of every creature by 1 point (to a minimum of one). |
| 5 | Plagued - a foul stench fills the air down here and you cough and splutter on bitter spores that seem to fill the air. The creatures you encounter are plagued and after any combat, roll 1d6. On a roll of 1 you must either test your LUCK or roll on Table 4.3.2 'Diseases'. |
| 6 | Infested - The sound of scuttling claws is nearly constant here. Any encounter in this area comes with an additional Grannit - see encounter C24 - which you have to deal with. |
| 7 | Riches - The monsters of this place have had particularly good luck with their raiding and delving. Every creature you defeat has an additional 1d6 pieces of gold in its hoard. |
| 8 | Toxic - the monsters here have some access to supplies of poison - each time you are hit by a weapon, take an additional point of damage from the toxins. |
| 9 | Armoured - A skilled armourer has passed through this dungeon, fixing up rents and patching over gaps - humanoid monsters gain +1 bonus to their armour rolls. |
| 10 | Under equipped - weapons have been hard to come by, so for any humanoid monster you fight roll 1d6. On a 5 or 6, the monster attacks with a club instead of their normal weapon. |
| 11 | Lazy - the creatures here have obviously been left alone for a while and have become very lazy and indolent. For each encounter roll 1d6 - on the result of 1, the monster is sleeping when you encounter it! This means you make an attack in the first round with the advantage of surprise - +6 to your combat roll and +2 to your damage roll. |
| 12 | Wary - the creatures here are cautious or scared. In the first round of combat they use the Defensive combat option (they have +2 to their combat roll but do no damage if they win the round). |



Creating a Dungeon Map

There are various methods you can use to create a map for your dungeon, use whichever you prefer - the rules should work, with some adjustment, for all of them. You should create each section on its own map or piece of paper, to keep things clear. Here are some methods for creating your dungeon map:

Create a map: Either on paper or a computer, this simple and popular method requires only your time and imagination. Now you have a number of rooms and a rough description (from the dungeon origins and conditions tables) simply map out a set of rooms that fit your purposes, remembering to include an entrance and exit for each section.

Borrow a map: With the popularity of role playing games on the rise there are a huge number of maps available online, many for free. Choose one that you like and download or print it off - the dungeon origin and conditions should help you choose.

Use the 'Dice Drop' method: Described in the core Advanced Fighting Fantasy rulebook as a means of creating a dungeon, the dice drop method creates a random pattern of locations which you then fill in using your imagination. A piece of paper, pencil and some dice are all that is required. Very useful when you are struggling for inspiration!



The 'No Map' Method

It may be that you don't have the time or materials to hand to make a dungeon map or you just want to get on straight into the action. You can do this using a room-by-room approach, where you simply assume that every room you enter has enough exits to lead you onto the next room and then use Table 5.4 'Room Contents' to create them as you go. You can still apply dungeon conditions (table 5.2) and creature conditions (table 5.3) and divide your dungeon into sections by rerolling these factors after you have completed the appropriate number of rooms. Whilst this is undoubtedly faster it means you do not have a map to refer to if you want to go back through the dungeon or find a room which is important for a mission or quest.

Creating Dungeon Rooms

Once you have a basic map for your dungeon you need to delve into the details to find out what each room has in store. You can do this as you go along or work out what all the rooms contain before you travel through the section. As always, if the results of the table are at odds with your adventure you should feel free to alter them to be more appropriate. As with every part of this book the intention is to create an interesting and engaging map for your adventures which you can then refine.

The tables and sections below will allow you to work out details such as room type, room conditions and room contents including monsters, traps, doors or other features.

The dungeon origin is rolled once for the whole dungeon; the dungeon and creature conditions are rolled once for each section; the room type, conditions and contents are rolled separately for each room. This ensures that your dungeon is full of variety and surprises!

Room Types (Shape and Size)

Different rooms have different challenges that can have an effect on fighting and exploration, but they can be boiled down into a few simple ideas - the shape of the room and its size being the most important. For the shape of the room, consider the dungeon origin - see the examples included above for some ideas. A natural cave system will have rooms that are oddly shaped with few straight lines or regular curves. A former dwarven mine will be far more orderly, with straight lines and smooth curves dominating. Room size is likely to have an impact on gameplay - large open rooms will favour archers and narrow twisting corridors will be useful to those who want to creep up on their opponents. The important thing is that the room should be large enough to accommodate all the monsters and objects inside it.

To keep things clear and simple, it is recommended that each dungeon section should be mapped out on its own piece of paper and that room size and shape reflect its origin and contents.

Room Contents

There are lots of elements that can be brought together to create varied and challenging dungeons and fill your rooms with surprises. Once you have your map and have decided on room size and shape, it's time to bring them to life (or unlife, depending on the occupants!). Room contents have been divided into Occupants, Entrance, Condition and Features. Of these categories only 'Occupants' are needed to fill up your dungeon with monsters, so if you are in a hurry either skip through the other rolls or look at the tables for inspiration as to how you want to 'furnish' your rooms. The tables will generate a varied set of rooms

to explore but you may also decide that you want to give your dungeon a particular look or feel to it, or you may think that some of the results are contradictory. For example, if the dungeon origin is a Lair, you might decide that it shouldn't have portcullises blocking the entrances to rooms.

As with the rest of this book, the results on the tables can be used as a source of inspiration rather than a hard set of rules. If you don't like a result or cannot work out how to use it, the best advice is to ignore it or come up with a replacement idea of your own.

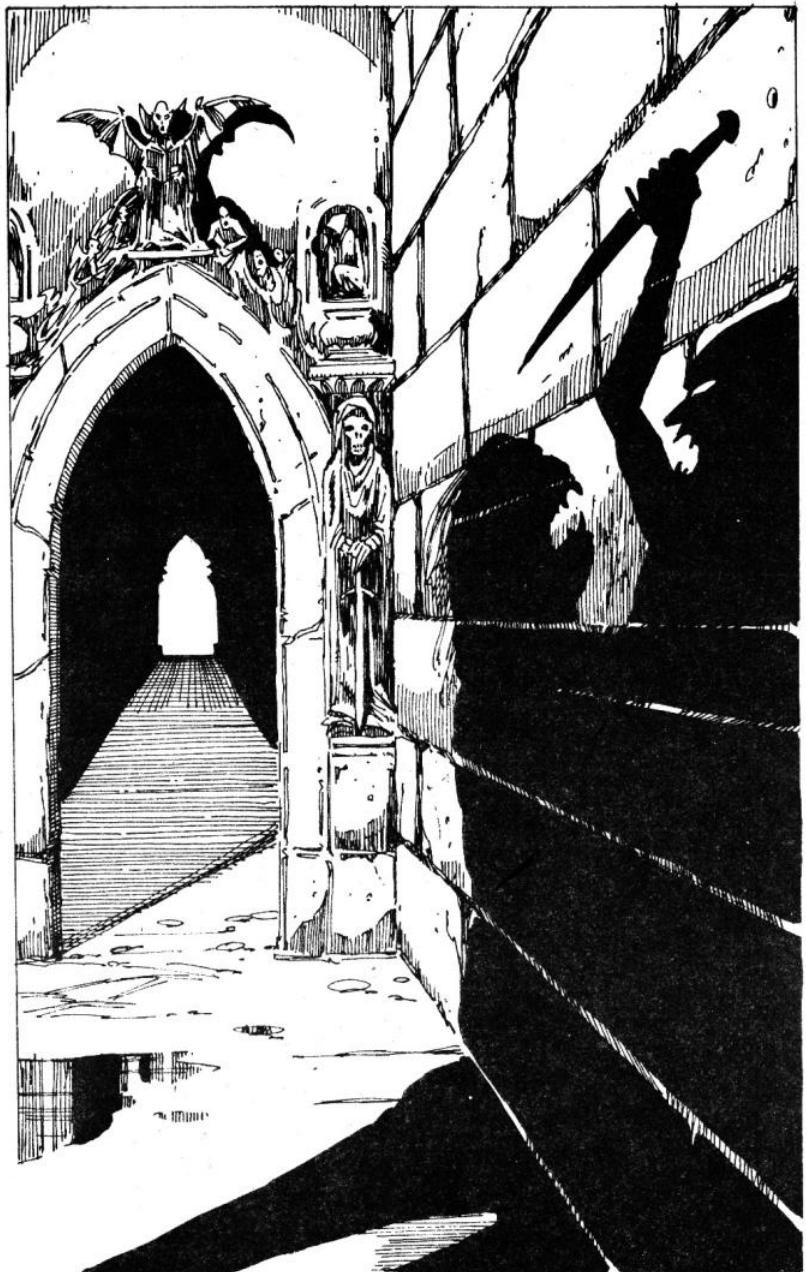


Table 5.4 Room Contents.

Roll separately for each category to generate your room contents then refer to the sections below to find out the details. Rooms can have occupants, entrance features, conditions and features.

Occupants* (multiple occupants can be all the same kind of monster or roll each one separately)	Roll 2d6:
	2: Two occupants one with SKILL increased by one*
	3: 1d3 occupants all with STAMINA reduced by one
	4: 2 occupants both with STAMINA reduced by 2
	5: 1d3 occupants, but reduce their SKILL by one
	6: Empty
	7: One occupant
	8: Empty
	9: One Occupant
	10: One Occupant increase its SKILL by one
	11: Two occupants, reduce the SKILL of one by one
	12: One occupant but increase the SKILL by two.

Entrance Feature - Table 5.8 Roll 1d6. 1-3: Nothing, 4-5: One entrance has a feature, 6: Two entrances have features.

Room Conditions - Table 5.9 Roll 1d6. 1-4: Nothing, 5-6: One Condition.

Room Features - Table 5.10 Roll 1d6. 1-4: Nothing, 5-6: One Feature.

*See the advice given below regarding difficulty, 'Table 5.5 - Encounter Difficulty: Dungeon Encounter by Hero Grade'. Increasing the SKILL of a monster is roughly equivalent to increasing the 'dungeon level' by one. If a room has more than one occupant, it is assumed that they are somehow allies (a humanoid with a pet beast, an undead and an elemental set to guard a room together etc). You must fight both occupants at the same time.

Unveiling Rooms as a Solo Player

In order to maintain an element of surprise about room contents a solo player can follow a simple order to 'unveil' a room. Firstly roll for any entrance features (Table 5.4 then Table 5.8 if there is something) then decide if you can see into the room or not. For example, if your way is blocked by a heavy stone door than you probably have to accept that breaking it down will alert any monsters inside the room and mean you have to deal with them (see Table 3.1.1 Standard Encounter Options) but if there is no door (or just a flimsy one) you should be able to peer in and decide, based on what you see, if you want to

enter or not. At this point you should make an Awareness skill check. If you pass the test, you can roll for all the other contents of the room - occupants, conditions, features and so on and act accordingly, including preparing yourself with spells and consumable items. If you fail the Awareness skill test you either don't spot the dangers or don't understand what you are seeing and must enter the room before you roll for all the room contents. You can still prepare yourself, but you will have to guess what is the best course of action.

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Of course, your hero can always decide to retreat and try to find another way around if they can't see what is in a room and there are a number of magical abilities (such as the wizard spell 'See Through') that may allow you to bypass barriers or obstructions and discover what is in a room before you enter it.

The important thing is that you acknowledge that your hero doesn't always know what they are facing; dealing with unexpected problems is an important part of the adventure.

Room Occupants

As the brave hero moves through a dungeon, one question is foremost in their mind - what awaits me? What sort of hellish beasts are gibbering in the darkness, waiting to consume me? Whilst not everything you meet in a dungeon is deadly, in general you will have to fight your way through.

The monsters that inhabit your dungeon can be placed by your design or by rolling on the random encounter tables given below. An important thing to ask oneself is - which table should I use? As a guide we recommend the following, based on the strength of your hero. This should provide a challenge for a solo hero; if you are making your dungeon for a group of heroes you could increase the difficulty by one or more steps (so a group of three 'civilians' would be treated as a 'novice', a group of three 'veterans' would be treated as an 'expert' or 'master' depending on how capable you feel the group is). If you are not sure, try the dungeon at the lower level of difficulty and increase it as you go. You might start by having the first section of the dungeon at an 'easy' level, see how much challenge it offers your heroes and increase or decrease it based on that.

Table 5.5 Encounter Difficulty: Dungeon Encounter by Hero Grade

<i>Hero Grade</i>	<i>Improvement Points</i>	<i>Maximum SKILL / MAGIC</i>	<i>Which Dungeon Level is recommended for a solo player or small group*</i>
Civilian	2	4 / 2	Use Dungeon Level 1 but with -2 SKILL, -2 STAMINA applied to the monsters.
Novice	5	5 / 5	Use Dungeon Level 1
Competent	7	6 / 6	Use Dungeon Level 1 but with +1 SKILL, +2 STAMINA applied to the monsters or Dungeon Level 2
Veteran	8	7 / 7	A hero created using the standard rules. Use Dungeon Level 2 or 3
Expert	9	8 / 8	Use Dungeon Level 3 but with +1 SKILL, +3 STAMINA applied to the monsters or Dungeon Level 4
Master	10	9 / 9	Use Dungeon Level 4
Champion	11	10 / 10	Use Dungeon Level 4 but with +1 SKILL, +4 STAMINA applied to the monsters, or Dungeon Level 5

*Difficulty is very hard to judge. If you are finding the encounters too easy, increase the Dungeon Level you are rolling on. If you are finding them too hard, reduce the Dungeon Level. Note that the monsters in Dungeon Level 5 are generally very deadly.

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It should be clear that the ‘sections’ of each dungeon are NOT levels. A Novice adventurer will be challenged by a dungeon in which all the monsters are from the ‘Level 1’ encounter table. In other words, THE ENTIRE DUNGEON HAS THE SAME LEVEL OF DIFFICULTY. This is emphasised to avoid the problem of every dungeon becoming impossible to complete.

Table 3.1.1 Standard Encounter Options - see descriptions in Chapter 3 for more details

Option	Action
Fight	Begin combat and resolve it using the normal combat rules, you may use a ranged weapon or spell in the first round if you have spotted your target.
Flee	Run from combat; test your LUCK to escape or suffer a ‘free hit’.
Sneak	Attempt to use Sneaking to get past your target, consider what bonuses or penalties apply.
Talk	Use a social skill, you must share a means of communication with your target.
Trick	Attempt to trick your target in some way, a variety of means including magic can be used.
Bribe	Offer your target an amount of gold to ignore your actions.
Feed	Offer an animal food in order to distract it.

Monster Encounter Tables

There are a number of dungeon and wilderness encounter tables presented in the Advanced Fighting Fantasy rulebooks. For example, Beyond the Pit has encounter tables for dungeon & wilderness monsters based on the creatures found in that book, Out of the Pit has a different set of tables and Return to the Pit has tables which combine more than one book. In particular Return to the Pit has at the end a list of monsters from a number of bestiaries and sources, laid out in alphabetical order. There are two things that are clear - firstly, the more books you have access to, the more you should use! It is much more enjoyable to have access to a wider range of monsters to challenge your heroes. The second thing is that it is not possible to reproduce the bestiaries from Out of the Pit, Beyond the Pit, Return to the Pit and other sources in this book, there simply is not the space.

The following monster encounter table is a mixture of sources with the SKILL (SK) and STAMINA (ST) and Attacks (AT) values given as a quick reference though those only represent part of the picture. Most creatures really only come to life when you have read their description and follow their suggested behaviours or attack patterns. The source books are noted (OotP = Out of the Pit, RtP = Return to the Pit, BtP = Beyond the Pit).

To get more variety, you can pick monsters from whichever bestiaries you have available or you could give the dungeon a theme - fill it with evil humanoids, wild beasts, the undead, demons, elementals or whatever group you would like to battle - across the various source books there are enough to choose from! In addition, in section 6.3 ‘Wilderness Encounters’ you will find the encounter ‘W14 Monster’ which includes a method to create a random beast that scales with the strength of your hero, giving you an endless source of creatures to battle.

Standard Encounter Options

As a reminder, in Chapter 3 we detailed a number of encounter options. A hero may wish to use this (or others they can think of) to deal with the challenges they face.

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Table 5.6 Random Monster Encounters

<i>3d6</i>	<i>Dungeon Level 1</i>	<i>Dungeon Level 2</i>	<i>Dungeon Level 3</i>
3-5	Roll on Dungeon Level 2	Roll on Dungeon Level 3	Roll on Dungeon Level 4
6	Dungeon Denizen*	Dungeon Denizen*	Dungeon Denizen*
5	Hobgoblin OotP p67 SK6, ST6	Giant Centipede OotP p27 SK9, ST7	Mucalytic OotP p85 SK8 ST9 Att2
6	Flesh Grub p53 SK1 ST1 OotP	Demonic Servant p35 SK8 ST7 OotP	Wight OotP p119 SK9 ST6
7	Gremlin OotP p63 SK5 ST4	Flying Skull RttP p82 SK8 ST5	Ogre OotP p90 SK8 ST10 Att2
8	Zombie OotP p124 SK6 ST6	Chameleon Snake BtP p116 SK6 ST7	Wood Golem OotP p61 SK8 ST6
9	Skeleton OotP p103 SK6 ST5	Dark Elf OotP p47 SK7 ST6	Cave Troll OotP p115 SK8 ST9
10	Goblin OotP p60 SK5 ST5	Great Orc OotP90 SK7 ST6	Ghoul OotP p57 SK8 ST7 Att2
11	Orc OotP p90 SK6 ST5	Gnoll RttP p94 SK8 ST5	Barbarian BtP p15 SK9 ST8
12	Giant Rat OotP p96 SK5 ST4	Skeleton Warrior OotP p103 SK8 ST6	Flesh Golem OotP p61 SK8 ST7 Att2
13	Demonspawn OotP p36 SK6 ST6	Crypt Stalker OotP p31 SK8 ST6	Alligator RttP p17 SK8 ST10 Att2
14	Rat Man OotP96 SK5 ST6	Gark OotP p56 SK7 ST10	Shade BtP p122 SK11 ST6
15	Chest Creature BtP p32 SK5 ST6	Half Ogre BtP p98 SK8 ST9 Att2	Giant Spider OotP p108 SK7 ST8 Att2
16-18	Grannit OotP p62 SK4 ST3 AT1	Roll on Dungeon Level 1	Roll on Dungeon Level 2



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Table 5.6 Random Monster Encounters (cont.)

<i>3d6</i>	<i>Dungeon Level 4</i>	<i>Dungeon Level 5**</i>
3-5	Roll on Dungeon Level 5	Dungeon Denizen*
6	Dungeon Denizen*	Hell Demon OotP p66 SK14 ST12 Att4
6	Wrapper OotP p122 SK12 ST8	Krell BtP p79 SK8 ST12 Att3
7	Mummy OotP p85 SK9 ST12 Att2	Death-Knight BtP p36 SK12 ST12 Att2
8	Smoke Demon BtP p128 SK9 ST12 Att2	Barrow Guardian RttP p26 SK9 ST12 AT1
9	Minotaur OotP p83 SK10 ST10 Att2	Vampire OotP p116 SK10 ST15 Att3
10	Grizzly Bear BtP p18 SK9 ST13 Att2	Two Headed Giant RttP p91 SK10 ST10 Att3
11	Stone Golem OotP p61 SK8 ST11 Att2	Fire Demon OotP p50 SK10 ST10 Att3
12	Chaos Warrior BtP p32 SK10 ST10	Lizard King OotP p76 SK9 ST10 Att2
13	Cave Giant OotP p58 SK9 ST10 Att2	Brain Slayer OotP p23 SK10 ST10 Att2
14	Ghost BtP57 SK9 ST8	Skull Beast BtP p126 SK9 ST10 Att4
15	Great Serpent BtP p116 SK9 ST12	Hellhorn RttP p105 SK9 ST10 Att3
16-18	Roll on Dungeon Level 3	Roll on Dungeon Level 4

*Dungeon Denizen - roll on 'Table 5.7 Dungeon Denizens' to see who you have met.

**Only one of these monsters will appear, even if the room contents table says there are more than one, as they are particularly deadly.

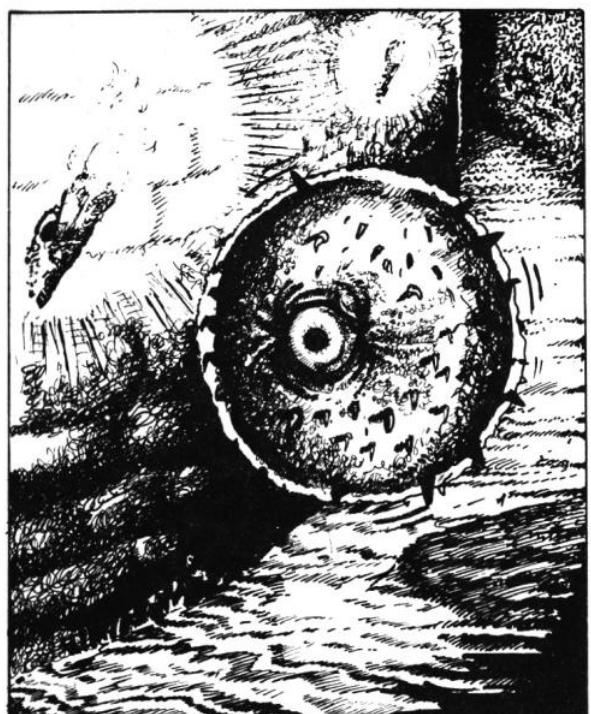
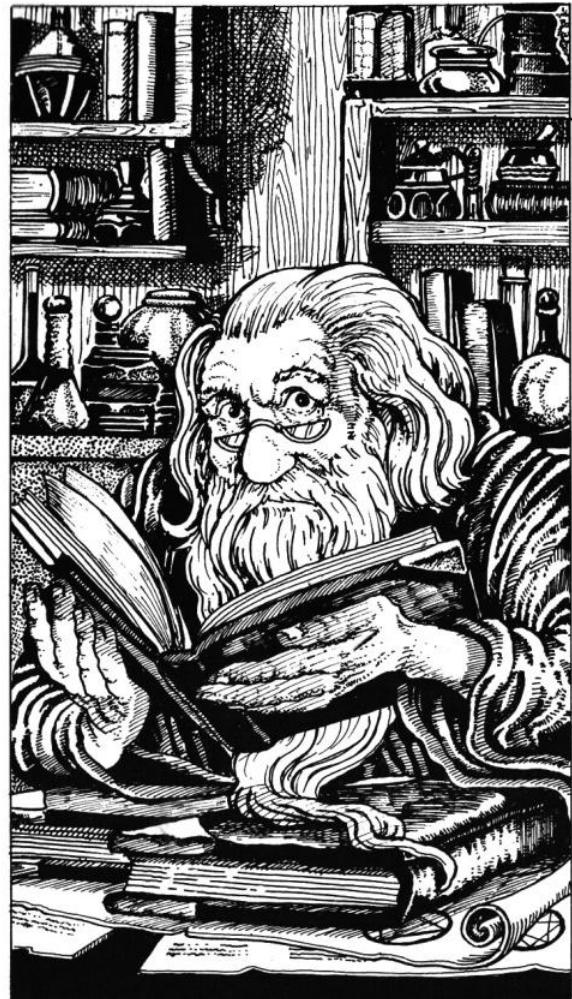


Table 5.7 Dungeon Denizens - Not everything you meet is hostile!2d6 *Denizen Description*

- 2 **Misplaced Wizard** - before you there opens a magic portal through which steps a startled wizard. 'Oh my' she says, looking around. 'I must have gotten the directions wrong - one moment please!'. Before you can really take this all in, another magic portal opens in front of her. She turns and says 'This one should take us outside this place. Do you want to come?'. You can step through the door, which will return you to the dungeon entrance, or stand there drooling, in which case the wizard waves goodbye and disappears through her portal.
- 3 **Holy Man** - Sitting cross-legged on what appears to be a bed of nails is an elderly man dressed only in a loincloth. His long beard covers most of his chest and belly. His face has a tranquil expression and his eyes are closed - as you approach he opens them and looks at you. 'Do you wish to know your fate?' he asks. If you agree to this, roll 1d6. 1 - He reveals a terrible fate, lose one point of LUCK. 2 - He discusses theology with you for so long a wandering monster turns up and attacks you. 3 - Somehow, he convinces you to give him one of your rations, which he eats noisily. You learn nothing. 4 - The mystic rambles about gods and prophecies for a while, but it does give you a chance to rest. Restore one point of STAMINA. 5 - Looking deep into your eyes the old man speaks to you of your potential and the life of a hero. Your confidence rises and you have +1 to all skill tests (including combat) for the next three encounters. 6 - The mystic assures you that a wonderful fate awaits you, gain +1 LUCK. You can simply ignore the old man, if you try to attack him he simply laughs and disappears in a cloud of incense.
- 4 **Gnome Explorer** - a small humanoid, a gnome, makes itself visible to you. It is wearing khaki clothing, a dark hat and carries a scroll in one hand in which it is making notes about the dungeon. The gnome explains it is carefully exploring the dungeon on the orders of its king and is willing to share some information for a price. For 2d6gp it will reveal the location of any traps in this section of the dungeon (if there are any) and you may automatically avoid them. If attacked the gnome will turn invisible and scuttle off to parts unknown.
- 5 **Terrified Prospector** - Hiding in a corner, shivering in fear is a dirty faced man carrying a pickaxe and a bucket. He is dressed in tough leather clothing and has a tool belt. He quickly explains that he came into the dungeon looking for ores and now wishes only to leave. You may direct him to the exit, a service for which he will give you a nugget worth 3d6gp, or you can recruit him. He will follow you until you have made two tests against Strength skill - his presence gives you a +4 bonus to the test. After he has helped you twice, his nerve will fail and he will scarper for the exit.
- 6 **Adventurer** - you have met another adventurer SKILL 7 STAMINA 10 Weapon: Sword Armour: Shield + Mail Hauberk. You eye each other warily for a moment by the light of your torches. You can ignore them and move on with a few grunted words, or try to recruit them. Make a Leadership (or Bribery if you are willing to spend 1d6gp) test - if you succeed they will accompany you for a while, fighting alongside you against the next two monsters you encounter. If you try to attack them they will flee out of the dungeon, hurling curses at you.
- 7 **Captive** - you have found someone being held captive in the dungeon. Roll 1d6 - 1: Elf, 2: Dwarf, 3-6: Human. They are dressed in rags and in a terrible state, barely alive. If you offer them one of your rations they will gain the strength to leave the dungeon and the next time you are in a city they will find you and give you 3d6gp as a reward. If you do not wish to share your rations, they will lie down and await the inevitable...

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- 8 **Dwarf Pedlar** - A Dwarf with a large bundle of everyday objects is taking a rest here. You can trade with him for common items including meals (he has six meals worth of rat & mushroom stew available). He is also capable of repairing damaged armour for 5gp. He is not much interested in small talk or in explaining why the monsters leave him alone and if you attack him he will drop a stink bomb to distract you and flee.
- 9 **Thief** - you must make an Awareness skill test with a -3 penalty to spot the thief, if you fail he will stay hidden and quietly move away once you are gone. If you spot him, the thief will sheepishly step out of the shadows and introduce themself. They have come into the dungeon seeking treasure and are carefully working their way around avoiding combat. They offer to assist you in return for half of all treasure - they have Awareness 9, Sneaking 10, Trap Knowledge 10 and Locks 9. They will not fight and will stay with you as long as you are willing to split the loot! If you attack them, they will flee whilst hurling curses at you - this thief is a very fast and acrobatic runner!
- 10 **Dwarven Scout** - As you enter you hear a 'psst' from one wall. Looking round you see that hidden behind a cunningly concealed screen there is a dwarf, dressed in the darkened armour of a scout. He quickly explains that he is checking out the dungeon, but got injured - would you mind reporting back to him on what you find? For every room you explore he will pay 1gp when you return to him with details about what you've found. If you wish to fight him he will spit curses at you whilst fighting. He has SKILL 7 STAMINA 5 Weapon: Mace Armour: Chain Cuirass, he has 6 meals, a backpack, waterskin but no gold (he has hidden his purse in a secret cranny you cannot find).
- 11 **Ghost** - Floating mournfully in this room is the ghost of a young woman. Her lips move but no sound comes out apart from an unintelligible whispering, though from her face and hands you can see that she is pleading with you. Every time you kill a monster in this dungeon, roll 1d6 - on a roll of 1 you find a locket with a picture of a young man and a young girl in it. If you return it to the ghost, she seems to thank you before both ghost and locket disappear. You can restore one point of temporary LUCK and one point of STAMINA.
- 12 **Elven Sorcerer** - Before you stands an elf, wearing chainmail and holding a longspear. 'Stop there stranger' he says, lowering the point of his weapon 'I mean you no harm, but am wary. Explain your purpose'. This elf tells you he is a sorcerer that has been searching this dungeon for spell components and is now leaving. He is willing to sell you two components for sorcery spells, though at twice the normal price. If you attack him he has SKILL 6 STAMINA 14 MAGIC 6 Inner Strength 9 and will use his Sorcery spells to make good an escape.



Monster Weapons & Armour

Most monster descriptions do not include specific weapons and armour though it is obvious that humanoid monsters will use such items. You should consider what equipment and items they may have to hand when you encounter them - it's unlikely that they will be naked but equally unlikely that they will always be found carrying an arsenal of weapons. If the description in the bestiary does not provide clues you should use some common sense - a lowly goblin might have a handaxe and a leather cuirass and is extremely unlikely to be wearing plate mail. On the other hand the leader of an orc tribe could easily be wielding a mighty battleaxe and wearing a breastplate or a chain hauberk. If you can't make your mind up, use these guidelines.

- Poor creatures (SKILL 1-6) could have simple weapons such as clubs, daggers, short swords, spears and basic armour such as a leather cuirass or hauberk or a small shield.
- Average creatures (SKILL 7-9) could have common martial weapons such as long swords, morning stars, maces and chainmail armour or medium shields.
- Rich creatures (SKILL 10+) could have unusual weapons such as two-handed swords or a battleaxe and they may have the highest quality (breastplate or plate mail) armour.

It's important that humanoid monsters are given at least some basic equipment or they will present little threat to your heroes.

For non-humanoid monsters or those that do not use equipment, such as humanoid demons or elementals, armour is generally listed as 'light', 'medium' or 'heavy' which refer to the armour tracks given in the core Advanced Fighting Fantasy rulebook as 'monster light armour', 'monster medium armour'

and 'monster heavy armour' and weapons are generally given as Small, Large or Very Large Bite / Claw which function in the same way as weapons and have damage tracks given in the core rulebook.

If you come across a monster that does not have a clear weapon or armour type listed it is up to you to provide them with something appropriate based on the description. As with humanoids, they will not present much of a threat if you don't!

Monster Behaviour

The descriptions of the monsters should be read before you enter the room to try and gauge what they might be doing. Typical monster behaviours you might encounter can include:

- Humanoids are living in the dungeon or exploring it - the rooms will be furnished to accommodate them and probably contain their belongings. They may be wary or relaxed. On a roll of 1 on 1d6, they will be asleep (assuming the hero hasn't had to break their way in). If they are asleep, your first attack will automatically hit for maximum damage.
- Beasts are living in the dungeon or have wandered in. The rooms may well be their lair. Like all beasts they are likely to be wary and alert. On a roll of 1 on 1d6, they will be asleep (assuming the hero hasn't had to break their way in).
- Undead that are capable of thought will behave like humanoids, but mindless undead will be simply wandering the dungeon or waiting for victims.
- Demons will act according to their intelligence and abilities. Some will simply be hunting for victims though more intelligent demons might have turned part of the dungeon into a temporary home on the mortal plane.

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- Other creatures such as elementals, constructs or magical creatures are likely to have been placed in the dungeon in order to attack interlopers; they may be hidden or concealed in some way and they are likely to attack on sight.
- 'Weak' monsters, those that pose little threat to the hero might attempt to flee or surrender if they are intelligent
- Intelligent monsters that sense the hero approaching (if they have to batter down a door, for example) might attempt to hide and ambush. If that is appropriate the hero should make a contested roll against the monsters SKILL using their Awareness.

Overall, you should read the descriptions given in the bestiaries and decide what the monsters are up to based on their type, capabilities and intelligence. An ogre is stupid and aggressive, they are unlikely to hide in wait or flee combat. A goblin might be cunning and vicious but also cowardly.

Themed Dungeons

The intention of this chapter is to provide you with the means to create dungeons with the minimum of effort and planning, but of course you might want to create them based on a specific theme or idea that will affect encounters, layout, room contents and so on. Each of these themes would, if we wanted to explore the ideas fully, require their own set of tables for each aspect of the dungeon most of which would simply be an edited version of what we have already provided thus filling up space without adding anything substantial to the options available. For encounters we would also need to provide details of sets or groups of monsters across several bestiaries, which might be a problem if you do not have access to them, and we cannot know which of those excellent books you have to hand.

Instead of going into this level of detail we will provide some guidance on how to design a themed dungeon and how you might best make use of the options in this chapter.

- The first step is to come up with a theme, we have provided some in section 6.4 'Unusual Locations & Themes' that may help you come up with ideas. It should be relevant to your campaign.
- Keep the dungeon divided into sections as this makes creating a map and working out contents much simpler; breaking down a large project into a series of smaller pieces allows you to work on it one part at a time and you can always add extra sections as you need them.
- The dungeon origin, condition and creature conditions should all follow your main theme. Either choose some that are appropriate from the tables or create ones of your own based on what the inhabitants would do and the sort of structure they would occupy.
- The difficulty level should be based on the strength of your heroes. If you are uncertain try making the first section relatively easy (weak monsters, few traps) and build up from there. It is always easier to add more monsters than have some suddenly disappear!
- Room contents should follow the theme. A warren of tunnels dug out by giant insects will not have many doors or traps as they have none of them, but a goblin fortress will have plenty of both and lots of furniture appropriate to humanoids.
- Instead of rolling for encounters, fill the dungeon with monsters that are appropriate to your theme and remember to scour the bestiaries for foes that fit within your overall idea. You don't want to have your heroes face the same enemies again and again as this will quickly become boring.

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- Instead of assigning treasure randomly (Chapter 13) assign and distribute it in an appropriate way.
- Consider giving your dungeon an 'owner' or master. This should be a particularly powerful monster that is also capable of controlling or dominating the other creatures. If they are intelligent they may have created the dungeon or at least modified parts of it to suit their tastes.

problem by going around and through another entrance, but that could involve other dangers.

Note that you should take care before you use this option - if your heroes have no means to open or break down a locked door or portcullis, they may find themselves completely stuck and unable to move forward! Clearly, you should consider this factor carefully before you include any impassable features.

In section 6.4 'Unusual Locations & Themes we look at some specific examples of themed dungeons and their impact on gameplay. Creating one takes longer than using the random method but it can also provide a far more satisfying experience for your heroes.

Room Features

As well as monsters the rooms and corridors themselves may have features or conditions that have an impact on our heroes.

Room Entrance Features

As you progress through a dungeon, you may be able to simply enter rooms or you might face some challenge, something barring your way. Use this table to find out what the entrance to your room is like - this applies either to the first entrance you discover or all entrances, as noted on Table 5.4 Room Contents.

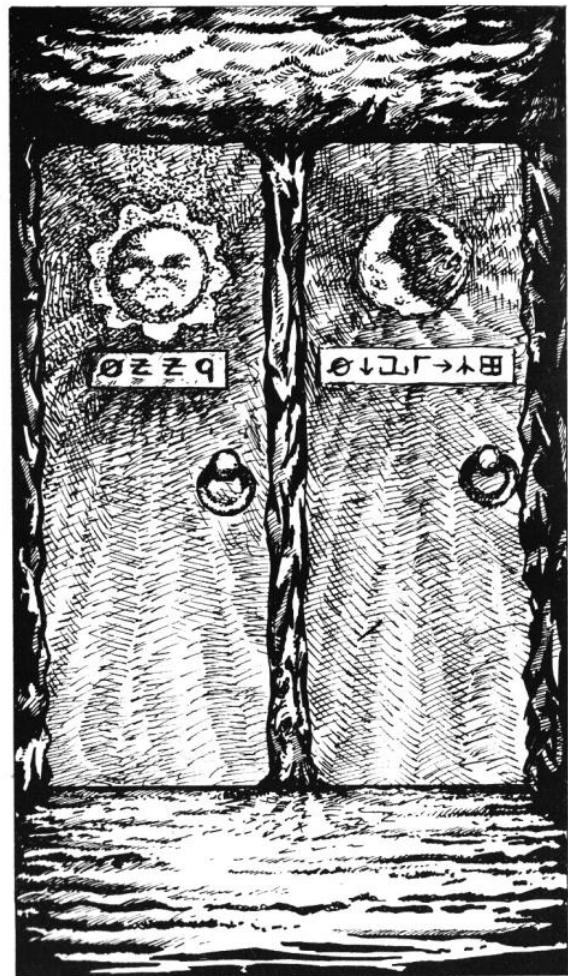
Inside the room you can find either a key or mechanism to open locked doors or portcullises, but you must have defeated any monsters before you can make that search. A hero might be able to avoid a



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Table 5.8 Room Entrance Features

2d6	Feature
2	Heavy Door: The way is barred by a locked stone door, requiring either magic or a Locks skill test to open. Bashing it open takes one hour, attracts a wandering monster (roll on the monster encounter table) and obviously alerts those inside to your presence.
3	Locked Door: Your way is barred by a locked wooden door, requiring either magic or a Locks skill test to open. Cutting it down or levering it off its hinges takes fifteen minutes
4	Disjointed: At some point the room and corridor have moved out of alignment. Getting up to the room ahead requires a Climb skill roll. Take 1d3 points of falling damage each time you fail.
5	Portcullis: You are facing a portcullis; you can peer through the bars, but lifting it will require a test of Strength skill or you can use Trap Knowledge to activate the mechanism. The portcullis can be 'levered' up inch by inch in twenty minutes if all else fails, alerting anything inside.
6	Alarm: The room entrance is guarded by a magical alarm. Make a Second Sight or Trap Knowledge skill to spot it; if you succeed you can step carefully over the rune on the floor, if you fail an alarm will sound ruining any attempt at Sneaking and attracting a wandering monster.
7	Flimsy Door: The room has a flimsy door that is partly open allowing you to see into the room from the corridor. You may hide here before entering, +2 to Awareness skill test when peering in.
8	Pit: The room has a pit dug (or naturally appearing) between the corridor and the room. A Jump skill test will clear it, if you fail you land awkwardly and take one point of STAMINA damage.
9	Rubble: Rocks (or wood or bones) have fallen across the entrance; you can make a Strength skill test to pull the barrier away or Acrobatics to wriggle through. Digging through takes ten minutes and alerts anything inside the room to your presence. If you do have a pick or shovel, you can break through in five minutes.
10	Alcove: The corridor opens into the room without fanfare, but there is a small alcove here where you may safely place a torch or lantern.
11	Curtain: The entrance way is barred by a flimsy piece of fabric or some natural material like webs or vines. You may sneak up and peer through the holes to look into the room. Gain +1 to Awareness and Sneaking as you enter this room.
12	Nook: A large nook by the entrance affords you a place to hide and observe its contents. Gain +3 to Awareness and Sneaking skill tests for entering this room.



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Room Condition

Just as the dungeon might be in less than pristine condition, the spaces within it are also varied. One room might be flooded, another might be dry but full of rubbish. You should think about how the overall dungeon condition interacts with the state of the

rooms. For example, if the dungeon condition is 'Chilled' then a room that is flooded will, in fact, be full of frozen water. If the dungeon condition is 'Infernal' then you might conclude that the water has evaporated and the room is now filled with thick steam.

Table 5.9 Room Condition (effects apply to both Heroes and monsters).

<i>2d6</i>	<i>Condition</i>
2	Unstable - the floor of this room is broken and crumbling, parts of it falling into deep channels below. If you fight here, test your Acrobatics skill each round. If you fail, you have stumbled and suffer a -2 to your movement and combat skill rolls that round as you frantically attempt to regain your balance.
3	Flooded - this room is flooded to a significant depth, meaning you have to wade through it carefully. Combat, Movement and Sneaking skills suffer a -3 penalty. This applies to both you and any monsters.
4	Choking Dust - the air in this room contains great amounts of dust or spores, causing you to cough and splutter. You must make a test against STAMINA using 3d6 or suffer -2 to spell casting rolls and any other skills that involve speech.
5	Sloped - some great event (or just the weight of ages) has twisted this room and left the floor at a significant angle. Roll 1d6 - 1-3 you enter on the high side, 4-6 you enter on the low side. If you fight, apply a -1 penalty if you are fighting upwards and a +1 bonus if you are fighting downwards.
6	Rat run - some kind of vermin has made its nest in the walls of this chamber. If you listen quietly you can hear scratching and squeaking. There is a sharp smell like mouse urine permeating the air and droppings on every surface. If you should rest here, deduct one portion of rations which gets gnawed into crumbs as you sleep. It's not possible to get rid of the infestation without special means.
7	Natural Light - shafts or cracks have penetrated deep into the earth, breaking through the ceiling of this room. Natural light spills down them, though they are not large enough to climb up. You do not need torches here (in the daytime) and the air is sweeter.
8	Cluttered - this room is full of piles of rubbish - broken bits of furniture, rocks, piles of bones - the exact type of jumble will depend on the dungeon. The effect is that Sneaking gains a +2 bonus whilst ranged attacks suffer a -2 penalty.
9	Chambered - around the edges of this room are small side chambers of varying size. They do not affect your skill tests but are useful if you wish to rest here, as they afford you a place to conceal yourself whilst you sleep. Should you wish to, you can rest here as if you were in a transition room.
10	Map - a crude map of this dungeon has been carved into one of the walls. It has a few details, but the markings are unusual and not well known to you. Studying it, you gain +1 to your Awareness, Underground Lore and Trap Lore skill tests in this section of the dungeon.
11	Runed - someone (or something) has engraved strange runes across the walls, floor and ceiling of this room. If you have the skill Magic Lore you may attempt to decipher them and gain a special insight. If you succeed your Magic Lore skill test, your next skill test after that has a +2 bonus. If you fail, you have misread the runes and your next skill test has a -2 penalty.
12	Unmarked Passage - this room contains a small exit which, when investigated, leads to a rough tunnel leading out of the dungeon and back to the surface. You may use this to move in or out of the dungeon as you wish. This passage is in addition to any other ways in and out of the room.

Chapter 5 - Dungeons

Room Features

These are unusual elements to the room that may affect what you do here; if the room contains a trap you must encounter it as you enter the room. A successful Awareness or Trap Knowledge skill roll

allows you to avoid it. Obviously, finding a room with both occupants and a trap can be very deadly. Other features can be dealt with as you please; they remain here once discovered.

Table 5.10 Room Features

For Traps, use Table 4.4.2 'Traps' to see what you are facing.

2d6 Feature

- | | |
|----|---|
| 2 | Deadly Trap: This room contains a vicious trap - if you fall victim, add 3 points of STAMINA damage to whatever you suffer. See the trap table for details. |
| 3 | Cunning Trap: This contains a well concealed trap. Spotting it has a penalty of -3 to your Awareness or Trap Knowledge skill test. See the trap table for details. |
| 4 | Secret Door: See the text below describing secret doors & roll again on this table ignoring any further secret door results. |
| 5 | Trap: Roll on the Traps table. |
| 6 | Fountain or Spring: Here is a source of clean water where you may refill your waterskins. |
| 7 | Side Chamber: this room has a small side chamber or large alcove which is either hidden from view or protected by a sturdy door or barricade of natural materials. You may rest here and only roll once per eight hours to see if you are found by a wandering monster. |
| 8 | Secret Door: See the text below describing secret doors. |
| 9 | Fungi: Large fungi grow on the walls of this chamber. If you pass an Underground Lore skill test they can be safely harvested to provide 1d6 meals. If you fail the test the food is poisoned and you suffer 1d3 points of STAMINA damage when you eat it. |
| 10 | Trap: Roll on the Traps table and roll again on this table ignoring any further trap results. |
| 11 | Workshop: This room has been used as a workshop of some kind (roll 1d6 - 1-2: Kitchen, 3-4: Forge, 5-6: Leatherworking) and contains tools and equipment needed to carry out those activities. As a result of the clutter, With plenty of things to hide behind, Sneaking skill rolls gain a +1 bonus. You can stop here and use the tools should you wish to. |
| 12 | Stores: This room must once have been used as a storehouse or supply dump by a group of humanoids. Although much of it is decayed, you can recover six torches, a mining pick, backpack, 50' of rope, one weapon (your choice) and twenty pieces of ammunition for a ranged weapon (arrows, slingstones or bolts). |



Traps

In a world such as Titan, it is not uncommon to find someone has placed a deadly trap to harm the careless or unwary traveller. Table 4.4.2 'Traps', provides some examples to test your wit. Spotting a trap can be done by succeeding in a test of your Trap Knowledge or Awareness skill, but only if you are actively searching for them. This means moving slowly and carefully - if you are running, fighting or otherwise distracted, you can take a skill test but with a -4 penalty. If you fail, you must suffer the effects. If you succeed you can avoid the trap. If you have used your Trap Knowledge skill, you can also disarm the trap.

You can also use LUCK to avoid the effects of a trap - the LUCK test should be made before you roll for damage!

You can choose to test against your Trap Knowledge skill instead of any listed for the specific trap. A success indicates that you have avoided the dangerous effects of the trap. You can make a second test against your Trap Knowledge skill in order to deactivate it. If you succeed in this roll you gain 1d6 gold pieces worth of components, but if you fail this second roll you suffer the effects of the trap as your fumblings activate it. Once the trap is activated or disarmed, remove it from the map. You may also test your LUCK to avoid a trap, as usual

Table 4.4.2 Traps

2d6 Trap Description

- | | |
|---|--|
| 2 | Acid Bath: A part of the ground has been rigged to give way, sending you slithering down into an acid filled stone bath! You can test against your Climb skill with a -3 penalty (the sides are slippery) or plunge into the corrosive liquid and suffer 1d6 points of damage (no Dodge or armour). Each round test Climb skill at -3 to scrabble back out or suffer a further point of damage. When you get out, roll 1d6 for each piece of equipment you carry - on a roll of 1 the acid has destroyed it! Only magical items are immune to this. This well concealed trap imposes -2 on Trap Knowledge to spot it. |
| 3 | Unstoppa-Ball: A neatly hidden pressure plate releases a heavy metal ball down a chute and straight into you! Test against your Dodge skill with a -2 penalty or take 3+1d6 points of damage and you are knocked down. The ball is worth 1d6 gp but occupies three equipment slots if you want to carry it. This trap is well made and using Trap Knowledge has a -2 penalty. |
| 4 | Vortex of Magic: When activated by your presence a concealed rune unleashes a vortex of wild magic. You are teleported to a random location (roll or drop a dice onto your map to find out where if you are in a city or dungeon). The magic also mangles you for 1d6 points of damage which cannot be prevented with armour or Dodge skill. If you have the Second Sight skill you may test against it to spot the rune before it activates. If you attempt to use Trap Knowledge you must take a -3 penalty due to the unusual nature of the trap. |
| 5 | Poisoned Dart: A wicked person has secreted a spring loaded poisoned dart in a gap in the nearby stonework. If you spot it you are able to jump out of the way as the dart whips past you. If you fail the skill test, you are stung by the dart and suffer 3 points of STAMINA damage as the poison sets your body on fire. |
| 6 | Chaos Rune: A magic user has inscribed a dangerous rune trap in this area - test against your Second Sight skill. If you succeed, you notice its emanations and are able to move carefully past it. If you fail, the rune is triggered and you are drained of 1d6 MAGIC points. If you do not have magic points, you will feel a slight chilling but suffer no other effects. |

7

Pit Trap: Amazingly, someone has dug out a pit without anyone noticing their work. Maybe they did it at night. In any case, as the ground beneath you gives way, you must test your Jump skill. A success means you have leapt clear, failure means you drop a few feet onto ragged shards of rusty metal, taking 1d6 points of STAMINA damage as a result. You may climb out relatively easily.

8

Spore Bag: A pressure plate has been rigged here, which when activated punctures a concealed bag of noxious spores which fill this area with a choking cloud. Test against your Acrobatics skill. If you succeed you manage to dive and roll out of the cloud before you are affected, if you fail you take a lungful of spores and suffer a racking cough for the rest of the day - you have -1 penalty to your SKILL until you have rested overnight.

9

Drop stone: Your movements see you blundering upon a tripwire which has released a large stone block from above you. Test your Dodge skill. If you succeed, you have quickly sidestepped the block and are unharmed (if dusty). If you fail, a hefty clunk onto your head leaves you reeling - suffer 1d6 points of STAMINA damage. If you wear a metal helmet, you take 1 point of damage.

10

Spray of Acid: When touched a disguised lever sets off a spring loaded piston that shoots a spray of strong acid over you! Test your Acrobatics skill. If you succeed you manage to dive out of the way before the acid soaks you. If you fail, the burning liquid causes you 1 point of STAMINA damage and also degrades your armour. Your Armour rolls have a -1 penalty until you can pay a suitable merchant 2d6 gold pieces to repair it.

11

Spiked Stick: A spiked length of wood has been rigged with a tripwire to swing out and impale you. You may test against your Dodge skill to avoid it. It is a crude trap and causes only one point of damage.

12

Broken Trap: Someone has already fallen victim to this trap - if you have Trap Knowledge you can scavenge 2d6 gp worth of machinery, otherwise you move carefully past.



Secret Doors

Many dungeons contain secret or hidden routes through them, undoubtedly used by the inhabitants to surprise unwary heroes. If the room or corridor contains a secret door the hero must test against their Awareness skill to spot the door. Once spotted a Trap Knowledge skill test will reveal the mechanism to open the door. If that test is failed, the hero may spend an hour looking around for it; roll 1d6 - if you roll 1, a wandering monster has found you and you must roll on the Dungeon Encounter table. At the end of one hour examining it, roll your Trap Knowledge skill again with +1 bonus. You may repeat this, increasing the bonus up to +3 for each hour spent, but if you fail all these rolls you cannot open this secret door unless you have some other, perhaps magical, means to do so.

When you have discovered how to open it, roll 2d6:

2-3 - the door opens to reveal a winding corridor, but it only leads to a trap - roll on Table 4.4.2 Traps to see what awaits you. After the trap, the corridor ends in a blank wall.

4 - the door opens to reveal an ambush! A monster was waiting for you in a small chamber (no further exits) and will now leap to attack. Roll on the Dungeon Encounter table to see what avails you.

5-10 - the door opens to reveal a corridor which leads to another room in this section, roll or drop a dice onto your map to determine which room it leads to.

11 - the door opens onto a corridor which leads onto the next section of the dungeon. If there are no further sections it leads back to the outside world.

12 - the door opens to reveal a small chamber containing a treasure chest containing 5d6gp.

Between the rooms: Corridors

Treating the spaces between rooms as separate areas is an optional rule. If you wish to, you can use these rules to see if anything happens to your hero as you move between the rooms on your map.

Depending on the shape of your map, you might decide that some rooms do not have corridors between them, with one room opening directly onto the next. Corridors are assumed to be in keeping with the rest of the dungeon. If the 'dungeon origin' roll indicates that you are in a sewer, the corridors will be sewer pipes. If the dungeon is a creature's lair, the corridors will be rough tunnels dug out by the creature and so on. Although most of the encounters happen inside rooms there is always a chance that something will happen as they move between them. Roll 3d6:

3-5 - a trap has been placed here, roll on Table 4.4.2 Traps.

6 - this corridor contains a secret door (see below).

7 - Part of the roof has collapsed - you must test against your Strength skill to clear it out or spend an hour working on it (if you have a pick or shovel you get a bonus of +3 to your Strength skill test), during which time a wandering monster, alerted by the noise, finds you. Roll on the Dungeon Encounter table.

8-9 - you encounter a wandering monster, roll on the Dungeon Encounter table.

10-17 - corridor is empty.

18 - you find 1gp that someone has dropped.

Transition Rooms

This is an optional feature which creates a break between the dungeon sections, giving heroes a chance to rest (see 'Resting in Dungeons') and giving heroes a sense of progress in the depths. They are not required but do add some additional flavour to the dungeon. As is tradition, these rooms tend to lead downwards, but that is also optional. If you wish the dungeon to be 'flatter' you can change the description so that the way leads simply onwards, rather than downwards.

The transition room should be placed at the 'end' of the section. After you have created your map of a section of the dungeon, place the transition room at the place which you consider to be furthest from the start. Heroes may arrive here without completing all the rooms in the section, but they should be allowed to decide if they want to continue to the next section or finish the part of the dungeon they are already in. Their quest or mission may not be completed if they move on too quickly.

Table 5.11 Transition Rooms

2d6 *Transition Room*

- | | |
|----|---|
| 2 | Tracks in the dirt end suddenly at a wall and you are certain there is a secret door! Make an Awareness skill test to find the means of opening it...or try again tomorrow! (You may still rest here as normal, whilst you try and spot the way forward). You gain +3 bonus to your Awareness skill test for each day you spend carefully examining the mute rock surface. Frustrating. |
| 3 | A chasm: use the handholds to climb (Climb skill test) or tumble down suffering 1d3 pts damage before you manage to pull yourself out and onto the other side. |
| 4 | An underground channel contains rushing waters with a raft and a rope to pull it across: Make a Strength skill test or slip in and suffer 1d3 points of damage from the thrashing silver forms lurking in the water before you struggle to the other side. You may also fish here. |
| 5 | A hideous idol sits leering at you with a large bowl held in its hands. Pay 1gp (disappears as soon as it goes into the bowl) or use Acrobatics skill to avoid its acid spit (1d3 Stamina damage) to move past it. |
| 6 | A mining rig has been set-up allowing you to go down in a crude lift. Use Underground Lore skill test or the cage gets out of control and you crash into the ground suffering 1d3 points of damage |
| 7 | Steps lead down into the darkness.... |
| 8 | Stairways going down..with a pressure plate that releases a swinging axe! Make a Trap Knowledge skill test or suffer 1d3 Stamina damage. Once the trap is released, you are aware of it and don't need to test again to pass this point. |
| 9 | A portal is set in a circular stone frame, its surface like ripples on a moonlit lake. Glowing runes are carved into the edge of the frame. Make a Magic Lore skill test to activate the runes correctly or suffer 1d3 stamina damage as your body is slightly mangled by the teleportation. Disturbing. A similar portal on the other end will take you back. |
| 10 | The room contains a hole which is the top of a smooth sided slide which, if you are brave enough to risk it, deposits you further into the depths. Make an Acrobatics or Climb test or take 1d3 damage as you slam into the ground at the end of the slide. A Climb test is required to get back up the tube later on. |
| 11 | A winding corridor with a number of small side chambers leads onwards. It is dry and the air is sweeter, refreshed by draughts of air from cracks leading up to the surface. |
| 12 | You come into a quiet chamber, the only sound is the gurgling of a small stream of clean water that passes along one side. Edible mushrooms line its course. You may refresh your supplies of water here and harvest two rations worth of fungi. |

General Dungeon Rules

Whilst we cannot cover every eventuality, here are some recommendations of how you should deal with various aspects of dungeoneering. Always remember that a dungeon is supposed to be a dangerous place and retreating to rest is smart, not cowardly.

Lighting

Most dungeons are underground or enclosed, so we assume they are not well lit unless the rolls say otherwise. Heroes will be expected to bring their own sources of lighting and keep a track of their use. Torches and Lanterns can be dropped or put down when the fighting starts - if this is done without warning (the hero is ambushed) then they may go out! If your hero has to quickly drop their light source roll 1d6 - on a roll of 1 it has gone out and they must fight in the darkness. Most monsters are unaffected by darkness, though you should read their descriptions carefully to check.

Carrying a light source makes using stealth close to impossible - any attempt at Sneaking whilst holding a torch, lantern or other light source has a -6 penalty.

Using Stealth in Dungeons

Some heroes will be happy to blunder through a dungeon without subtlety but many will want to sneak along and hope to catch the monsters by surprise. If a hero wishes to use stealth they can do so by rolling their *Sneak* skill versus the Awareness of the monsters (use their *SKILL* value) as a contested skill roll. Heroes that need a torch or light source to see their way around the dungeon have a -6 penalty to their *Sneak* skill if they don't put it out first (though they may then struggle with the darkness).

Successfully sneaking up on a monster grants the hero +6 to their first combat roll and +2 to the damage roll if they win the round. If the monster is asleep, the hero only fails their *Sneaking* skill roll on a fumble.

Using Ranged Weapons in Dungeons

A hero that uses ranged weapons can use them in the first round of combat, unless they are ambushed. After the first round they must use melee weapons unless they have an ability that can create a distance between themselves and the monsters, or the monsters themselves are using ranged weapons. See the monster descriptions in the bestiary to decide if that is the case.

'Clearing' a Section

If a hero has visited every room and defeated every monster in a section of the dungeon, they can consider it 'cleared'. They will no longer meet any wandering monsters in this section for the next 1d6+1 days (after which various creatures will start to move in and repopulate it). This is obviously a very useful tactic to allow heroes to rest and recuperate but if this approach is used a careful eye should be kept on how many rations they have available!

Wandering Monsters

Not all the monsters stay meekly in their rooms! For each hour your hero spends in a dungeon you should roll 1d6 - on a roll of 1 a wandering monster has discovered you - roll on the Monster Encounter table to see what you need to fight. You will need to estimate how long you have spent in the dungeon to work this out based on your movement, resting and fighting. If you do not wish to keep a strict track of time, simply make a wandering monster check every time you stop to rest or eat.

Resting in a dungeon

Obviously, whilst resting is an important means for a hero to recover their lost *STAMINA*, it might be dangerous to do this in a busy dungeon! Resting in a normal part of the dungeon means you must roll 1d6 every hour - on a result of 1 a wandering monster has found you!

Example Dungeon Creation

Roll on the Monster Encounter table to find out what it is. If you are asleep when this happens, its first attack automatically hits for maximum damage. If you are resting in a transition room (see above) you roll 1d6 for every four hours of rest, as these are places that are quieter than the rest of the dungeon.

Fleeing an Encounter

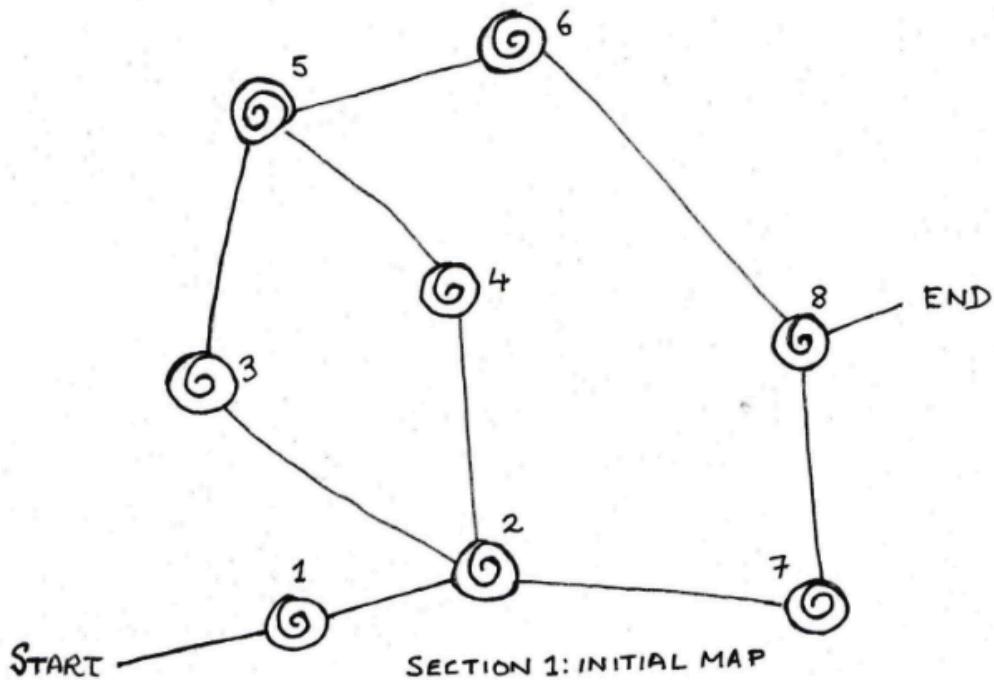
Sometimes, a hero may find that an encounter is too much for them and they decide to flee from combat. If they wish to, a hero can test their LUCK - if they succeed they flee back to the beginning of this section and leave the monster behind (heroes of course may have other means of escaping, such as the use of magic - it's up to you to decide what works). If they fail the test the monster gets a free attack as they leave and combat then continues to the next round. A hero should find somewhere to rest after fleeing - if they return to the same section within eight hours the monster they were fighting will find them again in 1d6 rounds!

More extensive rules about fleeing encounters are provided in the Chapter 3: General Play Guidance.

To help you understand the ideas in this chapter we have included an example dungeon, split into two sections, showing how you can use the tables and advice to build and populate an 'adventure ready' dungeon for your heroes to explore.

We start by rolling for the number of rooms in each section and deciding on a method to create our maps. As this is a simple dungeon we give each section 1d6+6 rooms (we get 8 and 10 respectively for the two sections) and we choose the 'dice drop' method to create our maps.

We take two pieces of paper (one for each section) and drop dice onto them to mark out the location of the rooms and connect them with doors or corridors. After doing this we end up with simple maps, preferably done in pencil so we can alter them later, which we can then build up into more complete dungeons.



AFF Adventure Creation System

Section 1

We use the same method for both parts of our dungeon so the initial map for section 2 looks like this. At this point we could use these layouts without further elaboration and encounter the rooms one by one, using the tables to fill them with monsters, traps and so on, but for this example we will show how you can build them up into a completed design.

Now we can bring this dungeon to life using the rules and tables provided in this chapter. To start with we roll for the origin of the dungeon (Table 5.1), its condition (Table 5.2), the condition of its inhabitants (Table 5.3) and any transition rooms (Table 5.11) we want to include. We will do this separately for each section, though the dungeon origin, condition and monster condition can be rolled once for the whole structure if you wish and we can always decide to choose specific options instead of relying on the dice rolls.

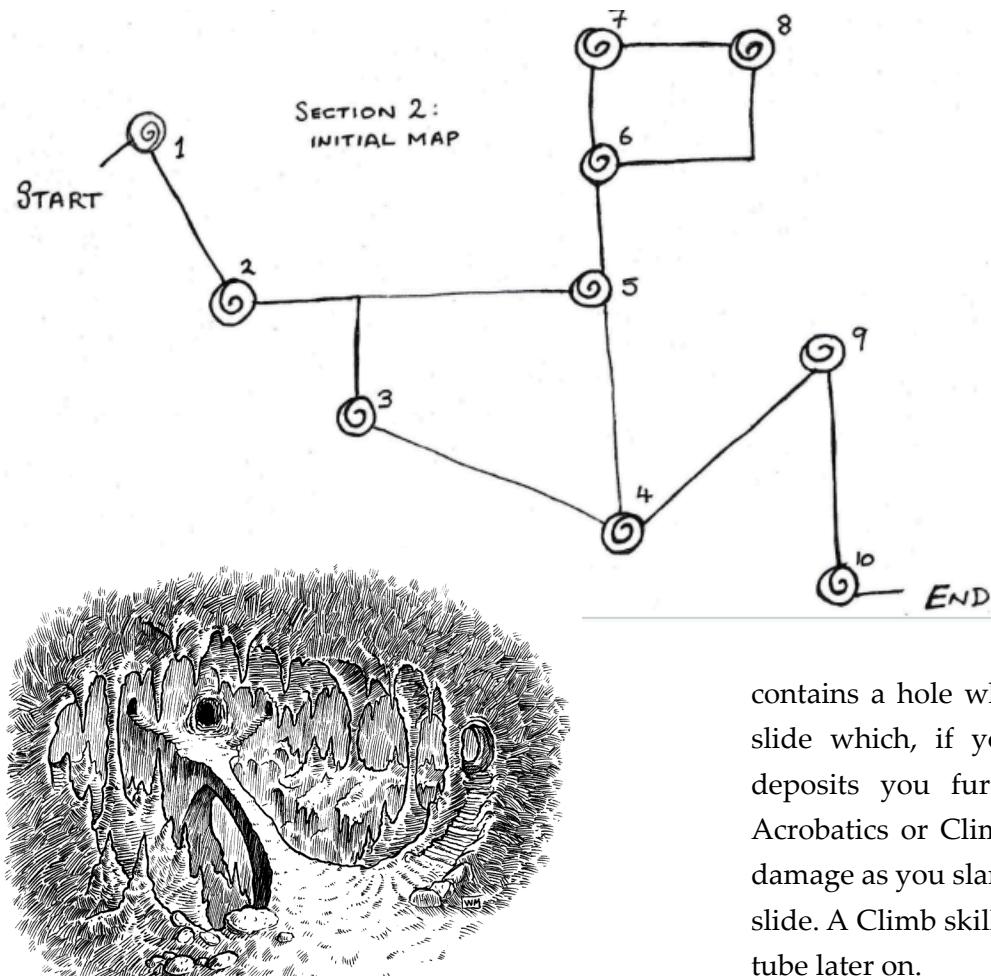
Origin: Cave. You have stumbled into part of a natural cave system, which has been built over as the city grew or gone unnoticed in the wilds. The tunnels and rooms are unworked and there are places where you have to squeeze through narrow gaps to move forward. The entrance is a simple opening in a natural rock formation. Typical rooms will be oddly shaped with uneven floors and ceilings. Tunnels wind and vary in width and may be difficult to squeeze along.

Condition: Overgrown. Nature has run riot here, with strange growths sprouting from every surface, tendrils and roots hanging down from the ceiling. This halves the distance at which ranged weapons can be used and in addition, if you miss in combat with a melee weapon roll 1d6 - on a result of 1 your

weapon is snared in a vine and you need to spend a round working it free unless you make a successful Strength skill test.

Monster Condition: Toxic. The monsters here have some access to supplies of poison - each time you are hit by a weapon, take an additional point of damage from the poisons.

Transition Room: The room contains a hole which is the top of a smooth sided slide which, if you are brave enough to risk it, deposits you further into the depths. Make an Acrobatics or Climb skill test or take 1d3 points of damage as you slam into the ground at the end of the slide. A Climb skill test is required to get back up the tube later on.



Section 2

Origin: Crypt - this was once a religious place used to house the remains of the dead. Tomb raiders have visited and the once carefully organised tombs have been broken into and pillaged. As you step forward you can feel bones crunching underfoot. The entrance is, by tradition, through either an ancient vine strewn mausoleum or an open grave. As this is not intended to be a place for the living, rooms and corridors will tend to be tight, narrow spaces, often decorated with images of death and containing shelves or nooks for coffins.

Condition: Consecrated - This area is located at a site that was once a temple of a benevolent god. If you use any healing magic in here, you gain an additional +1 STAMINA points in recovery.

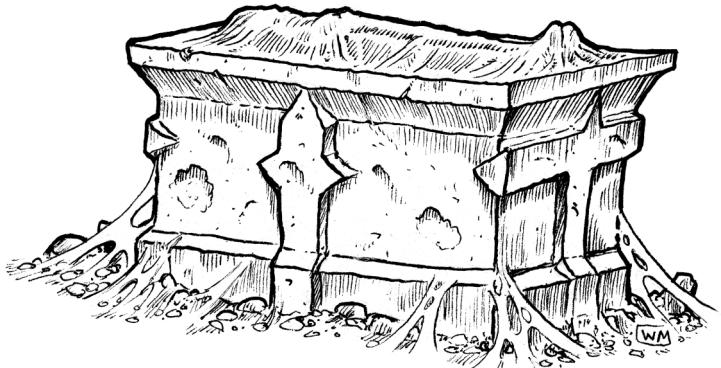
Monster Condition: Plagued - a foul stench fills the air down here and you cough and sputter on bitter spores that seem to fill the air. The creatures you encounter are plagued and after any combat, roll 1d6. On a roll of 1 you must either test your LUCK or roll on Table 4.3.2 'Diseases'.

Transition Room: (In case we wish to add more sections later): A hideous idol sits leering at you with a large bowl held in its hands. Pay 1gp (disappears as soon as it goes into the bowl) or use Acrobatics skill to avoid its acid spit (1d3 Stamina damage) to move past it.

At this point we make a note of these details (as they will affect our gameplay) and then think about the results of our rolls to see if we can create a story or theme for our dungeon. We don't need a story for every dungeon but it can help us make decisions about what to include in the rooms.

Based on what we have rolled so far and before we fill out the rooms we come up with this. 'You have been approached by a priestess of Hamaskis, Sister Vesper, who explains that she has been searching for the resting place of Lady Annabelle who was a founder of her temple many years ago but was buried in secret to avoid persecution by the evil lord who ruled the city at that time.'

Sister Vesper has had a vision in which she saw a path leading down into the ground through a hidden cave system filled with grasping vines to a lost forgotten crypt. She is far too scared to go down herself and has asked if you could explore on her behalf; the only things she wants are to find out where Lady Annabelle was laid to rest and see if the texts she was buried with still exist.'



The extent to which you create stories or backgrounds for your dungeons is up to you, it may be that you already have something in mind before you start making a map.

As noted in this chapter, if you have access to a number of bestiaries you can use them to create dungeons with specific themes (undead, demons, orcs & goblins and so on) and replace the random encounters given in Table 5.6 with more appropriate monsters - so instead of a finding a Wood Golem in a crypt, we could replace that with a Wight (both creatures from the dungeon level 3 encounter table).

AFF Adventure Creation System

Now we want to fill out the rooms of our dungeons and discover what details we need to add to our map. We use table 5.4 'Room Contents' to find out numbers of occupants, entrance features (doorways), room conditions and room features, which we can then generate using Table 5.6 'Random Monster Encounters', Table 5.8 'Room Entrance Features', Table 5.9 'Room Condition' and Table 5.10 'Room Features'.

On table 5.4 'Room Contents' some occupants are given adjustments to their SKILL or STAMINA, which you should apply to the characteristics of the monsters. So if the table says '2 occupants with -2 STAMINA' and your random monster is a Skeleton with SKILL 6 and STAMINA 5 the adjustment means you actually encounter two skeletons but both of them have STAMINA 3 instead of STAMINA 5. These small adjustments help to create some variety between encounters with the same types of monsters. In these notes we have made the adjustments as we go, so in Room 5 you can see the two Gark's have different levels of SKILL and in Room 8 the two Dark Elves have SKILL 6 instead of the normal value of 7 given Out of the Pit.

Section 1.

Room 1: One occupant (Great Orc SK7 ST6 Att1 OotP90), one entrance feature (Disjointed), no room conditions, one room feature (Side Chamber).

Room 2: Empty, One entrance features (Rubble), one condition (Natural Light), no features

Room 3: 2 occupants with -2 STAMINA (Skeleton SK6 ST3 Att1 OotP103) , No entrance feature, no room condition, no room features.

Room 4: Empty, no entrance feature, one room condition (Natural Light), one room features (secret door).

Room 5: Two occupants, one with SKILL +1 (Gark SK8 ST10 Att1 & Gark SK7 ST10 OotP56), No entrance feature, no room conditions, one room feature (Spring).

Room 6: 1d3 occupants with SKILL -1 (one Gark SK6 ST10 Att1 OotP56), two entrance features (Flimsy Door), no room condition, one room feature (Fungi).

Room 7: One occupant (Half Ogre SK8 ST9 Att2 BtP98), no entrance feature, no room conditions, no room feature.

Room 8: Two occupants (Dark Elf SK6 ST6 Att1 OotP47) with SKILL -1, no entrance features, no room conditions, no room features.

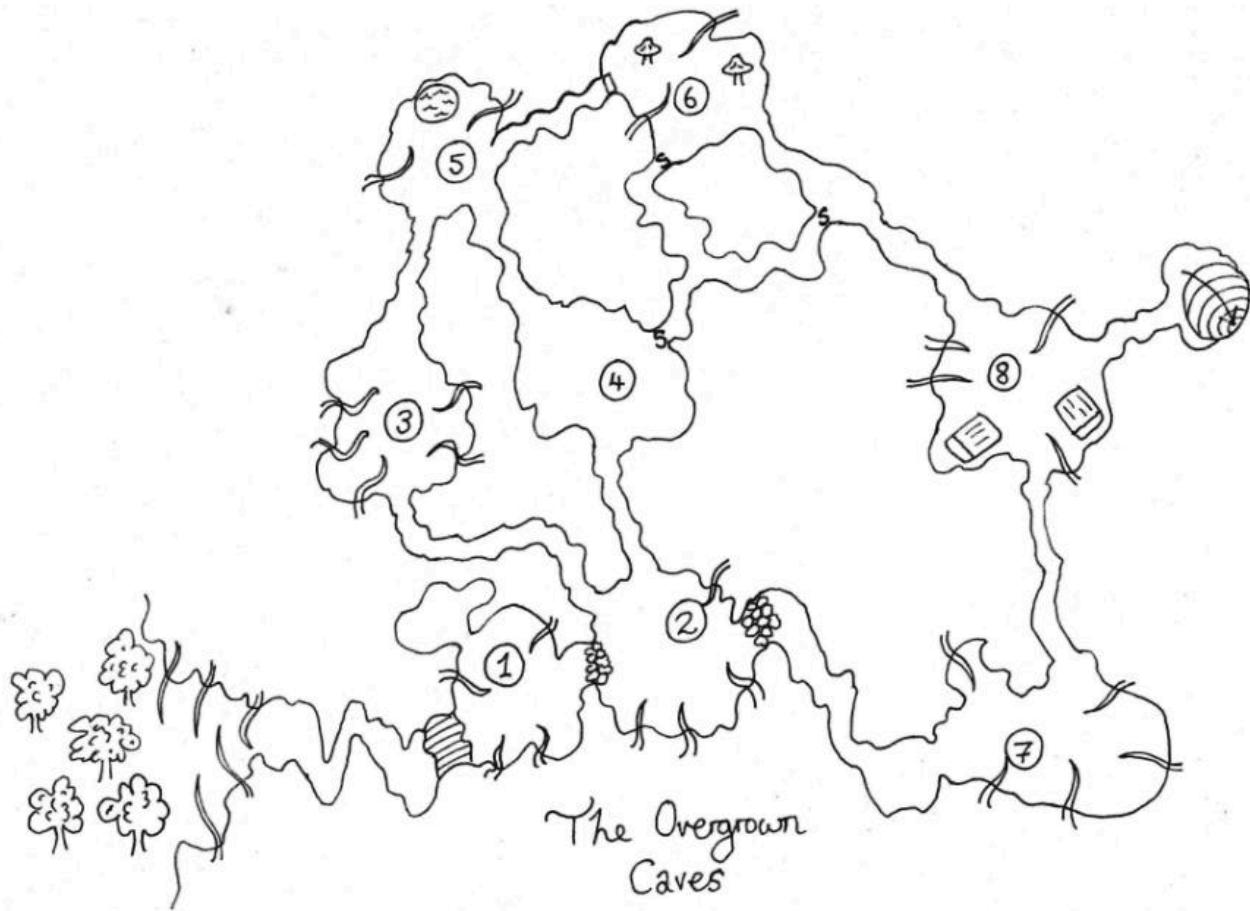
Corridors: Based on the map we have drawn, we can also roll to see what is in our corridors if we should wish to. Room 1 to 2 doesn't really have much of a gap, but 2 to 3, 2 to 4, 3 to 5, 4 to 5, 5 to 6, 6 to 8, 2 to 7 and 7 to 8 are all long enough tunnels that we could have something lurking in the darkness.



Rolling our 3d6 eight times (refer to the text on corridors above) we find that the section from room 4 to 5 will contain a wandering monster (which we will roll when we get there) and the section from room 6 to 8 will contain a secret door, which we decide to link back to the secret door in room 4.

Bringing this all together we can now take our simple map of section 1 and turn it into a proper map showing all the details we have rolled and using our imagination to bring it to life.

We now repeat the same process for section 2.



Map of section 1 of our dungeon

Section 2.

Room 1: 2 occupants each with STAMINA reduced by 2 (Gnoll SK8 ST3 Att1 RttP94), no entrance feature, no room condition, no room feature.

Room 2: Two occupants one with SKILL +1, (Giant Rat SK6 ST4 Att1 OotP96) no entrance feature, no room condition, one room feature (Vicious trap - 3 points of extra STAMINA damage if caught - Spore Bag).

Room 3: Empty, one entrance feature (Flimsy Door), one condition (Cluttered), no room feature

Room 4: 2 occupants each with STAMINA reduced by 2 (Gnoll SK8 ST3 Att1 RttP94), no entrance or room feature, no room condition.

Room 5: One occupant (Chameleon Serpent SK6 ST7 Att1 BtP116), no entrance feature, one condition (Runed), no room features.

Room 6: One occupant (Crypt Stalker SK8 ST6 Att1 OotP31) no entrance features, one room condition (Rat run), no room features.

Room 7: 1d3 occupants, but reduce their SKILL by one (3 x Zombie SK5 ST6 Att1 OotP124), no entrance feature, no room condition, one room feature (secret door - corridor to room 9).

Room 8: Empty, no entrance feature, one room condition (Choking Dust), no room features

Room 9: Two occupants, reduce their SKILL by one (Ghoul SK7 ST7 Att2 OotP57), one entrance feature (Alcove), one room condition (Runed), one room feature (Secret door - leads back to room 7)

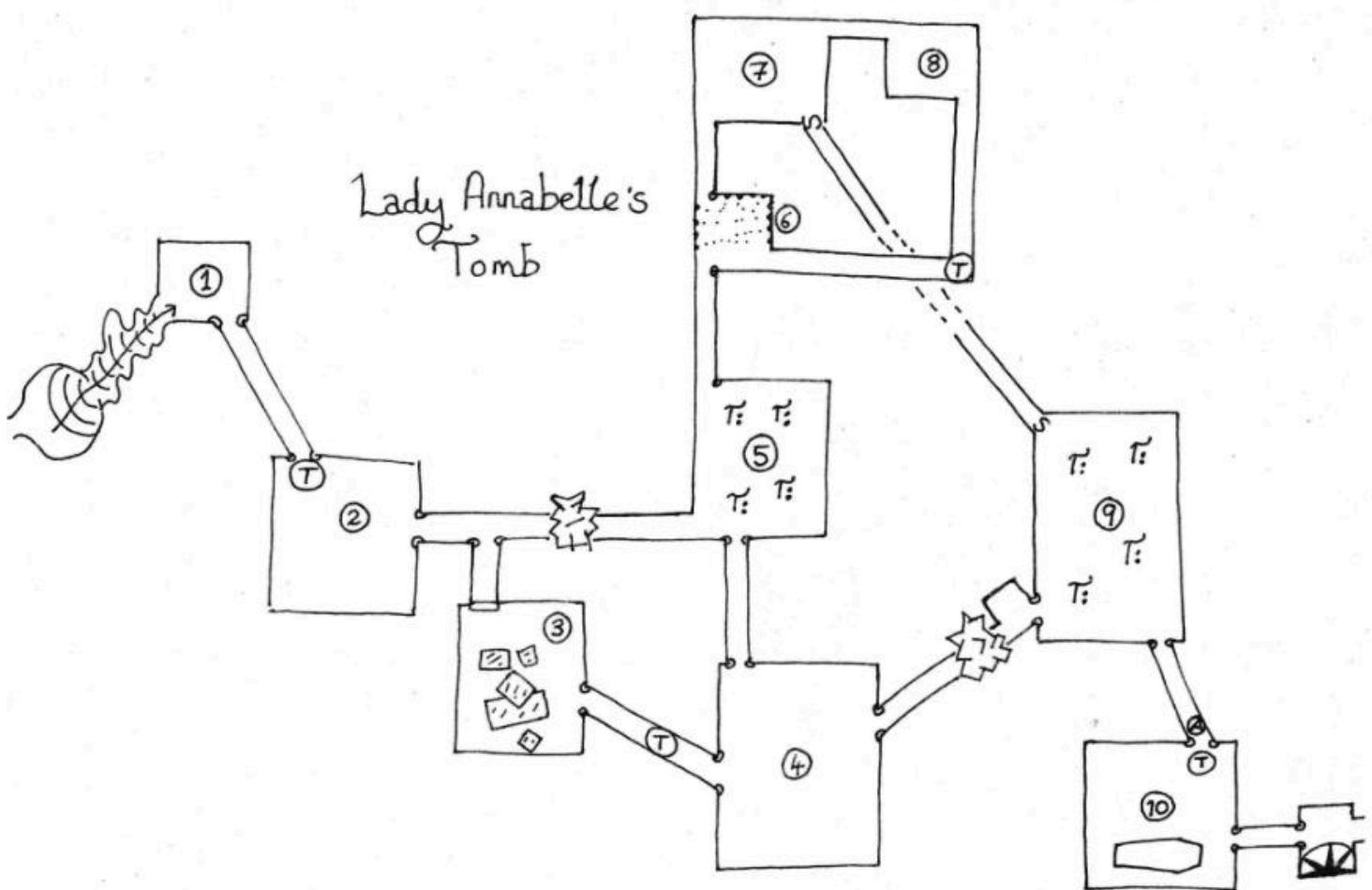
AFF Adventure Creation System

Room 10: One occupant, increase its skill by one (Skeleton Warrior SK9 ST6 Att1 OotP103), one entrance feature (Alarm), no room condition, one room feature (Trap - Poisoned Dart).

between rooms 4 and 9 and a trap (Drop stone) between rooms 3 and 4.

We can now use these details to fill out our map of section 2 of the dungeon.

Corridors: Using our map we roll to see if there is anything of note in corridors, the result of which is a Collapsed Ceiling between rooms 2 and 5 and



Map of section 2 of our dungeon

Making Changes and Finishing Off

Having created a dungeon using the tables to guide us, we can still make changes to bring it to life or give it a specific theme. In this case we could decide to do a number of things such as:

If we are creating this dungeon as a Director we might want to write brief descriptions of each room or we can invent these as we encounter them. The descriptions need not be very long - just a few sentences to explain what is seen as you enter.

We could replace the living monsters in Lady Annabelle's tomb with undead such as zombies, wights or ghouls to give it a more 'crypt-like' feel. We could replace the Dark Elves in the Overgrown Caves with a different type of humanoid or give them some reason to be here (perhaps they are in charge of the Great Orc, Gark and Half Ogre?).

Move or swap around any monsters, traps or features we think are in the 'wrong' room - this shouldn't be done simply to make the dungeon easier, but based on how you feel the dungeon should fit together.

Fix any 'unsolvable' problems. If, for example, we happen to have ended up with a heavy stone door on the first room and our hero has no means to bypass such an obstacle, we might want to make a small change to ensure they have some chance to move through the dungeon.

Furnish the dungeon - since we have humanoids in here, there should be some objects such as beds, chairs, cook pots and so on spread throughout these rooms and creatures might have made a bed or nest. Refer to the advice given in this chapter about monster behaviours.

Roll for treasure - we can do this as we defeat each monster or make all the rolls before we start and decide where the treasure is.

Add in anything we need for missions or quests - in this case we have filled out our rooms by random, but if we were using this dungeon as an objective for a mission we could choose or randomly pick rooms to contain important items or creatures.

Add in any specific items or objects that we feel should exist within this dungeon. For example, as we have created a story for our dungeon (it is the lost tomb of Lady Annabelle) we will put her lost texts and journals in a chest in the last room of the second section, next to a large well decorated tomb.

The extent to which you modify or enhance your dungeon is entirely up to you - it will depend a lot on how much time you intend to spend here and its importance to any quests or missions you are currently working on.

Descriptive text

This is particularly useful if you are making your dungeon as the Director for a group of heroes. You don't need to write a lot, just a few notes to explain to them (and remind yourself) what they see and experience as they come to each room or encounter. For obvious reasons, secret doors and traps should not be revealed in the text! For this dungeon we could start off by writing the following:

Entrance: 'As described by Sister Vesper, just outside the city you find the entrance to a cave hidden behind a dense thicket of thorny bushes. Squeezing carefully past the spiky plants you can see a tunnel, choked with vines, leads into the darkness'.

Room 1: 'As you move down the tunnel you can see that the way ahead is blocked by a steep slope rising up from the corridor (see the 'disjointed' entrance feature). You will have to climb or scramble your way up to proceed. You can also hear (Awareness skill test to get more details) the shuffling and grunting of

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some creatures in the chamber ahead. You note that the vines from outside have worked their way into these caves and hang down in thick curtains (overgrown dungeon condition). Once the heroes have managed to climb up: 'You find yourself in a chamber with one smaller area to the north (Side Chamber room feature) and one exit, blocked by rubble. Facing you is a large orc (Great Orc SK7 ST6 AT1 OotP90) with weapons at the ready! Should you manage to defeat him you will need to get past the crude rubble barrier to proceed (entrance feature for room 2, rubble).

Room 2: Cracks in the ceiling of this chamber allow some light to filter down and illuminate a vine filled room with four entrances, one to the east and west and two to the north. You have wriggled past the rubble (see entrance feature: rubble) blocking the west entrance but you note with dismay a similar pile of sharp rocks blocks the way east. To the north two narrow passages lead into the darkness.

Room 3: Ahead of you the narrow corridor widens out into a dark, silent, chamber. (Once the heroes move closer to peer in). Standing stock still in this room are two skeletons (Skeleton SK6 ST3 AT1 OotP103), both grasping rusty short swords. Their eyes glow with a cold blue light as they turn towards you... it seems you will have to fight.

Room 4: As you approach this chamber you can see a dusty, empty chamber faintly lit by sunlight peeking through holes in the roof. A corridor leads away to the north.

Room 5: Ahead of you in the darkness you hear (Awareness test) shuffling sounds of some large creature. As you get closer you can dimly make out the forms of two humanoids (Garks) who seem to be gathering water from a small pool on the northern side of the room (Spring).

Room 6: A twisting path through the caves leads to a rotted wooden door (Flimsy Door) which you could use as cover as you approach. As you peek through you see a large humanoid (one Gark) crouching intently next to a patch of huge mushrooms (Fungi). You can also see an exit to the south which also has a partially broken door blocking it.

Room 7: As the corridor widens out to a large, vine filled, chamber you can see a number of forms in the darkness. At first you think they are statues but then you realise they are shuffling slowly through the hanging tendrils of vegetation (3 x Zombies).

Room 8: Peering through the darkness you see a rough chamber filled with darkness. As you think about entering you hear voices talking in a language you don't recognise, though it sounds something like elvish (two Dark Elves).

We can make text descriptions for every room, or only those that have interesting elements that the heroes might be interested in. The extent to which you do this will depend a lot on whether you are playing a solo adventure or as part of a group and of course remember not to give everything away before the heroes have committed to entering the room!

Summary

Creating a dungeon can be as complex as you like. A few rooms connected by corridors and filled with random monsters is perfectly serviceable and you should treat the contents of this chapter as options that can add depth and variety to your dungeon. For example, the use of transition rooms is a way of marking the path between one part of a dungeon and another, but there are other ways you could do this; a simple arch or unadorned corridor works just as well if you want to move along quickly. The best advice is to use the options that appeal and set the others aside until you need them and always remember to adjust the difficulty to suit your campaign.

6 - WILDERNESSES

Introduction

The purpose of this chapter is to provide you, as either heroes or Directors, with the means of creating interesting and challenging wilderness environments. These rules can be used with a map that you have already created, or help you create one. As with the sections on settlements and dungeons, it is advised that you consider the results of the tables as suggestions for your game and alter them to suit your needs.

In a world of adventure, the wilds are a truly dangerous place. Roads and tracks may be known to locals but will lead travellers astray. Maps are hard to obtain and unreliable. Help for wanderers, in the form of shelters or inns, is sparse or non-existent and all the while you may feel the hairs on the back of your neck prickling as a wily beast or ruthless bandit tracks your steps. Even should you find your way and avoid confrontation, a great storm can sweep across and freeze you to the bone. If the cities and towns are dangerous, the wilds are deadly.

To survive your adventures across Titan you will need to find your way, deal with your encounters and be prepared for the ever changing weather.

A note on Skills

Throughout this section the 'Region Lore' skill will be referenced extensively. In the Advanced Fighting Fantasy core rulebook only two types of Region Lore are referenced - Forest Lore and Sea Lore are

specified, but any type of environment can have its own skill. Thus the full list (for the purposes of this book, you may add your own as required) are Plains Lore, Forest Lore, Hills Lore, Mountain Lore, Tundra & Ice Lore, Desert Lore, Jungle Lore, Marsh Lore, Rivers & Lakes Lore, Shorelines and Sea Lore. This is quite a long list of skills! At the discretion of the Director, you can substitute a single skill 'Wilderness Lore' which covers all of these.



In addition, remember that these are knowledge special skills - a Hero can still use SKILL or MAGIC to attempt the tests - the points in the special skill makes it more likely you will succeed, but an experienced barbarian or sorcerer will be able to cope with most challenges without developing all these special skills separately.

For the purposes of this book, each Region Lore skill covers a type of environment rather than a particular place. A hero with three points in Marsh Lore can use this skill in any marsh they come across. You may prefer the idea that Region Lore refers to a particular area, if so heroes must make a note of which part of the world they are familiar with when they learn the skill.

Using the Heroes Companion Rules

The Advanced Fighting Fantasy Heroes Companion book provides rules on creating maps for wilderness areas, if the player or Director prefers to use these rules they should do so; the tables for weather, terrain and encounters from this book can then be used to enhance the use of these maps.

6.1 Creating your Wilderness

In this section we show you how to create a varied, playable map of the wilds using a variety of methods and options.

Finding your Way & Mapping

For the sake of building a map we divide the world into areas, each 10 miles across, which is a distance that can be covered in half a day's travel on a well made road. Usually when making maps of this kind, hexagonal or 'hex' patterns are used, but square patterns or any regular tile or grid can be used, depending on what you have available.

Each area on the map is assigned a type of environment, representing the dominant features you find as you traverse it. Thus an area designated 'Plains' will be mostly flat or gently rolling grasslands, but it will still have small hills, ponds and maybe a river or two - very few areas will consist purely of one type of environment. It's up to your Hero to use their skills to get across it via the shortest and safest path.

Unless your campaign specifies that a road or track exists you should assume that your Hero is working their way through as best they can - their speed will vary depending on how well they read the land. Travelling through untracked wilderness is very much slower than using a road or path!

Map Creation

There are a number of ways in which you can create a map of the wilderness; pick the one that best suits you, remembering that the rules of this book divide the wilderness into areas that are about ten miles across.

Create a map: Either on paper or a computer, this simple and popular method requires only your time and imagination. Draw a map of your landscape putting in whichever features you require and then working out a scale - you can then divide it into hexes or squares of around 10 miles in size.

Borrow a map: With the popularity of role playing games on the rise there are a huge number of maps available online, many for free. Choose one that you like and download or print it off - you can mark in the different areas as you go.

Use the 'Dice Drop' method: Described in the core Advanced Fighting Fantasy rulebook as a means of creating a dungeon, the dice drop method can be used also for wilderness maps by creating a random pattern which you then fill in using your imagination or by rolling 2d6 on the table below 'Table 6.1.1 Random Wilderness Generator'. A piece of paper, pencil and some dice are all that is required. Very useful when you are struggling for inspiration!

Use a 'narrative' map: For long journeys overland, you might want to use a narrative or story based map in which you decide how long your journey takes and what sort of terrain you cross; treating it as an abstract story in which your hero spends some time in the wilderness. For example you could decide that to get to their destination they will need to spend ten days in the forest and three days in the mountains before arriving - obviously, you still need to keep a rough map in your mind as to where things are if you take this approach.

Chapter 6 - Wildernesses

Completely Random Landscape Generation

Landscapes can be created through purely random generation, starting with a marked piece of paper and some dice. This technique works best with hexagonal or square lined paper.

Firstly, pick a hex (or square) as your starting point and decide what sort of environment you would like to start in. If you are starting in a settlement, think about what would be around it. A dwarven citadel might be surrounded by mountains whereas a human city could be on plains or a shoreline. From this area, starting with the north most edge, work your way around clockwise making a roll to see what sort of environment is adjacent to that edge. This will fill out the map around you.

Repeat this process for as long as you wish to, depending on how far you need to travel. Remember that this is your map and you can apply some common sense, if you feel that the random generation does not make sense, though it is sometimes fun to take up the challenge of interpreting the results - a single mountain in the middle of a jungle could be home to a lost temple or hidden lair!

Hot and Cold climates: If you wish to set your map in an area with a hot climate, replace any Tundra & Ice areas with Desert and similarly, if you want your map to be in a cold area, replace any Desert areas with Tundra & Ice.

Table 6.1.1 Random Wilderness Generator - Roll for each adjacent Area

Region	2	3	4	5	6	7	8	9	10	11	12
Plains (Pl)	Tu	De	Ri	Hi	Pl	Pl	Fo	Ma	Ju	Sh	Mo
Forest (Fo)	De	Mo	Ma	Hi	Fo	Fo	Pl	Ju	Ri	Sh	Tu
Hills (Hi)	Ma	Tu	De	Pl	Hi	Hi	Mo	Fo	Ri	Ju	Sh
Mountains (Mo)	De	Ma	Ju	Fo	Mo	Mo	Hi	Ri	Pl	Tu	Sh
Tundra & Ice (Tu)	Ju	Ma	Mo	Ri	Tu	Tu	Pl	Hi	Fo	De	Sh
Desert (De)	Ju	Ri	Ju	Hi	De	De	Pl	Mo	Fo	Ma	Tu
Jungle (Ju)	Tu	Mo	Hi	Ma	Ju	Ju	Fo	Ri	Pl	Sh	De
Marsh & Swamp (Ma)	De	Pl	Fo	Ju	Ma	Ma	Ri	Sh	Hi	Mo	Tu
Rivers & Lakes (Ri)	Tu	Mo	Fo	Sh	Ri	Ri	Ma	Ju	Pl	Hi	De
Shoreline & Sea (Sh)	Mo	Tu	Fo	Ri	Sh	Sh	Ma	Ju	Pl	Hi	De

Finding a Random Wilderness Area

If you need to designate a random wilderness area, perhaps as part of a quest or mission, it can be done by dropping or rolling a dice onto your map (if it rolls off the map, roll it again - the place you want is the one under the dice, if it settles on a boundary line then use your judgement to decide where you are going) or by starting from a point on your map such as a settlement and using the compass points and a random distance.

Table 6.1.2 Random Wilderness Area finder

The area you are looking for lies $3+1d6$ areas away in the following direction..roll 1d6 three times.

Roll 1d6 (Reroll 5 or 6) to find a column then..

<i>Roll 1d6 (Reroll 5 or 6) to find a direction.</i>	<i>1-2</i>	<i>3-4</i>
1	North	North East
2	East	South East
3	South	South West
4	West	North West

For example: If you roll a 2, followed by a 4 then a 3, the random wilderness area lies 5 areas away (50 miles) in the South West direction. A roll of 4, 2 and 2 would mean it lies 7 areas away (70 miles) to the East.

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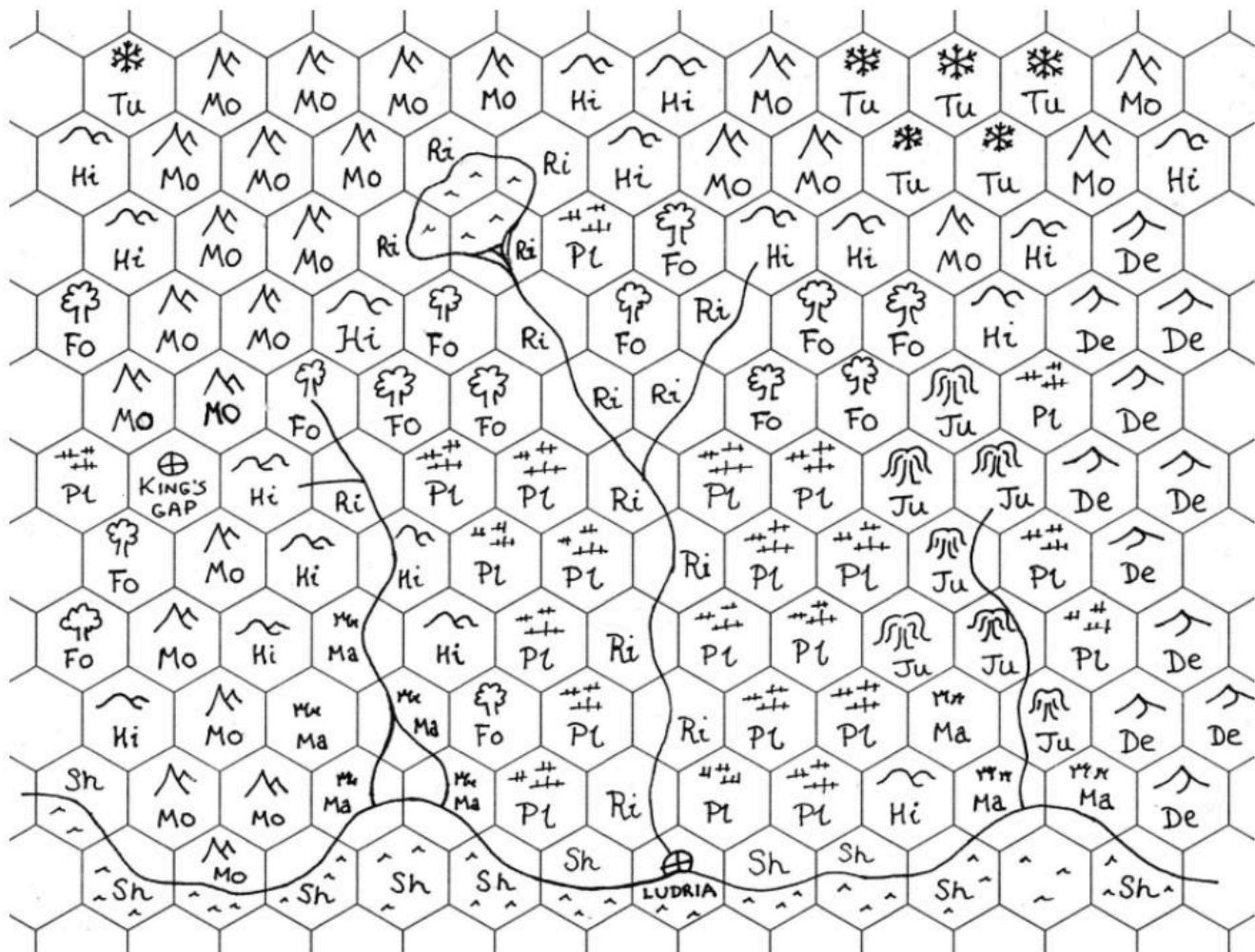
Permanent Features

As you travel the wilderness, you may come across things which are permanent - settlements, dungeon entrances, campsites. This is noted in the encounter description. You should note these on your map as you create it, in general you can find (or avoid) them in the future by passing a Region Lore test.



Example Map

In order to help you visualise how these maps can be put together (and it's entirely your decision as to how you want to map out your world) we have included an example map, showing the region around Ludria. It has a wide variety of environments to explore and one other settlement (King's Gap), but no other details have been added in case you want to use the map yourself. As with all maps of this type each area has been marked with the dominant type of environment, but they are all mixed to some extent, so as the river leads north from Ludria those areas are marked as 'Ri' meaning Rivers & Lakes, but of course there are also fields, small hills and glades of trees dotted around. As well as being marked 'Ri', 'Pl' etc each area has a little symbol to indicate what sort of environment is present.



Travelling the Wilds

Having created your map, the following section provides you with rules for making your way across it.

Travel Time

The travel time is based on traversing the wilderness, instead of following a known path or track. Assuming you survive the exposure, don't fall into a crevasse or get killed by bandits the next thing to work out is how long it took your Hero to cross an area. In the environment and encounter description you will find tables for the travel time based on your route, the weather and terrain.

Known path or track: If there is a known path or track available the travel time is reduced to the best result on the Route table. You will have to decide if this option is available, probably based on the location of any settlements, though you may also decide that having a road or path is part of your campaign setting. You must still roll for weather and encounters, but you do not roll for terrain as the path avoids them.

For example: You have been asked to visit Fort Trollfear, a small military camp about 30 miles north of your current location. No one has heard from Fort Trollfear in weeks and they are worried something dreadful has happened. Because it is a known location with supplies and troops moving back and forth, you decide that there is a well worn track leading to it, so you can follow that all the way to the fort. Having arrived there, you find it has been attacked and the small number of survivors tell you that an orc warband came from caves about twenty miles to the east. In this case, there is no reason for a path to exist and if you want to track down the orcs and exact revenge, your hero will need to navigate the wilderness.

If there is no path, when your Hero enters a new area make a test against their Region Lore special skill (or SKILL or MAGIC if you have no points in the relevant Region Lore). Each type of environment has its own associated Region Lore. A woodsman with a bonus in Forest Lore will not be any the wiser when trying to navigate in the mountains. You may also use the Navigation skill from the Heroes Companion if you wish.

If the hero succeeds very significantly (gets 4 less than their skill or a critical success), you find some unmapped trails and paths, which will lead you across the area quickly. If you just succeed, you will cross in the normal time for that environment as specified in the description. If you fail the roll, your journey will take longer - it's assumed you don't give up and turn around though that is always an option! The amount of extra time will vary depending on the environment - see the separate descriptions in the Route table to find out what the penalty is.

If you fail the roll badly (how much depends on the environment) or if you critically fail, your hero will get lost. This will add to your travel time and require you to roll again - getting lost means that you make no progress across the terrain.

Each time you successfully traverse an area of the map, gain +1 to your Region Lore for that particular area. This increases each time to a maximum of +6 as you gain familiarity with that piece of territory. Remember that this bonus only applies to that single area and not to others of the same type. For example, D'Sta Leafshadow has one point in Region Lore - Forest and has criss-crossed the 'Wolf Wood' near Ludria many times, gaining +6 to his Region Lore roll for that area. When D'Sta travels to the 'High Wood' far to the west, he no longer has this bonus and goes back to rolling against his usual Region Lore skill.

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Once you have assessed your route, weather and terrain add these together to find out how long you will spend crossing this area. You should round the time to the nearest day - so if your total is 2 ¼ days to cross some hills, treat it as two days (on the second day you push on into the night before resting for example). This determines how many encounters you need to roll and the amount of meals you will consume.

Example: D'Sta Leafshadow has SKILL 7 and Region Lore: Forest of 1, for a total special skill of 8. He enters a new area of forest he wants to cross from west to east. D'Sta makes a test and rolls 4 on 2d6 - he has succeeded by 4! He finds an old woodcutter's trail and passes through in ½ day (barring weather and terrain) as indicated in the description for the Forest environment. Had he rolled a 7, he would have kept to his direction through the trees, but it would take him 1 day. If he had rolled an 11, failing by 3, he spends ½ day wandering in the forest and so it takes him 1½ days (before weather and terrain). If D'Sta rolled a 12 he would get lost, spend 1 day walking in circles and have to start again - and make another Region Lore: Forest roll. Before he works out exactly how long it takes him to cross this forest, he must roll for weather and terrain, then total it all together. D'Sta rolls on the weather table, getting a 2 on 1d6 for fair weather. On the terrain table he is less fortunate rolling a 6, indicating some broken terrain that takes 1 day extra to cross. Putting it all together, he enters the forest, finds a path (with a roll of 4 against his Region Lore: Forest of 8) but at some point the path is interrupted by broken terrain, adding one day. So his travel time is 1½ day - which he rounds down to one day as he pushes on late into the evening to get across. He has to make one encounter roll for that day. If he had worse rolls, it could have taken 2 or more days to get across this area and he would have to roll an encounter and weather for each day he spent in the forest. It may seem excessive to take multiple days to cross 10 miles of territory, but remember that this is for a hero crossing an uncharted wilderness. It's tough!

Roads & Settlements

As noted above, the travel times are based on forging your way through an untracked wilderness, though clearly roads and paths do exist in some places. You should feel free to add them where appropriate, based on your setting. We suggest the following guidelines for routes between settlements.

<i>Settlement</i>	<i>Suggested Routes between</i>
City	Has direct routes to all settlements in its area and all adjacent areas. Routes to towns extend to all within two areas (20 miles) and routes to cities extend to all within six areas (60 miles).
Town	Has direct routes to all settlements in its area and other towns or cities within two areas (20 miles). Villages in adjacent areas have a 1-2 chance on 1d6 to have a direct route.
Village	Has direct routes to all settlements in its area. Settlements in adjacent areas have a 1 in 6 chance to have a direct route.

So if a hero has already explored part of the world, or knows of some settlements, they can travel along a known route and get the benefit of a faster travel time (weather and encounters still apply).

Forced March

A hero may wish to move faster than normal pace for a while. You can choose to undertake a forced march, in which all travel times are halved but at the end of each day you must test against your STAMINA to see if you are exhausted by it. At the end of the first day, make the test using 2d6. On the second day, use 3d6, 4d6 on the fourth day and so on. If you fail the test you have pushed to the point of collapse - you are exhausted and must rest without moving for one whole day to recover.

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If your hero has points in the Strength special skill, these can be included as a bonus to your rolls, so a hero with 2 points in Strength skill rolls 2d6-2 on the first day, then 3d6-2 on the second day and so on until they stop or collapse as above.

At the end of a forced march you may not attempt another one until you have spent the same number of days recovering as you did marching - so if the hero spends three days at forced march pace they cannot start another one until a further three days of normal travel or rest have passed.

Encounters

Having an interesting encounter in the wilderness is far less likely than in a settlement, but every day can bring some new surprises - good or bad. The standard number of encounters each day is one (the wilds may be dangerous, but a lot of time is spent travelling through mundane landscapes which pose no particular threat or opportunity). Each environment has an encounter table that should be rolled on for every day spent travelling through it.

A skilled hero can use their wits and knowledge to shift the odds. If you choose to, you can make a Region Lore skill roll with a -3 penalty - if you succeed, you can decide to either sneak through the wilderness and avoid problems (have no encounters) or use your abilities to find all the interesting things you can (have two encounters in one day).

Encounters at night: It is assumed that heroes, however brave they may be, find sheltered and hidden places to bed down for the night, so there is no requirement to roll for a night encounter if you are not travelling. If you wish to increase the difficulty, roll for a night encounter as well as a day encounter, but only apply the result if it could seek you out - so you would encounter a Predator, but not a Crevasse - the Predator sniffs you out in the darkness!

Standard Encounter Options

As a reminder, in Chapter 3 we detailed a number of encounter options. A hero may wish to use this (or others they can think of) to deal with the challenges they face.

Table 3.1.1 Standard Encounter Options - see descriptions in Chapter 3 for more details

<i>Option</i>	<i>Action</i>
Fight	Begin combat and resolve it using the normal combat rules, you may use a ranged weapon or spell in the first round if you have spotted your target.
Flee	Run from combat; test your LUCK to escape or suffer a 'free hit'.
Sneak	Attempt to use Sneaking to get past your target, consider what bonuses or penalties apply.
Talk	Use a social skill, you must share a means of communication with your target.
Trick	Attempt to trick your target in some way, a variety of means including magic can be used.
Bribe	Offer your target an amount of gold to ignore your actions.
Feed	Offer an animal food in order to distract it.

Travelling at Night

Most adventurers will stop and rest once the sun has set, but if you absolutely must push on, you can. However, unless you have some means of seeing long distances at night you are at a severe disadvantage. A hero or group of heroes without darkseeing, nightvision or a similar effect has a -6 to all Awareness tests to spot danger, -6 to any Region Lore rolls they take at night and must make a Region Lore test (with the -6 penalty) or find themselves lost; in effect they spend the night walking in circles and make no progress.

Foraging

Staying alive in the wilderness means either bringing your own food or finding it as you travel. This is covered by the Hunting and Fishing special skills. Using these skills takes $\frac{1}{2}$ day to make a skill test, on a success the Hero obtains 2d6 meals. Each area on the map will have its own conditions that may affect your chance of obtaining food - see the table below. Any points in the Animal Lore special skill can be used as a bonus for this skill test. Once you've found out what the foraging conditions are for an area, make a note of it in case you pass back through.

Survivor Talent: A hero with this talent does not need to make a roll to forage for themselves and can gather 2 meals for every 2 hours spent foraging, as well as finding shelter in harsh environments where exposure can be a problem. They may choose to use their talent or make a Hunting or Fishing skill test, the choice is theirs.

Table 6.1.3 Hunting & Foraging

Region - roll 1d6 once for each area	<i>Bountiful: The area is more bountiful than usual with plenty of game and water</i>	<i>Normal: Opportunities to find sustenance are normal for this region.</i>	<i>Scarce: The land is bare and lacking in opportunities to find food.</i>
Plains	1-2: +2 bonus to Hunting and Fishing skill tests.	3-5: No Modifiers	6: Hunting and Fishing skill tests are at -2.
Forest	1-2: +2 bonus to Hunting and +1 to Fishing skill tests.	3-4: No Modifiers	5-6: Hunting skill tests are at -2 and Fishing at -3.
Hills	1-2: +2 bonus to Hunting and Fishing skill tests.	3-4: No Modifiers	5-6: Hunting and Fishing skill tests are at -2.
Mountains	1-2: +2 bonus to Hunting and +1 to Fishing skill tests.	3-4: No Modifiers	5-6: Hunting and Fishing skill tests are at -3.
Tundra & Ice	1: +1 bonus to Hunting and Fishing skill tests.	2-3: No Modifiers	4-6: Hunting and Fishing skill tests are at -3.
Desert	1: +1 bonus to Hunting skill tests, Fishing is not possible	2-3: Fishing is not possible	4-6: Hunting skill tests are at -3, Fishing not possible
Jungle	1-3: +3 bonus to Hunting and Fishing skill tests.	4-5: +1 bonus to Hunting and Fishing skill tests.	6: Hunting and Fishing skill tests are at -1.
Marsh	1-2: +1 bonus to Hunting and +3 to Fishing skill tests.	3-5: +2 bonus to Fishing skill tests	6: Hunting skill tests are at -2.
Rivers & Lakes	1-2: +1 bonus to Hunting and +3 to Fishing skill tests.	3-4: +2 bonus to Fishing skill tests and -2 to Hunting tests	5-6: Hunting skill tests are at -4 and Fishing at -1.
Shorelines & Sea	1-2: +1 bonus to Hunting and +3 to Fishing skill tests.	3-4: +2 bonus to Fishing skill tests	5-6: Hunting skill tests are at -3 and Fishing at -1.

Exposure

In addition to the hazards of encountering beasts or falling into a crevasse, the wilds can kill with heat, cold or dehydration. For dehydration, it is assumed that a Hero's rations include sufficient water to sustain them so no additional rules will be given beyond those in the AFF rulebook. Exposure to extreme cold or heat, often resulting from severe weather (weather conditions are rolled for daily) is worked out as a skill test as the Hero uses their experience and wits to avoid the climatic effects. The Hero must use their SKILL, MAGIC and Region Lore skill to pass the target number provided, or they suffer 1d6 points of STAMINA damage due to exposure.

For example, Wyrdly Dume is crossing a desert. He rolls a 6 for the weather and checking the table sees that a sandstorm has blown in with a target number for exposure of 14. Wyrdly has SKILL 5 and Desert Lore 1 for a skill of 6. He is wearing desert clothing so has +2 to his roll. Wyrdly rolls 8 for a total of 6+2+8 = 16 - enough to beat the target, so he is safe from the sandstorm. Had he rolled a 3 for a total of 6+2+3 = 11 he would have failed and suffered exposure, taking 1d6 points of STAMINA damage as the brutal heat and wind tested his endurance.

Bonuses to this test can be obtained by having the right equipment or magic to hand, some examples are as follows. Exposure to cold: Warm Clothing: +2, Tent: +3, Tinderbox: +2, Potion of Warming: +3. Exposure to heat: Desert Clothing: +2, Extra Waterskin: +2, Potion of Cooling: +3. Other items or magical effects (the minor magic spells Heat and Cool and the priest ability Sanctuary) can be assigned a bonus based on their description. In most cases a well equipped Hero can avoid exposure, but woe betide the person who ventures into the wilds without appropriate equipment.

Food & Drink

Rules for starvation are provided in the core AFF Rulebook - a hero that doesn't eat and drink for one day loses 2 points of STAMINA. In this book we refer to 'meals' instead of rations, as one meal is sufficient to provide enough sustenance for one day or restore 2 STAMINA. One ration provides two meals. A waterskin holds enough water for one day and can be replenished from natural sources, unless you are in a Desert region. Remember to take enough food and water for you and your mounts when you venture into the wilds!



Riding vs Walking

The main benefit of riding vs walking is not speed (few mounts can maintain high speed for long distances with a rider on top and very few could do so without a path or trail), but the ability to carry extra equipment and supplies. On untracked land a horse or pony will not be much faster than walking, but it will certainly allow you to carry more food and items such as tents or a change of clothes. A stout pony is truly the wanderers' friend. If you are able to cross an area more quickly by riding, it is noted in the environment description.

If you are fortunate enough to have a road or trail to follow then a mounted person can travel great distances on even, well maintained ground - it is not really possible to cover all eventualities (different types of mount and terrain have different interactions) so you will need to assess this for yourself. Horses can cover up to 30 miles a day at walking pace and more at a trot or canter, but that assumes they are well rested and provided with fodder and water. Other mounts have different paces and endurance - use your common sense!

The Changing Seasons

The influence of the seasons is rather dependent on how you wish to play your campaign and keep track of time. The complexities involved would require an additional chapter at least which seems excessive when many heroes would rather treat the changing seasons as a ‘background effect’ rather than worry about them too much. If you wish to apply some changes, the following adjustments are suggested and you should feel free to add more as you see fit. An entire campaign played out in the depths of winter or the sultry heat of summer has its appeal, but the details require your imagination.

Seasonal Adjustments

Spring No adjustments.

/ Autumn:

Summer: In the heat of summer add +2 to weather rolls in the Jungle & Desert locations and suffer a -3 penalty to exposure tests in those locations.

Winter: In the chill of winter add +2 to weather rolls in the Mountains & Tundra locations and suffer a -3 penalty to exposure tests in those locations. Any beasts you encounter are weakened by starvation and have -2 STAMINA. All foraging tests (Hunting & Fishing) have a -2 penalty.

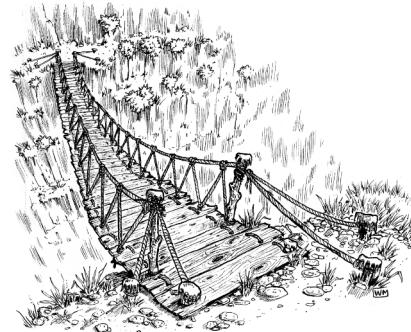
Using LUCK whilst exploring

If all else fails, a Hero can call upon whichever gods happen to be watching and ask for aid. At any time, you may test your LUCK to find help. If you fail, nothing happens and you stagger on with only your wits to save you. If you succeed you come across a traveller, a friendly and knowledgeable guide that will help you from your current area to the next one you wish to explore and provide you with one day's worth of rations (2 meals), after which they will disappear. You may only test your LUCK like this once per day.

Hiring a Guide

If you start from a settlement (village, town or city) or encounter one, you may try and hire a guide. Firstly, make an Etiquette skill roll to see if you can find one. If you fail, you can't find anyone to help you, if you succeed you have found a local with sufficient understanding of the area to guide you in whichever direction you choose. The guide will stay with you for three areas distance from the area containing their home. The guide charges 5gp each day (if you don't pay them, they slip away in the night). They carry their own rations and basic travelling gear. They will not fight for you.

When you have a guide with you, you reduce your travel time for each area to one day. You must still roll for weather and encounters, but you do not roll for terrain (they know how to take you past the worst places).



6.2 Environment Descriptions

Each type of environment will have their own challenges and inhabitants, the environment descriptions provide you with details on weather, navigation and encounters. Remember that each area is described by the landscape and vegetation that are dominant but none of them will be entirely uniform. Plains will have small lakes and rivers, mountains will have valleys, deserts may have stone peaks and oasis. As usual take what is written as a base upon which you can create your own unique zones.

The encounters are described in section 6.3, for a list see Table 6.3.1 Wilderness Encounters.

Chapter 6 - Wildernesses

Plains (Pl)

The landscape rolls away from you in seemingly endless waves of green and brown. Grass ripples in the breeze and small glades hold out the offer of shade, though they also be a hiding place for all manner of creatures. Shading your eyes from the sun you survey the vista, noting a small farm in the

Route - Make a Region Lore: Plains skill test.

Succeed by 4 or better

Find a path: $\frac{1}{2}$ day

Normal Success

1 day (Riding: $\frac{1}{2}$ day)

distance close to where dust rises from what must be a wagon trail. The plains are open country often criss-crossed with tracks and usually amongst the easiest places to travel but, for the same reasons, they are also home to hunters of many kinds. You are as likely to meet a wyvern as a merchant, so beware!

Fail by 1-5

Wander: $\frac{1}{2}$ day extra

Fail by 6+

Lost! +1 day, try again

Region Conditions

<i>Roll 1d6</i>	1-3: <i>Fair</i>	4-5: <i>Mixed</i>	6: <i>Severe</i>
Weather - roll once each day	Soft breezes and dry conditions ease your travels, making walking a pleasure.	The occasional squall interrupts your progress, forcing you to shelter as it passes. $+\frac{1}{4}$ day.	The rain falls in rolling sheets, turning the ground to mud whilst gusts of wind threaten to bowl you over: $+\frac{1}{2}$ day. Exposure: Cold, TN 12.
<i>Roll 1d6</i>	1-4: <i>Easy</i>	5: <i>Tough</i>	6: <i>Broken</i>
Terrain - roll once for this area (update your map)	The land is flat with short, soft grass making walking a pleasure.	Patches of bramble and shallow ponds slow your progress. $+\frac{1}{4}$ day.	Numerous small cracks and fissures slow you down and force you into a torturous weaving path. $+\frac{1}{2}$ day.

Table 6.2.1 Plains Encounter Table. Encounter descriptions are in section 6.3.

<i>3d6</i>	<i>Daytime Encounter</i>	<i>Nighttime Encounter</i>
3	Young Dragon	Young Dragon
4	Roll 1d6: 1-3 Leper Colony, 4-6 Merchant	Roll 1d6: 1-3 Leper Colony, 4-6 Ghost
5	Roll 1d6: 1-3 Wildfire, 4-6: Campsite	Roll 1d6: 1-3 Insect Swarm, 4-6 Campsite
6	Roll 1d6: 1-3 Place of Rest, 4-6 Ancient Hallows	Roll 1d6: 1-3 Place of Rest, 4-6 Ancient Hallows
7	Roll 1d6: 1-4 Patrol, 5-6 Outlaws	Roll 1d6: 1-4 Outlaws, 5-6 Merchant
8	Roll 1d6: 1-4 Herbalist, 5-6 Blood Vines	Roll 1d6: 1-4 Pit Trap, 5-6: Blood Vines
9	Monster!	Roll 1d6: 1-3 Wildfire, 4-6: Stampede
10	Herd of Beasts	Predator
11	Predator	Monster!
12	Homestead	Homestead
13	Settlement / Ruins	Settlement / Ruins
14	Roll 1d6: 1-4 Dungeon Entrance, 5-6 Pit Trap	Roll 1d6: 1-4 Dungeon Entrance, 5-6 Pit Trap
15	Roll 1d6: 1-4 Forgotten Path, 5-6 Merchant	Roll 1d6: 1-3 Blood Vines, 4-6 Ghost
16	Roll 1d6: 1-3 Stampede, 4-6 Band of Pilgrims	Roll 1d6: 1-4 Forgotten Path, 5-6 Pit Trap
17	Hunting Wyvern	Campsite
18	Giant	Giant

AFF Adventure Creation System

Forest (Fo)

A deep green fills the canopy as you crunch across the leaves that litter the ground, making sure to avoid tripping on the gnarled tree roots. You must not relax too much however. The leaf litter is an excellent place for a predator to hide, the canopy above you provides another place from which to ambush and as you move deeper in you notice how the trees have closed in, and the air seems sickly. Are you sure you didn't

hear something rustling in the undergrowth? It might be time to draw your sword.... The forests of the world provide homes to all manner of creatures and people, both good and bad. They can provide you with everything you need to survive, but it is also easy to get lost amongst the endless trees

Special: There is no shortage of firewood. If you have the means to start a fire you can always make one.

Route - Make a Region Lore: Forest skill test.

Succeed by 4 or better

Normal Success

Find a path: ½ day

1 day (Riding: 1 day)

Fail by 1-5

Wander: ½ day extra

Fail by 6+

Lost! +1 day, try again

Region Conditions

Roll 1d6

1-3: Fair

4-5: Mixed

6: Severe

Weather - roll once each day

Under the canopy, the air is still. +1 Awareness.

Rain patters through the leaves above making the ground slippery. +¼ day.

The rain falls and winds howl +½ day. No Exposure. Roll 1d6 - on a 1 a branch lands on you causing 1d6 damage.

Roll 1d6

1-4: Easy

5: Tough

6: Broken

Terrain - roll once for this area (update your map)

The trees are well spaced and between them it is even, +1 to Forest lore.

The ground rises and falls and many trees block your way. +½ day.

The Forest is ancient and dense, forcing you to hack to make a path. +1 day.

Table 6.2.2 Forest Encounter Table. Encounter descriptions are in section 6.3.

<i>3d6</i>	<i>Daytime Encounter</i>	<i>Nighttime Encounter</i>
3	Young Dragon	Young Dragon
4	Wild Boars	Crevasse
5	Roll 1d6: 1-3 Place of Rest, 4-6 Ancient Hallows	Roll 1d6: 1-3 Place of Rest, 4-6 Ancient Hallows
6	Roll 1d6: 1-3 Herbalist, 4-6 Trapper	Roll 1d6: 1-3 Wildfire, 4-6 Stampede
7	Blood Vines	Roll 1d6: 1-3 Marsh Lights, 4-6 Ghost
8	Roll 1d6: 1-3 Herd of Beasts, 4-6 Patrol	Roll 1d6: 1-3 Forgotten Path, 4-6 Predator
9	Outlaws	Roll 1d6: 1-3 Wild Boars, 4-6 Insect Swarm
10	Predator	Predator
11	Monster!	Monster!
12	Homestead	Homestead
13	Roll 1d6: 1-3 Merchant, 4-6 Trapper	Blood Vines
14	Settlement / Ruins	Settlement / Ruins
15	Roll 1d6: 1-4 Forgotten Path, 5-6 Camp Site	Roll 1d6: 1-4 Forgotten Path, 5-6 Camp Site
16	Roll 1d6: 1-4 Dungeon Entrance, 5-6 Pit Trap	Roll 1d6: 1-4 Dungeon Entrance, 5-6 Pit Trap
17	Band of Pilgrims	Outlaws
18	Giant	Giant

Chapter 6 - Wildernesses

Hills (Hi)

Cresting yet another peak, you stop to take a drink and find an apple in your pack. The sun is out and toiling up and down slopes all morning has left you sweating. You look around, hoping to spot a path that leads along the top of the ridge or the base of a valley, anything that will offer you a few hours of travel along reasonably flat ground but nothing stands out.

The landscape is dominated by the up and down of rises, crests, dips, vales, knolls, elevations, fells and mounts, all of which you will have to labour up or scramble down. On their tops, they are often windswept and rocky with trees and bushes becoming more common as you descend the slopes, often finding a stream or small lake at the lowest points. It is a mixed land, full of variety.

Route - Make a Region Lore: Hills skill test.

Succeed by 4 or better

Find a path: $\frac{1}{2}$ day

Normal Success

$1\frac{1}{2}$ day (Riding: $1\frac{1}{2}$ day)

Fail by 1-5

Wander: $\frac{1}{2}$ day extra

Fail by 6+

Lost! +1 day, try again

Region Conditions

Roll 1d6

Weather - roll once each day

Roll 1d6

Terrain - roll once for this area (update your map)

1-3: Fair

Dry with pleasant breezes, you can see for miles from the peaks. +1 Region Lore.

1-4: Easy

You pick your way carefully allowing a relaxing walk. +1 Hunting.

4-5: Mixed

Light rain makes the scrambling up and down the slopes tricky. $+\frac{1}{2}$ day.

5: Tough

The only way forward is to scramble up and down with little rest. $+\frac{1}{2}$ day.

6: Severe

Storm Clouds whip overhead deluging you $+\frac{1}{2}$ day. Exposure: Cold TN12

6: Broken

Although the peaks are low, they are steep and broken. Make a climbing roll (TN 13) or 1 day, ($\frac{1}{2}$ day success).

Table 6.2.3 Hills Encounter Table. Encounter descriptions are in section 6.3.

<i>3d6</i>	<i>Daytime Encounter</i>	<i>Nighttime Encounter</i>
3	Young Dragon	Young Dragon
4	Roll 1d6: 1-4 Crevasse, 5-6 Leper Colony	Roll 1d6: 1-4 Crevasse, 5-6 Leper Colony
5	Roll 1d6: 1-3 Place of Rest, 4-6 Ancient Hallows	Roll 1d6: 1-3 Place of Rest, 4-6 Ancient Hallows
6	Roll 1d6: 1-3 Prospector, 4-6 Trapper	Roll 1d6: 1-3 Ghost, 4-6 Insect Swarm
7	Roll 1d6: 1-3 Landslide, 4-6 Ferocious Hailstorm	Roll 1d6: 1-3 Landslide, 4-6 Ferocious Hailstorm
8	Roll 1d6: 1-3 Wild Boars, 4-6 Patrol	Roll 1d6: 1-4 Camp Site, 5-6 Wild Boars
9	Outlaws	Roll 1d6: 1-4 Prospector, 5-6 Trapper
10	Predator	Predator
11	Monster!	Monster!
12	Homestead	Homestead
13	Roll 1d6: 1-3 Prospectors, 4-6 Pit Trap	Outlaws
14	Settlement / Ruins	Settlement / Ruins
15	Roll 1d6: 1-4 Forgotten Path, 5-6 Merchant	Roll 1d6: 1-4 Forgotten Path, 5-6 Herd of Beasts
16	Dungeon Entrance	Dungeon Entrance
17	Hunting Wyvern	Hunting Wyvern
18	Giant	Giant

AFF Adventure Creation System

Mountains (Mo)

As the morning sun rises it glances off the snowy slopes that surround you, momentarily blinding you. The cold thin air leaves you gasping for breath as you raise your eyes to the summit, but it is hidden from view, shrouded by clouds that promise further snowfall. You are well above the surrounding lands but there is still further to trudge upwards in the hope of finding a pass through to the lands beyond.

Special: Climbing in the mountains will afford you spectacular views - add +2 to your next Region Lore roll when you leave the mountains.

Special: The air cools as you ascend the mountains. If you do not have wood to make a fire you lose 2 points of STAMINA each day. (2 day's wood occupies one slot). You can find wood by testing SKILL or Region Lore: Mountains to acquire 1d6 days of firewood.

Route - Make a Region Lore: Mountains skill test.

Succeed by 4 or better

Find a path: 1 day

Normal Success

2 days (Riding: 2½ days)

Fail by 1-5

Wander: 1 day extra

Fail by 6+

Lost! +1 day, try again

Region Conditions

Roll 1d6

1-3: Fair

4-5: Mixed

6: Severe

Weather - roll once each day

The air is cold and clear, with no sign of rain or snow. +1 Awareness.

Winds and snow flurries.
-1 Awareness, +½ day,
Exposure: Cold, TN 14.

Winds howl and snow falls.
+1 day, Exposure:Cold TN 18.
Awareness -3 as skies darken.

Roll 1d6

1-4: Easy

5: Tough

6: Broken

Terrain - roll once

For this area

You can navigate via the lower slopes.

Paths lead to nowhere and rock falls block your way.

This is a hard peak of steep cliffs, and icy slopes. Lose 1 day. Make a climbing skill or lose a further ½ day

(Update your map)

+1 Region Lore.

+½ day.

Table 6.2.4 Mountains Encounter Table. Encounter descriptions are in section 6.3.

<i>3d6</i>	<i>Daytime Encounter</i>	<i>Nighttime Encounter</i>
3	Young Dragon	Young Dragon
4	Hunting Wyvern	Crevasse
5	Roll 1d6: 1-3 Place of Rest, 4-6 Ancient Hallows	Roll 1d6: 1-3 Place of Rest, 4-6 Ancient Hallows
6	Roll 1d6: 1-3 Crevasse, 4-6 Frozen Bodies	Roll 1d6: 1-3 Ghost, 4-6 Campsite
7	Ferocious Hailstorm	Ferocious Hailstorm
8	Prospectors	Outlaws
9	Roll 1d6: 1-3 Trapper, 4-6 Outlaws	Roll 1d6: 1-3 Trapper, 4-6 Prospector
10	Predator	Predator
11	Monster!	Monster!
12	Roll 1d6: 1-3 Forgotten Path, 4-6 Crevasse	Landslide
13	Homestead	Homestead
14	Roll 1d6: 1-4 Dungeon Entrance, 5-6 Pit Trap	Roll 1d6: 1-4 Dungeon Entrance, 5-6 Pit Trap
15	Settlement / Ruins	Settlement / Ruins
16	Landslide	Ferocious Hailstorm
17	Crevasse	Crevasse
18	Giant	Giant

Tundra & Ice (Tu)

Stamping your boots on the ground to get some feeling back in your toes you peer out from your fur lined hood, surveying the land ahead of you. The monotony of the drifting snow is broken here and there by a stand of pine trees or an outcropping of rock but the overall impression is of emptiness and stillness.

Everything here has been frozen into place (yourself included if you are not careful) and whilst that makes it unlikely that you will face much opposition in your travels, it also means that your progress will be very noticeable to anything that is watching.

The biggest danger in this desolate landscape is the land itself - ice and snow can hide a crevasse or pool and the biting cold threatens to drain you of the energy you need to keep moving. On the plus side, the relative flatness makes keeping track of any landmarks a lot easier.
Special: If an encounter requires you to test your Awareness skill, you gain a +2 bonus due to the sparse nature of your surroundings. It's hard to hide on an icy plain. This also means your Sneaking skill has a -2 penalty.

Special: Out on the tundra, icy winds like frozen daggers cut into you. If you do not have sufficient wood to make a fire you lose 2 points of STAMINA each day as the cold enters your bones. Two day's worth of firewood occupies one encumbrance slot.

You can forage for firewood by testing your SKILL or your Region Lore: Mountains skill, a success means you acquire 1d6 days worth of firewood. A hero with the Survivor talent does not need to roll provided they can spend 2 hours searching.



AFF Adventure Creation System

Route - Make a Region Lore: Tundra & Ice skill test.

Succeed by 4 or better

Find a path: 1 day

Normal Success

1½ day (Riding: 1½ day)

Fail by 1-5

Wander: ½ day extra

Fail by 6+

Lost! +1 day, try again

Region Conditions

Roll 1d6

1-3: *Fair*

4-5: *Mixed*

6: *Severe*

Weather - roll once each day

The air is still and dry.
The only sound is your breathing. +1 Awareness.

Fogs drift across the open land obscuring vision.
-1 Awareness, +¼ day, Exposure: Cold, TN 13.

A dense fog appears only to be replaced by a driving storm of snow and hail.
+½ day. Awareness -2.
Exposure: Cold, TN 17.

Roll 1d6

1-4: *Easy*

5: *Tough*

6: *Broken*

Terrain - roll once for this area (update your map)

Although cold, the land is firm and flat allowing you to stride forward confidently. +1 Hunting.

Concealed dips full of drifting snow hamper your passage, making your path zig zag.
+½ day.

The snow and ice conceal a land of sharp rocks, frozen ponds and wiry grass tussocks hidden underfoot.
+1 day. A miserable journey.

Table 6.2.5 Tundra & Ice Encounter Table. Encounter descriptions are in section 6.3.

<i>3d6</i>	<i>Daytime Encounter</i>	<i>Nighttime Encounter</i>
3	Young Dragon	Young Dragon
4	Band of Pilgrims / Barbarians	Roll 1d6: 1-3 Leper Colony, 4-6 Ghost
5	Roll 1d6: 1-3 Place of Rest, 4-6 Ancient Hallows	Roll 1d6: 1-3 Place of Rest, 4-6 Ancient Hallows
6	Roll 1d6: 1-3 Crevasse, 4-6 Frozen Bodies	Roll 1d6: 1-3 Ghost, 4-6 Frozen Bodies
7	Roll 1d6: 1-3 Trapper, 4-6 Herd of Beasts	Herd of Beasts
8	Outlaws	Crevasse
9	Ferocious Hailstorm	Ferocious Hailstorm
10	Predator	Predator
11	Monster!	Monster!
12	Homestead	Homestead
13	Roll 1d6: 1-4 Forgotten Path, 5-6 Campsite	Roll 1d6: 1-4 Forgotten Path, 5-6 Campsite
14	Roll 1d6: 1-4 Dungeon Entrance, 5-6 Pit Trap	Roll 1d6: 1-4 Dungeon Entrance, 5-6 Pit Trap
15	Ferocious Hailstorm	Roll 1d6: 1-3 Outlaws, 4-6 Frozen Bodies
16	Settlement / Ruins	Settlement / Ruins
17	Hunting Wyvern	Hunting Wyvern
18	Giant	Giant

Chapter 6 - Wildernesses

Desert (De)

Shading your eyes against the glaring sun you take a sip of water to get some moisture. You resist the urge to drink too much, knowing that it may be some time before you can find more. The wind whips sand into your face as you scan the horizon for clues about your journey. As you step forward there is a crunch - looking down, you realise you have trodden on an ancient skull. It grins at you one final time before the sands trickle back in place, covering it for eternity. A grim fate awaits those who get lost in the desert.

Route - Make a Region Lore: Desert skill test.

Succeed by 4 or better

Find a path: 1 day

Normal Success

1½ day (Riding: 1 day)

Fail by 1-5

Wander: ½ day extra

Fail by 6+

Lost! +1 day, try again

Region Conditions

Roll 1d6

Weather - roll once each day

Roll 1d6

Terrain - roll once for this area update your map

1-3: Fair

The air is still and dry.
+1 Awareness.

Exposure: Heat, TN 14.

1-4: Easy

The dunes roll ever on,
but they are small and firm.

4-5: Mixed

Winds fill the air with sand.
+¼ day, -1 Awareness,

Exposure: Heat, TN 16.

5: Tough

The sand is soft and sliding.
Movement skills -1 due
to footing. +½ day.

6: Severe

A great sandstorm appears.
-3 Awareness, +¾ day.

Exposure: Heat, TN 14.

6: Broken

The dunes conceal deep
troughs filled with fine sand.
+1 day. Movement skills at -2.

Table 6.2.6 Desert Encounter Table. Encounter descriptions are in section 6.3.

<i>3d6</i>	<i>Daytime Encounter</i>	<i>Nighttime Encounter</i>
3	Young Dragon	Young Dragon
4	Stampede	Stampede
5	Roll 1d6: 1-3 Place of Rest, 4-6 Ancient Hallows	Roll 1d6: 1-3 Place of Rest, 4-6 Ancient Hallows
6	Hunting Wyvern	Crevasse
7	Quicksand	Quicksand
8	Roll 1d6: 1-3 Bone Pile, 4-6 Outlaws	Roll 1d6: 1-3 Bone Pile, 4-6 Ghost
9	Mirage	Outlaws
10	Predator	Predator
11	Monster!	Monster!
12	Roll 1d6: 1-4 Forgotten Path, 5-6 Campsite	Roll 1d6: 1-4 Forgotten Path, 5-6 Campsite
13	The Sphinx	The Sphinx
14	Roll 1d6: 1-4 Dungeon Entrance, 5-6 Pit Trap	Roll 1d6: 1-4 Dungeon Entrance, 5-6 Pit Trap
15	Homestead	Homestead
16	Settlement / Ruins	Settlement / Ruins
17	Crevasse	Ferocious Hailstorm (surprising!)
18	Giant	Giant

AFF Adventure Creation System

Jungle (Ju)

The heat you could bear, the humidity you may endure but the insects are vicious and driving you to madness. Barely a moment passes without having to swat away some bloodsucking bug that wants to drain you of your fluids. Some of them are large enough to make you wonder what manner of creature is feeding them! Unlike the forests, the canopy here has not prevented a riot of vegetation from sprouting at every level. A tangle of creepers bar

your path in every direction. It is almost impossible to move quietly and your progress is accompanied by the squawks of startled birds and other, more disturbing, grunts and growls. You are acutely aware of the density of life here in the vibrant green of the jungle.

Special: If you have 3 or more points in Climb special skill you can add +1 to Region Lore in the jungle as you scramble up a tree to survey the way forward.

Route - Make a Region Lore: Jungle skill test.

Succeed by 4 or better

Find a path: 1 day

Normal Success

1½ days (Riding: 2 days)

Fail by 1-5

Wander: 1 day extra

Fail by 6+

Lost! +1 day, try again

Region Conditions

Roll 1d6

Weather - roll once each day

Roll 1d6

Terrain - roll once for this area (update your map)

1-3: *Fair*

The air is humid and still, leaving you to sweat your way through.

1-4: *Easy*

Although tangled the spaces between trees are generous, allowing some respite.

4-5: *Mixed*

The rain hammers down, turning soil into mud. +¼ day as you slip about.

5: *Tough*

There are many streams you have to wade. ½ day is spent pulling leeches off.

6: *Severe*

A torrential downpour hammers down. +¾ day. -2 to all physical skills.

6: *Broken*

The ground consists of massive tree roots. +1 day, physical skills at -2.

Table 6.2.7 Jungle Encounter Table. Encounter descriptions are in section 6.3.

<i>3d6</i>	<i>Daytime Encounter</i>	<i>Nighttime Encounter</i>
3	Young Dragon	Young Dragon
4	Stampede	Stampede
5	Roll 1d6: 1-3 Place of Rest, 4-6 Ancient Hallows	Roll 1d6: 1-3 Place of Rest, 4-6 Ancient Hallows
6	Roll 1d6: 1-3 Herbalist, 4-6 Outlaws	Roll 1d6: 1-3 Herbalist, 4-6 Outlaws
7	Blood Vines	Quicksand
8	Roll 1d6: 1-3 Leeches, 4-6 Insect Swarm	Roll 1d6: 1-3 Leeches, 4-6 Insect Swarm
9	Roll 1d6: 1-3 Insect Swarm, 4-6 Swamp Gas	Marsh Lights
10	Predator	Predator
11	Monster!	Monster!
12	Roll 1d6: 1-4 Forgotten Path, 5-6 Blood Vine Roll	1d6: 1-4 Forgotten Path, 5-6 Blood Vines
13	Homestead	Homestead
14	Settlement / Ruins	Settlement / Ruins
15	Roll 1d6: 1-4 Dungeon Entrance, 5-6 Quicksand	Roll 1d6: 1-4 Dungeon Entrance, 5-6 Leeches
16	Marsh Lights	Roll 1d6: 1-3 Ghost, 4-6 Swamp Gas
17	Herd of Beasts	Herd of Beasts
18	Giant	Giant

Chapter 6 - Wildernesses

Marsh & Swamp (Ma)

Your footsteps leave a trail of tiny ponds as you squelch across the sucking mud, carefully prodding ahead of yourself with a long stick to avoid the deepest slurries. Your boots are soaked through and will need to be dried by a fire soon or they will start to rot. The rest of your clothing is hardly in a better state - the muggy air of the marsh and your sweat make you feel like you are wearing a damp towel. The air is full of moisture. Mists and fogs drift across

the flat landscape and surround you, making navigation challenging. To finish it off, dense clouds of midges drone mindlessly across the fetid pools and swarm about you, leaving you covered in itchy bites.

Special: The mud and soft ground make it hard to keep your footing. Combat suffers a -1 penalty and movement skills are at -2. Mists, rising constantly from the pools, create barriers to sight: -1 Awareness.

Route - Make a Region Lore: Marsh & Swamp skill test.

Succeed by 4 or better

Find a path: 1 day

Normal Success

1½ days (Riding: 1½ days)

Fail by 1-5

Wander: 1 day extra

Fail by 6+

Lost! +1 day, try again

Region Conditions

Roll 1d6

Weather - roll once each day

1-3: Fair

4-5: Mixed

6: Severe

Roll 1d6

Terrain - roll once for this area (update your map)

1-4: Easy

5: Tough

6: Broken

There is enough solid ground to form a network of paths.

Areas of mud and water force you to meander. ½ day as your path wanders.

Firm ground is rare and moving forward is tedious and slow. +1 day.

Table 6.2.8 Marsh & Swamp Encounter Table. Encounter descriptions are in section 6.3.

<i>3d6</i>	<i>Daytime Encounter</i>	<i>Nighttime Encounter</i>
3	Young Dragon	Young Dragon
4	Herd of Beasts	Herd of Beasts
5	Roll 1d6: 1-3 Place of Rest, 4-6 Ancient Hallows	Roll 1d6: 1-3 Place of Rest, 4-6 Ancient Hallows
6	Roll 1d6: 1-2 Herbalist, 3-6 Outlaws	Roll 1d6: 1-2 Herbalist, 3-6 Outlaws
7	Roll 1d6: 1-4 Boatman, 5-6 Blood Vines	Quicksand
8	Roll 1d6: 1-3 Leeches, 4-6 Insect Swarm	Roll 1d6: 1-3 Leeches, 4-6 Insect Swarm
9	Roll 1d6: 1-3 Insect Swarm, 4-6 Swamp Gas	Marsh Lights
10	Predator	Predator
11	Monster!	Monster!
12	Roll 1d6: 1-4 Forgotten Path, 5-6 Blood Vines	Roll 1d6: 1-4 Forgotten Path, 5-6 Swamp Gas
13	Roll 1d6: 1-4 Marsh Lights, 5-6 Quicksand	Blood Vines
14	Homestead	Homestead
15	Settlement / Ruins	Settlement / Ruins
16	Roll 1d6: 1-4 Dungeon Entrance, 5-6 Leeches	Roll 1d6: 1-4 Dungeon Entrance, 5-6 Ghost
17	Hunting Wyvern	Boatman
18	Giant	Giant

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Rivers & Lakes (Ri)

Sunlight glinting off the water and the cries of water fowl sooth you as you approach the river's edge, though as you get closer a cloud of midges rises from the surface. The wilderness is never easy. From the banks you can see that the channel meanders along to a lake which is large enough to contain a couple of islands. The sounds of the river are pleasant and taking a drink of fresh water is a relief from the stale contents of your skins, but you can't ignore the problem facing you: how do you get across?

Route - Make a Region Lore: Rivers & Lakes skill test.

Succeed by 4 or better

Find a path: 1 day

Normal Success

1½ days (Riding: 1½ days)

Special: The travel time is based on finding places to ford the rivers. If you wish to, you can make two tests of Swimming to reduce the travel time to 1 day, but each failure causes 1d6 of drowning damage.

Special: You may test your LUCK to find some transport. If you succeed, you discover a washed up rowboat, just large enough to accommodate you. It holds together long enough to make the opposite shore, before falling to pieces. Reduce travel time to 1 day, but remember to deduct a point of LUCK.

Fail by 1-5

Wander: ½ day extra

Fail by 6+

Lost! +1 day, try again

Region Conditions

Roll 1d6

Weather - roll once each day

Roll 1d6

**Terrain - roll once for this area
(update your map)**

1-3: Fair

A clear bright day sees sunlight glinting from the water. +2 Swimming.

1-4: Easy

The rivers run swift but shallow, finding crossing points is easy.

4-5: Mixed

Rain sweeps across the open water, soaking you. +¼ day as you trudge on.

5: Tough

Deep channels block your path. ½ day as you look for crossing points.

6: Severe

A flood! Roll Swimming. ground. +¾ day. If you fail Drown for 1d6 damage.

6: Broken

Before you lies many interconnected channels. +2 Fishing, but +1 day.

Table 6.2.9 Rivers & Lakes Encounter Table. Encounter descriptions are in section 6.3.

<i>3d6</i>	<i>Daytime Encounter</i>	<i>Nighttime Encounter</i>
3	Young Dragon	Young Dragon
4	Herd of Beasts	Herd of Beasts
5	Roll 1d6: 1-3 Place of Rest, 4-6 Ancient Hallows	Roll 1d6: 1-3 Place of Rest, 4-6 Ancient Hallows
6	Roll 1d6: 1-2 Herbalist, 3-6 Leeches	Roll 1d6: 1-3 Leeches, 4-6 Insect Swarm
7	Quicksand	Quicksand
8	Boatman	Boatman
9	Roll 1d6: 1-3 Insect Swarm, 4-6 Outlaws	Roll 1d6: 1-3: Insect Swarm, Blood Vines
10	Predator	Predator
11	Monster!	Monster!
12	Homestead	Homestead
13	Merchant	Ghost
14	Settlement / Ruins	Settlement / Ruins
15	Roll 1d6: 1-4 Forgotten Path, 5-6 Campsite	Roll 1d6: 1-4 Forgotten Path, 5-6 Campsite
16	Roll 1d6: 1-4 Dungeon Entrance, 5-6 Quicksand	Roll 1d6: 1-4 Dungeon Entrance, 5-6 Ghost
17	Hunting Wyvern	Swamp Gas
18	Giant	Giant

Chapter 6 - Wildernesses

Shoreline & Sea (Sh)

The sound of crashing waves and the cries of gulls can be heard before you push through the last of the bushes and see the water, stretching out from here to the horizon. You stumble down the beach until your toes are sinking into wet sand, where you stand and contemplate your fate. You cannot swim across, so how will you continue your journey?

Special: The shoreline cuts across your direction of travel and you must turn aside by one quarter turn (if you were heading north you may now go east or west, if you were heading east you may go north or south and so on). This can only be avoided if you have a means to cross the water, either a boat or some magical means. If you have access to a boat, the travel time is one day.

Route - Make a Region Lore: Shoreline & Sea skill test.

Succeed by 4 or better

Find a path: $\frac{1}{2}$ day

Normal Success

$1\frac{1}{2}$ days (Riding: 1 day)

Fail by 1-5

Wander: $\frac{1}{2}$ day extra

Fail by 6+

Lost! +1 day, try again

Region Conditions

Roll 1d6

1-3: *Fair*

4-5: *Mixed*

6: *Severe*

Weather - roll once each day

A cool breeze ruffles your clothing as you paddle.

Winds raise spray from the water and form scudding fogs. -2 Awareness.

The shoreline has waves surging to the high water mark. $+\frac{1}{2}$ day.

Roll 1d6

1-4: *Easy*

5: *Tough*

6: *Broken*

Terrain - roll once for this area (update your map)

A pleasant beach rises from the water creating a broad path forwards.

The shoreline is cut by frequent channels and driftwood. $+\frac{1}{4}$ day.

The waters have formed crumbling cliffs that slow you. +1 day.

Table 6.2.10 Shoreline & Sea Encounter Table. Encounter descriptions are in section 6.3.

<i>3d6</i>	<i>Daytime Encounter</i>	<i>Nighttime Encounter</i>
3	Young Dragon	Young Dragon
4	Leper Colony	Leper Colony
5	Band of Pilgrims / Barbarians	Wild Boars
6	Roll 1d6: 1-3 Patrol, 4-6 Outlaws	Roll 1d6: 1-3 Swamp Gas, 4-6 Outlaws
7	Roll 1d6: 1-3 Merchant, 4-6 Ferocious Hailstorm	Roll 1d6: 1-3 Patrol, 4-6 Outlaws
8	Quicksand	Quicksand
9	Boatman	Boatman
10	Predator	Predator
11	Monster!	Monster!
12	Homestead	Homestead
13	Hunting Wyvern	Insect Swarm
14	Settlement / Ruins	Settlement / Ruins
15	Roll 1d6: 1-4 Forgotten Path, 5-6 Campsite	Roll 1d6: 1-4 Forgotten Path, 5-6 Campsite
16	Roll 1d6: 1-4 Dungeon Entrance, 5-6 Quicksand	Roll 1d6: 1-4 Dungeon Entrance, 5-6 Ghost
17	Leeches	Marsh Lights
18	Giant	Giant

6.3 Wilderness Encounters

Travelling through the wilderness should mean more than simply bumping into wandering monsters (though that should happen occasionally). These encounters aim to bring the wilds to life by offering more than just random combat.

Table 6.3.1 Wilderness Encounters.

W1	Stampede	W21	Boatman
W2	Crevasse	W22	Settlem/Ruins
W3	Ferocious Hailstorm	W23	Blood Vines
W4	Place of Rest	W24	Landslide
W5	Pilgrims / Barbarians	W25	Wildfire
W6	Homestead	W26	Pit Trap
W7	Merchant	W27	Ghost
W8	Hunting Wyvern	W28	Campsite
W9	Herd of Beasts	W29	Wild Boars
W10	Ancient Hallows	W30	Insect Swarm
W11	Herbalist	W31	Prospectors
W12	Trapper	W32	Frozen Bodies
W13	Predator	W33	Bone Pile
W14	Monster!	W34	Leeches
W15	Outlaws	W35	Swamp Gas
W16	Patrol	W36	Dungeon
W17	The Sphinx	W37	Giant
W18	Forgotten Path	W38	Mirage
W19	Marsh Lights	W39	Leper Colony
W20	Quicksand	W40	Young Dragor

W1 Stampede

You are trudging along through some unremarkable scenery when you start to hear a strange noise. At first you ignore it, thinking it to be some nearby stream or brook of no consequence, but the noise starts to grow louder and louder. As panic starts to set in you look around and notice a cloud of dust and commotion approaching you - it's a stampede of giant ants! Something somewhere has set these creatures into motion and now they are rushing across the ground, trampling and tearing at everything in their path.

Unless you have some magic to get you out of the way you are going to have to dash to get out of their way! Firstly, make an Awareness skill test to see how far away the stampede was before you noticed it. Next, make a Strength or Acrobatics skill roll to dash out of the way of the stampede. If you succeeded in your Awareness skill test you get a +3 bonus to this test. If you succeed, you have managed to find a place of safety in time and watch in awe as the stampede passes you by. If you fail your skill test you are caught in the stampede. You are bashed about, knocked over and struck by the biting jaws of the ants as they pass by. Roll a d6. The result tells you how many times you must roll as if you had been hit by a mace! If you survive you are battered and bruised but may continue with your adventures.



W2 Crevasse

With a great rumbling and a sound like a thousand thunderclaps, a great rent opens in the ground before you! Firstly, you must roll against Acrobatics (or Riding if mounted) to avoid tumbling down - if you fail, take 1d6 damage as the ground threatens to swallow you up. When you recover you see that deep fissures now stretch away for some distance to either side, still quivering stone cracks with crumbling rock walls. You must choose to either work your way around this obstacle (add ½ day to your travel time) or climb down and up the other side. If you wish to try and cross the crevasse, test against your Climbing skill - you must succeed twice (once to climb down and once to climb out the other side). Each failure sees you slither and fall down the rough stone, suffering 1d6 points of STAMINA damage.

Feature: The crevasse should be noted on your map, you can find or avoid it in the future with a successful Region Lore skill test.

W3 Ferocious Hailstorm

For a moment there is a stillness in the air and then a crack of thunder. Seemingly out of nowhere the sky darkens and roiling black clouds appear. Is this really natural or some magical trick? As you ponder that question a ferocious hailstorm commences! Ice balls the size of apples crash down, pummeling the ground and anyone unfortunate enough to be caught without shelter. You must test your Awareness skill to find a place of shelter. If you fail, you take 2d6 points of damage as you are smashed about the head and shoulders by massive pieces of hail (armour rolls apply). In addition, if you have any mounts or pack animals you must make a Riding or Animal Lore skill test or they bolt - it takes you half a day to retrieve the shivering animals. The hailstorm passes with the same eerie swiftness with which it arrived; after no more than ten minutes you are free to continue your journey. If you need to, the hailstones can be collected and melted into drinking water.

W4 Place of Rest

Cresting a small ridge you come across a sight which gladdens your heart. Before you lies a place of rest (an oasis in the desert, a sylvan glade in the forest and so on) where you can recover for a while. Resting here restores 1 STAMINA (even without sleeping). You may refresh your water and foraging here provides you with 2 meals of rations, without needing a skill test. Restore one LUCK for discovering this place.

Feature: The Place of Rest should be noted on your map, you can find or avoid it in the future with a successful Region Lore skill test. You only restore one point of LUCK on your first visit.

W5 Band of Pilgrims / Barbarians

There are many noises you might expect to hear in the wilderness, but singing is not one of them. Peering ahead you can see a band of travellers moving across your path, dressed in unusual clothing and moving in a naturalistic, almost dancelike way. They are playing instruments and singing or chanting in a language you don't recognise. They don't seem to have seen you yet. What do you do?

- This is clearly a trap of some kind. Warily you edge around keeping a distance and carry on your way.
- Come a bit closer and talk to them for a while. Roll 1d6 - on a 1-3: You discover that they are pilgrims travelling to a festival of some sort and are happy to share some information. Add +1 to your next Region Lore roll. You may also join them for a while, going along with the party for the rest of day. They provide you with 2 meals worth of food but this costs you half a day of travel. On a 4-6: You discover they are barbarian nomads and you have intruded on their territory - one of their warriors steps forward and challenges you. Barbarian SK 7, ST 10 Weapon: Battle Axe Armour: Leather Hauberk. They will concede the fight once reduced to 3 STAMINA or less - if you accept they offer you 2 meals as a token of respect, if you continue the fight the others flee your wrath.

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W6 Homestead (Abandoned, Inhabited).

<i>Roll 1d6</i>	<i>Inhabited</i>	<i>Abandoned</i>
Plains (Pl), Hills (Hi), Forest (Fo)	1-4	5-6
Rivers & Lakes(Ri), Jungle (Ju), Shoreline & Sea (Sh)	1-3	4-6
Mountains (Mo), Marsh & Swamp (Ma)	1-2	3-6
Desert (De), Tundra & Ice (Tu)	1	2-6

With little warning you come across a lonely building, a single storey house of stone and timber with a small wood fenced animal pen on one side and a garden on the other.

If the homestead is abandoned, although it is rundown and partially ruined you can use this as a sheltered place of rest to camp in.

If it is inhabited you see a tough, weatherbeaten man standing at the doorway awaiting your approach. He is gripping a well worn farm implement and keeping a careful eye on you, but he says nothing. At the window of the house you can see a woman and a couple of dirty-faced children also watching you silently. It's clear that they are not accustomed to visitors. What do you do?

- You've no need to disturb them. You wave a hand in greeting then walk around, keeping your distance.
- Holding your hands out to show you mean no harm. You approach and introduce yourself. Make a test against your Etiquette skill with +3 if you are human. If you succeed, they decide you are friendly and invite you into their small home for a meal. In addition, you can purchase up to 6 meals at 2gp each and the homesteaders provide you with detailed local knowledge, adding +2 to your next Region Lore roll.

They will also allow you to rest here overnight, but only for one night. If you fail the Etiquette roll, the farmer is not convinced and tells you to be on your way. You can try again if you pass this farmstead another time on your travels.

- There is no law in the wilderness, and you'll take what you need by force! Pretending to be friendly, you approach the farmer and then suddenly attack! He is not surprised and defends himself wildly. Homesteader SKILL 7 STAMINA 10 Weapon: Polearm, Armour: Leather Cuirass. He adds +1 to his damage roll in fury at your attack on his home. As you fight, his wife and children pick up everything of value in the home and flee - they are gone and hidden by the time you are done. Inside the home you find 2 meals worth of food. If you pass back through this area, the farmstead will be an abandoned ruin.

Feature: The Homestead should be noted on your map, you can find or avoid it in the future with a successful Region Lore skill test. If it is inhabited, your previous behaviour will be remembered!



W7 Merchant

Rumbling along a narrow track that crosses the landscape before you comes a covered wagon pulled by a shaggy maned heavy horse, being led along by a middle-aged woman dressed in travelling clothes and well worn leather boots. Upon seeing you she pulls the horse to a halt, retrieves a crossbow from the front seat of the wagon and holds up a hand in greeting. With the crossbow held nonchalantly at her hip, pointing away from you, she seems to be not unfriendly but simply wary of a stranger on the road. What do you do?

- You've no need to bargain for wares at this time. You nod your head in greeting and move on.
- Bartering is a welcome distraction from trudging along in the wilds. You return her greeting and, being sure to keep your hands away from your weapons, approach and ask if she has anything to trade. She is mostly carrying skins and ores (neither of which has been refined) but she is willing to sell rations or any item of 'general equipment' for twice the usual village cost. She will buy up to 100gp worth of items, paying one quarter of their usual value (any items not on the general equipment list can be sold for 2d6sp or 3d6sp with a successful Bargain skill roll - she has Bargain skill 6).
- A merchant alone on the road? What a prize! You stifle a grin and move towards her, but she senses your intentions! Merchant SKILL 6 STAMINA 13 Weapons: Crossbow, Short Sword. Armour: Chainmail Hauberk. As you move to attack she will fire her crossbow and leap onto the wagon, yelling a command to her horse which is well trained enough to charge forward. You may fight her for three rounds before the merchant escapes on her wagon. If you do defeat her, you can recover 4d6 meals and 4d6gp worth of trade goods. The ores and skins are of no use to you without her contacts. The horse and wagon are yours to do with as you will, but cannot be taken directly across untracked country.

W8 Hunting Wyvern

Whilst most of the dangers in the wilds are lurking close to the ground, the seasoned traveller will also keep an eye on the skies above. You have the misfortune of being spotted by a young wyvern out looking for a meal. Firstly, you must test your Awareness skill. If you succeed you hear its plaintive cry some time before it swoops and you are ready to face it. If you fail the test, its first attack is made with the advantage of surprise (+6 to its combat roll and +2 to the damage roll).



Hunting Wyvern

SKILL	7
STAMINA	14
Weapon:	See description.
Armour:	Monster Medium.

The wyvern attacks by grabbing its target in its talons, hauling it into the air and dropping it onto the ground. It will attempt to do this 1d6 times (roll at the start of the combat and make a note of it) before giving up and looking for an easier target.

Each time the wyvern wins a round of combat you are grabbed in its claws and flicked up into the sky, before crashing to the ground and suffering 3d3 points of STAMINA damage. A successful Acrobatics skill test reduces this to 1d3 points of damage. If you survive the 1d6 attempts the wyvern gives up and flies on. If you kill the wyvern, it can be butchered to provide six meals worth of tough but edible food.

W9 Herd of Beasts

Wherever you are in the world, you will find predators and prey. In this case you have come across a herd of the latter - bison on the plains, goats in the mountains, horses in the hills and so on. They are wary but these are wild animals that aren't familiar with people and their weapons. If you wish to, you can use your Hunting skill (or SKILL if you have no points in Hunting) to try and bag some food. Roll 2d6 and add your skill, then deduct 9, or deduct 6 if you have a ranged weapon. This is how many days of rations you are able to harvest from a combination of trapping and martial skill. This takes half a day of effort, if you wish to spend that time. At the end the herd has moved on from your direction of travel.

W10 Ancient Hallows

Without really noticing, you have stumbled into a circle of ancient stones, some sort of religious or spiritual site that's been long abandoned and left to nature. Most of the stones have fallen and only by looking carefully can you make out their shapes under layers of soil and vegetation. For all its decrepitude a sense of deep calm steals over you and you feel that it would be safe to rest here.

If you forage in this area you gain a bonus of +2 to your skill rolls. If you have the Religion Lore or Magic Lore skills, or Second Sight, you can meditate here for an hour and receive a vision of the land from its ancient inhabitants. They will show you the land as it used to be, but this still helps you in your current journey - gain +2 to your Region lore skill for this area. Feature:

The Ancient Hallows should be noted on your map, you can find or avoid it in the future with a successful Region Lore skill test.

**W11 Herbalist**

Waist high in a patch of brambles you spy a woman dressed in stout outdoor clothing and wearing a broad brimmed hat to keep off the sun and rain. She is picking at the plants about her, evidently looking for something. As you approach she notices you and stops her foraging. You notice that she does have a heavy looking cudgel at her side. What do you do?

- Wave a greeting at the woman and leave her be. Move on with your adventure.
- Approach and strike up a conversation. Make an Etiquette skill test - if you fail, so does the conversation and you decide to move on. If you succeed, the Herbalist will offer to sell you a Curative Salve for 30gp and freely gives you some help with directions (gain +1 to your Region Lore skill).
- A lone woman out in the wild? You draw your sword and advance - she gives a shriek of anger and pulls a large potion bottle out from her clothing. Before you can stop her, she quaffs it down in one gulp and disappears in a puff of green smoke! Stunned, you move forward and examine the area - poking about in the bushes, you see she dropped a gourd of strange liquid in her haste to escape you. But what is it? If you take it, record it as 'Unknown Salve'. Should you wish to use it, roll 1d6. On a 1-2 it is poison and causes 1d6 points of damage. On a 3-6 it is a curative and restores 1d6 points of health. If you have the Healing or Herbalism skills, you can make a test to identify it before you use it.

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W12 Trapper

Making his way across the landscape you spy the lone figure of a man, dressed in furs and leathers he carries a large pack on his back festooned with a variety of implements and outdoors gear. Noticing you he stops and waves at you, though you notice his other hand moves to rest on the hilt of a sword. What do you do?

- It seems he doesn't want to talk - you nod and, keeping your distance, move on with your travels.
- Approaching slowly you greet him and try to start a conversation. Test your Etiquette skill - if you fail, he gives little response and moves away from you. Eventually you give up and continue as you may. If you succeed, you convince him to stop for a while and talk. He is a trapper, out in the wilds hunting for animals to skin. He has little to trade but is knowledgeable about the area and can give you directions - gain +2 to your next Region Lore roll.
- This looks like a chance to wet your blade: You draw your weapon and advance. The man seems unsurprised, he spits on the ground and pulls out a wicked looking sabre.

Trapper

SKILL 7

STAMINA 9

Armour: Leather Hauberk.

Weapon: Sword.

If defeated, he has 1d6 days of rations and 2d6gp worth of skins.



W13 Predator

In every wilderness there are predators and some of them are bold enough to hunt for man-flesh. In the mountains, a lion might stalk across the rocks, waiting for the moment to pounce. On the plains hungry wolves lope easily across the miles, patrolling their range, always alert for the scent of prey. The type of predator will depend on the environment, but the broad nature of the encounter is always the same - you are being hunted, and must fight or become just another victim of the wilds.

The predator will try to use their territory to their advantage - make an Awareness test with a penalty of -3 to spot them coming. If you fail the test they gain +4 to their combat roll on the first round as they take you by surprise!

The type of beast you face depends on the environment.

Plains & Forest (Cold Climate):

Grey Wolf

SKILL	6
STAMINA	9
Weapon:	Small Bite
Armour:	None.

Plains & Forest (Hot Climate):

Lion

SKILL	7
STAMINA	8
Weapon:	Large Bite
Armour:	None.

Hills & Mountain (Cold Climate):

Brown Bear

SKILL	6
STAMINA	9
Weapon:	Large Bite
Armour:	Monster Light.

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Hills & Mountain (Hot Climate):

Giant Lizard

SKILL	6
STAMINA	8
Weapon:	Large Bite
Armour:	Monster Medium.

Desert:

Giant Beetle

SKILL	6
STAMINA	10
Weapon:	Small Claw
Armour:	Monster Medium.

Tundra & Ice:

Polar Bear

SKILL	8
STAMINA	12
Weapon:	Large Bite, Large Claw
Armour:	Monster Light.

Rivers & Lakes:

Giant Crab

SKILL	5
STAMINA	11
Weapon:	Small Claw x 2
Armour:	Monster Heavy.

Jungle & Marsh:

Giant Snake

SKILL	7
STAMINA	8
Weapon:	Small Bite
	Poison (1d3 dam)
Armour:	Monster Light

Shorelines & Sea:

Great Sea Eagle

SKILL	8
STAMINA	7
Weapon:	Medium Bite
Armour:	None.

W14 Monster!

What's that coming over the hill? Yes, it's a monster. And it may not be coming over the hill, but might be swooping out of the sky, bursting from the ground or appearing out of thin air.

There are a number of ways you can find a monster to fight whilst on Titan. The most obvious is to use the encounter tables in one of the published bestiaries, 'Out of the Pit', 'Return to the Pit' and 'Beyond the Pit' which contain a variety of monsters divided by environment.

For the sake of variety it is recommended you use as many of the bestiaries as you have available, though note that the encounter tables are not divided by difficulty, so be prepared for a challenging fight and remember to read the monster description fully so that you understand what you are facing.

If you do not have them available you can use the

Predator encounter (W13) to quickly find an opponent or you can create a completely random monster. The table below will allow you to generate an opponent, which might be easy to fight or extremely difficult as its characteristics are based on the SKILL (or MAGIC) and STAMINA of your hero. Roll badly and you could be facing a very powerful creature indeed.



Chapter 6 - Wildernesses

Table 6.3.2 Random Monster Generator. Roll Separately for each trait to build up a monster.

* **Weak Monster** - subtract 2 from the 2d6 rolls for Attacks, SKILL, STAMINA, Weapon & Armour

* **Strong Monster** - add 2 to the 2d6 rolls for Attacks, SKILL, STAMINA, Weapon & Armour

Type - 1d6

- | | |
|-------|----------------------------------|
| 2-5: | Humanoid |
| 6-8: | Beast |
| 9-10: | Undead |
| 11: | Demon |
| 12: | Other (elemental, construct etc) |

Move - 1d6

- | | |
|------|---------------------|
| 1-4: | Walks or runs |
| 5: | Flying |
| 6: | Burrowing/ Swimming |

Intelligence - 1d6

- | | |
|------|----------|
| 1-3: | Low |
| 4-5: | Moderate |
| 6: | High |

Attacks - 2d6

- | | |
|--------|-----------|
| 2-8: | 1 Attack |
| 9-10: | 2 Attacks |
| 11-12: | 3 Attacks |

SKILL* - 2d6

- | | |
|-------|------------|
| 2-4: | -3 SKILL |
| 5-8: | -2 SKILL |
| 9-10: | -1 SKILL |
| 11: | Same SKILL |
| 12: | SKILL+1 |

STAMINA* - 2d6

- | | |
|-------|--------------|
| 2-4: | -5 STAMINA |
| 5-8: | -3 STAMINA |
| 9-10: | -1 STAMINA |
| 11: | Same STAMINA |
| 12: | STAMINA+2 |

Weapon - 2d6

- | | |
|--------|----------------------|
| 2-7: | Small Bite/Claw |
| 8-10: | Large Bite/Claw |
| 11-12: | Very Large Bite/Claw |

Armour - 2d6

- | | |
|--------|-----------------------|
| 2-7: | Monster Light Armour |
| 8-10: | Monster Medium Armour |
| 11-12: | Monster Heavy Armour |

*Use the SKILL and STAMINA of the hero as the base number. For magic using heroes, use their MAGIC score instead of SKILL. So a hero with SKILL of 7 who rolls a 9 on 2d6 faces a creature with SKILL 6 (i.e. their SKILL minus one).

W15 Outlaws

You've been spotted by a pair of outlaws, bandits that roam the wilderness looking for victims far from the relative safety of civilization.

They are desperate men and not interested in parley - they have been watching you and have now set an ambush, do you spot them or will they get the drop on you?

Firstly, make an opposed test against their Sneaking skill of 8, using your Awareness skill. If you succeed you have spotted them lurking behind a nearby mound of earth, but if you fail they gain the advantage of surprise in the first round, after which combat proceeds as usual. You must fight both Outlaws at the same time.

Outlaws (both)

SKILL	6
STAMINA	8
Weapon:	Spear
Armour:	Leather Hauberk.

The outlaws have a knapsack containing enough food and water for four days of travel and 50' of rope.



W16 Patrol

Although most nobles don't bother with sending out troops to patrol, a few of the more vigorous like to send some men out to keep their lands clear of bandits and monsters. These are usually low ranking conscripts, drawn from the peasantry, carrying out a number of days duty required by their lord and heavily armed adventurers are something they will be keen to deal with peacefully. They are armed and armoured but will only be carrying a day's worth of rations, as this type of patrol will be operating on an established route between settlements or homesteads.

Conscript (5 in a patrol):

SKILL	5
STAMINA	7
Weapon:	Spear, Shortbow
Armour:	Leather Hauberk

If you do attack them, you must fight all five of them at once. What do you do?

- You greet them and exchange a few pleasantries before moving on. You've no need of help today.
- Smiling warmly you come over and make conversation, asking them about the land and seeing what help they can give you. Make an Etiquette skill test. If you succeed they are happy to talk - gain +2 to your next Region Lore roll for this area and if you are lost you may make a roll immediately as they set you right. If you fail the etiquette test, they are suspicious and surly, asking you to move on and cause no (more) trouble.
- Putting on your most heroic demeanour, you attempt to recruit them. Make a test of Leadership skill - if you succeed, they agree to travel with you and act as your guide until you leave this area! You gain +3 to Region Lore rolls whilst they are with you and they will fight alongside you if needed. If you fail, they are unimpressed and remind you that you are not their lord or master, so be on your way.

W17 The Sphinx

Coming around the edge of an outcropping of stone you are amazed to see the statue of a sphinx, carved from an enormous block of stone, its ancient weathered face staring solemnly across the landscape. As you look up at its worn features, a deep and somewhat menacing voice speaks directly into your mind. 'You have found the sphinx, mortal, and now must choose. Will you answer my riddle or not? A great reward is given for the right answer, but the wrong answer is..painful'.



You may ignore the offer and continue, or attempt to solve the riddle. If you make the attempt, choose five different Lore skills and make five separate skill tests. For each success, pick a number between 1 and 6. Once you have made your five rolls, roll 1d6. If the number rolled is one of those you picked, you have answered correctly and receive the Sphinx's reward. If you roll a number you didn't choose, mocking laughter fills your mind and a blast of energy shoots from the eyes of the Sphinx causing 2d6 points of STAMINA damage!

The reward for success is a chest full of coins and jewels, worth 10d6 gold pieces, which appears at your feet with a flash of magic.

You may attempt to answer the riddle of the Sphinx once each year, should you wish to return. Feature: The Sphinx should be noted on your map, you can find or avoid it in the future with a successful Region Lore skill test.

W18 Forgotten Path

By great fortune you have stumbled upon an ancient path that is going in your direction! It is cut into the ground so was hidden from view until you were right upon it, but once you stumble down the crumbling banks you can see that though it is overgrown and the cobbles have been pushed aside and turned over by bushes and plants, it is still a far easier route than marching through the wilderness. Your travel time for this area is now one day (regardless of what the usual travel time is for this environment). You may restore one point of LUCK for finding it and if you return to this area you can find and use it again (though you don't restore LUCK again). Feature: The Forgotten Path should be noted on your map, you can find or avoid it in the future with a successful Region Lore skill test.

W19 Marsh Lights

Your eye is caught by an odd shifting glow. As you try to focus on it, you see a shimmering swarm of green and blue lights, as if you are looking at distant torches seen through the bottom of a bottle. A feeling of drowsy indifference creeps upon you as you start to walk in their direction as part of your mind screams danger! The Marsh Lights are drawing you in! Test your LUCK. If you succeed you wrestle back control of your will and turn away, shivering, to continue your journey.

If you fail you stagger unthinkingly towards them, utterly distracted. The lights lead you into a pool of water and you start to drown - test your LUCK again. If you succeed the shock of the cold water brings you to your senses and you can scramble out of the water and turn away. If you fail, you suffer 1d6 points of damage as you inhale mucky water. You must test your LUCK again each round until you succeed or die from drowning. You may, with a great effort of will, expend three points of LUCK to regain control of yourself and from this deadly peril.

W20 Quicksand*

By ill-chance, you have stumbled into a large area of quicksand! What you thought was merely soft ground is now treacherously sucking you down, a sudden lurch and you are up to your waist and sinking fast. You can try to get out by cunning or brute force. If you wish to haul yourself out, test against your Strength skill - you must achieve three successes to get out. Each time you fail, you suffer 1d3 points of damage (no armour or dodge) as the ground squeezes the life out of you. Alternatively you can stay calm and try to work out a means to get back to safe ground - test against your Trap Knowledge skill. Again you must succeed three times to escape and each failure costs you 1d3 points of damage.

**In the desert or other dry places, the quicksand is a dust trap - extremely fine, dry sand that has collected in a hollow and is covered by a thin layer of packed sand that disguises the threat.*

W21 Boatman

Drifting lazily along is a small but sturdy looking boat crewed by a shaggy haired man dressed in waterproof leathers. He is sat in at the rear of his craft, with a fishing pole in hand. He is close enough that you could hail him if you wish. What do you do?

- Watch silently and let him pass, you've no need for his assistance today.
- Hail him and wave, asking him to come over so you can talk. He folds the sail and steers his craft near to talk. Make a Bargain roll. If you succeed he agrees to take you across the water for a fee of 5gp. If you fail, he demands 10gp for his services. If you are willing to pay his fee, you reduce the travel time for this area to one day - the boatman is very familiar with the fastest routes. He is not able to carry large loads (such as wagons) so if you have these, you must leave them behind if you wish to travel by boat. If you wish to take a horse or mule on his boat, you must pass a Riding test to coax your beast on board.

W22 Settlement / Ruins

You've come across either a settlement of some kind, one that was seemingly unknown to other people in this area, or at least the ruins of one. Firstly you must decide if it is appropriate to find a settlement - if you have sent your hero off on a journey through the trackless desert, you may not want them to find a small well run town, so in that case treat it as Ruins and use the 'Place of Rest' encounter instead. If you can't decide, roll 1d6 - on 1,2 or 3 it is a Ruin (use the Place of Rest encounter) and on a 4,5 or 6 it is an inhabited settlement.

Now must roll 2d6 to see what kind of place you have come across:

2-8 - village

9-11 - town

12 - city

Having discovered this place, you must decide what you wish to do. You may use the rules provided in this book to generate a fully fledged settlement, but if you only want to make a brief stop you can assume it has the Temple, Inn and Marketplace locations available to make use of. Either way, give it a name and mark it on your map - you can return here if you come this way again later without making a Region Lore roll. Finding a settlement of any kind means that you can treat this area as having paths and tracks available, reducing the travel time to one day (the locals are willing to give at least rough directions when asked). You may also hire a guide here: See the rules at the start of this section.

Special: Once you have found a settlement in an area, if it is a town or city any other settlements found nearby will be villages. If you find a city, there will not be a city in any adjoining wilderness areas (unless you require one for your campaign).

W23 Blood Vines

Carelessly you have strolled into a patch of Blood Vines, a plant that consists of a large buried bulb, several feet across, with many long spiky vines spreading out from it like a spider's web. The vines snake across the ground, hiding under the leaf litter, and climb trees to hang from the lower branches. Should any animal wander into the area near the Blood Vine, the tendrils will activate and attempt to grab hold of it. As they do so the spikes dig into the flesh and start to drain the unfortunate victim of its fluids whilst dragging them slowly towards the central bulb, where they will be pulled underground for leisurely digestion. Blood Vines are found in patches - twenty, thirty or more plants spread out across an area waiting to snare anything unfortunate enough to come close.

As the vines start to slither around you, test against Awareness. If you succeed you quickly spot the fastest route out of the patch and only spend one round fighting the Blood Vines. If you fail the test you blunder further into the patch and must spend 1d6 rounds fighting your way out!

Blood Vines

SKILL	7
STAMINA	*
Weapons:	Blood Drain
Armour:	None.

**A patch of Blood Vines is too large to be beaten with a few sword swings. The aim is to fend them off whilst escaping. Clearing them requires spades, picks, lantern oil and a lot of time and effort. The Blood Vines attack by wrapping themselves around the body and sucking out blood - if they hit they cause 1d3 points of damage, armour and Dodge skill have no effect.*

Blood Vines are of interest to alchemists and herbalists; should you survive and return to civilization you can sell knowledge of this colony's location for 20gp.

**W24 Landslide**

Your only warning of impending disaster is a brief flurry of loose stones and dirt trickling past you down the slope. As you look around for the source of this activity, fearing an ambush, there is an awful cracking, grinding noise as the earth about you starts to move. You have been caught in a landslide!

You must try to dive free anyway you can. Make a test against your Dodge, Acrobatics or Climb skill (pick one only) to see if you can move clear of the danger area in time.

If you succeed you tumble out of the way just in time and sit, counting your blessings, as a large volume of rocks and dirt rumble by. If you fail the test you are caught up in the chaos and bashed around. Take 2d6 points of damage (cannot be dodged or avoided with armour) as you are smashed about and half buried. Eventually the landslide comes to a stop and, if you have survived, you are able to dig yourself out and carry on.

If you have a mount with you, it must also suffer your fate - if you dash out of the way it follows your lead, but if you get hit by the rocks then your mount also suffers 2d6 points of damage.

W25 Wildfire

As you move along in a daze of your own thoughts, you spot a glowing firefly bouncing in the air. Looking closer you realise that it is not an insect but a smouldering ember trailing wisps of smoke. Your senses alerted, you peer around and see thickening smoke drifting towards you - a wildfire is approaching! Your options are to flee, try to build a fire break or try to find shelter. If you wish to flee make a Running skill check (or Ride if you are mounted). If you have some means of making fire you can try to fight fire with fire, but it is risky - you must test your LUCK to succeed. If you wish to try to find shelter (a cave or pond for example) make a Region Lore skill test to quickly spot a place to avoid the flames.

If you fail with your escape plan, the fire catches you and you take 2d6 points of STAMINA damage as the flames roar about you.

If this encounter happens at night you see it earlier and may take a detour around it, costing you half a day in travel time but not requiring any skill tests.

W26 Pit Trap

Many hunters use the wilderness as their larder and you have blundered into a pit trap left here to catch game. Make a test against your Trap Knowledge skill with a -2 penalty (the trap like most of its kind has been concealed) - if you succeed you have spotted the trap and can move around it with a sigh of relief. You may also choose to test your LUCK to avoid the trap. If you fail, you crash through the branches covering the trap and tumble into the pit. Roll 1d6 - on 1-3 you slam into the ground suffering 1d6 points of damage, on a 4-6 you fall onto spikes and suffer 1d6+3 points of damage. Either way, if you survive you can carefully dig your way out of the hole.

W27 Ghost

You spy a lonesome figure approaching you; as you stop to observe their approach a shudder passes through you. The figure makes no sound and is not walking, but drifting towards you with dead, staring eyes fixed firmly on yours - it is a ghost! You are rooted by fear and must wait and discover what it wants with you. Roll 1d6 - on a 1-2 the ghost is the crazed shade of someone that suffered a terrible death and with a wailing cry it lays a curse on you before it disappears. Test against your LUCK or lose one point of SKILL and STAMINA for 1d6 days. On a 3-5 the ghost silently pleads with you but you cannot understand what it wants; after a few minutes of this it fades away with a mournful sigh. On a 6 the ghost looks deep into your spirit and communicates a message - it wants you to help it find its grave! The old grave is now overgrown and it will take you a day to find it if you wish to help (roll for weather and encounters). The ghost follows you silently imploring you to continue the search and when you find the grave it sinks into it, holding out its hands in thanks. Restore one point of temporary LUCK.

W28 Campsite

As fortune would have it you come across an abandoned campsite, a place where people have recently stopped and rested. Roll 1d6 - on a 1-2 the site is occupied by four wolves (SKILL 5 STAMINA 6 Weapon: Small Bite Armour: None) which are gnawing on some bones that were left behind - if you fight them, you must fight them all together - don't forget to add the ganging up bonus if you are outnumbered. If two are killed the others will flee, leaving you with the campsite to yourself. On a roll of 3-5 the site is empty but you do find some neatly stacked firewood and kindling you can use to make a fire (or in a hot location, some shelter and 1d6 waterskins of water in the form of a tiny spring). On a 6 not only do you find firewood, but also a dagger, a backpack, a flint and tinder box, a cooking pot and a waterskin - the owner seems to have left in a hurry.

W29 Herd of Wild Boar

With a squeak and a squeal a group of Wild Boar burst from cover nearby, probably startled by your movements.

Many of the beasts flee but three males turn and face you ready to charge. If you don't want to fight them you can test your Animal Lore skill; if you succeed you use calm movements and gestures to mollify them and avoid combat. Otherwise, they snort and rush at you.

Wild Boar

SKILL	6
STAMINA	6
Weapon:	Small Bite
Armour:	Light.

Once one of the boar is killed the others flee - you may make a Crafting skill roll to get 1d3 meals from the carcass and a couple of large tusks worth 2gp each.



W30 Insect Swarm

As you are moving along you disturb a swarm of biting insects, some kind of huge mosquito, that were resting in the vegetation around your feet. With an angry buzz they swirl around you biting and stinging before you can cover yourself and dash out of the cloud of fluttering wings.

The bites cause only one point of STAMINA damage but leave angry, inflamed welts on your skin. Test against your Healing special skill or LUCK to avoid catching a disease. If you succeed, you shiver for half a day but nothing worse happens. If you fail, roll on Table 4.3.2 Diseases.

W31 Prospectors

You hear talking and the clinking of people moving whilst carrying equipment. Fearing an ambush you duck behind some cover and peer around. Approaching you are four dwarves, prospectors by the looks of it, they carry pickaxes, shovels and equipment for surviving in the wilds. They haven't noticed you yet, what do you do?

- Sticking to your hiding place you let them go past.
- Step out, calmly, and try to draw them into a conversation - make a test of Etiquette skill (dwarf heroes get a +3 bonus) to find out more about the area. If you fail the conversation drifts into silence and the dwarves leave, if you succeed you gain +2 to your next Region Lore roll in this area.
- Easy prey! You leap out and attack! Dwarf Prospector SKILL 5 STAMINA 8 Weapon: Pickaxe (handaxe) Armour: Chain Hauberk. If you kill two of the dwarves the others will attempt to flee. Each has 4 torches, flint & tinder, 2 meals and a waterskin.

W32 Frozen Bodies

You stumble across a gruesome sight - a huddle of bodies, travellers who must have been caught in a storm and have frozen to death as they tried to shelter from the cold. You can ignore this terrible warning and simply move on or try to investigate, using whatever tools you have available to scrape away the ice and search their belongings. Roll 1d6 - 1: As you loot the corpses one lurches into life - a zombie! Zombie SKILL 6 STAMINA 6 Weapon: Frozen Fists (treat as club) Armour: Monster light. 2-4: Nothing of interest, 5-6: One of the corpses has a silver pendant worth 1d6+1gp.

Whatever the outcome, if you have a shovel or pickaxe (or some other means of breaking the ground) you can spend half a day digging a shallow grave for these unfortunates; restore one point of LUCK as the gods look favourably on your act of compassion.

W33 Bone Pile

A white glint catches your eye and as you move closer you realise there is a pile of sun bleached bones scattered on the ground. You can ignore it or investigate. If you investigate, roll 1d6:

1 - As you approach the bones shake and form into a:
Skeleton

SKILL 6

STAMINA 5

Weapon: Small Claw

Armour: None, but it takes half damage from bladed weapons.

2-3: You poke around for a while, but it is just a pile of old bones.

4-5: Clearly this was once a traveller like yourself - you find a dagger, a leather cuirass and an empty waterskin. 6: Amongst the bones a flash of gold leads you to find a plain ring, worth 1d6+1gp.

W34 Leeches

Wading slowly through some dark muddy water that barred your way, you realise with horror that it is infested with fat leeches that are now wriggling towards you. You can make a Swim skill roll to dash to safety or lose 1d6 points of STAMINA as they drain your blood! If you are mounted, make a Ride skill roll to charge out of the water or your steed loses 1d6 points of STAMINA. If you are damaged by the leeches, roll on Table 4.3.2 Diseases.

W35 Swamp Gas

A strange smell alerts you to the fact that you have unwittingly wandered into a cloud of flammable swamp gas, which could burst into flame at any moment. Make a Marsh & Swamp region lore skill to see if you can work out how to get out - if you succeed, you carefully work your way out of the danger zone and may carry on your journey. If you fail, you cause a spark and ignite the gas - the explosion causes you (and any mount) 2d6 damage, you may test your Dodge skill to reduce this by half.

W36 Dungeon Entrance

You have stumbled across the entrance to a dungeon! You've seen it before any of the monsters have spotted you, so you can ignore it if you want and carry on. On the other hand, if you are feeling adventurous you can stop your journey here and investigate. Create a dungeon as described in Chapter 5! The dungeon has 1d6+3 sections. This dungeon does not form part of any missions you are engaged in.

W37 Giant

Either the sight of an enormous figure looming in the distance or, if you are in a forest or jungle, the crashing of undergrowth and shaking of the ground warn you that a giant is fast approaching. These great humanoids come in a variety of types and temperaments, but all of them are powerful and potentially dangerous. Most will attack adventurers on sight either to eat them or take their treasure (or both) and a smart hero will try to avoid them. The type of giant you face depends on your environment, but your options are the same.

- Hide: you look around for a place to conceal yourself, make a Sneaking test to see if you succeed.
- Flee! You turn and run or ride away. Test your Running or Riding skill to see if you are fast enough. If you succeed, add half a day to your travel time as you backtrack, if you fail he catches up with you.
- Talk your way out of it: A risky move, but you decide to try and talk your way out of it, either pleading with the giant or telling some lie to stop them eating you. Make a Con or Etiquette skill roll but with a -3 penalty to convince it, providing substantial food (8 meals) or treasure (10d6gp) gets rid of the skill roll penalty. If you fail you must fight.
- Test your LUCK - you stand stock still and plead with the gods to save you. Test your LUCK - if successful the giant wanders off in another direction, never to be seen again. If you fail you may choose another option or fight.

Chapter 6 - Wildernesses

Plains & Forest:

SKILL	9	Att 2
STAMINA	9	
Weapon:	Club (treat as Morning Star)	
Armour:	Medium.	

Hills & Mountain:

SKILL	9	Att 2
STAMINA	11	
Weapon:	Club (treat as Morning Star),	
Armour:	Medium.	

If you flee it will hurl a rock at you - hits on 1-3 on 1d6 for 1d6 STAMINA damage.

Desert:

SKILL	9	Att 2
STAMINA	10	
Weapon:	Club (treat as Morning Star),	
Armour:	Light	

You cannot talk your way out of this fight, they are too dim.

Tundra & Ice:

SKILL	10	Att 3
STAMINA	10	
Weapon:	Spear with +1 damage,	
Armour:	Medium.	

They are skilled hunters and if you try to hide, you must take the Sneaking skill test with a -3 penalty.

Rivers & Lakes, Jungle & Marsh: Marsh Giant

SKILL	9	Att 2
STAMINA	9	
Weapon:	Spear with +1 damage,	
Armour:	Light.	

You cannot talk your way out of this fight.

Shorelines & Sea:

SKILL	10	Att 3
STAMINA	17	
Weapon:	Spear with +3 damage,,	
Armour:	Heavy.	

W38 Mirage

Upon the shimmering horizon a tantalising prospect appears; a lush green oasis that will provide you with shelter and comfort. But is it real? Make a test of your Awareness or Desert lore skills (pick only one). If you succeed you know, with sinking heart, that this is merely a mirage and not worth your time. If you fail, you are convinced of its existence and hurry in that direction - by the time you realise your mistake, you have wasted half a day of travelling.

W39 Leper Colony

You see in the distance a small collection of huts gathered around a small stone temple, with smoke rising from the chimneys and even at a distance you can see people moving about. You decide to approach a bit closer, hoping to find somewhere to rest safely or trade some supplies. It seems to be a tiny hamlet but just as you are about to enter you hear something that chills you - the ringing of the lepers bell! A chill runs through your body and you pull your cloak across your nose and mouth, just as one of the residents comes from behind a hut and spots you. As well as the bell, they are wearing rags and bandages and evidence of their illness is clear upon their face and exposed skin. They hold out their hand and ask 'do you bring alms to us wretches, stranger?' You may:

- Reel away in fear and horror, you have no business here. You stumble and run until you feel you are at a safe distance.
- Stand your ground and steady yourself. Provided you keep your distance, there is no danger. You signal the man to stay where they are, proceed to place some of your food on the ground (deduct a number of meals, at least four) before backing away. The leper thanks you profusely and offers to pray for you. In your next combat you have +2 bonus to your rolls (skill and damage).

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- These wretches need your help, no matter the risk. You enter the colony and move among the lepers, offering what you can in healing and comfort. You find out who some of them are and promise to ask for help at the next settlement you come to. You provide them with some food (deduct 2d6 meals) and after doing what you can, you leave. The prayers of the lepers go with you and grant +1 bonus to all your rolls for three days, but you must also test your LUCK. If you pass, you have avoided catching the disease. If you fail, you have contracted Leprosy. You will lose one point of SKILL each month until you die - this can only be healed by visiting a temple dedicated to one of the gods of good (Galana, Telak etc) and making a 'donation' of 10d6gp. Feature: The Leper Colony should be noted on your map, you can find or avoid it in the future with a successful Region Lore skill test. You may only help them once per month.

W40 Young Dragon

One of the most terrifying aspects of encountering a dragon in the wild is that unless you are looking in the direction from which it approaches, the first thing you might know about it is a scorching burst of flame that sets you and your companions alight! These creatures, even as juveniles, are powerful enough to quickly and easily overcome most heroes leaving behind either a charred pile of bones or a patch of blood spattered ground and the mystery of footprints that suddenly come to a stop.

Firstly you must test your LUCK - if you fail you are facing the wrong way and the Young Dragon will begin by swooping across and breathing on you. If you pass you spy its terrifying form in the distance and can either stand your ground (see the combat details below) or hide. If you wish to hide you can test your Sneaking or Region Lore to find a place that will be out of sight, or you can test your LUCK again - if you succeed the dragon hasn't noticed you and flies on. The type of dragon depends on the environment.

Forest, Hills & Mountain: Young Black Dragon

SKILL	14	Att 4
STAMINA	20	
Weapon:	Very Large Bite with +2,	
Armour:	Heavy with +2 to the roll.	
Breath - test your LUCK (or Dodge skill) or take 4 points of damage, once every six rounds.		

Plains & Desert: Young Red Dragon

SKILL	11	Att 3
STAMINA	14	
Weapon:	Very Large Bite with +2,	
Armour:	Heavy with +2 to the roll.	
Breath - test your LUCK (or Dodge skill) or take 2 points of STAMINA damage every round.		

Tundra & Ice: Young White Dragon

SKILL	12	Att 3
STAMINA	14	
Weapon:	Very Large Bite with +2	
Armour:	Heavy with +2 to the roll.	
Breath - Roll 1d6 each round. On a 1-2 it breathes icy cold causing 3 points of STAMINA damage, which can be avoided with a test of LUCK or the Dodge skill.		

Rivers, Jungle, Marsh, Sea: Young Green Dragon

SKILL	13	Att 4
STAMINA	18	
Weapon:	Very Large Bite with +2	
Armour:	Heavy with +2 to the roll.	
Breath - test your LUCK or Dodge skill or take 2 points of STAMINA damage, once every three rounds.		

Once fighting begins you must either defeat it in some way or test your LUCK; if you succeed on that test the Young Dragon knocks you unconscious and then decides for some reason not to devour you; you wake up a few hours later with a sore head. It will, even if you pass your LUCK test, devour any horses, mules etc you have with you.

6.4 Unusual Locations & Themes

The rules presented thus far cover many standard locations and environments of the sort that you might find in most fantasy settings, but there are an endless number of places that can be added to customise your world and adventures. There simply isn't enough space to cover them all properly though the mechanics and tables provided in this book can be used as templates to be modified as you see fit. You can change the encounters, add your own, alter things like the weather conditions, the number of encounters per day and the chances of getting a hostile encounter compared to meeting someone that just wishes to talk.

If you are using a place in passing you can try to modify the tables as you go but if you are creating an environment you intend to use frequently (for example, the heart of your campaign takes place in a chaos infested land of hills and plains which your heroes will traverse many times) it can be a better idea to write up your modifications and altered encounter tables in full for your own reference.

Some examples of different locations and environments are given here, with ideas as to how you might want to modify the ruleset. The more effort you put into customising the map and encounter tables, the more unusual and memorable your environment will be!

Unusual Settlements

This book covers the standard types of settlement in which humans are the dominant race, but there are of course many other places where you might find large groups of people. Here are some suggestions and ideas on how you might modify the rules to be more fitting.

A Citadel or Fortress. A heavily guarded settlement with a strong military presence. Remove locations that are unlikely to be present (theatre, slum alley, college) and increase the number of 'militaristic' locations such as Keep, Jail. For random encounters consider replacing social encounters Wedding Party or Mummers with encounters like Soldier or Surly Watchmen. Any trouble is likely to result in a roll on table 4.1.30 'Lawbreaker' and there might be a curfew that prevents moving around at night.

Dwarven Settlement. When creating your map, remember that the bulk of the settlement is probably underground! You may want to create two maps, one for the 'minehead' part that is above ground, where dwarves and other races mix and do business, and another map for underground settlement where the dwarves reside. As they are serious and orderly people, dangerous encounters will be far less likely underground and slums probably non-existent (though of course it could be a settlement that has fallen on hard times, which is why the heroes are visiting in the first place). Most social encounters will be with dwarves, not humans. It might be that only dwarves are allowed in some parts of the settlement (or at least permission must be obtained from the authorities to move around) and temples will be dedicated to the gods revered by the dwarves, such as Throff and Verlang.

Elven Settlement. Elven settlements are likely to be surrounded by and blended with the natural world, so your initial map should reflect that. They might be spread out in a great forest or clustered about a magnificent waterfall, but they should have some deep connection with nature. There might be an area set aside for non-elvish visitors and some locations (slum alleys, garbage heap) are not in line with elvish culture, as they would not tolerate the existence of poverty, filth or crime in their settlements. Any act of criminality or violence (unless absolutely required) is likely to result in permanent expulsion. Temples

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(most likely natural sites such as a great tree or tranquil pool) will be dedicated to gods revered by the elves such as Galana.

Ghost Town. A settlement that has, for some reason, been taken over by the undead! The simplest way to do this is to work out encounters as normal but replace all the living with skeletons, zombies, ghouls and so on. Obviously, there should be some reason for the hero to come to such a terrible place. There could be enclaves of living people still clinging on in some parts of the settlement giving your heroes a place to rest and trade, but the majority of the city would be overrun by the undead. Travelling around such a place should be extremely dangerous, particularly at night. Working out who is in charge of such a place and why it was created is an adventure in itself.

Goblin / Orc Settlement. It might be unusual for the heroes to find themselves in a town or city dominated by orcs, goblins and other evil humanoids but not impossible. They could be in disguise, sneaking or magically altered to appear as one of these races, or they may need to risk going in to further their own quest. Whatever the reason, being in such a city should be incredibly dangerous and difficult, with violence being a near constant hazard and few places of refuge. Temples will be dedicated to the evil gods and encounters with the 'Watch' would mean a fight with a squad of orc militia - not pleasant!

Volcano (replaces a mountain area). A volcano or area of volcanic activity, with lava and hot springs providing a constant hazard. Rare and valuable materials, such as obsidian, might be found here in abundance giving the hero a reason to visit, but the encounter tables (or weather) could include the chance of being caught in an eruption and monsters should be fire or heat related. Weather could include clouds of ash and terrain might involve sudden fast lava flows.

Suggested game effects: A roll of 6 on the weather table means 'eruption' in which heroes must test their Dodge skill (or LUCK) or be hit by falling rocks for 2d6 points of damage. Replace one of the encounters with 'lava flows' which cut off your path and force you to spend another day going around, and replace another encounter with 'toxic gas cloud' which requires you to test your Awareness skill or suffer 2d6 points of damage as you nearly choke to death on the deadly but invisible gas. No settlements, tracks or paths can be found in this area as they are constantly destroyed by eruptions.

Polluted Zone (could replace any area). For some reason a large area of land has been polluted or burnt, with pools of slick oil and acid pits dotting the terrain. Monsters should be those that could survive such an environment and hazards could include clouds of poisonous gas or acid rain. Weather might include clouds of smoke or poison gas and terrain encounters could include pools of acid.

Suggested game effects: A roll of 6 on the weather table means 'acid rain' which causes 1d6 points of damage unless you can (Region Lore skill test) find a place to shelter. Replace one of the encounters with 'acid pits' which require a Climb skill test to pass or suffer 1d6 points of damage, and replace another encounter with 'toxic gas cloud' which requires you to test your Awareness skill or suffer 2d6 points of damage as you nearly choke to death on the deadly but invisible gas.

Unusual areas of Wilderness

Any novel areas of wilderness should have some character or nature that makes them different enough to the usual places to require different encounters, terrain or weather. If you feel that a part of your wilderness needs to be given a different character to show that it is a special place, make sure to include some game effects that demonstrate it.

Chapter 6 - Wildernesses

Dead Zone (could replace any area). A part of the wilderness has been struck by necromantic magic and withered. Weather would be altered to include clouds of choking dust, terrain would include rotten and dying plants and encounters could be replaced with undead versions of whatever turns up.

Suggested game effects: A roll of 6 on the weather table means 'rain of blood' which causes no damage but reduces all social skill tests by -2 unless you can (Region Lore skill test) find a place to shelter, lasting until you can clean it off. Replace all the monsters encountered with undead versions - so if you meet wolves they are zombie wolves and so on. Skeleton versions suffer reduced damage from piercing weapons (spears, bows etc), zombies are slow (you can run away) but determined, ghoul versions of monsters can paralyse. Friendly encounters are far less likely and they should be rerolled or ignored. No hunting or foraging possible and any food you are carrying spoils after 2 days in this necrotic environment. Any settlements in this area are filled with the dead.

Area of Wild Magic or Chaos (could replace any area). In some places the effects of magic have warped the world to a terrible extent and strange and dangerous forms have emerged. Weather could include almost any effect, the terrain could change suddenly from one type to another (desert to tundra to mountains in a few miles) and encounters should be altered to include chaos beasts.

Suggested game effects: A roll of 6 on the weather table means 'a storm of magic' which causes whatever effect you like! Pick one of the weather effects from any environment or create your own - a Region Lore skill test can be made to find a place to shelter from it. Monsters encountered can be replaced with 'chaos' versions by giving them mutations or additional abilities such as the ability to breathe fire or spit poison. Friendly encounters are far less likely and

they should be rerolled or ignored. Hunting and foraging are possible but any food might be (1-2 on 1d6) toxic and cause 2 points of STAMINA damage when eaten. Any settlements are probably abandoned due to the strange situation, or populated with people that serve chaos and are likely to be hostile or violent.

Other Planes (could replace any area). Perhaps your heroes have wandered off the 'mortal' planes and onto the elemental planes or some part of hell! Encounters should be adjusted to reflect that, so on the Plane of Air you may only meet air elementals or flying creatures, weather would be strange and extreme (constant high winds) and features could be clouds or storms.

Suggested game effects: A roll of 6 on the weather table should mean an elemental storm which would be extremely violent if the heroes have no protection, causing 2d6 points of damage with no way to find shelter as the whole area convulses. Encountered monsters should reflect the nature of the environment. Friendly encounters are extremely unlikely and should be ignored or replaced with dangerous monsters, perhaps elemental versions of the usual kinds. Thus on the planes of fire encountering a wild beast such as a lion would be 'fire' lion that could inflict an extra point of fire damage when it hits. Settlements, paths and tracks are probably non-existent and hunting and foraging impossible due to the changed nature of the wildlife. Underwater (replaces Shorelines & Sea). Staying on the mortal plane but going into the sea or a great lake, it's always fun to take on an underwater adventure. Of course your heroes may need some form of magical or special assistance to breathe underwater and move around with freedom. You should definitely think carefully about modifiers to combat or magical effects (does a fire bolt work underwater or not? It's up to you).

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Suggested game effects: Weather effects can be changed to 'tides' or 'currents' - a strong current might risk sweeping you away or make combat difficult. You might allow the existence of caves or islands where the heroes could shelter from these effects. Encountered monsters should, naturally, be creatures that can survive underwater and friendly encounters should be modified or ignored to reflect the environment (a merchant could be a friendly group of merfolk for example). Settlements could exist and paths and tracks could be replaced with known currents and hunting and foraging should be possible, though meat might have to be eaten raw due to the lack of fire.

Lost World / Dino-Land. A lost world means a place that is lost in time and is populated by creatures from past ages such as cavemen or dinosaurs. It could be any type of environment though 'lush jungle' is a popular choice, sometimes overlooked by a smoking volcano.

Suggested game effects: Encounters (friendly or not) should be replaced with 'primitive' creatures such as cavemen or dinosaurs, settlements and people should be barbaric and savage, tracks and roads should be non-existent, hunting and foraging should be easier but might have a chance (1 in 6) of leading to an encounter with a hunting dinosaur such as a Tyrannosaurus Rex, and weather effects might include a chance that the volcano explodes showering the area with balls of lava!

Unusual Dungeons

A dungeon is traditionally an underground complex but really it can be any group of rooms or spaces that are connected together, so let your imagination run wild. The method of creating dungeons described in Chapter 5 includes tables for dungeon origin, condition and creature conditions. You can modify these and the encounter tables to include different factors to give the dungeon some extra challenges.

Examples of unusual 'dungeons' could include almost any type of structure that has a consistent set of rules.

Airship. An airship, flying through the sky and being attacked by harpies. The ship could have several decks (levels) with rooms full of crew and monsters fighting each other, whilst it rocks dangerously from side to side. The map would be a series of decks and encounter tables should only include flying monsters and acrobatics skill checks might be needed to stay on your feet. Most importantly, don't fall off!

Suggested game effects: Each round roll 1d6 - on a roll of 1 the airship has lurched unexpectedly and you must test your Acrobatics skill or fall to the ground. If this happens near the edge of a deck you must test your LUCK or fall off! Encounters can be modified to only include monsters that could fly, though there could also be some non-flying crew. Setting fire to the airship should be possible though this is obviously a very dangerous thing to do.

Other Planes. A dungeon structure (caves, lair and so on) but located on a different plane of existence. A visit to an elemental plane - a hero could be moving across islands of hot rock surrounded by lava. All the encounters would be heat loving creatures, environmental hazards and traps would be centred around fire damage and the hero would need to find a way back to their own plane of existence. The map could be a series of rocky islands in the lava.

Suggested game effects: Much like the other planes wilderness area the 'dungeon condition' and the encountered monsters should reflect the nature of the plane of existence, as should the layout, shape and contents of rooms. A dungeon set on the plane of air is unlikely to have heavy stone doors between the rooms!

High Magic. A wizard has shrunk the hero down to miniature size and set her to climb up inside an oak tree, with escape only possible by reaching the top. The map might be a spiral of rooms and the encounters should be with miniaturised creatures or normal sized (and therefore giant to the hero) insects and bugs.

Suggested game effects: How you modify the dungeon and creature conditions and the encounters and room contents will depend entirely on what sort of 'high magic' adventure you are playing. For example, the heroes could be transformed by an evil wizard into characters within a painting and have to battle their way out by moving from one picture to another in a gallery with each painting representing one room. This is a lot of fun to play around with, but be warned that it requires careful thought and planning by the Director in order to work.

Haunted House. Imagine a huge old mansion or castle that once entered, seals itself up trapping the heroes inside until they discover the way to escape. The layout and features of such a building would be very similar to those of a normal house or castle but it would be haunted by restless spirits or terrifying ghosts - the aim is to survive the experience and escape before the haunted house claims you.

Suggested game effects: Dungeon conditions should include a chance to encounter a wandering ghost or spirit in any room (test vs SKILL or flee for 1d6 rounds), doors should open or close without warning, encounters should be with 'spooky' monsters - not always undead, but perhaps giant bats and spiders, werewolves, demons or other planar entities that might be attracted to a haunted house. Each floor of the house would be a different dungeon section and the goal should be to find the means to escape (or destroy the curse that made the house haunted in the first place).

Dungeon Themes

As well as dreaming up some unusual structures we can also come up with themes for our dungeons. Instead of coming across random monsters and features we choose the ones that are most suitable and make use of the bestiaries and monster lists we have available to find groups of similar monsters. This requires a fair amount of additional effort as each room presents a new set of choices, but the reward is a dungeon which feels like a distinct place with its own character. Some examples of dungeon themes and the associated choices are as follows.

Undead. Although they can be found anywhere crypts, dungeons and buried buildings or ruins - places where they can pass the endless centuries in peace - are common haunts of the undead. Dungeon conditions such as crumbling, unholy or chilled might be found, creature conditions such as plagued or armoured work well. Encounters should be with undead of different types and if they have been set here to guard something, the number of traps and secret doors should be increased to deter looters.



Demons. Although they could be found anywhere, demons may be attracted to chaos wrought or magic wrought structures, indeed they may have been summoned to such places. Dungeon conditions such as unholy, infernal or magically fecund could be used and toxic or noisy creature conditions work well for demons. Encounters should be with different kinds of demons or creatures that would be willing to serve them and rooms should be unfurnished or filled with the remains of equipment that the demons have destroyed. Intelligent demons might set traps of a magical nature though in general they prefer to rely on their own abilities to deal with problems.

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Orcs & Goblins. An ever popular choice these vicious humanoids can make use of any structure but prefer caves, ruins, dungeons and their own chaos wrought citadels. As humanoids they may keep some areas well lit, but are prone to let things fall into decay so crumbling and slimy are also possible. There are a huge number of orcs, goblins and associated creatures to choose for encounters and they could be starving, well fed, armoured, under-equipped, lazy or wary depending on how battle ready you want them to be. Room conditions and features should reflect the vicious nature of these evil creatures. Traps and locked or barred doors should be common, though workshops, stores and hiding places (Side chambers) should also be found.

Wild Creatures. By wild creatures we do not mean badgers and squirrels but the dangerous, monstrous varieties such as Sand Worms, Giant Ants or Centipedes and the like. Lairs, caves and biological structures are most appropriate and dungeon conditions such as slimy, misty or overgrown work well with this theme. Creature conditions could be infested, toxic or wary (natural creatures may not wish to fight) and monster encounters could be all of one class of animal - all insects, for example. Room conditions should reflect the needs of the animals and features such as traps, doors (secret or otherwise), stores or workshops will be absent.

'Deathtrap' Dungeons. An option for those that want to test their heroes a 'deathtrap' dungeon doesn't need to be a dungeon but will almost certainly be a carefully built place such as a dungeon, sewer, crypt, buried buildings or ruins, magic wrought or chaos wrought structure. The dungeon conditions misty or infernal could be used but almost any (apart from consecrated) are possible as are all the creature conditions, which may vary from section to section (the nature of this type of dungeon is its variability). Monster encounters can be themed but using the random tables works just as well for such a place. The

key feature is that the use of traps, secret doors and other room features should be increased beyond the normal. Try to be as inventive as possible when combining these with other rooms conditions such as flooded, unstable and entrance features such as alarmed or portcullis. The likely reward for a deathtrap dungeon is either a great prize or simply the chance to escape.

Some other themes you may want to explore are evil humanoids (corrupted humans or dwarves), Lizard Men and their associated servants, Dark Elves and their slaves / thralls, giants and giant kin, creatures of chaos, elementals and evil cultists. Since creating a themed dungeon requires significantly more effort than simply using the random generation approach the key thing is that it is worth your time and effort, either because it is needed for your campaign or adventure or because you enjoy the challenge of creating something unique and characterful.



Summary

The rules provided in chapters 4, 5 and 6 help you create a wide variety of places but obviously cannot cover every possible scenario, but the basic mechanics - describe the place, the challenges it presents and the interesting or dangerous encounters - are applicable wherever your heroes go. It can take time and effort to create somewhere unusual but this is rewarded by the opportunity to take on unique and memorable adventures. Let your imagination run wild!

7 - POLITICAL, RELIGIOUS AND SOCIAL FACTORS

In this chapter we explore political, religious and social factors and lay out ways of establishing what they are for any particular settlement or region. We also provide some ideas and rules relating to the motivations and upbringing of your heroes. Those of you who are focused on the exploration and combat aspects of the game might see these as background issues but they do add depth and direction to both your heroes and villains.

challenging to resolve but ultimately makes your world more interesting. To generate a broad view of the political situation, we determine the morality and level of control.



7.1 Political Systems & Religion

Many people when creating a campaign or adventure will already have chosen a dominant political and religious system for their setting, as this can have a significant impact on motivations and consequences. In order to help those that are undecided, this system will generate broad political and religious systems that are dominant in your settlement or wilderness (they are generally not applicable to a dungeon!).

You can make the rolls for a kingdom or region as a whole, or have separate rolls for each settlement you encounter. Either way, remember to make a note of it and think about how it might impact your game. These tables will give you some ideas to help flesh out the nature of your city, town or village. As with the maps, if you feel something is inappropriate or wrong for your campaign, then you should feel free to change it as you see fit.

Using these tables can result in some very contradictory results. For example, a settlement where the people are good, with strong controls, but still worship the gods of evil? It's up to you to interpret this - perhaps the settlement was recently conquered by a good lord, but he hasn't yet had time to clear the city of the evil temples and people still worship there. This sort of contradiction can be

Morality
Morality is a description of the general attitudes of the people towards their own behaviour and how they treat strangers, sometimes called alignment. No morality is universal. The kindest societies will still have their share of sociopaths and the most evil societies will still harbour those who secretly treat others with kindness.

Good: People believe in fairness, decency and compassion. The strong have a duty to help the weak and the community takes responsibility for its actions as a whole. Charity and helpfulness are common and strangers are treated with kindness.

Neutral: People believe that their decisions are a private concern and a matter for individual reflection. The community response to a situation is a matter of discussion and negotiation with the outcome depending on circumstances. Strangers are dealt with according to their behaviour.

Evil: People believe that their self interest trumps any wider concern and that the needs of the individual are paramount. Cruelty and violence are acceptable and 'might makes right' is the assumed basis for social behaviour. The strong should take advantage of the weak and strangers are exploited if possible.

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Level of Control

Control is a description of how ordered a society is and how closely its individual members are encouraged or forced to adhere to the norms. A strongly controlled society will behave in a uniform way; most people will behave according to the rules. A weakly controlled society will be argumentative and disjointed.

Control can be achieved by a number of methods, particularly in a fantasy setting where magic is possible, but in general you can assume that a strong level of control means there are regular patrols by militias and watchmen and that there is an organised law enforcement structure, whereas in a society with weak control it might be rare to come across someone who has official responsibility for keeping the peace.

Weak: Little enforcement of the rules of behaviour and little punishment for those that deviate from these. Law enforcement is sporadic and listless; the enforcers are treated with contempt and seen as low status, often open to bribery or deception.

Effect: if using the Lawbreaker rules add a +2 bonus to the result of the roll and the minimum result on Table 4.1.30 Lawbreaker is a 4, treat any roll lower than that as a 4.

Moderate: The law is enforced and aberrant behaviour is dealt with when it disrupts the peace or goes against the normal conduct. Law enforcement is considered to be a profession and the extent to which it is respected depends on the quality of the individuals that perform it. A bad constable will be ignored and a competent one will be treated with respect but not fear. The extent of the law is negotiable, often on the basis of the size of the bribe that can be offered.

Strong: The law is rigorously enforced by a well organised group of professional soldiers or militia that ensure any deviation from normal behaviour is punished according to the laws set down by the king, lord or tyrant that rules this place.

Effect: If you are using the Lawbreaker rules, deduct a -2 penalty to the result of the roll and the maximum result on Table 4.1.30 Lawbreaker is a 10, treat any rolls of 11 or 12 as having rolled 10. Patrols are frequent and well armed.

If required you can cross reference the local conditions with the results for the kingdom, empire or jurisdiction in which the settlement or location is situated.

Table 7.1.1 Political System. Roll once to establish morality and again to determine level of control

1d6		Control	
Morality	1: Weak	2-5: Moderate	6: Strong
1-2: Good	People do their best but cannot guarantee safety; help must be sought from individuals.	People are pleasant but the will or resources to enforce that do not always exist.	Laws are just and widely enforced, they have the support of the general population.
3-5: Neutral	People do as they will and circumstances dictate outcomes.	Order is maintained with a light touch, mostly for the sake of trade and comfort.	An extensive system of laws is maintained that balance freedom and safety.
6: Evil	Might makes right, the strongest use force and fear to dominate without any curbs.	The population is hostile and many crimes are overlooked, particularly those committed by the wealthy.	Brutal control from the top down ensures that the weakest in society are mercilessly exploited.

Chapter 7 - Political, Religious and Social Factors

Religion

A major component of morality in a society is the nature of the dominant religion. A city in which Libra, Goddess of Justice & Truth, is worshipped fervently is more likely to be 'good' with strong laws than a city in which Tanit, goddess of Envy and Jealousy, is held in highest regard. Of course, it can be very interesting to turn this on its head and try and work out why a 'good' settlement is worshipping an evil god. On Titan the gods are divided into three categories, as described in the core rulebook. The gods of good, the neutral gods (including the beast lords) and the gods of evil.

When you reach a new settlement or region you should roll to see what the dominant religious view is. If you are building your Settlement starting with your map, you may have already decided which gods are worshipped here and why. In that case, use your judgement to determine what the religious climate of your settlement is; remember that there may still be hidden shrines and temples to other gods.

Temples and shrines may have more than one god as a patron, particularly in small settlements where they might only be able to afford the upkeep on a single site or building though obviously a general theme (good, neutral, evil) will dominate. So, for example, a small settlement might have a temple dedicated to Galana (Plants & Fertility) that also has shrines or smaller chapels dedicated to other gods such as Telak, Glantanka or Sindla.

Try to consider the nature and location of your settlement when deciding which gods are worshipped there. A city by a river might have a temple to Aqualis (Rivers) or Hydana (the Waters), a city which contains a college of magic might make space for a temple dedicated to Hamaskis (Learning).

It should also be remembered that in a large settlement, such as a city, there is plenty of room for people to construct private chapels or hidden temples - their location and function is of course a source of adventure!

Table 7.1.2 Religious Inclination of the Settlement or Region

Morality (2d6)			<i>Religious Temperament</i>	<i>Effect</i>
Good	Neutr.	Evil		
2	2-3	2-7	Evil: The Gods of Evil are worshipped here and fear and distrust are etched onto the faces of the populace. Might is right and you must rely on yourself for protection.	At a temple you have a -2 penalty to all Social skill rolls and you cannot ask to be healed unless you worship the gods of evil.
3-5	4-8	8-10	Neutral: The dominant religions are the neutral gods and the settlement tries to avoid conflict on either side of the argument.	None.
6-11	9-10	11	Good: This settlement tries to follow the path of justice and fairness. Efforts are made to uphold the law and punish criminals. People here are moralistic and judgemental of wrongdoing.	If you visit a temple, you may make a donation of 10gp to have 3 points of STAMINA damage restored, once per day.
12	11-12	12	Universal: Somehow, all the Gods are allowed here and a state of tolerance has been achieved. It is a strange state of affairs; philosophy is a common hobby here.	None.

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Specific God

Many religious sites will be used by more than one group. If you need to find out which god specifically is the main deity for the shrine or temple, you can use the following table to do so.

A temple dedicated to a specific god will have priests and acolytes that have been initiated into the mysteries of that deity and therefore have access to some or all of the priestly powers detailed for that god. You can also expect that the temple will be decorated and themed appropriately. What exactly that means is up to you, but you are encouraged to

exercise your imagination. A temple dedicated to Solinhar (Mariners) might be in the shape of a ship, or might actually be a ship floating out in a harbour. A temple dedicated to Arthallogen (spiders) could be in the shape of an enormous web, with the altar at its centre and surrounded by real webs containing spiders of all sizes.

Unless the temple is hidden or secret, you should pursue the idea that they will be highly decorated and extravagant in design, as the worshippers will be keen to demonstrate their devotion to the deity.

Table 7.1.3 List of the Gods (roll 1d6 and then 1d6 to see which specific god)

Good			Neutral			Evil
1d6	1d6	God	1d6	1d6	God	
1-2	1	Sindla (Luck & Fate)	1-5	1	Sukh (Storms)	Slangg (Malice)
	2	Libra (Justice & Truth)		2	Hydana (the Waters)	Tanit (Envy/Jealousy)
	3	Asrel (Beauty & Love)		3	The Beast Lords (varies)	Disease
	4	Usrel (Peace)		4	Farigiss (Ice & Cold)	Decay
	5	Courga (Grace)		5	Pangara (Winds)	Arhallogen (Spiders)
	6	Fourga (Pride)		6	Aqualis (Rivers)	Hmurresh (Flies)
3-4	1	Telak (Courage & Combat)	6	-	Logaan (Tricksters)	Death
	2	Hamaskis (Learning)				
	3	Galana (Plants & Fertility)				
	4	Throff (Earth)				
	5	Filash (Fire)				
	6	Glantanka (Sun)				
5-6	1	Verlang (Metal Workers)				
	2	Lorodil (Volcanoes)				
	3	Solinhar (Mariners)				
	4	Fulkra (Travellers)				
	5	Atlan (Messenger)				
	6	Tir (Lightning)				



Who is in Charge?

Ultimately there must be a person or group that holds power in your realm. We have not included any rules to decide who that is simply because it makes very little difference to how the game works (living under a good aligned king with strong control is basically the same as living under a good aligned council of merchants that also have strong control) but if your heroes are spending some time within a single realm, you might want to decide who is ruling it, so we will provide a list of examples for you to choose from.

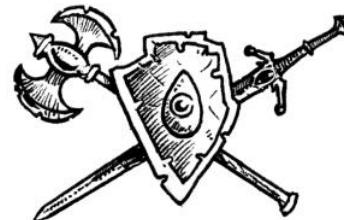
- A king or queen, they derive power from tradition and support of the other nobles.
- A champion or folk hero, they derive power by support from the masses.
- A general or military leader, they derive power from control of the armies and navies.
- A high priest or group of priests, they control the church and are supported by believers.
- A scholar or sage they are leader by acclaim for their knowledge and abilities
- A secret group - this realm appears to be run in some normal way, but is in fact controlled from behind the scenes by a secret group.
- A council of merchants who control the realm by virtue of their wealth.
- A wizard or sorcerer who uses magic to control the populace.

These are not the only options. Perhaps your realm is ruled by a champion picked from the common folk by finding a fabled weapon? It might be hard to explain why that gives them a mandate, but this is a fantasy world and strange things can happen. You can make this decision at the start of your campaign or leave it until later, when you have worked out where your heroes will be spending their time.

7.2 Social Status and Rank

Everybody wants to get on in life, don't they? As well as the trappings of success such as houses, art, jewellery and so on there are acknowledged ranks that can be obtained to denote the social status of an individual.

Positions of status vary enormously from society to society and many of them overlap with other ranks and titles to some extent. A very simple tribal society might divide everyone into child, adult, elder, shaman whereas a huge empire could have hundreds of official and unofficial positions to occupy. Many armies have chaplains, trade princes are given a place in the nobility and so on. There is no absolute reason why a hero cannot rise in more than one category. Because of the complexity this section is intended to provide a rough guide which players and the Director can apply to their adventures as they see fit - a way of getting the conversation started, not finishing it. These rules are expected to be guidance rather than 'hard' rules like those covering combat.



The advantage of having a system covering social status is that it provides a long term goal for the hero to achieve. Instead of being merely an adventurer seeking coin, they can plan on becoming a grand duke, bishop or folk hero. As usual it is best to discuss these plans with the Director.

This guide is intended to be used in addition to and in conjunction with other guidance given in the Advanced Fighting Fantasy rulebooks, such as the Heroes Companion (Chapters 3 and 4 particularly) and the core rulebook sections covering prices and trade.

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Social Rank

There are variations between ancient societies but there are three things that most of them have in common. Firstly, most people are employed in industry (manual labour, farming, mining etc) with a small 'middle class' and very small upper class. Put simply, most people are peasants and moving up the ladder is hard. Secondly, most wealth is based on ownership of land or rights - merchants and professionals can gain wealth but very few compete with the incomes of the land owners. Thirdly, wealth is very unevenly distributed. Those at the top - the 5-10% - control most of the resources and those at the bottom have just enough to survive. This is a good motivation to become an adventurer - it's one of the few ways to change your wealth quickly!

In the Advanced Fighting Fantasy rulebook a simple table is given of social rank, going from 1 to 10, but with little explanation of how those values have been worked out and how a hero can go from one rank to

the other. That does not mean it is unusable, but for the sake of this guide we have taken the basic concept and expanded it into something more rounded and complete. Heroes that do not wish to engage with the idea of Social Rank can use the simpler system in the main rulebook, but those who desire to explore the concept further can make use of this new set of rules.

In keeping with the usual AFF system we will provide a ranking from 2-12 though the precise ordering will depend on the setting you are using for your adventures. For example, in most settings the king is superior to a high priest but in a highly religious society that order could be reversed.

Status talent: A hero that takes the talent 'Status' upon creation has a Social Rank of 8. This means that they have, for some reason, acquired either a significant position in society or been born into a large amount of wealth - you should decide exactly why this has happened when you create that hero.

Table 7.2.1 Social Ranks

<i>Social Representative Positions</i>	<i>Gold per annum</i>
<i>Rank</i>	<i>Gross / Net*</i>
2 Beggar, Criminal, Slave, Torturer, Outlaw, Leper, Hag, Barbarian	25 / 0
3 Adventurer, Peasant, Soldier, Initiate, Pedlar, Watchman	200 / 20
4 Farmer, Minister, Student, Local Hero, Officer, Crafter, Squire, Sergeant	300 / 50
5 Captain, Clerk, Pride of the County, Researcher, Member, Trader, Witch	500 / 100
6 Artisan, Priest, Knight, Town Mayor, Champion, Lecturer, Master Craftsman	700 / 200
7 Baron, Colonel, Hero, Reader, Owner, Witchsniffer	1,000 / 300
8 Viscount, Bishop, Professor, Surgeon, Merchant	2,000 / 500
9 Earl, Count, Archbishop, General, Hero of Legend, Enforcer	3,000 / 1,000
10 Marquess, Cardinal, Genius	5,000 / 2,000
11 Prince or Duke, High Priest, Field Marshall, Hero of Myth, Master, Merchant Prince	10,000 / 5,000
12 Monarch, King, Emperor, Grand Master	50,000 / 20,000

*Gold per annum, Gross / Net is a rough guide to how much gold a person of that rank might receive in a year and how much they could have once the costs of their lifestyle have been dealt with, assuming they manage it well. So a Knight receives 700gp from his land, but only has 200gp a year to spend on 'extras'. The descriptions of social roles provide more guidance and the campaign setting is also important. A knight in a kingdom ravaged by war, for example, might end up in debt at the end of the year due to the costs of buying horses, maintaining arms and armour and so on. Not all professions provide an income and there is no guarantee that reaching a certain rank will also mean gaining the wealth of their peers.

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Holdings are described in detail in the Advanced Fighting Fantasy Heroes Companion. As a rough guide, a holding produces one twentieth and one tenth of its purchase value per annum as income. Thus to purchase the holdings needed for Social Rank 6 (700gp per annum income) would cost 7,000gp to 14,000gp, though of course such holdings are often gifted rather than bought. So an artisan might come into the possession of a set of workshops from a family member or patron and so on. It's up to you to decide if your heroes are given their income or have to purchase it. Requiring heroes to purchase their holdings, at least in part, is a great motivation for them to go on adventures!

Uses of Social Rank

Test your Rank: If you are trying to decide if a hero or NPC can do something social, their rank can be used to take a test. So if a town mayor (rank 7) tries to raise a militia, you can roll 2d6 against that rank to see if it works - if they get a seven or less they have succeeded. Bonuses or penalties based on circumstances can apply (so if the mayor was trying to raise a militia as a horde of goblins approached, they would get a bonus. If they were trying to do it to carry out a personal vendetta against their wife's lover there would be a penalty).

Modify Social Skills: If two people of different rank meet, the difference can be used to provide a bonus or penalty to their social skill tests. So if a captain (rank 5) is talking to a peasant (rank 3) the captain would have a base +2 bonus to tests of etiquette, con, bargain and so on and the lower rank peasant would have a -2 penalty to the same skill tests. As usual, circumstances might justify other bonuses or penalties and the more stratified a society is could double or treble the effect to reflect the fact that 'everyone knows their place' (so a gap of one rank in social status causes +2 or -2 adjustment to the skill test).

Determine Privileges: If you are trying to decide who would have certain rights or access you can use social rank as a cut-off. For example, a city has a park which is maintained by the duke; only those of social rank 4 or higher are allowed in (no hoi polloi!). Within the park is a pleasure garden for those deemed worthy; only those of rank 6 or higher are invited inside. If a hero (rank 3) needs to get into the pleasure gardens, they will either have to sneak inside or find someone to go on their behalf.

Test for promotion or demotion: If you are trying to decide if a hero has done enough to move up a grade in their chosen career, you can roll 2d6. They need to roll at least equal to or higher than the current grade to progress. So a hero that is a priest (rank 6) has done some great deeds on behalf of the church and might be in line for promotion.

They roll 2d6, scoring a 5 - it looks like they are stuck as a priest for the time being! If they had rolled 2d6 and got a total of 6 or more they would increase their social rank by 1. They would now be a priest (Social Rank 7) and would need to get promoted again to reach the rank of bishop (Social Rank 8).

Bonuses and penalties can be applied based on what the hero has done and the likelihood of their being a position available. For example, a hero that has fought bravely in a great battle in which several of his superiors were killed should have a significant bonus to their promotion roll.

A similar test can be used for demotion. If a hero has made some terrible mistakes or failures, they should roll 2d6 and compare it to their current rank. If the roll is equal or higher, they are demoted.

Descriptions of Social Status

To continue the example above - our priest is tricked into allowing the head of a demonic cult to escape from prison. Oh dear. The church is not pleased and the Director decides the hero must check for demotion. They roll 2d6, scoring 5 - less than their current Social Rank of 7. The bishop shouts at them but doesn't punish them further. If they had rolled a 7 or more, the church would have decided to publicly blame them for the mistake and their Social Rank would have dropped from 7 to 6 - still a priest, but a humbler one.

What this means is that promotion gets harder the higher up you go, but so does demotion - the more powerful someone is in society, the more they can get away with!

In game effects: These are bonuses and advantages that come with your station in life. They are suggestions based on the broad categories and should be modified according to the specific nature of your 'calling'. For example, an elven ranger is following a military career but their benefits might be more related to riding, access to horses, knowledge of secret trails and so on. Customisation is recommended. Some categories provide an income - this should be justified by having the hero acquire lands or businesses, either by purchasing them or receiving them as gifts. The important point is that the money does not simply appear out of thin air.



Any large society will be extremely complex but advancement in social status can be divided into broad categories (with the obvious proviso that every society and campaign will have their own specific rules). The seven examples we will be using are popular acclaim (folk heroes, politicians), religious organisation, academia, the military, the nobility, mercantile and other organisations (such as secret societies or private clubs). Obviously, an individual can rise in more than one area - a beloved priest may also be a folk hero and a wise sage could be a respected academic and also be ennobled for their work. This does not mean a hero should keep track of multiple Social Rank scores, unless they wish to. A single score is sufficient for most circumstances and heroes should choose one area to represent their exploits, or create their own unique set of advancements if none of the categories are suitable.

Monitoring social status is something that can be as complex as you like; the ideas in this section can be used as written or modified to include more detailed ideas such as conflict between factions in a society. If, for example, the nobility and the priesthood hate each other then their social ranks do not apply to those interactions.

Social ranks tend to bring duties, rewards, titles, incomes & expenses and expectations that should be modified so that they fit with your campaign. These ranks and titles are examples to be used as an inspiration.

Popular Acclaim

A person who performs conspicuous acts can rise to become a folk hero, celebrity or politician. It could be a hero that protects a village, a bard that is known for their extraordinary tales, a gladiator that has caught the eye of the crowd. This path is pursued by many adventurers as it relies on the actions of the

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individual (or small group) instead of requiring money or patronage. Words and deeds, not connections. Those that rise in status by popular acclaim can acquire great power but have the risk that an unpopular act or decision can see them fall as fast as they rose! Someone who wishes to pursue this should choose a group they represent - their 'people'. It could be 'the mountain folk', 'poor farmers' or 'the commoners of the city', any group that lacks power in your society.

Typical Motivations for pursuing popular acclaim are: Seeking fame, vanity, defending friends & family, love of your home, fighting against injustice, fighting for a downtrodden or powerless group.

Local Hero (rank 4). The village champion, the Big Fella, the Wise Woman - a person who, through their deeds, has distinguished themselves and earned the thanks of a small group. Not known outside this area, the local hero gets little compensation - maybe a discount here and there, a free meal or pint of beer occasionally and in return when trouble comes they are expected to step forward and deal with it. In game effect: +2 Bargain skill tests in this community.

Pride of the County (rank 5). A figure that is known to fight for their community across a number of towns and villages, someone who has shown they are brave and capable on more than one occasion. The rewards come in the form of discounts and favours, maybe some small pieces of equipment and in return the pride of the county is expected to rush to help when the poor folk call on them. In game effect: +2 Leadership skill tests in this community.

Champion (rank 6). The people's champion is widely known for their bravery and determination to face any threats to the common folk. It might be hunting down a dangerous ogre that was on the loose or standing up to a bad lord and making

them change the law. In return the champion is likely to be provided with not just gifts and assistance but gold in the form of prizes or rewards. When trouble does arise, the champion is the first in line to face it. In game effect: Food, drink and everyday items are now half price whilst in your community.

Hero (rank 7). The deeds of a hero are retold widely, often embellished. A hero is someone that the people admire and look up to; a role-model for their children. This doesn't have to be simple bravery and skill at arms. A great playwright might become so famous and popular that they become a hero, an explorer that brings back treasures and stories from far away could also be considered heroes. As with others who rise by popular acclaim there is no specific income associated with the role, but a hero will have access to people and places that would usually be denied to their 'class' and will be showered in gifts and help from admirers. Most of their wealth will come from their deeds (plunder etc). Many are known by a nickname that reflects their deeds e.g. Erwist, Master of the Thunder Seas. In game effect: You gain a follower of Novice rank and you may spend their skill points as you please.

Hero of Legend (9). As the fame and popularity of a person grows, they may find their exploits detailed in story and song. These people are now living legends, with the line between fiction and reality starting to blur - the warrior that slays a giant with a single blow, the sage that can answer any question. They still have to find a source of income for themselves, but few people will refuse an opportunity to spend time with or help a legend, and they are likely to be made welcome in the houses of the wealthy. Often they become known by a brief moniker, e.g. Seamaster Erwist, or just 'The Seamaster'. In game effect: Each completed mission grants you 5d6gp extra in the form of gifts and treasures sent by admirers.

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Hero of Myth (11). The ultimate stage of popular acclaim - someone who is so widely admired and discussed that the line between fact and fiction becomes completely blurred. The explorer who travelled around the world faster than the wind, the artist whose paintings were so realistic they came to life and so on. The stories may become so ridiculous that the actual individual is a disappointment! Still, those that reach this level of fame are treated with respect and adoration across a wide section of society. Their presence is considered a great honour and they will invariably be showered with gifts and assistance. By this point, a hero of myth is often known just by a single name e.g. 'Erwist' being enough to strike fear into every pirate on the seas. In game effect: You no longer have to pay for food & accommodation whilst in your community and any normal item of less than 100gp value will be provided to you without charge (it's assumed that you don't resell them!). If you need it, your community will provide a militia of 5d6 soldiers (SKILL 7 STAMINA 10 Weapon: Sword Armour: Leather Hauberk and Small shield) that will serve you for up to a month.

will probably prevent them from doing much adventuring. However, some churches may reward followers for carrying out extreme acts of heroism, provided they support the teachings of their god. At the lowest level the work of a religion is concerned with maintaining holy sites such as temples or shrines and preaching to the masses. Collecting donations is an important part of church work at every level and whilst the income of high ranking church members may be large it is expected that the bulk will be spent in the service of the church - charitable works (if appropriate), building and maintaining temples, commissioning artists to celebrate their god.

Churches often have branches in other parts of society, such as inquisitors which are para-military priests that might have ranks more closely related to the military classifications, or preachers that are not attached to a temple and are closer to folk heroes.

Typical Motivations for Religious work are: Worshipping your god, defending your church and its followers, battling against an opposed religion, pursuing a prophecy or vision, moral and philosophical convictions.

Minister (rank 4). Followers of the religion, ministers carry out day-to-day management of the church and holy sites. Only officiate minor ceremonies and may have other jobs besides their work with the church. Often any spare income is donated to the church. In game effect: +2 Religion Lore skill for your religion.

Priests (rank 6). Preachers, missionaries - they are charged with holding ceremonies and may be assigned a temple or holy site as their responsibility. Their income is expected to be used in service of the church although some personal spending is expected. In game effect: when defending a site connected to your religion, gain +1 to all skill rolls.

Religious

All religions are different, yet in some ways they are all the same. At the top there is either a single person (pope, high priest etc) or council that determines the doctrine of the church, based on either interpretation of sacred texts or direct communication with their god, and then passes that down through the organisation to promote the message and recruit followers.

Rising from a follower to the leader of a church can be a slow and involved process and there is a strong expectation that anyone taking a formal position in a religion will be expected to carry out religious duties (running a temple, holding ceremonies etc) which

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Bishops, Prelates (rank 8). Responsible for overseeing the behaviour of a number of priests, may also have their own holy site or temple to manage. A bishop will be provided with a residence and a small number of staff, such as a housekeeper, to assist them. Income is expected to be spent on maintaining a lifestyle appropriate to the religion. In game effect: are provided with a residence, a building owned by your church but put at your disposal. The residence comes with a small staff (cook, maid).

Archbishops (rank 9). Overseeing a large area or population and keeping control of the bishops whilst creating wider strategies for advancing the religion, often involving politics, are the jobs of an archbishop. In most cases they will be provided with a residence and staff by the church which they are expected to maintain to a high standard. As with other clergy their income is supposed to be spent in a way that reflects the teachings of the church, though of course this is not always the case. In game effect: You gain a follower of Novice rank, they must put two of the special skill points into Religion Lore and the remainder in Lore, Magical or Combat skills.

Cardinals (rank 10). Assistants to the high priest or pope, learned in church lore and responsible for turning the message of the church into teachings, ceremonies and advice which they then pass on to the Archbishops & wider clergy. Cardinals are also diplomats and envoys for the church and can speak on behalf of their leader. The church provides houses and a significant staff, in some luxury, but as usual the income of a cardinal should be used for the glory of the church. In game effect: Your residence is larger and better appointed. It is connected to a site which is sacred to your church. The staff is increased and your church provides a significant budget for entertaining and events.

High Priest, Pope, Patriarch, Caliph, Prophet, Messiah (rank 11). The earthly leader of the church, with ultimate responsibility to ensure that their god's will is done on the mortal plane. They may claim to have direct contact with the deity but even if they don't the high priest is the ultimate authority on what a follower of the religion should do or not do. Often involved with politics at the highest level, they may be seen as equal to or superior to monarchs. They will have a main residence at or near the most significant holy site, a large staff to support them and possibly a small personal army. As with other clergy, any 'extra' income should be spent on glorifying their god, often by building new temples or hiring artists to decorate the existing ones. In game effect: You have a personal bodyguard of 2d6 warriors, provided by your church. They have SKILL 8 STAMINA 12 Weapon: Spear Armour: Breastplate & Small Shield. They will try to accompany you at all times, like it or not. If any of them die they will be replaced in 2d6 days. The church is very protective of you!

Academia (including scholars of magic)

Some people dedicate their lives to exploring the mysteries of the world in order to understand them, share their knowledge and put it to use in everyday life. An academic might be a teacher in a great university, but they could also be a lone inventor, magical researcher or seeker of lost knowledge. Academics rise in their field by either brilliant displays of intellect, or by the slower process of accumulating rare and valuable knowledge. They don't always end up with riches, in fact many spend all the gold they can on acquiring rare books, strange devices or materials needed in their research, but a few do find some way of turning their discoveries into wealth. In a fantasy setting, academia includes those that dedicate their lives to studying aspects of magic such as wizards and sorcerers. More traditionally, academia also encompasses those who

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study non-magical medicine, such as physicians and surgeons.

Academics may be unknown outside of their particular interests, but they are still respected, partly out of a desire not to look stupid!

Typical Motivations for Scholarly work are: Fascination with the subject, discovering ancient knowledge, proving your intelligence, superiority over others, insatiable curiosity or obsession, finding an answer to a great question or problem, outlet for an innate talent.

Student (Rank 4). Sometimes called an apprentice or pupil, the life of a student is rarely one of luxury. They must pay their tutor and have not yet acquired skills of worth, so they have only expenses and not income. Because of that most are the children of the already wealthy, with a sprinkling of a few brilliant but poor pupils that have been taken on out of charity. Graduating from student to researcher is at the mercy of their teachers. In game effect: Choose a specialist subject - you gain +2 on Knowledge skills related to this subject.

Researcher (Rank 5). Having acquired a basic understanding of their subject, the researcher is now expected to seek out their own knowledge usually as an assistant to a more senior academic. They can now expect to receive a small income for their work but unless they make some stupendous discovery it will be a meagre amount. The path to promotion is to find some part of their subject in which they can specialise. In game effect: You have access to a laboratory or library and gain +1 to relevant skill tests (usually knowledge based) when you are able to visit it.

Lecturer (Rank 6). With years spent pondering the intricacies of their chosen subject, an academic finally gains some recognition with a stable income and the chance to take on students of their own. It is still unlikely to be a fortune unless they make a particularly valuable discovery, but they are now firmly on the path to higher things. In game effect: Other academics respect you; in a city you may seek them out to assist your research and gain a bonus (Directors discretion) to Knowledge or Magical special skill rolls.

Reader (Rank 7). A Reader, Senior Lecturer, or Assistant Professor has established themselves as an authority on their subject, someone that other academics might come to for assistance. They will have students and researchers of their own and an income that reflects it. In game effect: You gain a follower of Novice rank, they must put two of the special skill points into a Lore skill related to your speciality and the remainder in Lore or Magical.

Professor (Rank 8). After decades of work a talented academic can rise to the point where they are considered a high authority on their subject and suitably informed to judge the work of others. People will seek out their opinion on matters related to not just their specialism but also other matters of thought and their opinions carry weight. All this respect comes with perks; a proper income and the chance to charge for access to your mind. In game effect: When you are not adventuring and living in or near a city or large population, you gain 5d6gp each month as payments for consultations.

Genius (Rank 10). Master, Sage, Philosopher - With enough talent and years of work behind them some academics or intellectuals become so well known that their fame reaches beyond the confines of their subject. They became widely renowned and celebrated across both their own realm and others. People flock to learn from them

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and nobles and merchants invite them to come and offer advice or illumination. In game effect: When you visit a new city, you can contact academics that live there and ask for assistance; what you are offered is at the Directors discretion but could include accommodation, access to libraries and laboratories and introduction to important citizens or to secret / hidden knowledge that is usually restricted.

Military

Every military is different but they all have one thing in common; they all love to create ranks and structures to maintain organisation and ensure the chain of command functions. Ranks in the British army include (but are not limited to) private, corporal, sergeant, officer, lieutenant, captain, major, colonel, brigadier, general and field marshall. Clearly this is far more detailed than most people require in their adventures, though in some settings working your way up this type of structure can be the basis of an entire campaign. Promotion in the military is supposed to be based on bravery and leadership, but often comes down to patronage. The military structure is also applicable to groups such as police, mercenary organisations or watchmen.

Typical Motivations for Military work are: Love of combat, proving your valour, bloodlust, pursuit of physical perfection, desperation (no other options), forced enrolment (conscripted), loyalty to a kingdom or cause, pursuit of wealth (mercenary or pillage), family tradition.

Soldier (rank 3). A trooper, grunt, sailor or enlisted man. One of the cannon fodder. At this level a person has no choice about where and when they go. The hours are long, conditions terrible and the pay, when it arrives, barely enough to cover the cost of replacing your boots. Many soldiers spend their money on wine, women and song, and the rest they waste. In game effect: You are provided

with a weapon and a leather hauberk, which you are expected to look after. You may sleep and eat in the 'barracks' when in your home location.

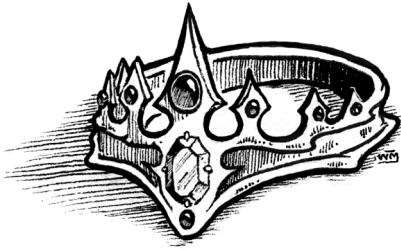
Officer (rank 4). An officer is in charge of a unit of troops, size depending on the structure of the military. Their main job is to make sure orders are carried out by the soldiers or seamen and in particular to stop them from routing in the face of danger. Officers get slightly better pay and conditions, but are still required to do as their superiors command and frequently have to purchase their own equipment. Pillaging is a significant source of income. In game effect: You have learned to be a bully when required - gain +1 to your Con skill tests.

Captain (rank 5). In charge of a number of units making up a company and has some limited autonomy when it comes to giving orders. A captain will receive a decent income from the army and will be provided with reasonable accommodation, but they will also be expected to maintain a certain level of lifestyle. With many young men in the army, excessive drinking, gambling and entertaining is a common way to go broke. In game effect: You have gained skill in command, you have +1 to your Leadership tests.

Colonel (rank 7). The lowest rank of the command structure of the army, a colonel has the responsibility to act as liaison between the high level decision makers and the commanders in the field. Their ability to interpret those orders and how exactly they should be implemented makes the difference between a good and bad colonel. As a senior figure in the army they receive a good level of pay, topped up with pillage and some 'redirection' of the military budget. In game effect: You gain a follower of Novice rank, a young warrior eager to learn from you, they must put their skill points into Combat and Movement special skills.

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General (rank 9). A member of the command who has the job of interpreting military intelligence and turning it into plans of action. They may or may not be in the field; the outcome of battles often depends on their ability to make the right call about troop deployments and tactics. In addition to their pay, most generals will also receive land and holdings, plus the not inconsiderable opportunities demand favours from the trade princess in return for military assistance. On the downside, making the wrong call might well be fatal. In game effect: You gain a horse or other appropriate mount and a holding (land or rights over a trade) that provides you with $1d6 \times 100\text{gp}$ each year. In addition you are provided with masterwork weapons and armour.



Field Marshall (rank 11). Responsible for an entire theatre of war, reports directly to the heads of the armed forces (usually the nobility or rulers) and rarely attends the front lines. A field marshall advises the rulers about the overall strength of the armies and navies, ways to improve them and the costs involved. They are often given noble ranks for their service with the usual land and holdings to supplement their income but the really big money comes from pillage; a smart field marshall will be on hand to pick up the best pieces of plunder. On the downside, they can be held personally responsible for a failure and see their riches, or their lives, stripped from them. In game effect: Your holdings now provide $5d6 \times 100\text{gp}$ each year and you can call upon your organisations forces as you desire; however, your actions can lead to swift punishment if you upset the rulers of whichever kingdom or land they represent.

Nobility

The purpose of the nobility is to defend the realm and manage land and trade. However they are organised and whatever their ranks are called, these are the people who own the land, decide the rules of trade and raise militias and armies to defend it. Referred to as 'my Lord / Lady', a good noble makes the best use of their holdings and gains the respect and admiration of the people, whereas a bad or cruel one will become a tyrant to those peasants unfortunate enough to live on their land. Promotion and demotion in the noble ranks are either by inheritance or patronage. Many titles pass from parent to child - often father to son but not always - and gaining new titles or advancing requires a higher ranked person to sponsor the advance.

At the head of the nobility is the monarchy (king, queen, prince, princess) which are referred to as 'Your highness' or 'Your majesty'. Often the monarchy is referred to as 'the house of so-and-so'. Joining this rank is generally only possible by accident of birth or marriage.

Typical Motivations for a career in the Nobility are: Family tradition, pursuit of status or power, vanity, loyalty to a kingdom or nation, sponsorship by a patron, political influence, pursuit of wealth.

Knight (rank 6). A knight holds the title 'sir' but is not considered a Lord or truly part of the nobility. They are trusted retainers and vassals of the lord or lady, usually in some military role. Becoming a knight is often the first step towards higher ennoblement. A knight's income comes from their personal holdings and estate, they are expected to purchase their knightly equipment, such as horses, a lance, armour and so on, which means that many knights are quite poor unless they have some income from pillaging or from a wealthy sponsor. In game effect: You are granted title to a small parcel of land (or other holdings) which

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grants you $2d6 \times 10gp$ income each year. You gain +2 to Bargain & Etiquette tests when dealing with others who owe allegiance to the same Lord and +1 when dealing with other nobility.

Baron (rank 7). Owner of a small parcel of land worked by serfs and peasants, the job of the baron is to maintain law and order, keep the peasants working and, along with any knights, lead them in battle. The income of a baron will depend on the quality of their land and people and their ability to manage them well. Some of the peasants will be servants to the baron. In game effect: Your land (or other holdings) are increased granting you $2d6 \times 20gp$ income each year. In addition you gain a follower of novice rank. You are expected to maintain a house or residence of some sort.

Viscount (rank 8). A step up from a baron, a viscount has both holdings and additional duties and responsibilities such as trade rights at a small port, castellan of a castle, judge and so on which will provide an additional source of income. They are generally learned people capable of more than just farming. Will have a decent house or manor and a small household staff, some of their income will be spent on ceremonial clothing and trappings. In game effect: In addition to your holdings you are given a position of importance that provides another $2d6 \times 20gp$ income each year, provided you spend at least one week performing your duties.

Earl or Count (rank 9). Owner of a significant area of land, probably encompassing one or more towns. Their duties are similar to a baron's but they don't deal directly with the peasants. They will have one or more good quality homes and a staff to manage them. They may be expected to attend court and will own appropriate clothing and trappings. In game effect: Your holdings and lands have increased again, now providing $2d6 \times 100gp$ income each year. In addition you are

expected to attend court at least once a year. You are expected to maintain a reasonably grand residence in which you can entertain other nobles.

Marquess, Margrave (rank 10). An earl or count that is favoured by the monarch and on their way to becoming a duke. As well as owning land, they will have a manor or estate and staff to run it, and they are likely to have a specific role to play at court or on behalf of the monarch which might become a significant expense. In game effect: Your holdings and lands have increased again, now providing $2d6 \times 500gp$ income each year. You are expected to maintain a grand residence, fully staffed, in which you can entertain other nobles.

Duke (rank 11). Owner of a large area of land called a Duchy. As well as promoting the wealth of their duchy through farming and trade they are charged with ensuring that military strength is well trained and available to the monarchy when needed. Expected to attend court regularly and house the monarch when they are travelling, a duty which can be an exorbitant cost particularly if they are trying to impress their ruler. A duke is expected to dress and behave like a duke; a lot of their income is spent on maintaining appearances. In game effect: Your holdings and lands have increased again, now providing $2d6 \times 1,000gp$ income each year. You are expected to attend court or be in contact with your monarch on a regular basis. Your residence, style and bearing are expected to be of high quality and the monarch will censure you if they are not. You will be given a position that is important to your kingdom, e.g. ambassador, commander of the army, chief judge etc.

Monarch (rank 12). The King, Queen, Sultan, Tzar, Emperor and so on. Depending on the society they may be an absolute ruler - in which case the wealth of the entire realm is available to them - or they may be restrained in some way by other important

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groups (the nobility, churches, trade princes etc). They will certainly own a great deal of land and houses, with their wealth being used to maintain and improve these properties. A monarch is expected to maintain a court along with all its trappings (food, entertainment etc) and these costs, along with the costs of defending the realm, often mean the monarch controls great wealth but struggles to hold on to it. A smart monarch spends within their means, but a foolish one can end up in debt and at risk of losing their throne. In game effect: Your holdings and lands have increased again, now providing $2d6 \times 5,000\text{gp}$ income each year. You are expected to acquire a fully staffed palace and hold court, most of your time will be occupied by dealing with the other nobles and affairs of state. You can command your armies and people to make war, if you are able to persuade the other nobles of the cause.

Secret or Private Societies

The hardest to describe, because they will all vary according to their purposes and history, but we can describe a few similarities. They have a purpose, which means a leadership that sets out what that purpose is, agents that put it into action, members who assist (often financially) and initiates that are on their way to full membership. Unlike other organisations the social rank of these clubs only matters within the society or to those that respect it. For example, the head of a crime syndicate would be respected by its members and people that recognised them, but a stranger might well treat them as merely a criminal - an encounter that is unlikely to end well! Not all secret or private societies are malicious; an explorers club or guardians of an ancient treasure could fall into this category. Promotion within the society will generally be in the hands of its leaders and income and expenses depend heavily on its nature. A crime syndicate will be risky but rewarding, a society dedicated to keeping an ancient secret will probably not come with much in the way of earnings.

Typical Motivations for joining a secret or private society are: Uncovering lost or hidden knowledge, criminal or outlaw ventures, loyalty to the leader, privacy or secrecy, paranoia, pursuit of unusual ambitions, belief in a prophecy, safeguarding a great secret, a duty passed down in your family.

Initiate (Rank 3 within the Society). Just brought into the group, the initiate will be expected to carry out the wishes of the higher ups without question; they will also be expected to pay some form of fee or tribute as part of their membership. Promotion comes from being loyal and capable. In game effect: You've learnt some basics of using codes and markers, you gain +1 to your Secret Signs skill tests.

Member (Rank 5 within the Society). After proving their loyalty an initiate might be taken on as a full member; sometimes this means learning new secrets or mysteries or just taking on new responsibilities. A member has some respect but they are still tools of the masters. In game effect: Pick a Lore skill that is relevant to your secret or private society (Sea Lore for a group of Mariners) - the experience point cost of increasing that skill is halved. If this is a criminal society you may choose Con or City Lore.

Agent (Rank 7 within the Society). An experienced member will be allowed to make their own decisions and make demands of initiates or members, within certain parameters. An agent will have their own area of responsibility, though it may be small. In game effect: At the Director's discretion you can call upon the resources of your secret or private society to aid you when carrying out activities that are relevant to the cause e.g. An explorers club would help provide funds and equipment for an expedition to an unknown island.

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Enforcer (Rank 9 within the Society). A more senior agent that is tasked with checking on the others (and members and initiates) and taking steps to keep them in line. An enforcer will be broadly known and respected within the group. In game effect: You gain a follower of Novice rank, a person whose interests align with your group. they must put their skill points into special skills that are appropriate to your 'interests'.



Master (Rank 11 within the Society). A loyal and competent member may eventually rise to the position of master, someone who knows the secrets and plans of the society and helps direct it towards its goals. A master will expect instant obedience from the lesser ranks. In game effect: When in a location important to your society you can call upon 2d6 initiates (SKILL 6 STAMINA 10 Weapon: Axe Armour: Leather Hauberk) to assist you; this can be done at most once per month. You do not need to explain yourself.

Grand Master (Rank 12 within the Society). If the group has a supreme leader, this is it. The grand master knows all the mysteries and lore, and controls the lower ranks like a puppet master. To those within the society, the grand master is on a par with any ruler or high priest of their realm. In game effect: Choose a location that acts as the headquarters for your society. You can now treat this as your home and use its facilities as you desire. The headquarters should be appropriate to your society and should be of good but not opulent character (so a large house or tower, but not a keep or palace).

Mercantile

The pursuit of riches through purely business acumen is a common occupation and is respected, if not always loved in most societies. There is no formal structure to advancement in this field, it's all about how much gold you can accumulate. A hugely successful farmer, with many acres of land, would be higher in status than a struggling art dealer. Positions in this endeavour are measured in results, not titles.

Typical Motivations for joining a Mercantile career are: Pursuit of wealth and status, family inheritance, talent for business, desperation (escape from poverty), means to an end, competitive instinct, funding another aim, revenge (destroying another merchant), funding other aims, exploitation.

Peasant (Rank 3). 'Basic economic unit' may seem like an insult but it is a fair description. Peasants make up the largest part of the population and do most of the actual work; their opportunities to escape poverty are limited. Unlike a slave or a serf a peasant has the right to earn a bit of coin for themselves. A smart or lucky peasant finds a way to move up the ladder through skill, persuasion or sometimes dishonesty. In game effect: None. Good Luck!

Crafter (Rank 4). Someone who has established a skill at a particular craft or trade, e.g. shoemaker, butcher, farrier etc. No longer expected to carry out drudge work, a crafter (often an apprentice) has taken the first step toward some form of wealth. Frequently, taking up a trade involves joining a guild that regulates and controls it. In game effect: Pick a Crafting special skill and gain one point in it. You can earn 1d6gp a week from your skills, provided you have access to a workshop and tools.

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Trader (Rank 5). There are only so many hours in the day, so in order to become wealthy a person needs to learn to trade; effectively making a profit from the work of others. A trader has set up a business and spends less time doing the work and more time managing it and establishing links with other traders. As with a crafter, this will probably have to be done with the approval of a guild or guilds that manage the trade. In game effect: You spend a lot of time haggling and negotiating; gain +1 to your Bargain skill rolls. Your trading brings in 2d6gp per week if you devote your time to it.

Owner (Rank 7). A business that grows eventually needs premises, equipment and employees, with the owner at the top directing operations and reaping the profits. With the money coming in, a business owner starts to get more attention from other parts of society, usually looking for a handout! In game effect: If you acquire a premises (shop or workshop) your business will now provide you with 1d6gp per week in profit, or 3d6gp per week if you devote your time to it. Dealing with others grants you one point in either the Law or Languages skills.

Merchant (Rank 8). A truly successful owner will continue to expand their operations; multiple workshops, varied routes of trade, a wider product range, warehouses and maybe ships and wagons. A business becomes a widely known enterprise, with activity in more than one location and money flowing through it like lifeblood. A merchant may not be ‘noble’ but they will certainly find the higher-ups in society treating them with respect. In game effect: You gain a follower of Novice rank, a person whose interests align with your group. They must put their skill points into special skills that are appropriate to your ‘interests’. Your business has now grown to cover several locations and brings in 4d6gp per week in profit if you make a Bargain skill test, or 2d6gp if you fail the test.

Merchant Prince (Rank 11). The pinnacle of economic success, a merchant prince has accumulated vast wealth. With their fingers in a number of economic pies, they will be owners of one or more significant businesses and have control of a significant trade. Control over an important spice route, ownership of a fleet of ships, control over the gem trade within a kingdom would all be examples of what it takes to become a merchant prince. With this level of wealth there comes enormous power in other areas and there will be a long line of people seeking them out for help and assistance. The trappings of a merchant prince will be very similar to those of the highest nobility and many seek out opportunities to flaunt their riches. In game effect: Your business has now grown into a web of interests and activities that creates a constant stream of problems to solve. You gain one skill point in two of City Lore, Bargain, Law or Languages as you try to cope. It brings in 2d6 x 10gp per week in profit if you make a Bargain skill test, or 1d6 x 10gp if you fail the test.

Other Options for Handling Social Rank

The system presented for earning and using social status with Advanced Fighting Fantasy is intended to be a more complete and rounded set of rules than those provided in the main rulebook, in which the concept of Social Rank is introduced but not fully elaborated on. There are of course many other ways in which status can be handled and it is up to you to decide how much time and effort you want to put into working out the status and occupation of your hero. Some other options include:

- Handling social status in an abstract way - you can ignore the numbering system and simply decide, based on the situation, how much respect your hero deserves and whether or not this translates into bonuses and penalties to use skills such as Etiquette, Bargain, Con and Leadership

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- Mixed / Limited status - you can use the ranks provided in this section as a guide but only in a limited way. A hero might be hugely popular with their own people but also go around dressed and acting like a beggar. They would have two, entirely separate, social ranks.
- Simplified Ranks - rather than using a 2-12 system you can assign your heroes as belonging to low, moderate or high rank and apply a straight penalty of -3 when trying to interact with someone of higher status. This is faster but it is also less clear as to what your status actually means or how you change it.

Overall, this system is based on the types of hierarchies common in mediaeval fantasy settings in which powerful nobles, priests, warriors or wizards are accorded enormous respect and power and part of being a hero is ascending to those ranks. The way in which you handle this in your setting and campaign is up to you.

Followers

As heroes rise in power and status, they may attract a follower - not just another NPC but one that is willing to follow the hero into danger and do as they say (within reason, they are not supposed to be mindless slaves). The follower should be created as if it was a hero, but one that is of lower 'rank'.

If you have it available, the Advanced Fighting Fantasy Heroes Companion provides rules for hirelings which can be used to create followers, or you can create one as if you were creating a new hero. In the AFF Rulebook a hero is created with 8 improvement points to adjust their characteristics (SKILL, STAMINA, LUCK, MAGIC). A follower should be created as a 'novice' with only 5 improvement points for characteristics and 6 points of special skills.

Followers do not have to be of the same 'type' as the hero though they should start off as someone that is following the same path. A wizard can have a fighter as a follower, a thief might attract a priest to their side (perhaps to try and mend their ways). It is up to you to create your follower and explain why they are attached to you.

You are not obliged to take a follower when one becomes available; if you prefer to play as a lone wolf you can simply ignore this option and leave it for another time.

Releasing a follower: You can, at any time, order your follower to leave your service and make their own way. If you wish them to come back into your service, you will have to find them and take a test of your leadership skill to convince them. If you are entitled to a follower (due to your social rank) another candidate will appear in 1d6 weeks; you are not obliged to accept them.

Follower Experience: If your follower accompanies on your adventures they gain experience but at a slower rate than you. For every four points of experience you gain, your followers get one.



7.3 Creating Factions

Example: Jay 'Fingers' Finch has gained the respect of 'The Surly Boys', a criminal gang operating in and around Ludria. This is treated as a secret society and once Jay reaches the level of 'Enforcer' (Social Rank 9 within the gang) he finds that a young criminal has been so impressed with his antics that he wants to travel with Jay and learn from him. Jay creates a novice hero using the 5 improvement points to give him SKILL 5 STAMINA 12 LUCK 11 (he is human) and put our 6 skills points into combat and movement - 2 points in Sneaking and one each in Thrown, Climb, Awareness and Locks. We need to come up with a name for him (Kol 'Clubber' Tump) and provide him with some basic equipment. 'Clubber' Tump is willing to accompany Jay on his mission and act as muscle or a lookout, but what role he plays is up to Jay. He can take Clubber with him on his adventures, or tell him to stay at home and await instructions.

Further customisation: Those interested in creating followers and customising them may wish to refer to the Advanced Fighting Fantasy Heroes Companion, which has a chapter on hirelings and their abilities. Followers are not intended to be mercenaries - they have chosen to follow and assist the hero - but many of the rules and ideas that apply to hirelings can also be applied to followers.

Whilst this book is focused on creating games for heroes either solo or in small groups, it is worth noting that the rules provided can be used to create factions, which you may wish to do if you are running a longer campaign with some level of political intrigue.

In order to build up a picture of a faction, we need to work out some details such as are they good or evil, interested in war or politics and so on. The 'domain', location, race (main race, factions can include more than one type of person) and motivation for a faction can all be taken from the 'Generated Villains' (section 9.2). Combine this with the Political Systems & Religion tables (section 7.1) to give you the outline of their behaviour. The leader of the faction can be created using the rules for creating villains or simply based on what you already know about it (A faction that is obsessed with religious matters will be led by a priest, a faction that is obsessed with politics will have a demagogue as its leader and so on).

A few extra elements are required - the size of the faction and their level of secrecy, which can be easily generated.

d6 Faction Size

- | | |
|-----|--|
| 1 | Small. This group or faction has few members and meeting them is rare. |
| 2-5 | Moderate: This group has a significant presence and meeting a member is unremarkable. |
| 6 | Large: This group has a lot of members and meeting them is commonplace. |

A second roll on this table can tell you how the faction is changing:

1: Shrinking

2-5: Stable

6: Growing.

d6 Faction Secrecy

- | | |
|-----|---|
| 1 | Hidden: This group of people try and hide their membership and activities from the wider population. |
| 2-5 | Indifferent: This group does not hide or proclaim their activities or membership. |
| 6 | Public: This group actively proclaims and declares their activities and membership. |

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Combining these details or facets should give you a pretty rounded description of your new faction. Ideas for the social structure and titles within the faction can be obtained from the section on Social Status & Ranks (section 7.2). It is up to the player or Director to turn all these elements into a fleshed out account of what the faction is and what it does. A faction can simply be a part of your world or they can be the reason for missions and quests to happen - if that is the case, treat them as a villain and create your missions according to the usual rules.

As we are drawing elements from different parts of this book it is worth giving an example to show how it works.

Janay The Just, a priestess of Libra, is spending a week relaxing in Ludria and decides to spend some time in the inns and taverns hearing rumours about the world she lives in (in out of game terms, the Director is going to create some factions for her to interact with). The Director starts rolling dice and it goes as follows.

Step 1: From the Generated Villains section, 9.2.

- Domain - 2: Fury of the Gods - the faction is religious in some way
- Location - 5: Dungeon - the faction base is in a dungeon
- Race - 1: Human - may include other races but the majority are human
- Motivation - 3: (From the Fury of the Gods motivation table): Prophecy - they believe in an ancient prophecy, nothing can be allowed to prevent it from happening as ordained.
- Lair - 5: A tower, full of strange and dangerous objects. The Director decides that, for the moment, this tower will be above the dungeon.
- Henchman - 4: Tree men, which can be used for encounters with this faction

- Retaliation - 3: Animated Club (maybe they have access to some wood based magic?)
- Battle Tactics - not required at this point, as it is only available to villains, not rank and file personnel

Step 2: From the Political Systems & Religions section. 7.1.

- Morality - 2: Neutral (if you wish to create a 'villain' faction you may want to choose 'evil').
- Control - 6: Strong
- Gods - 8: Worship the neutral gods - determine that to be Aqualis (god of rivers) from the religion table (this part may not be relevant to all factions. Those that pursue the 'Fury of the Gods' will need to be assigned a specific god, but other factions do not have to be).

Step 3: Using the tables in this section.

- Size - 4: Moderate (5: Stable)
- Secrecy - 1: Hidden

In the Social Structure & Ranks section 7.2, we have no dice to roll but instead, based on what information we have so far, we can decide that this is either a religious based organisation or perhaps a secret society. The fact that it is 'Hidden' means the Director decides it is a mix of secret society and religious organisation that can have ranks from both. It will be led by a high priest of Aqualis, but also include members that have no priestly powers and are, broadly speaking, cultists, though this doesn't mean they are evil, just that they are ultimately dedicated to a religious cause but are hiding their purpose from outsiders. We can create ranks for this organisation such as 'wetfoot' for an initiate, 'mudlark' for a full member, 'heron' for a senior person and 'king of the river' for the leader. Use the descriptions of social status given earlier in this chapter to assign them a social rank.

7.4 Hero Backgrounds: AFF Lifepaths

Final Step: Blend it Together.

Taking what we have rolled into consideration we decide that the faction is a cult of Aqualis dedicated to an ancient prophecy concerning their god (to be decided later on, perhaps to do with some kind of great flood they believe to be imminent). They are based in a dungeon on top of which stands an ancient tower, guarded by Tree Men (is this part of the prophecy?) and their access to some kind of wood based magic allows them to send animated clubs to target those that bother them. They have a decent number of members (boatmen? Fishermen? People who work on or near rivers could all be members) and are hidden from the general population. This is not because they are evil, merely secretive, but they are good at staying out of sight (strong control).

We don't know yet if they are going to be an ally or enemy for Janay the Just, but now we know they exist in the world, we can work them into our stories and adventures. We could, for example, create a villain based on this faction (their leader or high priest) and create missions using them as an opponent. Or, we can simply include members of this faction in the background scenery of the world, perhaps as allies or acquaintances for Janay as she goes about her adventures.



Many people enjoy creating complex backgrounds for their heroes based on the story they wish to tell, but sometimes a little bit of help with inspiration is helpful. In this section we provide some ideas to help you build up the background and character of your hero; these are entirely optional and are designed to help you flesh out the origin of your hero, they are not expected to constrain you. Thus, if you find you roll something that you dislike or don't understand, you should feel free to reroll it or replace it with your own invention. The deeper point is that you should think about where your hero came from and what sort of person they are.

These options are meant to be used in addition to the normal process of creating a hero, though they may help you to decide which special skills you want to develop.

What sort of person is my hero?

In order to work out what sort of person our hero is, we can begin by asking ourselves a series of questions relating to their background. Not all the questions have to be answered in full and exhaustive detail; some of them can be left vague or blank, to be filled in later when you have a moment of inspiration about your hero's character.

Physical appearance. Unlike many games, Advanced Fighting Fantasy does not require you to record precise details of things like height, weight, shoe size and so on. Humans come in all shapes and sizes, elves are generally tall and slender and dwarves are short and broad, but within each group there is a lot of variation. As well as these measurements you might also want to give your hero a distinguishing feature - perhaps a scar, a birthmark, a limp or a particularly memorable hairstyle. Once you have decided, record it on your character sheet.

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Age. There are no modifiers based on age to apply, but of course it is important to your hero. If they happen to be very young there might be a particular reason why they have left home at a tender age to go adventuring. If they are older, you should think of what it is they did with their life before starting out on their quest and why they decided to leave their old life behind. Humans have a normal lifespan, Elves live for two hundred to two hundred and fifty years and dwarves lie somewhere between, with one hundred to a hundred and fifty as their usual allotted time. Your hero can be young, old or any age in between - this does not impact your characteristics or skill points.

Origin. Where is your hero from? There are three great continents on Titan (Allansia, Khul and The Old World) each of which contain wilderness, towns and cities. A hero can be from any of these and come from any environment - you can be from a great capital or a tiny village lost in a swamp. If you have the maps available, take a look and pick out somewhere that you like. Your place of origin should be reflected in your choice of Region Lore skills that you take. Humans are widely spread across every environment, elves tend to live in places of great natural beauty and dwarves often make their homes underground, but every group has its exceptions.

The Gods. A hero that is playing as a priest or paladin must choose a god to follow, but for others this is a more open question. Does your hero have a particular faith, or no faith, or simply acknowledges all the gods without engaging in worship? The gods are fairly active and important on Titan, so it is a rare person that ignores them.

Family & Clan. What was your family background and what sort of society did they live in? What was their social status? This does not have to determine what skills you learn, but it might be something that affects the way you develop your hero over time.

Most people on Titan are labourers or craftsmen of one type or another, but some are merchants, scribes, nobles or soldiers. If your family background was particularly different, make a note of it.

The Hero's Motivation. Why did you become a hero? What were you doing before you decided to start adventuring? In Section 7.2 'Social Status & Rank' we have listed some possible motivations for you, but there are uncountable reasons why your hero took up their sword or spellbook. Try to think of one that suits the rest of your story.

Allies & Enemies: Who do you love or hate, and who loves or hates you? Have you got a particular group you want to protect or harm? Do you have specific friends or allies you can turn to when things are tough?

Asking ourselves these questions can help us build a picture of who our hero is and why they have decided to set out on their quest.

In addition to these details, we can add some more colour and depth to our hero's background by rolling on the following tables that relate to their birth and life before they heard the call of adventure.

Birth Month

Throughout the course of the year on Titan as the seasons come and go, the influence of the gods is felt as they make their presence known. It should be clear that this has no effect on the character of the person - those born in the seventh month of the year, as Glantanka shows her face, are no more likely to be good than those born in other months.

There are two main calendars on Titan, Allansian and Khulian - we have combined them into one table, as the gods abide by their own schedules!

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Table 7.4.1 Birth Month & Effect

<i>Month</i>			
<i>1d6</i>	<i>Allansian</i>	<i>Khulian</i>	<i>Effect</i>
1-3	1	Freeze	Snow's Cloak <i>Blessing of Farigiss:</i> You try to keep the temperature low and dislike the heat. You reduce cold damage by 1 point of STAMINA, increase fire damage by 1 point of STAMINA.
	2	Dark	Skies in Darkness <i>Eyes of Arhallogen:</i> You are happiest when the light is low. The penalty for fighting blind is reduced from -6 to -4, you find bright lights painful and can be momentarily blinded if suddenly exposed.
	3	Unlocking	Land's Awakening <i>Galana's Sharing:</i> You have an innate understanding of growing things and gain +1 to Plant Lore skill tests and +1 to Monster Lore skill tests for plants and mutated animals. In addition, plants and animals under your care will be healthier and more bountiful.
	4	Sowing	Heaven's Weeping <i>Stormchild:</i> Sukh, the god of storms, blesses the land at this time. You enjoy stormy weather and reduce damage from lightning based attacks by one point.
	5	Winds	Birds Chatter <i>Pangara's Sweeping:</i> You are swift as the wind and have +1 to skill tests when racing against someone on foot.
	6	Warming	Days Lengthen <i>Courga's encouragement:</i> You are a naturally positive and optimistic person, you have a +2 bonus on tests to resist fear or terror.
4-6	1	Fire	Corn Ripening <i>Glantanka's shining:</i> You like it hot and shiver as soon as you get cold. You reduce fire damage by 1 point of STAMINA, increase cold damage by 1 point of STAMINA.
	2	Watching	Man's Harvesting <i>Galana's Reaping:</i> Born to the sound of the scythe, you gain +1 to combat rolls against plant life and mutated animals and can harvest one extra meal when butchering a carcass.
	3	Reaping	Forests Golden <i>Filash's touch:</i> Often born with auburn hair the last blaze of summer fills you with energy. You are adept at starting fires and add +1 damage when using fire as a weapon.
	4	Hiding	Nature's Curling <i>Logaan's concealment:</i> Just as the animals hibernate or store away food, you are adept at hiding yourself and other objects, you gain +1 to skill tests when doing so.
	5	Close	Sun's Hiding <i>Disease's Touch:</i> As chills and flu take hold, you shrug off diseases reducing their duration by one day and gaining +1 to tests against disease.
	6	Locking	Land's Sleeping <i>Death's Pardon:</i> Born during a lean time of the year, if you go without food for a day, you only lose one point of STAMINA instead of two.

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Birth Year

The years on Titan go on a twenty year cycle with each year having an associated animal. You will need to decide for yourself what year your campaign is taking place in and then work back to find the animal associated with your birth year.

The order of the years is Dragon, Lion, Snake, Ox, Tiger, Goat, Mouse, Deer, Bat, Wolf, Eagle, Dog, Spider, Rabbit, Fox, Crocodile, Owl, Cat, Shark and Horse.

Heroes find they have a special innate connection with the creature of their birth year. They gain a +2 bonus to Animal Lore and Animal Handling tests relating to the animal of your birth year, so someone born in the Year of the Mouse has an affinity with mice and other small rodents and gains a bonus to their skill tests when interacting with them.

The extent to which this bonus applies is up to the Director, they might decide that someone born in the Year of The Bat has a natural affinity with bats, they might ignore that hero in combat or they might indeed be able to communicate with them to some

extent. The exception to this would be the year of the Dragon - as intelligent creatures, they have little interest in the birthday of its food!

The year on Titan described in the source books is 248 AC (248 After Chaos, which started from the year 1999 Old Time).

Starting Wealth

All heroes start with the basic equipment (See 'Hero Creation' in the AFF Rulebook), bought or scavenged in preparation for adventuring. Your starting wealth roll replaces the 2d6gp that heroes start with according to the usual rules.

This does not have an effect on your social rank. You can be a rich peasant (perhaps you found a stash of gold coins just before you decided to become an adventurer) or a poor lord (you have land and titles but they are mismanaged and you are constantly broke). It's up to you to explain what the starting wealth of your hero means.

If your hero has chosen the 'Status' or 'Knighthed' talents, you may wish to ignore this table.

Alternative Starting Wealth.

<i>2d6</i>	<i>Human</i>	<i>Elf</i>	<i>Dwarf</i>
2	Destitute - 1d6sp	Lowly - 1d6gp	Poor - 1d6gp
3-5	Poor - 1d6gp	Lowly - 1d6gp	Poor - 1d6gp
6-9	Average - 2d6gp	Average - 2d6gp	Average - 2d6gp
10-11	Wealthy - 4d6gp	Highborne - 4d6gp	Comfortable - 4d6gp
12	Rich - 6d6gp	Highborne - 4d6gp	Wealthy - 6d6gp

Childhood Life Experience

There are many important events that happen during childhood, memories and influences that will shape your life as an adult, but as a future hero there might be something in your background of particular

relevance, something that will help you in your adventures. If you want to, come up with something unique for yourself and as a general rule remember it should not be too powerful.

Table 7.4.2 Unusual Life Experience

<i>1d6</i>	<i>Unusual Life Experience</i>
1	1 You were visited by fairies - pick one minor magic spell that you can cast 2xdy without a casting roll or magic points.
	2 You were anointed with cockatrice blood at birth and you are immune to petrification.
	3 For reasons that are unclear, you can speak Draconic, the language of dragons. This does not mean they will be nice to you.
	4 You trained with a grizzled old warrior who showed you how to use an unusual weapon - you have learned an exotic weapon such as whips, firepowder weapons, spiked gauntlet or something else of your choice. You have one point in the related special skill.
	5 You knew or were apprenticed to a mage and had access to a library and are proficient at finding information. If you have access to a library, add +2 to any Lore skill tests.
	6 Trader - you have been taught the art of haggling and can increase or decrease prices by 10% in addition to any other modifiers. You have one point in the Bargain special skill.
2	1 You were apprenticed to become a sailor - you have +2 to tests involving tying or untying knots and +1 to Sea Lore tests.
	2 You encountered a shaman that opened your third eye; you have one point in the Second Sight skill even if you have no points in MAGIC; a successful test of the skill will (in your case) allow you to spot invisible creatures and regardless of other characteristics you always have to roll at worst a 7 or less to succeed in your Second Sight skill test.
	3 Whilst swimming in a lake or river, you encountered a water spirit that conversed with you; you have +1 to swimming skill tests and can hold your breath for twice the usual length of time.
	4 You spent time with a well known ranger who passed on a great store of knowledge; you have +1 to hunting and fishing skill tests, and pick one environment (not city) for which you gain +2 to your Region Lore (or if using the Survival skill gain +1 to that).
	5 You 'ran' with a street gang and picked up some useful skills - you have +1 to your Sleight of Hand and Sneaking skill tests but you also have an enemy; at least one powerful person knows about your shady past.
	6 You loved cooking and spent a lot of time in the kitchen; you can automatically tell if food is rotten or poisoned and have 1 point in the 'Crafting - Cooking' skill.
3	1 You enjoyed taking part in plays and storytelling as a child and learned the basics of showmanship. You have +1 to Disguise skill tests and any social skill tests where you can tell a tale, or perform in front of a crowd.
	2 You spent many hours playing fighting games with your peers. You have 1 point in Brawling skill and have +1 bonus damage when using an improvised weapon.
	3 You were apprenticed to a craftsman - pick one type of craft, you gain one point in the skill and +1 to any skill tests related to it (as decided by your Director).
	4 You have been contacted by the spirit of one of your ancestors, and once per day may commune with them through quiet meditation lasting at least one hour' from 'You have been contacted by the spirit of one of your ancestors, and may commune with them through quiet meditation lasting at least one hour', needs that once per day limit in their.

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- 5 From an early age you loved to ride and were rarely out of the saddle. You have one point in Ride skill and Animal Lore - Horses (or another chosen steed) and have +1 to Ride skill tests.
- 6 Your parents undertook a pilgrimage when you were a child and had you blessed at a holy site; you cannot be the subject of a curse and are immune to them.
- 4 1 You spent some time with a travelling circus strongman. You have got used to supplementing your diet with raw eggs and meat. You have bulging muscles and one point in the Strength special skill.
- 2 You spent some time apprenticed to a hedge witch, healer or physician and have a familiarity with wounds and disease. You have a point in the Healing special skill and can recognise common poisons and diseases without rolling.
- 3 At your naming ceremony you were given a blessing that stays with you for life. Once per adventure you can choose to automatically pass a Test for LUCK rather than roll it. You still reduce your LUCK by one after the "test".
- 4 Your grandparent was a well known hero who was renowned for their bravery. You have an almost supernatural resolve, and are unaffected by fear whether natural or magical.
- 5 You were anointed with Oil of Eagles by an old priestess as a baby, and as a result have outstanding vision. You gain +1 to all Awareness tests and can see further than most.
- 6 Your parents sent you to one of the Temple schools for an education for a whole year. The discipline was brutal, but you did gain a point in the Religion Lore special skill.
- 5 1 Your parents considered that there was no point in having children and carrying things themselves. Much of your early life was spent, with your brothers and sisters, bags, boxes and sacks. You have one additional encumbrance slot.
- 2 A childhood friend was an arsonist, and to this day it shapes your fears. You hate sleeping in a locked room with no easy escape, but on the other hand are able to get a flame going easily in almost any circumstances!
- 3 Your childhood was spent travelling by caravan, horse or ship. In addition to your many colourful memories you can also choose two more Languages which are known to level 2.
- 4 A chance meeting with a sailor, a friend from childhood, led to a three day drinking binge which you only survived due to a strange herbal drink your friend gave you. Since then, you are barely affected by alcohol.
- 5 Some years previously, you were accidentally caught in the middle of a magical duel, and the after effects have left you somewhat resilient to enchantment. You have a +1 bonus to LUCK tests taken to avoid magical effects.
- 6 As a child you had an enemy, a vicious bully, who loved nothing more than inflicting bruises and pain on you. As a result you became adept at hiding whenever his ugly face came into view. You have +1 in the Sneaking special skill.
- 6 - Player choice or Special

Sworn Enemy

The world of Titan is constantly changing with many conflicts raging across and under its surface. Over time it may be that your family, clan or nation have ended up battling with one particular foe, making them the sworn enemy of your people. Tales of these fights have been shared widely, giving you an edge when you encounter that particular enemy.

Against your sworn enemy, your knowledge of their tactics and weaknesses mean you have +1 to your combat rolls against them and +1 to any LUCK rolls you make whilst fighting them. In addition you start with 1 skill point in the relevant Monster Lore skill.

Table 7.4.3 Sworn Enemy. Titan is a troubled world and your people have been attacked in the past. Who have you sworn vengeance against?

1d6		Sworn Enemy	Notes
1-3	1	Lizardmen	The lizardmen of Silur Cha may prefer the hot jungles as their abode, but whatever you are on Titan you run the risk of being attacked by them or their agents, always on the lookout for slaves or treasures.
	2	Undead	An unfortunate aspect of life on Titan is the existence of the undead and their thirst for the life-force of the living is unending.
	3	Demons	From the planes of hell come the demons and their mortal servants. They strive to come up with new ways to torment people with their cruelty.
	4	Elementals	Whilst not always evil, creatures from the elemental planes are often powerful and indifferent to the damage they cause. It is best to send them back where they belong.
	5	Evil Priests	The evil gods, led by Death, Disease & Decay, are always trying to cause ruin on Titan through their servants. You relish in hunting them down.
	6	Orcs & Goblins	Made by Hashak the Creator, the orcs love to form into clans and tribes and live by raiding and stealing. They often bring along the cruel goblins to assist them. Beating back these creatures is doing everyone a favour.
4-6	1	Dragons	Although rare there are wild places where dragon attacks can be a brutal fact of life. The best policy is usually to run or hide from these powerful creatures, but some brave heroes are willing to take them on.
	2	Giants	The first giants were created by Titan and some of them are still wise and good, but others have devolved into brutality and violence. They are powerful, but can be tricked.
	3	Creatures of Chaos	The coming of chaos two and a half centuries ago changed the face of Titan leaving many places in ruins. Although the great army of chaos was defeated, the influence of this dangerous magic remains.
	4	Dark Elves	A small number of elves have turned to the worship of Slangg and moved to live in magical underground cities. Cunning and cruel, it is a brave hero that takes on the Dark Elves.
	5	Trolls & Ogres	The shock troops of the evil armies are the trolls and ogres. Strong but stupid, they can be beaten by a hero that is courageous and skilled.
	6	Hero's Choice	Pick one of the categories above or create your own, based on your hero's backstory.

Chapter 7 - Political, Religious and Social Factors

Personality Quirk

Everybody has some element to their personality which marks them out as different. You can come up with something that suits your particular background or roll on the table below to generate one.

These are intended to be parts of your character, not dominant features. A hero that is fastidious about their appearance does not have to pause in combat to wipe the gore from their armour, but they should stop and bathe as soon as the opportunity presents itself.

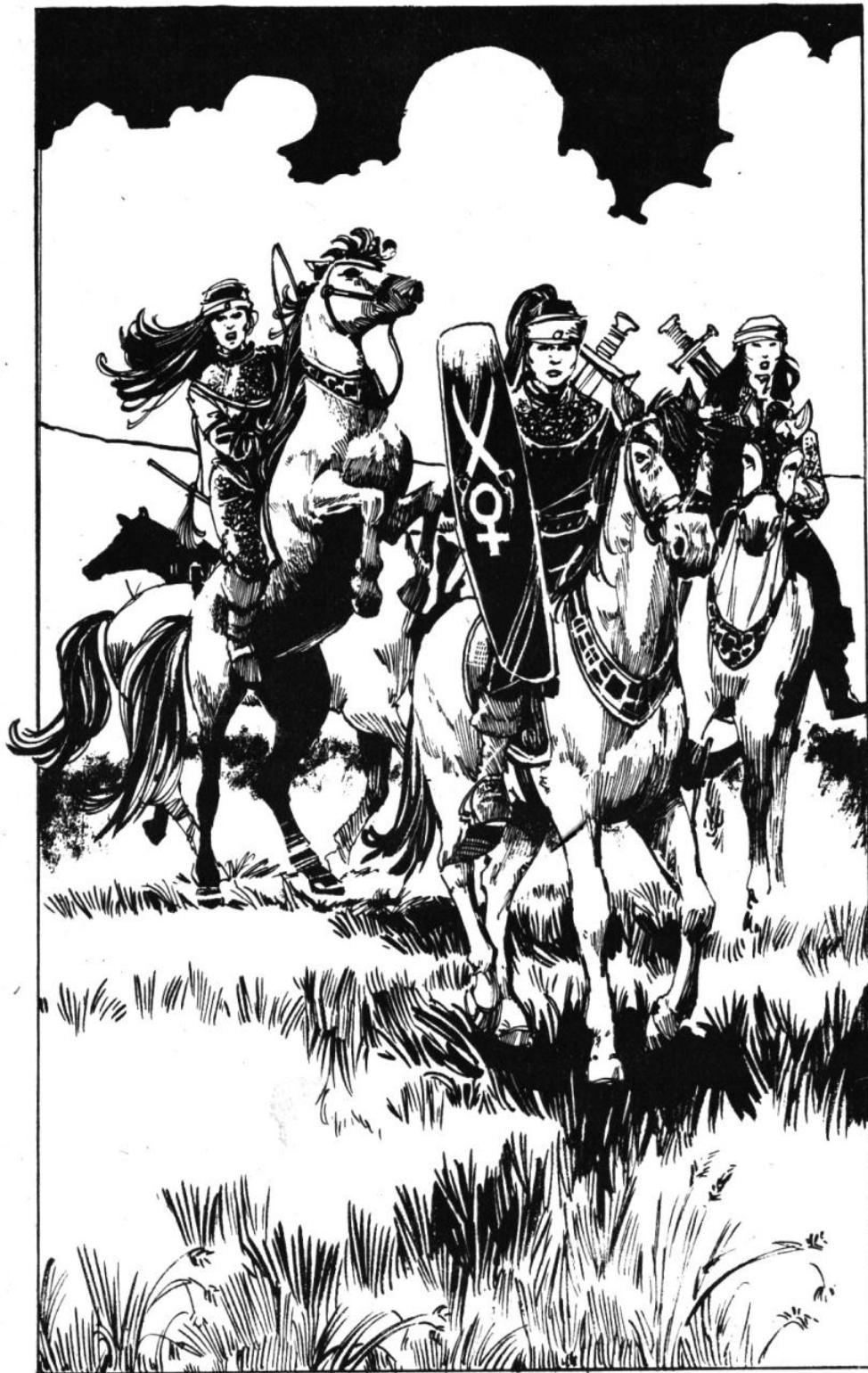
Table 7.4.4 Personality Quirk

1d6		Personality Quirk
1-2	1	Phobia: You have a distinct fear of some kind, either a particular creature or situation. Decide on something appropriate and make a note of it. You will go to great lengths to avoid coming into contact with the source of your phobia.
	2	You are noted for your generosity and you like to donate regularly to good causes, such as giving alms to the poor. The lowest in society (beggars, lepers and so on) are thankful for your kindness.
	3	You are fastidious about your appearance, taking pride in your grooming and your clothing.
	4	You hold the gods in high respect, even those opposed to you and take care not to offend them.
	5	You are a gourmand, you love good food and fine wine and will seek them out. What exactly constitutes 'good' food is something your hero will have to decide for themselves - a barbarian might insist on huge piles of roasted meat, an elf might demand fresh fruit and spring water.
	6	You have a great wanderlust and want to see as much of the world as you can.
3-4	1	You hold the gods in contempt and see their worship as a sort of weakness (you may reroll this if your hero is a priest or paladin, or can build it into your story).
	2	You are fascinated by history and ancient things, and you hope to build a collection one day.
	3	You are fascinated by magic, grand or trivial, and you are always on the lookout for new items to examine.
	4	You are embarrassed by displays of emotion and like to maintain a calm (some say icy) demeanour, particularly around strangers.
	5	You have a love of natural, wild animals and try to avoid hurting or killing them unless absolutely required.
	6	You are fascinated by power and those who wield it. You seek it in all its forms (force of arms, political, magical etc) and admire those who possess it.
5-6	1	You are notably short-tempered and rude to those who disappoint you. You can bite your tongue if required, but you resent it when you have to.
	2	You are honest to a fault and have trouble lying, even when telling the truth will cause problems.
	3	You have a vivid imagination and love to embellish and add detail and colour to your conversation, even if that means lying. You struggle to give a simple, straight answer even when it is important.
	4	You have an insatiable curiosity about the world and find it incredibly frustrating when you can't get an answer or explanation for something.
	5	You love games and competitions and are always looking for ways to keep a 'score' of what's happening. You particularly dislike losing.
	6	You are particularly merciful and believe in giving your enemies the chance for redemption if possible (this does not apply to creatures such as undead, demons, elementals and so on as they operate according to an alien morality).

Summary

The most important thing is that you are happy with your hero and the details of their background and appearance. There is very little point in forcing yourself to play a character which does not suit you or is at odds with what you imagine your hero to be. If

that happens, you should change the parts that are bothering you and roll or choose something that is more appropriate - the aim is to end up with a hero that is interesting and exciting to you, a hero that you want to see explore the world of Titan.



8 - RUMOURS AND EVENTS

Whilst you are merrily adventuring across Titan, the rest of the world is still in motion and things are happening that can help or hinder your progress. These come to you as rumours or events. They may simply be gossip or they might completely alter your plans! Including these influences in your game is optional; the other systems will work without them, but they do add an unpredictable element to your game which will enhance the feeling of immersion in a living world.

You should roll on the Rumours & Events table once when you start your adventures and thereafter roll either every 5d6 days or, if you are taking a more relaxed attitude to timekeeping, each time you take on a new opponent (major villain), or start a major new chapter of your campaign. You receive the information in the form of gossip and the work of town criers - if you are out in the wilderness or a dungeon, you should still roll and apply the effects. The effects last until you roll again or at least one month has passed, however you are reckoning time. You can also receive new rumours by interacting with some of the people of your world, as described in the encounters.

Whilst all these rumours & events are reported to the heroes as being truthful, it's up to you to decide if they are real or imagined. News of a distant war might be based on actual events, or it might be a rumour that has gotten out of hand. Either way the effects are real.

Having established the broad category for our news, we can find more details by making a roll on one of the following tables. You can, of course, simply use the theme to come up with your own rumours and events based on what you think is appropriate for your campaign.

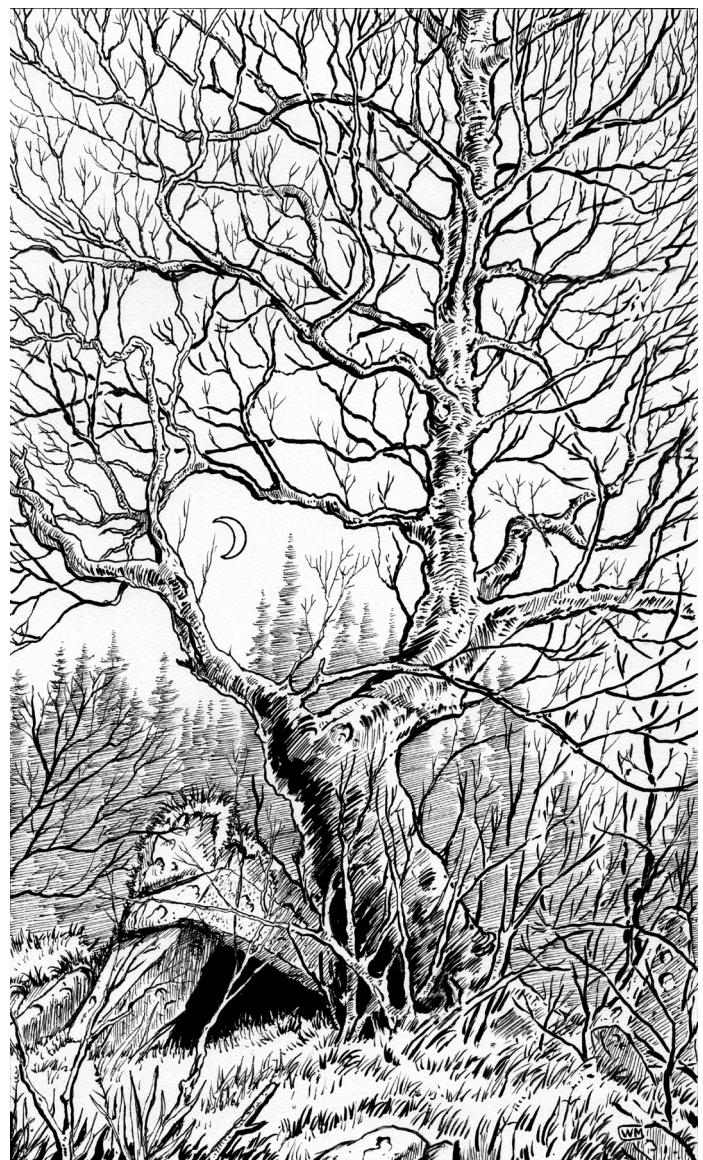


Table 8.1 Rumours & Events

1d6	Domain	Description
1	Winds of Magic	A significant use, or misuse of magic has widespread effects.
2	Fury of the Gods	The priests and their followers are causing some form of trouble.
3	Chaos Unleashed	The clash of steel on steel rings across the land.
4	Lust for Power	Merchants, thieves and nobles conducting deadly intrigues.
5	Natural World	Floods, tornadoes, earthquakes - nature is dangerous!
6	Trivia & Gossip	Everyday trivia - gossip and rumours spread like wildfire.

Winds of Magic Rumours & Events

Whilst magic is ever present on Titan the sages and practitioners will tell you that it swirls and gusts around them, sometimes thundering like a storm and at other times flowing by with barely a whisper. Naturally, this has an effect on spell casters,

invigorating them with unexpected energies when the winds blow strongly and making life difficult when the gusts are weak and hard to gather. Much like sailors and the trade winds, spell casters respond to these changes with bursts of activity.

Table 8.2 Winds of Magic Rumours & Events

2d6 Rumour or Event

- | | |
|----|---|
| 2 | The winds of magic are subdued and weak, making it difficult to summon the energy to cast spells.
<i>Effect:</i> all spellcasting has a -1 penalty to the roll. |
| 3 | Wizards have been called together to discuss a disruption to the flow of magic across the world. No one knows what this means, though most suspect an uprising of Chaos from Khul, but it is certainly bad news.
<i>Effect:</i> Rolling a total of 11 for a spellcasting attempt will also result in a roll on the Oops! Spellcasting failure table. |
| 4 | A trove of ancient magics, leftover from the Age of Wizards, was recently uncovered and its treasures are being circulated widely, flooding the market with an influx of goods.
<i>Effect:</i> The cost of scrolls is halved. |
| 5 | Sorcerers have been called to a great tournament of magic.
<i>Effect:</i> The cost of Sorcery spell components is doubled. |
| 6 | A coven of witches has been unmasked, but they scattered before they could all be captured - they could be anywhere:
<i>Effect:</i> If you are in a settlement where you could encounter the Witchsniffer, you must take that as the first of your encounters for the day, but only once. |
| 7 | For reasons unclear to you, the flows of magic are favouring one aspect of your craft.
<i>Effect:</i> Pick one of your spells for which you gain +2 to spellcasting rolls whilst this event lasts. |
| 8 | A crafty wizard has discovered a way to locate and teleport magic items at a distance.
<i>Effect:</i> Next time you roll a treasure that is a magic item, ignore it - it has already been taken! |
| 9 | Wizards or Sorcerers have been seen duelling across the mountaintops, flinging lightning bolts and thunder from peak to peak in an awesome display of power.
<i>Effect:</i> Characters with spellcasting ability gain +1 to any Con skill tests as people tremble in fear of their magic. |
| 10 | Not one moon past, people saw strange lights in the sky, streaking about like a flock of fiery birds. One old lady was so affrighted by it she dropped dead on the spot and the next day all the cows' milk spoiled.
<i>Effect:</i> Using magic in a settlement unsettles the locals - after casting a spell you have -2 to Etiquette, Bargain and Leadership skill tests but +2 to Con skill tests. |
| 11 | For any spellcasters, strange and intricate dreams visit you across a span of several nights, offering you an insight to your chosen craft.
<i>Effect:</i> The next time you spend experience points to learn a spell, the cost for one spell is halved. |
| 12 | The winds of magic blow strong and true, filling adepts with power.
<i>Effect:</i> All spellcasting rolls have a +1 bonus. |

Chapter 8 - Rumours and Events

Fury of the Gods Rumours & Events

The gods of Titan, be they good, neutral or evil, are not distant or forgotten but actively involved in the world. They may not be able (or willing) to manifest

themselves on the mortal plane but instead work through their worshippers and priests to further their aims in a constantly shifting battle of wills.

Table 8.3 Fury of the Gods Rumours & Events

2d6 *Rumour or Event*

2	A necromancer, a priest of Death, has been raising the dead. <i>Effect:</i> Each time you fight a monster, roll 2d6 - on the result of a 2 or 3, you are also attacked by a Ghoul that lurches from the shadows (see the Ghoul encounter C8)
3	Followers of Slangg, the god of Malice, have slain a well loved hero and all who hear the news mourn her passing. <i>Effect:</i> Lose one point of LUCK.
4	Chaos Magic dances in the air and evil creatures welcome its touch. When fighting evil humanoids and beasts (your decision to decide what counts as evil) it will have a mutation. Roll 1d6 - 1: Barbed Tentacle - it gains an extra attack which counts as a small claw, 2-3: Scales - thick scales grant it +1 to its Armour roll, 4-5: Rippling Muscles grant it +1 to damage rolls, 6: Chaos has ravaged this creature reducing it's Skill and Stamina by one point each.
5	Religious conflict has escalated and tensions between followers are high. The priests are nervous and wary towards strangers. <i>Effect:</i> You can only obtain services at a Temple if you follow gods of the same type (good, neutral, evil), otherwise you are turned away.
6	Sukh, God of Storms, Pangara, God of Winds and Farigiss, God of Ice and Cold have been holding a contest to see who is the most powerful. <i>Effect:</i> When you roll for weather add +1 and Exposure rolls have a -3 penalty as the weather goes crazy.
7	Fulkra & Solinhar, the gods of Travellers and Mariners, have been looking after their charges well and the trade caravans have mostly got to their destinations unharmed. <i>Effect:</i> Bargain rolls have a +1 bonus.
8	Verlang, God of Metal Workers, has been visiting the dreams of blacksmiths to help them with their work. <i>Effect:</i> Armour and Weapons are on sale at half normal price.
9	Fourga, God of Pride and Telak, God of Courage and Combat are rewarding the courage of heroes with minor boons. <i>Effect:</i> After you win a combat, gain +1 to your combat rolls for the next combat (can only gain this once each day).
10	A group of druids have been celebrating the ascension of a new Archdruid to lead them. <i>Effect:</i> Herbs are in great supply and the price of salves and ointments is halved.
11	A holy man appeared and performed a great miracle at the temple, curing the sick and ailing. The gods have favoured us and many offerings were made in thanks bringing great fortune to the pious. <i>Effect:</i> Visiting a temple and making a donation of 5g pieces will restore one point of LUCK (this can only be done once).
12	A great stag has been sighted, with a skin of white and gold! All are taking this as a sign that the gods are pleased with the mortals. <i>Effect:</i> You may restore one point of LUCK.

Chaos Unleashed Rumours & Events

Chaos, in this context, means not just creatures tainted by chaotic magic but the chaos of battle and

war, where armies clash and blood is spilt. Such things are unfortunately very common on Titan and the effects can stretch well beyond the battlefield.

Table 8.4 Chaos Unleashed Rumours & Events

<i>2d6</i>	<i>Rumour or Event</i>
2	The armies of your kingdom have suffered a terrible reverse, with many lives lost and an invading force pillaging and burning. People are fleeing and many are saying that all will be killed or taken as slaves. <i>Effect:</i> This news casts a dark shadow over all who hear it - lose one point of LUCK as your spirit withers.
3	Pirates have been very active of late, raiding and sinking ships. <i>Effect:</i> Merchants are short of stock and worried - Bargain skill rolls have a -2 penalty. If you are in the wilderness the cost of transport by boat is doubled.
4	A powerful noble has been corrupted and is now plotting treachery across the realm. He has been hiring mercs to go out under cover of darkness and cause destruction. Beware night, for it is full of terrors. <i>Effect:</i> If you roll for an encounter at night, roll twice and take the 'worse' result - the one that is more likely to lead to a fight.
5	The dwarves are preparing for an attack by a great goblin army and are returning to their strongholds. <i>Effect:</i> Any social skill rolls with Dwarves are at -2 unless you are a Dwarf; they are surly and taciturn as they worry about home affairs.
6	The army is short-handed but the King is refusing to pay more in wages - as a result the recruiters are trying some different tactics to fill up the regiments. <i>Effect:</i> If you are in a settlement and move around at night your first encounter will be with Slave Takers (C23). This happens once per settlement.
7	The army has returned from campaigning and the soldiers are taking their ease while they can, which involves a lot of drinking.. <i>Effect:</i> Price of alcohol is doubled and if you visit a Drinking Den or Inn roll 1d6 - on a roll of 1 you have the 'Mass Brawl' encounter (C12).
8	A great lord has decided to raise a warband to raid a neighbouring kingdom and he is holding contests to find the best archers and fighters to accompany him. <i>Effect:</i> The next time you are in a settlement you may choose to attend either the Archery Contest (C5) or the Wrestling Contest (C15) when at the Marketplace location.
9	Barbarian Chiefs have announced a gladiatorial contest and vicious warriors from all across the land are flocking to join in. <i>Effect:</i> In the wilderness any encounter with a Band of Pilgrims (W5) will be a Band of Barbarians. In a settlement the Rowdy Barbarian (S22) will always lead to a fight.
10	Bandits have been attacking nearby villages and a lord is raising a militia to deal with the problem. <i>Effect:</i> The price of weapons and armour is doubled (both selling and buying).
11	The army won a great victory over an orc and goblin warband! In celebration, feasts have been prepared for the returning troops and a terrible danger has been averted. <i>Effect:</i> Everyone is in a good mood and all Social skill rolls receive a +1 bonus whilst the celebrations last.
12	A swarm of chaos creatures had crawled forth from the darkest pits of the earth, summoned by a foul knight of chaos, but it was swiftly and soundly defeated by a band of heroes; consequently, all heroes are being held in high regard at the moment. <i>Effect:</i> Restore one point of LUCK.

Chapter 8 - Rumours and Events

Lust for Power Rumours & Events

There are many men and women who seek power or wealth (and what is the difference between those two anyway?) and the ones who let their ambitions

consume them are more than willing to cheat, lie or bully their way to the top. Often, this has consequences for anyway unfortunate enough to be in their way.

Table 8.5 Lust for Power - Rumours & Events

2d6 Rumour or Event

- | | |
|---|--|
| 2 | A run in with Lizardmen cost the lives of many pirates; their captains are looking to replace the lost crew.

<i>Effect:</i> In settlements, the atmosphere in the Slum Alleys and Drinking Dens is bad and all social skill rolls have to be made with a -2 penalty. If you are in the wilderness, your first encounter in a Shorelines & Sea area will be with Slave Takers (C23). |
| 3 | A murderer stalks the streets! Several people have been taken and when their bodies have turned up, they are horribly mutilated!

<i>Effect:</i> A curfew has been imposed. If you move around a settlement at night, ignore any 'friendly' encounters other than Night Watchman (S35) as everyone is inside! |
| 4 | The tax collectors were returning to the treasury with their coffers full, when they were robbed by a gang of bandits and sent packing with only their underclothes. The nobles are furious, but the slums are full of people with sudden unexplained wealth.

<i>Effect:</i> If you meet a Patrol (W16) in the wilderness, instead of the usual options they will demand 2d6gp from you. In a settlement, If you meet a Tithe Collector (S36), you will be charged double the usual amount! On the positive side, if you visit a Drinking Den, you may drink for free, as a merry stranger pays the bill for the whole bar! |
| 5 | Several of the nobles have fallen ill with a strange disease, believed to have been passed around at a wild party which the priests did not approve of. Large donations have been made to several temples in recompense and the priests are busy tending to the sickly nobility instead of the ailing poor.

<i>Effect:</i> The cost of services at a Temple are doubled. If you have a disease when you meet anyone described as a noble, they will cover their faces and flee. |
| 6 | A number of con-men are plying their trade and the 'sport' of relieving people of their gold through lies and deceptions has become strangely popular.

<i>Effect:</i> On your first 'friendly' encounter of the day roll 1d6 - on a roll of 1 you should replace the encounter with the Con Artist (S45) and you must take the 'contest of wits' option. |
| 7 | Complaints from the peasants have convinced the nobles to carry out a law & order crackdown.

<i>Effect:</i> Rolls on the Lawbreaker table are made at a -3 penalty, but if you 'call for the watch' you ignore the usual penalty to your Leadership skill test. |
| 8 | The King is angry with his wife, for he believes she has taken one of his Counts as a lover. She has been exiled to one his castles, where she is miserable and plots against the King sending out spies and charlatans to stir up the people.

<i>Effect:</i> If you encounter any nobles, they will ignore you out of suspicion that you might be a spy unless you make an Etiquette skill roll with a -3 penalty to convince them otherwise. |

2d6 Rumour or Event

- 9 Two thieves guilds are fighting each other in a secret war, setting up traps and ambushes for each other.
Effect: Forewarned by this news you are looking out for traps and gain a +1 bonus on to your Trap Knowledge skill rolls.
- 10 A royal baby is on the way! The queen is pregnant and the mood at court is full of joy.
Effect: All Bargain skill rolls gain a +1 bonus due to the general good mood of merchants that know a royal birth means a celebration, and a chance for profit, is soon at hand.
- 11 The wealthiest merchants are appalled at the state of the city. They have decided to invest their wealth in making improvements and are threatening to demolish the slums and replace them with new houses.
Effect: In the Slum Alleys location, everyone is on edge and your Etiquette and Bargain rolls are at -1 there.
- 12 A Lord, aided by a group of heroes, has been unmasked as a foul cultist who was using demonic powers to advance his cause and gain power. There is great shock but also relief that he was stopped in time. *Effect:* Heroes are held in high regard - Restore one point of LUCK.



The Natural World Rumours & Events

Most of Titan is still an untamed wilderness, full of savage beasts and powerful natural phenomena which can spread their effects far and wide. Travellers

and merchants bring news of these events to the cities, though how much of it is true is a matter of much bar-room debate.

Table 8.6 Natural World - Rumours & Events

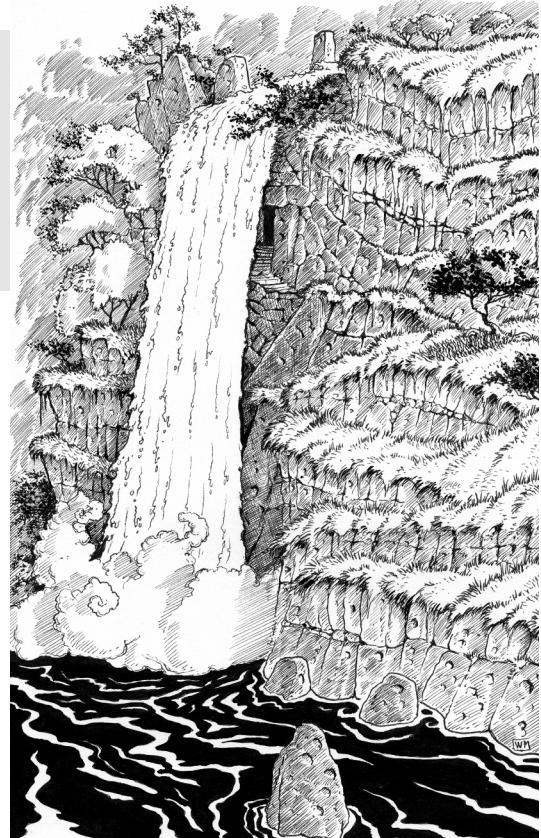
2d6 Rumour or Event

- 2 Infested - whether its poor sanitation or something more sinister is a mystery, but a great plague of huge rats is sweeping across the land. Giant Rats.
Effect: On any encounter, roll 2d6 and on the result of a 2 or 3, you are attacked by a Giant Rat (encounter C9) which you must fight alongside anything else you face.
- 3 An earthquake has struck, turning buildings into rubble and opening great rents in the earth, as if a great clawed hand had struck the ground and ripped deep into it.
Effect: You must test your SKILL or suffer 1d6 points of damage from falling debris. If you are in town, food and accommodation prices double for one week as people clear up. If you are in the wilderness, your next two encounters will be a Crevasse (W2). In a dungeon you hear a rumbling but little else.

Chapter 8 - Rumours and Events

2d6 Rumour or Event

- 4 Hard rains have fallen in the last few weeks, very much out of season. There have been floods, fallen trees and paths have been made impassable as they are washed out or turned into a quagmire. If you are travelling in the wilderness, Marshlands are impassable for 2d6 days and Rivers & Lakes have double the usual travel time.
Effect: Merchants are struggling to obtain goods - all Bargain rolls have a -2 penalty.
- 5 A bountiful new source of gold has been found and miners are rushing to exploit it.
Effect: Pick one of the Hills or Mountains areas on your map - in that area, replace any 'monster' encounter with either Prospectors (W31) or Abandoned Campsite (W28).
- 6 A great livestock plague has swept across the land, killing many beasts.
Effect: The price of animals (horses, ponies, pigs etc) is doubled and if you should have encounter W9 Herd of Beasts you will instead encounter nothing but a series of rotting corpses.
- 7 A mysterious dungeon has been discovered.
Effect: Pick an area on your map that is within 30 - 50 miles of your current location (3 to 5 squares or hexes away) and note that it now contains a dungeon. If you visit that area you can make a Region Lore roll to find the entrance and explore it, using the normal rules for Dungeon Creation (Chapter 5).
- 8 For unknown reasons, foul creatures have been skittering and crawling out of the woods and seeking shelter wherever they can find it.
Effect: The next time you have an encounter that involves fighting a monster of some kind, replace whatever you roll on the table with a Giant Spider, C20 (this only happens once).
- 9 Starving - the last harvest failed and people are desperately short of food. All Food costs three times the usual amount.
Effect: In any encounter you can offer up one day's rations to gain a bonus of +1 on any test of your Social skill tests.
- 10 An expedition into the Ice Wastes has returned bringing a great bounty of furs and leathers with them. Artisans have been hard at work turning them into armour, harnesses and other such items.
Effect: Leather items (including armour) and winter clothing are available at half price.
- 11 Bountiful - the recent harvests have been exceptional and food and drink is in great supply and of excellent quality.
Effect: All food and drink costs are halved and your first meal of the day now restores an additional point of STAMINA.
- 12 A strange comet has been sighted in the night sky, opinions about its meaning vary widely, but in general it seems to be a harbinger of good fortune.
Effect: If you test your LUCK you have a +1 bonus to the roll.



Trivia & Gossip Rumours & Events

No matter what great events happen in the rest of the world the lives of the simple folk, the farmers and

crafters, go on regardless. Perhaps even a mighty hero such as yourself might learn something interesting by listening to those that toil.

Table 8.7 Trivia & Gossip - Rumours & Events*2d6 Rumour or Event*

- | | |
|----|--|
| 2 | <p>There has been a terrible blight on the land, it's been awful for the farmers.
The cabbages have been wiped out completely and they are ten times normal at market!</p> <p><i>Effect:</i> Cabbages cost ten times as much as usual</p> |
| 3 | <p>Looks like the weather is about to change. If I were you, I'd hurry up and get where you are going, before the rains come. Mind you, last time I thought that it was sunny for a month! Want to buy some eggs?</p> <p><i>Effect:</i> You may purchase up to 2d6 meals worth of eggs at 1gp/meal.</p> |
| 4 | <p>You aren't from around here, are you? I'll give you some advice, want it or not. Stay away from the forest. Nothing good ever came out of it and those hunters that go in there don't come out the same. Always looking around, shifty like. Take my word from it and go the other way, if you have any sense.</p> <p><i>Effect:</i> If you enter a Forest area, roll 2x on the encounters table and take the 'most dangerous' encounter.</p> |
| 5 | <p>I don't know why you're looking at me, I've got to get these sheep up to the top field so I have and I don't have the time to parley with some ragged traveller. I'll wish you all the best, but I'll be on my way. <i>Effect:</i> If you visit the top field, there are sheep. They ignore you.</p> |
| 6 | <p>Well I heard he did it, but my old nan down the road says otherwise, so now I don't know what to think. Maybe he did, maybe not, who am I to judge anyway. Don't tell anyone I told you, eh?</p> <p><i>Effect:</i> Mild confusion.</p> |
| 7 | <p>It was the middle of last night and everyone in our road woke up all at once! I can't tell you why, but I reckon it was some sort of witchcraft, so I'm telling you now it's best if you stay indoors and don't go out after dark. Who knows what's lurking about?</p> <p><i>Effect:</i> It was a bad batch of beer, not witchcraft, so there is no effect.</p> |
| 8 | <p>A craze has swept the land in which peasants compete to see who can create the most ornate hat, and wherever you travel you find people holding hat contests and taking the art of millinery very seriously.</p> <p><i>Effect:</i> Adventures often come across strange objects in their travels such as the fur of some monster or a goblins necklace - you may sell a pocketful of such curios for 3d6gp in any city or town.</p> |
| 9 | <p>They say that a dark stranger rode through under a blood moon and that after he left all the black cats had disappeared. Some days later a shepherd was found torn to pieces but guess what? None of his sheep were harmed at all, though all their wool turned purple.</p> <p><i>Effect:</i> In the wilderness people are happy to meet a normal person, you have +1 to your Etiquette rolls.</p> |
| 10 | <p>You can't go around looking like that, people will laugh. The current trends in clothing have changed suddenly, taking everybody by surprise - it's time to update your look if you want to be taken seriously.</p> <p><i>Effect:</i> Price of clothing is doubled.</p> |
| 11 | <p>A great crafters fair has been announced and in preparation artisans and makers have been busy in their workshops, practising and trying to create their finest work. The markets are humming with activity.</p> <p><i>Effect:</i> All Bargain skill rolls have a +1 bonus as traders compete to sell the produce of the workshops.</p> |
| 12 | <p>'Come, come and join the feast!' A celebration is in progress, marking an important turning point in the seasons of the year. Food and drink have been prepared and feelings of joy and optimism run high.</p> <p><i>Effect:</i> You restore one point of LUCK.</p> |

9 - VILLAINS

What would a hero be without a villain to defeat? In this chapter we present a number of archetypes of villainy to use, which we will call your opponent. In general it is assumed you have one opponent at a time, though you can take on more if you are up to the challenge!

An important thing to note is that your opponent will not, initially, be aware of you (unless you want that to be part of your campaign) and will try to escape from fighting you - it will be up to you to force them into a confrontation where you can defeat them.

In addition to the example villains we also offer a means to randomly generate your own dastardly evildoers. Looking through the list of opponents will give you some ideas of how to set up and use randomly generated antagonists. Feel free to add your own twists and tricks to the villains repertoire and as always to alter them in whatever way you see fit.

9.1 Example Villains

Twelve example villains are given here, which should provide a good range of opponents to occupy your heroes. There are three for each of the domains 'Winds of Magic', 'Fury of the Gods', 'Chaos Unleashed' and 'Lust for Power'. These domains correspond both to the common fantasy tropes (magic users, worshippers of evil gods, warriors and 'professionals') and to the division of special skills in Advanced Fighting Fantasy. This affects what your opponent will do - an evil priest is more likely to concern themselves with gathering cultists to their cause than trying to start fights between criminal gangs.

For each villain there is provided:

Description - a pen portrait of the mastermind or group the brave Hero must defeat. Their methods and motives are varied, but all of them wish ill upon the world and are willing to pursue their own goals regardless of the consequences for the common folk, be they human, elf or dwarf.

Motivation - a brief summary of their motivations and a table showing which type of missions they usually instigate.

Lair - when you finally track them down, this gives you a scene for your battle but usually has no wider impact on gameplay.

Confrontation - each opponent will have their own tactics and abilities, which you should read carefully before beginning the fight. It is highly likely that you will need to track down your opponent more than once before defeating them. After all, a villain has their own plans which don't involve being defeated by an annoying hero!

Item - each villain also has a unique magic item. Make sure you know what they do before you fight them.

Henchmen - The most loyal servants of your opponent, always keen to do their bidding. Sometimes you might end up battling your opponent's henchman, rather than the mastermind.

Retaliation - after you completed your first mission (even if you don't manage to strike at your opponent), your opponent will understand that some Hero is trying to foil them - this has consequences! The retaliation continues until your opponent has been defeated. Depending on the villain, this can be very inconvenient.

AFF Adventure Creation System

Choosing a Villain

Whilst you can create quests and adventures without a specific villain to oppose you it can be more compelling to have an opponent to pit your wits

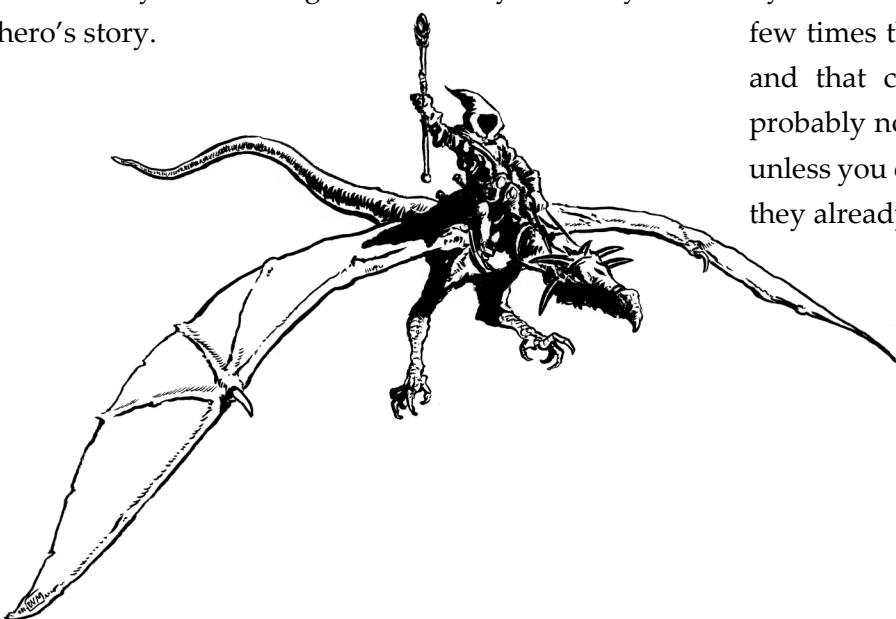
against. You can either choose one from the examples provided, create your own (see section 9.2 for some help with doing this) or roll randomly.

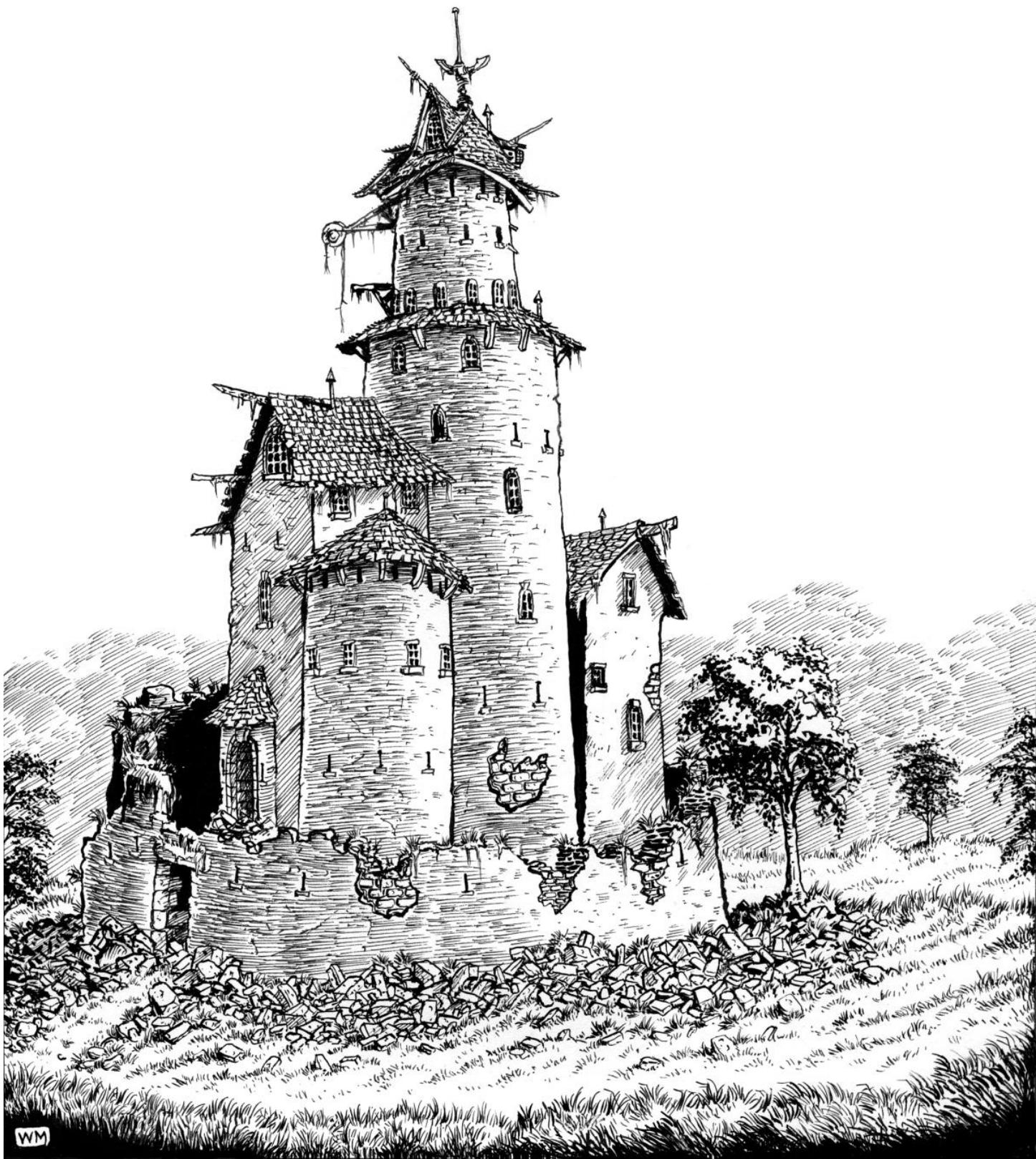
Table 9.1.1 Who is your Opponent?

<i>Roll 1d6, Reroll 5, 6</i>				
	1	2	3	4
<i>Roll 1d6</i>	Winds of Magic <i>The winds of magic swirl and thunder around Titan; anyone who could seize their power would be mighty indeed.</i>	Fury of the Gods <i>The Gods look upon the mortal plane and grow restless, eager to play some part in the drama. becoming their favourite will bring great rewards.</i>	Chaos Unleashed <i>The mighty battle drums sound out their rhythm and the dungeons of Titan spew out their foul denizens to unleash havoc.</i>	Lust for Power <i>What is life, if not a competition? And how else should we measure winners and losers, but by the accumulation of power?</i>
1-2	The Magician	The Inquisitor	The Horde	The Syndicate
3-4	The Sorcerer	The Claws & Thorns	The Emerald Scale	The Warlord
5-6	The Coven	The Necromancer	The Nest Mother	The House of Swords

For each villain you will see in their description a table describing what sort of adventures are particularly relevant to them. You can use this in combination with the campaign missions described in section 10.1 to discover a series of adventures which should culminate in you defeating your opponent. When you have defeated one, you can roll to see who you are facing next and carry on with your hero's story.

You can also use their descriptions and motivations to come up with quests and missions of your own, section 10.2 has extensive advice on how you can do that. The important thing to remember is that the villains are not, initially, out to attack you. They have plans of their own and you are taking on the task of stopping them, so your missions should reflect that dynamic. Of course, once you have thwarted them a few times they might decide to go after you directly and that can be an adventure in itself, but it is probably not going to be the first thing that happens unless you can come up with a good reason as to why they already hate you!





The Magician - Taz Remak

Description: Whilst most magicians follow after the example of the Keeper of the Darkwood, Yaztromo, and fight against evil and chaos there are always those that seek greater power with little regard for the lives of the common people. Those magicians may appear to be gentle scholars but they have no problem in using the orcs, goblins and others as agents in their pursuit of knowledge.

Deep in the night, his table lit by enchanted glow-orbs, the man sifted through his parchments once again. Somewhere in these documents were the clues that would, with careful deciphering, let him uncover the lost and forgotten artifacts he craved. He moved his hands slowly across the jumble of papers like a scorpion approaching its prey. His fingers touched the spine of an ancient book with a fire charred cover and he pulled it open and started to work through the pages that he already knew by heart. The knowledge he sought was surely here, somewhere, if only he could put the pieces together.

After more fruitless hours of searching, Taz Remak looked up from his collection and out of the narrow window of his study. Dawn was breaking across the city and the sounds of everyday life starting to rise to

their usual susurration. Taz stood and walked across to the window to better take in the view and give his limbs a moment to stretch. The dawn light painted his face in gold - he was a handsome looking older man, with plenty of grey in his hair and beard, and a sharp prow of a nose between his deep set eyes. At first sight he might be mistaken for a merchant, but meet his gaze too long and you would be struck by the coldness of his regard as if he were a hawk moments before it swooped on its prey.

The magician watched a peasant struggling to pull her cart of vegetables along a muddy track, heading for the marketplace. His pursuit of ancient knowledge was dangerous and his schemes might result in the deaths of many people like her - but what did it matter? Did the farmer give up just because lambs had to die to fill the pot? Thinking of this reminded Taz that he hadn't eaten in a day or so and that even a powerful wizard couldn't sustain himself on magic alone. It was time to take a break from his studies and make plans. The city was full of mysteries and he would be the one to unravel them.

Motivation: Taz Remak is obsessed with finding ancient artefacts and lore to increase his magical knowledge and power.

The Magician Mission Generator - Refer to Table 10.1.1 Campaign Missions

Roll Secret Scheme

<i>Roll</i>	<i>Secret Scheme</i>	<i>Roll on the mission table under..</i>
1-4	The power of magic is there for the taking, but only the wisest know how. Years of research and practice are needed to achieve greatness, now is the time to put that knowledge to use.	Winds of Magic
5	Magic is above even the greatest king, but even dull minds have their uses. A bit of gold or flattery works as well as any spell and it is the ends, not the means, which matter.	Lust for Power
6	Crude tools give crude results. Stooping to such devices is regrettable, but practising one's control over the lesser minds? That is knowledge worth pursuing.	Chaos Unleashed

Chapter 9 - Villains

Lair:

City: The magician is careful not to lead anyone back to his true sanctum, but instead has set up a temporary base from which to conduct his operations. This is a large tent, split into two rooms (a bedroom and a simple study). The tent is made of coloured cloth with mystical runes highlighted in gold and silver. If the magician flees from combat or is defeated, the tent and its contents will disappear with a loud puffing noise and a large cloud of dust.

Dungeon: Taz Remak is not a natural dungeon denizen, so one room will have been cleaned up and fitted with a heavy oak door. Inside the room, glowing orbs illuminate a desk covered in parchments filled with his increasingly deranged scrawls. To one side a simple cot provides a place to sleep - this is not a room that Taz wishes to spend much time in.

Wilderness: The large tent used as a temporary base in the city has been brought out here by his servants (all cowards who will not fight) and erected in the wilds. Using his magic, Taz has erected an earthen wall around it to offer some protection.

Confrontation

Taz Remak

SKILL	6
STAMINA	12
MAGIC	5 (Arcane Power 8, MP 30)
Armour:	None (Dodge skill 3)
Weapon:	Staff.

Dressed in fine robes and wielding a carved oaken staff, Taz Remak fights with magic. He will use the spells 'Flash!' on the first round after which he will use 'Fire Bolt' to whittle down the hero.

Taz Remak doesn't like fighting, particularly those times he is hurt. If Taz is damaged he will teleport away to another location..unless you can taunt him to stay. Once he is hit, make a test against your Con special skill. If you succeed he will stay but if you fail

he disappears in a puff of smoke at the start of the next round and you must track him down again. Each time you confront him, he grows angrier with you and will stay for one more round before he considers teleporting away (so 2 rounds the second time you confront, 3 rounds the third and so on). Great is the pride of wizards....and still greater their fall!

Item: Scarf of Many Colours. Taz likes to go about town without being noticed and has acquired this scarf, which can subtly alter the appearance of its wearer granting them +1 to Disguise skill tests.

Henchmen

Apprentice

SKILL	4
STAMINA	8
MAGIC	3 (Arcane Power 5, MP 14)
Weapon:	Staff
Armour:	None (Dodge skill 2)

Taz has recruited a number of apprentices to help him - they are desperate to impress the older magician in the hope of being taught greater magics. When confronted they will fight using the spells 'Weakness' on the first round and then 'Flash!' after which they will use their staves. They are ultimately cowards - if reduced to STAMINA of 2 or less they will surrender. In tears. It's up to you what you do about that.

Retaliation

Once riled, the magician will attempt to destroy his enemies from afar, scrying out their location and sending a magically animated club to bash them. This scrying is time consuming and Taz Remak cannot afford the time to do it each day - roll 1d6. On a 1,2 or 3 he has found you and sent an animated club to your location (roll another 1d6 to see when this happens - 1-2: morning, 3-4: midday, 5-6: evening). The club has SKILL 8 but as per the 'Animate' spell, if it loses a round of combat (i.e you manage to damage it) the spell ends. It does damage as a normal, non-magical club.

The Sorcerer, Zeoltan the Immolator

Description: Sorcerers are the most unpredictable of spell casters, since much of their power derives from some innate quality. They do not have to endure the drudgery of lessons in the temple or seek out the favour of a learned master. As a result, they often develop their own explanation for why they have been granted abilities that can cause such devastation; a common reason being that they have been chosen to rise above the common folk! As you can imagine this leads to a lot of problems which is why sorcerers are generally treated with even more distrust and suspicion than magicians.

To the raiders she must have looked an easy mark. A lone woman, well dressed and unarmoured, riding a good horse down a bad road. They would already have been thinking of ways to spend their pickings as they charged through the trees towards her. Then she stopped her horse and quite calmly looked at them. Her expression changed from the tired boredom of a long ride into the malicious glee of a bad tempered child that had found something small and weak to use as a plaything. Her eyes blazed with a sudden fire. Probably the smartest bandits realised at this point they had miscalculated but it was too late. With a graceful flick of her wrists gouts of glowing flame leapt, dancing, from her palms and then around the tree trunks and onto each man turning them into spinning, tumbling fire sprites. The men's war cries turned to screams as they burned, beating futilely at the flames that refused to be extinguished.

Within moments it was all over. The bandits were silent smoking corpses scattered near the edge of the road and the Lady Zeoltan Gear, known to her followers as Zeoltan the Immolator, patted her horse a few times to calm it and then continued on her journey. It had been a pleasant diversion to unleash her power so freely but now she was tired from the exertion and wanted to get to the comforts of a good bed in the city, where so many opportunities awaited her.

Motivation: Zeoltan is motivated by fierce pride in her powers and the joy of using them. She wants to use her magic to cause destruction and dominate others.



The Sorcerer Mission Generator - Refer to Table 10.1.1 Campaign Missions

Roll Secret Scheme

1-2 Only I, the sorcerer, am capable of harnessing the power of magic to its full extent. Let others tremble at my mastery of the arcane!

3-4 It is only natural that people flock to do my bidding. Very well, I shall find tasks that suit their meagre talents.

5-6 Perhaps one day I shall grow strong enough to challenge them, but for now even I must bow to the gods and make use of their blessings.

Roll on the mission table under..

Winds of Magic

Lust for Power

Fury of the Gods

Chapter 9 - Villains

Lair

City: The Sorcerer is proud but not foolish. She has obtained a rented room of some style and quality from which to carry out her plots. This is a pleasantly furnished room, light and airy - the sort of place where it would be nice to spend an afternoon taking tea and discussing books, for Zeoltan is keen to maintain the pretence of being just another young noblewoman.

Dungeon: Zeoltan is confident of her ability to protect herself, so her lair in the dungeon will lack much beyond the basics. She is here to do something important, not impress visitors. Apart from a cot and a fireplace, her room will only be distinctive only because it is kept cleaner and warmer than the rest.

Wilderness: Sorcerers pride themselves on being self-sufficient. In the wilderness, Zeoltan will have found a hut or farmhouse and taken it for herself, killing the former inhabitants if necessary. The building will have been brought to a livable state, if it was in disrepair, but the only unusual thing about it will be the woodpile is very well stocked - she likes to keep the fire going day and night.

Confrontation

Zeoltan the Immolator

SKILL	5
STAMINA	14
MAGIC	5 Inner Power 8
Armour:	None (Dodge skill 3)
Weapon:	Dagger

Although Lady Zeoltan Geara carries a dagger, her pride means she will always attempt to use magic to defend herself. Her spells are 'SIX' which she will use when the fight starts and 'HOT' which she will use until she runs out of the STAMINA to cast it. Zeoltan herself is immune to damage from her own fiery spells and has no concerns about turning her lair into an inferno.

Zeoltan doesn't like being disturbed. The first time she is injured she will snap her fingers teleporting you across the city! (in a dungeon you are transported to a room in another section and in the wilderness you are transported to an adjacent area). Drop a dice onto the map to find out where you pop back into existence. By the time you have returned, Zeoltan is gone. However, this sort of magic is too taxing to be done more than once a week - so find her again soon! Provided you find her in the next week she will not be able to dismiss you and will fight to the death.

Item: Pendant of Obsidian. Wary of fighting other magic users, Zeoltan wears a necklace holding a shard of obsidian. Once each day it can absorb one lightning based magical attack against its wearer.

Henchman

Bedazzled Noble

SKILL	6
STAMINA	8
Armour:	Leather Hauberk
Weapon:	Sword

The Lady has charmed and awed a number of minor nobles from failing houses to act as her agents. They are so bedazzled that they will fight to the death to save her. It is notable that she has not recruited other users of magic - she wants no rivals! Whilst fighting these fools will continue to remind you of how poor and unworthy you are compared to their mistress.

Retaliation

Zeoltan doesn't want any scruffy heroes stopping her. Once engaged in fighting her, she will perform a ritual to call upon the powers of fire and vengeance. Everytime you are in combat (not just with her but with anyone), you must roll 1d6 each round - on a roll of 1, some part of your clothing or your weapon will flare into sudden scorching flame! This does not damage the item but does cause 1d3 points of STAMINA damage to you. This can only happen once each day.

The Coven

Description: The Coven exists anywhere there are peasants facing problems they can't deal with on their own. The Coven have power and do use it to help - for a price. A price which always ends up being far greater than described. The Coven exist to prey on the good nature of others and take advantage of their troubles. So a farmer, wanting a cure for his diseased herd might make an agreement with a witch that his son will work for her for a year - his cattle will be healed, but after the year of work his son will come back slack jawed and seemingly witless. Or a woman might ask for good fortune with her business - then later on, her husband steals the gold she makes and runs off leaving her penniless once more. Agreements with witches are known as devil's bargains for a reason.

'Hubble bubble toil and trouble! Is that what you expected?' said Kristin with a laugh as she took the gift of herbs and put them on her kitchen table. 'It's not how you think it is, young man, not like that at all'. Jaume relaxed and wondered why he was so nervous. Kristin was just another hedge witch. Out of the window of her shack he could see a small blond haired child digging in the herb garden and he wondered why the others had been so wary of asking her for help. He took a seat on a wooden stool and waited as the woman, dressed in the usual woolen shift and robes of a servant, picked up the bundle of

herbs and wandered over to her stove. For a moment she was absorbed in sifting and mixing the herbs on her stove until she turned back to look Jaume directly in the eyes - and he was transfixed with fear as the woman's eyes blazed with an unnatural marshlight green and Jaume teetered on the edge of unconsciousness. As she held him with her gaze Kristin spoke again, but now her voice had the tone and timbre of a much older woman frail but at the same time full of certainty and power. 'Let me tell you how it is, little fool. If you want my help, you must give something for it. A bargain must be made and the cost will not be easy to pay!'. The strange light faded from Kristin's eyes and she turned back to sorting through the herbs. Jaume came back to his senses a few moments later, his breath heavy and his heart hammering in his chest. He got to his feet unsteadily and silently staggered out of the little cottage. 'Come back when you are ready to pay, Jaume. Your wife won't get better without my help' said Kristin as he left. It was only on the way home he realised that he had never got to discussing the reason for his visit.

Motivation: The witches of The Coven are cruel and greedy. They have made an alliance with a dark power, usually a demon, and they enjoy using those powers to torment others and control them. Their purposes vary from witch to witch but most often it is simply for the pleasure of seeing other people suffer.

Mission Generator for The Coven - Refer to Table 10.1.1 Campaign Missions

Roll	Secret Scheme	Roll on the mission table under..
1-3	As magic users the Coven employ a variety of magical effects and devices to achieve their aims.	Winds of Magic
4-5	Witches are not priestesses but their magic is gifted from demons or other powers; powers that expect to get something in return.	Fury of the Gods
6	Mere carnage is not particularly satisfactory for a witch, but it will suffice when other options aren't available.	Chaos Unleashed

Chapter 9 - Villains

Lair

City: The Coven like to hide in plain sight - their base of operations will be a small shack or hovel which is almost indistinguishable from any other. They are fond of attracting urchins to act as errand boys, though in time some of them will mysteriously vanish...the cauldron has to be kept full, after all.

Dungeon: Witches prey on people - human, elf or dwarf - but there are always ingredients for the cauldron that can only be found in the dank corridors of a trap filled tomb. If they do need to be in a dungeon they will have fenced off a room or two and put in a space for the cauldron,. Even underground witches like to maintain the idea that they are simply the village wise-woman, and nothing more sinister.

Wilderness: A simple hut, clean swept, with a garden of herbs and a coop of chickens at the back is an ideal home for a witch. Usually close enough to a path or road that a curious traveller might knock on her door and end up as fodder for the cauldron.

Confrontation

Kristin Wert, Witch

SKILL	6
STAMINA	10
Devotion	7
Weapon:	Dagger
Armour:	None (Dodge skill 4)

'Oh, so you've found me out, have you, dear? How unfortunate..for you!' With a shriek the witch will fly at you. Her disguise as a young woman falls away to reveal her haggard appearance, a face reflecting her foul nature. Her patron has granted her the power of Glamour. For rounds equal to her Devotion her eyes will glow with a fierce green light that fills anyone that sees it with dread - the effect is that All rolls are made with a penalty of -1. On the final (seventh) round her eyes blaze brighter and the Hero must test their LUCK or flee! By the time you have recovered , Kristin Wert has fled and you must track her down.

Item: Carved Toadstool. Kristin Wert carries a crudely carved toadstool, which radiates magic. Once a day, the bearer can curse another creature to suffer -1 to all rolls for one hour. The toadstool can also rid the bearer of a curse, but that drains it for one week.

Henchmen

Entranced Man

SKILL	7
STAMINA	8
Weapon:	Battle Axe
Armour:	Leather Cuirass

It is a favourite trick of witches to place a glamour on some tough but stupid young man (often woodsmen) and use them as bodyguards. They may snap out of it when severely wounded - when reduced to 3 STAMINA or less they Entranced Man must make a 1d6 roll - on a 1 or 2 the enchantment lifts and they will fall to their knees and surrender.

Retaliation

Curses: You have been marked as the victim of an unending stream of curses. Each day whilst you battle The Coven you must roll (at the start of the day) to see what happens. The curse lasts a day (when you get a new one!) or until you defeat your opponent.

Table 9.1.2 Curses. Test against your LUCK or suffer the effect described.

- 1 *Curse of Stench:* A foul odour emanates from you, causing anyone nearby to feel nauseous. Suffer a -1 penalty to all Social tests.
- 2 *Curse of Withering:* Evil magic weakens you as if you were ill. Lose 2 STAMINA.
- 3 *Curse of Clumsiness:* Your limbs are not quite under control. Movement tests are at -1.
- 4 *Curse of Stupidity:* Your mind is fogged! Knowledge and MAGIC tests are at -1.
- 5 *Curse of Cowardice:* Fear courses through your veins. Suffer a -1 penalty to all combat skills.
- 6 *Curse failed!* For some reason, the magic of the curse failed. Restore one point of LUCK

The Inquisitor, Anna Gotval

Description: The Inquisitor is a religious fanatic, a leader of cultists that acts in secret to corrupt the society she lives in and gain power for the terrible deities she worships.

The heels of her leather boots made a satisfying clack-clack sound as the inquisitor marched along the marble-floored aisle of the chapel. It was built by her father, but he was long dead and it was hers now, as were the acolytes that knelt silently to either side. They knew better than to make a noise when she came to worship.

At this late hour the chapel was mostly in darkness, as it should be, with only a few torches to either side and the altar candles providing a flickering, uncertain light. She felt a thrilling shiver of fear run down her spine as she approached the altar. It was a hideous thing; a rough stone basin, stained with dried blood, protruded from the base of a carving of her dark master. She surveyed it with awe - four arms ending in clawed hands spread out from a trunk composed of bodies melded together in torment. Two muscular legs bunched up under the torso ended with cylindrical elephantine feet. At the top a great rough head leered at her, with 4 great horns bending and twisting above it.

As Gotval reached the dias she first knelt and then prostrated herself full-length on the floor in front of the monstrosity. Her acolytes started a low moaning chant, just as she had trained them too. Breaking their

will had been a pleasure. As she reached out with her mind to contact her master a brief flash of memory surprised her- the face of her father. He had built this chapel to worship some nature god, but it hadn't helped him when the crops had failed and his people- now hers - had starved. She dismissed it coldly and refocused her mind on the task at hand, her master was not one for sentimentality.

Opening her mind and soul Anna Gotval awaited instruction; what infernal plans would he have for her this time? Images and phrases started to flood into her consciousness, slowly at first but then faster and faster until it became an almost unbearable assault, leaving her twisting in pain on the floor as the chanting of her followers reached a rage filled crescendo. At that moment she grasped the plan and broke the contact, unable to bear anymore. Shivering and exhausted the Inquisitor hunched herself into a ball before forcing herself to stand and turn toward the now silent congregation. 'Our Master has shown me the way. Go and rest now, for tomorrow we have work to do'. Saying only that Gotval strode back down the aisle, the clack-clack of her boots once again the only sound in this unholy place.

Motivation: The Inquisitor is conducting a religious war against all unbelievers. Merciless and determined, she has sent out her agents with a variety of aims, either to recruit cultists to aid her or to weaken and demoralise the world until there are none strong enough to stand in her way. If you fail to defeat her in the first mission, roll next from the following categories.

Inquisitor Mission Generator - Refer to Table 10.1.1 Campaign Missions

Roll Secret Scheme

Roll on the mission table under..

1-4	The Inquisitor seeks to do her Master's bidding on the mortal plane; recruiting cultists and bringing terror to her enemies	Fury of the Gods
5	Her dark masters have granted The inquisitor power over some creatures of chaos and she sent them out to wreak havoc	Chaos Unleashed
6	The Inquisitor feels it is time to advance her position, by weakening her foes	Lust for Power

Chapter 9 - Villains

Lair

City: The Inquisitor has secured a small house or set of rooms which, helped by her cultists, she has made into a secret chapel dedicated to her devilish masters. From the outside it looks normal but on the inside the walls have been daubed with hellish symbols, the air is thick with stinking incense and dark cloths are draped across the walls and broken windows.

Dungeon: A room or set of rooms at the centre of which is a shrine to the evil gods, adorned with carvings. The candlelit altar is sufficient to carry out both rituals and sacrifices, the tools for which will be stored nearby.

Wilderness: An abandoned temple or shrine, desecrated and converted to service the ruinous powers. The main chamber may be underground, above ground the structure is decorated with tattered bits of cloth painted with religious symbols and with the rotting remains of sacrifices.

Confrontation

Inquisitor

SKILL	7
STAMINA	12
Devotion	5
Weapons:	Mace (Demonfist)
Armour:	Chainmail Cuirass + Small Shield

The Inquisitor will fight toe-to-toe with you but will also, in the first round of combat, use the priestly power 'Ill Luck' (see the main gamebook for details). If the Inquisitor is reduced to 4 points of STAMINA or less she will call upon the dark powers of her god and transform into a winged demon! This instantly heals her of 5 points of STAMINA and transforms her - her skin becomes a dark blood red, her teeth become sharpened fangs and two huge wings sprout from her back.

In her winged demon form she gains the priestly power 'Smite' (this happens instantly and does not require a round to cast). Although transformed she is now looking to escape. If the Inquisitor, in this demonic form, wins two rounds of combat successively she will leap away and into the skies on her second round (this happens instead of dealing damage) and this means that the Hero must track her down again! However, the transformation she has undergone is permanent and the next time you fight her it will be to the death. As a demon, she has SKILL 8 STAMINA 9 and no Devotion, but instead has the power 'Smite' (as per the main gamebook) as a permanent ability.

Item: Demonfist - the mace of the Inquisitor is made of black iron with the end shaped like a clenched fist. Demonfist counts as a magical weapon and adds +1 to the damage roll when you hit.

Henchman

Frenzied Cultist

SKILL	6
STAMINA	9
Weapon:	Mace
Armour:	Leather Cuirass + Small Shield.
The Inquisitor has her fanatical cultists do her bidding in all things, they are quite willing to die for her if needs be. They will fight wildly, increasing damage by one point when they strike and hurling a string of curses and insults at the hero.	

Retaliation

The Inquisitor is working to convert many people to her cause and once she realises that you are a threat, you will be marked for death. Every person could be a member of the cult - whilst you are tracking down the Inquisitor, every time you have a social encounter roll a 1d6 - on a result of a 1 they are truly a member of the cult and will attack you! (Use their scores if available or use the Frenzied Cultist details given above) This doesn't result in a roll on the Lawbreaker table, even if it usually would.

The Claws & Thorns

Description: The Claws & Thorns are a loose congregation of druids, rangers, barbarians and wild folk that abhor the destruction of nature that is brought about by the cities and towns of Titan. Often led by elves that were guardians of the wilds before the humans arrived.

Lortel the Swift stood atop the high stone bluff and looked eastward, across farmland, to the city bathed in the golden light of an autumn sunset. Using one hand to shade his eyes from the glare he scanned the walls, churches, streets and buildings, noting the teeming masses of humans, the smoke from their fires and the dust kicked up by their livestock. His elven eyes could see in great detail even at this distance and he stood for a while transfixed by the endless activity of the settlement. Transfixed and disgusted. At long last he turned to his companions, like him dressed in the brown leathers and grey woollen cloaks of forest folk, and addressed them. 'When the settlers first came to this land, we welcomed them but asked only that they should be careful, and treat the land and all that grows in it as you would your kin. They were weak and hungry, and their lords promised they would do as we asked. The land was kind to them and they grew stronger

and in time forgot the promises they made. But we did not forget. They have grown too much, destroyed too much. Every year they take more and more, with no end in sight. My friends, the time has come for us to fight back. The city is strong, but the wilds are stronger!'



Motivation: The Claws & Thorns strike at cities in an attempt to hold back the tide of civilization and preserve the wilderness. They do not think of themselves as evil - far from it, they regard most humans as careless and see what they do as a necessary, if regrettable, act of population control. Frequently they are worshippers of the Beast Lords and the other neutral gods such as Aqualis and Sukh

Claws & Thorns Mission Generator - Refer to Table 10.1.1 Campaign Missions

Roll	Secret Scheme	Roll on the mission table under..
1-4	The city itself is an affront to nature and a wound upon her body; it must be weakened or destroyed to preserve the balance	Fury of the Gods
5	The Claws & Thorns have access to a number of beasts, brought out from the forests and caves of Titan and they are more than happy to let them hunt. Sometimes goblins, orcs and so on can be tricked into doing their bidding	Chaos Unleashed
6	Finding powerful magic items or spells is one way that the society, which is small in numbers, can hope to prevail against the teeming multitudes	Winds of Magic

Chapter 9 - Villains

Lair

City: As guardians of nature, the Claws & Thorns are uncomfortable in the city. They will have found a forgotten piece of ground and hemmed it in with thorns that grew with unnatural speed. The entranceway is marked with a type of standing stone, engraved with a swirling pattern.

Dungeon: A part of the dungeon will be overrun with nature - vines crawling along the walls, fungus sprouting from the floor and a great number of crawling beasts and insects wriggling in the greenery.

Wilderness: For the Claw & Thorns all the wilderness is their home; they are particularly attached to places rich in life such as ancient forests, waterfalls or ponds of clean, fresh water. The exceptional quality of the scenery is a sign that nature's guardians are nearby.

Confrontation

Lortel the Swift

SKILL	5 (Staves 2)
STAMINA	14
Devotion:	6
Weapon:	Staff
Armour:	Leather Hauberk.

Although slight in stature, Lortel has the wiry strength and vitality of a young ferret - well known for its cunning, tenacity and ability to take down animals much larger than itself. Unlike most of your opponents, Lortel is not truly malicious. He simply wants to preserve the wilds. Because of this he will try and reason with the hero whilst you fight, trying to persuade you to join his cause. He will fight entirely using the Defensive combat option. Each round you should roll an opposed test using Religion, Animal or Forest Lore (your choice) as you debate his actions. Lortel has Religion Lore skill of 8 and you should roll 2d6 for him and compare it to your total. You need to win that argument (by winning the contested roll) ten times in order to convince him to stop his attacks

(should you do so you can consider Lortel defeated as an opponent and he will stop his attacks). Should you reduce him to STAMINA 6 or less he will use the Heal priestly power to renew himself, restoring 6 points of STAMINA.

After 15 rounds of combat (or debate, you don't have to try and kill him!) Lortel will decide he has heard enough from you for one day - issuing a command, roots and tendrils burst from the ground and grasp your feet and legs. Lortel will transform into a very pine marten and dash away to find a new lair.

Item: The Forest's ear. If defeated, Lortel will leave behind an oaken ear-horn that allows the user to communicate with animals for 10 minutes per day. The animals are only able to 'talk' according to their natural intelligence however.

Henchman

Tree Man

SKILL	5
STAMINA	8
Weapon:	Branch x2, treat as Clubs.
Armour:	Heavy.

Lortel uses young Tree Men to act as his eyes and ears in the city - it's dangerous work for them, but they have the perfect disguise as they can simply stand still and become just another tree. The Tree Men draw power from the earth and if they are in the Park location they will heal one STAMINA each round.

Retaliation

Lortel is frustrated that you are interfering with his plans and has sent a murder of crows to harass you. These smart creatures will follow you about, taking turns to swoop down to peck at you or even aim their droppings towards your head. If you try to retaliate they will flap away. This activity is highly distracting - when you have a social or challenge encounter, roll a 1d6. On a 1, the crows have got at you and you take a -2 penalty to all rolls for that encounter.

The Necromancer

Description: The power of necromancy is fortunately a rare one as it nearly always leads to a desire to turn the entire world into a graveyard.

From the Journals of Merrick Trench: My father was a poor man, a gravedigger. His income was not enough to afford both food and shelter, so my family lived in a crypt that had been abandoned. Pressed hard up against icy mountains, surrounded by a dark forest and blanketed in freezing mist, it was a place where people came to await their end in shared misery.

Despite it all, I had come to cherish my home. I spent my childhood days playing in the graveyard, listening to the crows, staring deep into the empty eye sockets of the skulls carved upon the stones and playing a role in the theatre of the funeral rites. All this time growing up I had felt a deep connection to the dead. Their voices filled my dreams and even during the day I would see their spirits wandering the afterlife. More shockingly I found I could both talk to and command them - I kept this a secret.

I was still a boy when my mother and father succumbed to tomb-rot. As my father died, I saw his ghost form and rise up from his body. I took my chance and calling upon the whole of my willpower, forced it back into his body. Since he had always been a quiet man it was easy to carry on as if nothing had happened. My father continued to dig the graves. Of course this could only last for so long before someone

noticed the smell of decay and duly I was discovered. Unsurprisingly, I did not receive much of a trial. I was sentenced to entombment - put back in my home (along with my rotting father) the door of the crypt was sealed and I was left to starve. Sitting there in the darkness I wondered if this was the end, but I could still feel the presence of all the dead in the earth around me. I closed my eyes and called out to them - felt them stirring into movement, digging their way up, clod by clod, to the surface. I can only imagine how it must have seemed to the villagers as the ground beneath them shifted and rank after rank of corpses hauled themselves from their graves.

Firstly, I directed them to free me from my prison. As I emerged I made no great speeches to the terrified crowd. I simply directed my soldiers (I had immediately begun to think of them in these terms) to carry out my retributive justice. The screaming was short lived, after which I had a fresh batch of recruits to call upon. In quick order the village was cleansed of every living soul and I had a shuffling, clacking brigade of troops at my command. A few of the quicker villagers had mounted horses, escaping my wrath, and they would surely go and alert the king's men to this abomination. Gathering up supplies I found myself an old pony that had been spared the carnage and set off. I knew I had a unique talent - now it was time to put it to use on a bigger stage.

Motivation: Merrick Trench is motivated by a combination of vengeance and obsession. He wishes to show the world his power and unleash the undead!

Mission Generator for the Necromancer - Refer to Table 10.1.1 Campaign Missions

Roll	Secret Scheme	Roll on the mission table under..
1-3	It is the gods that have granted me this power over life and death and it is to the gods I turn; through them I will test my resolution.	Fury of the Gods
4	The undead do my bidding as meekly as a flock of sheep before the shepherd, but there are others in the world that can be made to serve.	Chaos Unleashed
5-6	In ancient texts and secret rituals I will find the secrets to understand my power and grow ever stronger. With more knowledge I will venture deeper into the realm of death.	Winds of Magic

Chapter 9 - Villains

Lair

City: Happiest when surrounded by the architecture of death, Merrick Trench has forced his way into an abandoned crypt. The inside barely qualifies as lodgings - just enough room has been made for a simple bed and a place cleared to accommodate a firepit and cookpot. The coffins and skeletons have been left in place by a man who seems to see them as appropriate decorations for a bedroom.

Dungeon: Many dungeons are tomb-like so the necromancer is quite at home in this depressing environment. He will partition off his room with a gate made of bones but apart from that change very little. Sitting all day in the darkness is a sort of comfort to him, so apart from a cot and a cookpot it would be hard to determine that this was someone's home.

Wilderness: Death stalks every part of the world; In the wilds, the Necromancer will have found a site that reeks of it such as a cave where bears have dragged their kills to eat in peace, or the site of a long forgotten battle. Here he will make a simple camp, his shelter a tent of bone and hide. In the wilds around there will be a noticeably higher than average number of dead animals, left to rot with the flies buzzing around them.

Confrontation

Merrick Trench

SKILL 5 (Clubs 2)

STAMINA 13

MAGIC 5

Devotion 7

Weapon: Mace

Armour: Leather Hauberk and Small Shield.

Merrick has been blessed by the god of Death (though he is not a priest) and will use the power 'Ill Luck' on the first round and after that fight hand-to-hand, with one important addition. Merrick exudes an icy, energy draining aura. If he hits with his weapon he

will cause one additional point of STAMINA damage which will also heal Merrick for one point of STAMINA as he drains the life out of the Hero.

The necromancer will not try to flee; instead, some time after he is defeated (and when no one is watching his body too carefully) he will rise up as a revenant and return to his work! This will become apparent fairly quickly and the Hero must track him down again. He may only return in this way once and there is a cost to it - he no longer has the ability to drain STAMINA from the Hero when they fight.

Item: Almanac of Ancient Sins. Found in the corner of a dreary crypt, this magical leather bound tome contains records of misdeeds. Once a day it can be held up in front of an undead creature and will chastise them; the target will be reduced to walking pace and unable to attack for three rounds.

Henchman

Ghoul

SKILL 5

STAMINA 9

Weapons: Medium Claw

Armour: Light

Special: A Ghoul's touch is paralysing - if the Ghoul hits you four times in combat you are paralysed and your fate is sealed. Of course none of the living would serve him, so Merrick Trench uses freshly raised ghouls to carry out his plan. Their will and personality have gone, but they have not yet decayed to the point of mindlessness and with a bit of make-up and a hood can actually pass as human.

Retaliation

The necromancer calls upon the spirits of the dead to harass you. Upon defeating an enemy, roll a 1d6. On the roll of a 1, it comes back to life as a zombie version of itself and attacks you again! The zombie version has its SKILL and STAMINA reduced by two compared to the real version. There is no limit on how many times each day this can happen. Unnerving!

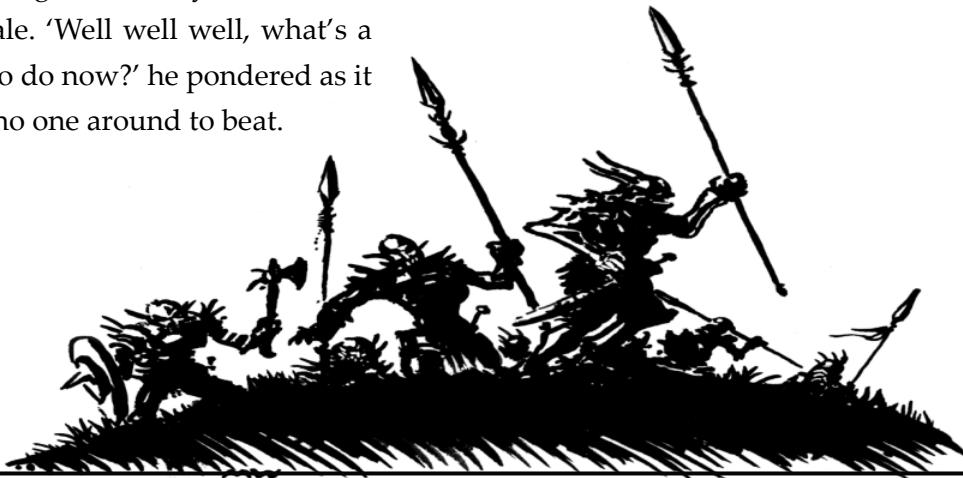
The Horde

Description: Have you ever wondered what happens when the Hero leaves? After the orc chieftain is defeated, or the power crazed magician laid to rest? Unless they are thorough - and thoroughness is rarely a quality of heroes - there will be loose ends. A pack of goblins that fled before they could be defeated, an ogre asleep in an unexplored sideroom, a pit of giant slugs that was passed by instead of being dealt with. Many of these creatures will simply crawl away into other deep holes but sometimes they band together under the leadership of the strongest of their lot and seek revenge on the civilised world of heroes. This is the horde - a motley collection of evil humanoids who leave a trail of destruction in their wake.

Thumper Grunk had spent a long, tiring day beating and terrorising the slaves in the mines, after which he had found a barrel of ale, drunk it and crawled into his secret den for a nice long sleep. When he awoke a day later he was surprised and confused to find the mines were empty of slaves but full of the bodies of his fellow trolls - clearly some hero had swept through and ruined everything! 'Well well well' said Grunk to himself, scratching his knobbly head, which was still sore from the ale. 'Well well well, what's a thumper like me going to do now?' he pondered as it dawned on him he had no one around to beat.

For a while, Grunk just stayed in the mine. There was still some food and ale left, but gradually he began to run out of supplies and started thinking about what to do next. Some of the goblins had survived and one of the bears, but they were all starting to starve. One night, as Grunk stood at the entrance to the mine he spied in the far distance the lights of some human town and a sudden rage took him. 'There's no one to thump her and nothing to drink, all because of some stupid hero. It's time old Grunk got to work (his most hated word) and got meself some new fleshbags to do all the mining and slaving. It's time Grunk had some new squealers to thump'. With that idea now set in his mind, Grunk rounded up the goblins, put them in charge of the bear and set off. There were sure to be some other survivors he could pick up on the way, maybe another troll or two. The puny humans would stand no chance.

Motivation: The Horde have no grand plan or goal, other than destruction and carnage. They are like a swarm of locusts, moving across the landscape and leaving a trail of misery in their wake. Sometimes The Horde ends up battling a force of humans, dwarves or elves but just as often they simply fall apart after a few months of pillaging.



Mission Generator for The Horde - Refer to Table 10.1.1 Campaign Missions

Roll *Secret Scheme*

Roll	<i>Secret Scheme</i>	<i>Roll on the mission table under..</i>
1-5	Unsurprisingly, The Horde focuses on attacks that involve brute force or the use of dangerous beasts.	Chaos Unleashed
6	Occasionally a shaman or priest joins The Horde and uses the power of the gods to create havoc.	Fury of the Gods

Chapter 9 - Villains

Lair

City: The Horde will have a place to meet and plot, but it won't be chosen with any great care. It could be a broken down hovel, forgotten cave or cellar, with the only signs of occupation being some crude bedding and a firepit for cooking. They won't bother repairing or decorating it. In fact, their presence will reduce it to the status of an abandoned hovel.

Dungeon: The Horde are not simply familiar with the dungeon environment, it is their home ground. They will occupy whichever part of the dungeon most reminds them of the hole they first crawled out of.

Wilderness: The Horde has a tendency to get lost or wander. If they do end up stuck in the wilderness they will do their best to make a crude camp from whatever vegetation is available but their preference will be to find a natural cave or shelter they can cram into. The surrounding countryside will see an increase in dead beasts and trampled or burnt plants, as they make no real effort to conceal themselves.

Confrontation

Thumper Grunk

SKILL 8

STAMINA 14

Weapon: 'The Thumper' (a large spiked club, treat it as a Morning Star for damage)

Armour: Monster Heavy.

Grunk never imagined anyone would be smart enough to find him and is so surprised to see you that he has -2 to his combat roll in the first round. On the second round (and every round after that) he will pull out and blow an antler-bone horn to summon help. Roll 1d6 at the start of each round, on a 1-2 a goblin (SKILL 4 STAMINA 6 Weapon: Club Armour: Light) will appear (climbing in through a broken window or dropping down from a hole in the roof) to aid their leader. He will continue to blow the horn each round so if you are unlucky a lot of goblins can

flood the room, making it a very dangerous fight. If you choose to retreat they will let you go (you may retreat without suffering free attacks from leaving combat), jeering and laughing at you as you go, and you must try to find Thumper Grunk again by starting a new mission. On any subsequent fight he will have healed his wounds but the goblins get bored of coming to the rescue and only appear on a 1 on 1d6.

Item: Bag of Holding. An otherwise nondescript bag, Thumper has at some point picked up a Bag of Holding. This sack counts as one item for working out encumbrance, but can actually carry five items worth of goods without becoming any heavier. He is using it to store food and it has 4d6 meals worth of rotten meat (heroes may wish to clean it before they use it).

Henchman

Wild Hobgoblin

SKILL 6

STAMINA 9

Weapon: Short Sword x2

Armour: Light.

This Hobgoblin has been driven to the edge of madness by the slaughter of his tribe and now wields a short sword in each hand, choosing to swing madly instead of protecting himself. He will curse and spit at you as you fight, though you have no idea what he's saying.

Retaliation

The Horde don't have the planning or intellect to organise retaliation but the very presence of a swarm of angry violent monsters bolsters those allied to their cause. Whilst you are fighting The Horde every evil humanoid (orc, goblin, hobgoblin etc) you encounter has a bonus of +1 to SKILL and STAMINA. This also applies to all monsters in Catacombs, dungeons and the wilderness.

The Emerald Scale

Description: The Lizardmen of Silur Cha control a great empire but are wary of the threat posed by humans, dwarves and elves. Thus they dispatch groups in secret - saboteurs - to do what damage they can. This involves finding mercenaries that are willing to carry out their work, as Lizardmen cannot move around openly. These groups of saboteurs have come to be known as 'The Emerald Scale' on account of the use of a pristine crocodile scale as a secret token of recognition between agents.

Ruthen Nive hopped out of his saddle, looped the reins of his horse over a nearby branch and made his way on foot up the path to the hidden den. As he moved into the shade of the trees he felt the hairs on the back of his neck rise and was certain he was being watched - well, of course he was. Anyone unlucky enough to wander up here uninvited would feel the sting of a poisoned dart before they had a chance to satisfy their curiosity. He shuddered to think of how the corpses would be disposed of - to his employers most humans were just another type of meat.

Rounding the last bend he came to a path leading a short way along the base of a sheer cliff that marked the boundary between the mountain and its surrounding hills. Ahead, as the cliff jinked outward, he could see the cave entrance and it's guards - two huge lizardmen dressed in thick hides and holding wicked looking spears. Ruthen shuddered but continued, he didn't like to show fear in front of them - it made him feel like prey. Passing between them he entered the cave, which was lit by torches and

surprisingly warm. Wisps of steam hung in the air, making the walls and floor slippery. Before long Ruthen came to the rear chamber and into the presence of Chel Vak, the leader of this band of lizardmen and Ruthen's employer.

The room was set up in the lizardman style - a lot of heat and moisture. There was a natural pool here and Chel Vak had arranged for coals, firewood and stones to be brought in and turned into a cunningly designed steamer upon which he was lounging, eyes half closed. Away from their warm homes the lizardmen needed a source of warmth like this or they would become sluggish and dull minded.

Chel Vak hissed as he entered and Ruthen dropped to one knee to show the appropriate respect. 'I have done as you asked, mighty Chel Vak. Your plans were carried out one night ago, just as we agreed. I have returned to collect my reward and to find out how I might serve you again'. The lizardman hissed again. 'Yesss, you have done well my little human friend. There will be gold for you and plenty more to come - we have many plansss for you, if you ssserve us well. Soon I myssself will come to your city and you will make the preparationss'. Ruthen grinned. It took a certain type of man to betray his own people for gold, but he cared little: He would take his payment, do his job and ride off to a new life once it was all over.

Motivation: The Emerald Scale are mercenaries and work for gold. They are willing to commit terrible crimes in return for treasure. Directed by the Lizardmen, these crimes are designed to weaken and disrupt the kingdoms of the world.

Mission Generator for The Emerald Scale - Refer to Table 10.1.1 Campaign Missions

Roll	Secret Scheme	Roll on the mission table under..
1-3	The Lizardmen are determined to weaken their enemies without resorting to warfare and have devised a number of schemes and plots.	Lust for Power
4-5	Crude attacks are not subtle but they can be effective.	Chaos Unleashed
6	The magicians of Silur Cha are always keen to employ their skills or learn new magics.	Winds of Magic

Chapter 9 - Villains

Lair

City: The Lizardmen, away from their homes, crave the warmth and humidity of the swamps. Thus the lair will be in a cave or underground passage - effectively a miniature catacomb - that contains access to a source of water such as a spring or underground river. Coals or magic are used to heat part of it to a suitable steamy temperature. If the Lizardmen need to escape they can dive into the water and slither down a pipe that is not visible from the above - they can hold their breath a lot longer than a human!

Dungeon: Very similar to their lair in the city, an underground watercourse will have been diverted to provide a pool and an escape route. Approaching this room, heroes will notice that the air becomes misty and damp.

Wilderness: Out in the wilds the Lizardmen will only make their camps at a place where there are natural springs or pools for them to bathe in. In warmer areas they will pick whichever is the richest in fish to hunt, and in colder areas they will look for natural hot springs to provide a base.

Confrontation

Chel Vak, Lizardman Shaman

SKILL	7
STAMINA	12
Devotion	6
Weapon:	Spear
Armour:	Medium

When challenged Chel Vak will call upon the powers of the Lizardmen gods to fill the room with a cloud of steam, which lasts for 6 rounds and obscures visions, causing the Hero to suffer a -2 penalty to their combat rolls (Chel Vak is unaffected). If he is still alive at the end of this time, he will leap away into the water and make his escape and you will have to track him down again!

Chel Vak has also coated his spear with poison, so each time he hits you it inflicts one additional point of STAMINA damage that is not stopped by armour. If you defeat him you can recover a vial of this poison - there is enough to coat a weapon for one combat or 10 arrows. The poison has no effect on Lizardmen.

Item: Ring of Warmth. Ever fearful of the cold, Chel Vak has a magical ring that protects against the chill. The wearer takes one less point of damage from cold (including magical cold) and can use the minor magic spell 'Weather Protection' once each day.

Hench(lizard)men

Lizardman

SKILL	6
STAMINA	11
Weapon:	Spear
Armour:	Medium.

The Lizardmen are fanatically loyal to Chel Vak and hate warmbloods - they will attack ferociously. As with their leader they have poison coated weapons that will inflict one point of STAMINA damage when they hit, which is not prevented by armour. If you defeat him you can recover a vial of this poison - there is enough to coat a weapon for one combat or 10 arrows. The poison has no effect on Lizardmen.



Retaliation

Chel Vak will not tolerate your interference! Calling upon the foetid powers of the swamp gods, he summons a Monstrous Fly (see encounter C28) to visit you. Each day make a roll to see when it finds you 1-2 between dawn and midday, 3-4 between midday and dusk, 5-6 it fails to find you. A new fly will come to search for you each day.

The Nest Mother

Description: Ratmen are a constant menace across Titan and sometimes a powerful leader arises to lead them.

Deep beneath the cities of Titan, in the forgotten crypts and clogged sewers, the ratmen live out their frantic lives in the darkness with clan battling clan in wars that pass largely unnoticed on the surface.

From time to time, however, a powerful matriarch emerges from this chaos and takes command of a large number of ratmen. This is the time of danger for humans, dwarves and elves as she will use her power to organise raids on the surface - not just hunts for food and weapons, but also sending out sappers to gnaw and scrabble at the foundations of the surface world.

Many cities have been alerted to the rise of a nest mother only when a part of their settlement collapsed overnight into artificial sink-holes. On top of the normal fear of these night stalkers, the ratmen carry with them the miasma of the crypts they inhabit - deadly chaos tainted diseases act like a second army supporting their attacks.

The only way to stop the attacks is to defeat the Nest Mother and let the ratmen go back to fighting each other. Their numbers are too great to deal with otherwise.

Motivation: The nest mother's motivation is primal - to increase and protect her nest, with its warren of tunnels and myriad squeaking inhabitants. To that end she will pursue whatever opportunities are available. She is intelligent, but not wise enough to set a long term strategy. The nest mother is capable of acquiring human allies, usually through bribery, and setting them to work for her.



Nest Mother Mission Generator - Refer to Table 10.1.1 Campaign Missions

Roll	Secret Scheme	Roll on the mission table under..
1-2	The ratmen worship their own gods but recognise the existence of other powers, particularly those that are open to alliances.	Fury of the Gods
3-4	The Nest Mother obeys only one law; her own. She is always willing to unleash mayhem on others.	Chaos Unleashed
5-6	The ratmen uncover or steal a great amount of treasure and there are always humans willing to do their bidding in return for gold.	Lust for Power

Chapter 9 - Villains

Lair

City: The true lair of the Nest Mother lies deep in the earth, in the maze-like tunnels of her clan's burrow, but in order to carry out attacks on the surface dwellers she has chosen a small camp near to the surface. Connected to an unused sewer or abandoned cellar, this filthy room has been turned into a stinking nest full of squeaking rats nibbling at the bones of some unidentified creature. Dark tunnels - too small for people, but large enough for ratmen - branch off in all directions.

Dungeon: Ratmen see very little difference between most dungeons and the ruins beneath a city; they will convert a part of the dungeon to suit their needs by building narrow tunnels and filling the space with nest-like structures that hamper the movement of any heroes that enter.

Wilderness: The natural habitat of ratmen is close to human civilization, where they can scavenge and hunt, but they can survive in the wilderness. Here they will make use of a natural feature such as a cave or gully which they can turn into an enclosed, flea-ridden lair. It's likely that there will be many half eaten animals found in the surrounding area.

Confrontation

Nest Mother

SKILL	7
STAMINA	12
Armour:	Monster Medium
Weapons:	Large Bite, Medium Claw (one attack with each).

Consort of The Rat-King, the Nest Mother is a monstrous Ratman possessed of unusual cunning. Dressed in patchwerk leather robes (made from the hides of her vanquished enemies) and standing eight feet tall when on her hind legs, she has the strength to bind the clans together under her command.

When you fight the Nest Mother, she will call on the swarm of rats in her lair to aid her. Each time you wound her (cause points of STAMINA damage) she will let out a screech of anger summoning a small pack of rats to burst out of the filth and fling themselves at you - the next round you suffer a -1 penalty to your combat rolls as rats swarm across you, biting and scratching and you must roll 1d6. On a result of 1 the Nest Mother decides she has had enough of you for one day and dives away down a slimy tunnel whilst you are distracted by her minions - if this happens you must track her down again.

In addition to her normal attacks the Nest Mother is as foul and putrid as her kin, with dirt and filth crusting her matted hair and covering her wicked claws. After you fight her, you must test your LUCK or contract a disease (see Table 4.3.2 Diseases).

Item: Orb of Shadows. In a pouch at her belt she carries the Orb of Shadows - a glassy orb filled with swirling shadows, about the size of an apple. Once a day it can deepen the shadows around the holder, so they have +2 to their Sneaking tests for 10 minutes.

Hench(rat)men

Ratmen Assassin

SKILL	6
STAMINA	8
Weapon:	Sword
Armour:	Leather Cuirass.

Ratmen assassins are very stealthy. Make an Awareness skill roll when you come near them, or they will make their first attack from concealment gaining a +4 bonus on their combat rolls.

Retaliation

Plague Bearer. Calling on the power of The Rat King, the Nest Mother summons a magical disease riddled rat to track you down and bite you. At the start of each day, roll a 1d6 - on a roll of a 1, the rat has found you during the night. Test against your LUCK or contract a disease - roll on Table 4.3.2 Diseases.

The Syndicate

Description: The Syndicate are a group of like minded individuals who are completely unscrupulous when it comes to their ambitions, whether that be money, power or a twisted sense of pleasure.

Plotting in dark basements or remote towers might appeal to some, but the members of The Syndicate prefer the finer things in life and prefer to make their plans across a table replete with the finest delicacies the world has to offer, prepared by the best chefs money can hire. All of this is to be accompanied, of course, with fine wines from the best stocked cellars. Still, certain niceties must be observed. Each member in attendance is wearing a mask and robed and hooded in black (satin or silk, not cloth) and it certainly isn't rude to bring along a personal taster to prevent an 'accidental' poisoning. In addition all members are required to provide a code name by which they can be identified. The meetings are overseen by the Vaultmaster, the most senior and trusted member of The Syndicate who is responsible for arranging the meetings and compiling the guest list. A love of profit is not enough to earn an invitation, only the most cutthroat and brutal of merchants can expect an invitation. The position of Vaultmaster is both a blessing and a curse. It allows great power over information and standing but incurs enormous costs, both in arranging the meetings and paying for 'employees' to protect The Syndicate from detection. Assassins aren't cheap.

The purpose of The Syndicate is simple: to enrich its members as much as possible no matter what the consequences are for the people of the world. It isn't simply about controlling trade routes or manipulating prices, The Syndicate is willing to go far beyond this. Starting a war to push up the price of weapons would be considered mundane. Assassinating a ruler that is opposed to slavery is troublesome, but not unreasonable. Unleashing a plague for which the only cure is a herb that is under your control would be something which might get you a round of applause over dinner. In the pursuit of gold, nothing is considered off-limits, even if it harms your 'colleagues' - in fact, reducing another member to the point where they can no longer afford their fees is the prize for many of those at the table.

Solomon 'Silver' Fox is not a dwarf of imposing stature, a fact for which he compensates by draping himself in extravagant jewellery (mostly silver of course) and hiring the largest men he can find as bodyguards. With his coiffured grey hair, a heavy combination of perfumes for scent and his acerbic wit, Fox makes sure he always stands out from the crowd - which usually consists of people he employs.

Motivation: Fox has gained, lost and regained greater fortunes than most princes ever get their hands on. Currently he is doing well but his dreams are haunted by even greater avarice. To that end he has put in motion strategies that carry great risk - even a man of his wealth would not be able to bribe his way out of a charge of treason.

Syndicate Mission Generator - Refer to Table 10.1.1 Campaign Missions

Roll Secret Scheme

1-4 The Syndicate pursues power relentlessly, with power comes fortunes

5 Carnage is unpleasant, but also a source of opportunities particularly if you are the one directing it

6 Although risky, magic can be harnessed for profit. A little dabbling is a chance worth taking.

Roll on the mission table under..

Lust for Power

Chaos Unleashed

Winds of Magic

Chapter 9 - Villains

Lair

City: A member of The Syndicate in good standing must maintain a decent sized manor, complete with servants and the usual trappings of wealth, but this is not where they carry out their criminal enterprises. When you track them down you will find a concealed office probably in a nondescript building or warehouse. A sparse room, its only purpose is to house the ledgers and contracts recording those activities that are strictly 'off the books'.

Dungeon: Often accessed by a secret or hidden door, the Syndicate will carve out for itself a well appointed area that is lit, swept and maintained more like an underground inn than a miserable dungeon. A suite of rooms will include a bedroom, office and guardrooms at a minimum.

Wilderness: Whilst unusual to find a member of The Syndicate so far from the centres of power, if they do need to spend time in the wilds they do so in reasonable comfort. Their lair will consist of a hunting lodge, with sufficient provisions.

Confrontation

Solomon 'Silver' Fox:	Bodyguard:
SKILL 6	SKILL 7
STAMINA 10	STAMINA 12
Weapon: Dagger	Weapon: Sword
Armour: None.	Armour: Chain hauberk

When you track Fox down, he will have a large man get between you and him - you must fight his bodyguard first, it is impossible to get at Fox with a melee weapon until you have dealt with his hired muscle. At the start of combat roll 2d6 - the total is the number of rounds you have to fight whilst Fox is destroying the evidence of his plans - burning letters, ripping up contracts and so on. At the end of this time, Fox will escape through a backdoor and sprint away - you'll have to start over in tracking him down.

If you manage to defeat the bodyguard in time, you get to face Fox who isn't much of a fighter and is still frantically trying to clear away the incriminating documents, so he will try and bribe you. Roll 10d6 - this is the total number of gold pieces that he offers. If you accept the bribe, lose one point of LUCK and be on your way - you'll have to start again with tracking him down. The bribe is a one time deal, if you find him again he will fight. If you refuse it, you can fight him to the death there and then.

Item: Fox's Sharp Eye. If defeated, your hero will find that Solomon has a jeweller's eyeglass which when used to examine an object, grants +1 to tests of the Evaluate skill.

Henchmen

Sneaky Thug

SKILL 6

STAMINA 10

Weapon: Sword

Armour: Leather Hauberk.

The Syndicate employ all kinds of scum and lowlifes to do their dirty work. A quick trawl of the local jails is usually sufficient to find someone willing to break an arm or two in return for a fat coin purse. These thugs are tough but sneaky and will try to keep in the shadows. On the first round make an Awareness skill test or they have caught you by surprise and get a free attack with +4 to their combat roll.

Retaliation

The Syndicate defends itself by monetary means: Once they have identified a threat, the first step will be to pay off people to make life harder for the troublemaker. Whilst you are battling The Syndicate, you should roll a 1d6 whenever you have a social encounter. On a 1 the NPC has taken a bribe and will refuse to help you - you cannot take the usual options and should simply move on to your next encounter. In addition, whilst you battle The Syndicate you have a penalty of -2 to all Bargain skill rolls, as the merchants don't want to be seen dealing with you.

The House of Swords

Description: Whilst many of the nobles of Titan are kind and generous folk, dedicated to improving the lives of the common folk, there are those that turn to more decadent pursuits. In search of something more exciting they fight duels, send out spies and infiltrators, sabotage each other's plans and generally get up to no good. Over time, a code of conduct has grown up called 'the House of Swords' which allows them to carry out these diversions without causing a full scale war. The lives of the senior nobles are protected, but the peasants are not so fortunate and the machinations of the House of Swords can result in a great deal of carnage for those unlucky enough to be treated as pawns in the game.

'Come on cousin, do get up' A cruel smile slid across Azar's face as he prodded Rollo's back with the tip of his sword. 'It just won't do to let the servants see you this way'. Azar took a step back across the tiled floor to admire his handiwork. Rollo was on all fours, head hanging down, his body heaving with exertion as he tried to recover from the last blow. Blood was splattered beneath him, almost glowing like rubies in the sunlight streaming in through the high windows of the dueling room. Around the edge of the room, backs pressed to the wall, a crowd of masked onlookers and their servants waited quietly in anticipation of the end of the fight. Rollo took another shuddering breath and collapsed to his side.

'I think you have me cousin' said Rollo, clutching at the wound on his belly. 'Will you let me yield?' There was a muttering from the crowd as Azar paced around his prone opponent, considering the question. He looked up and caught the eye of his sponsor, the Count, who nodded once at him. So it was.

'Rollo my old friend....goodbye!' Azar twirled his sword and darted forward, point aimed at Rollo's heart, but the moments of parley had been enough for Rollo to recover a little of his strength. He rolled away from the thrust, leaving Azar unbalanced. As he tipped forward, Rollo slipped a dagger from his belt and thrust upward, catching the falling Azar square in the chest and spinning him across the room in a clatter of spasming limbs until he came to rest, dagger protruding from his ribs, staring lifelessly up at the Count.

'What a disappointment' muttered the older man, before turning and striding wordlessly from the room. There was a gasp from the onlookers followed, after a moment of stunned silence, by loud applause and cheering. Servants rushed forward to bandage and heal Rollo whilst some of the crowd also came forward to congratulate him on his victory.

Motivation: Count Montagu de Hood is arrogant and cruel; he intends to beat his rivals and raise his status by whatever means available.

House of Swords Mission Generator - Refer to Table 10.1.1 Campaign Missions

Roll Secret Scheme

Roll on the mission table under..

1-4 For all the pretty words, in the end it comes down to violence of some kind. The important thing is to make sure the violence happens to the other fellow.

Lust for Power

5 Magicians are rarely of noble breeding but their powers are certainly worth acquiring. A risky move, but magic must be made to serve!

Winds of Magic

6 Carnage is an unsubtle device and slightly embarrassing in polite company, but it can be a useful distraction.

Chaos Unleashed

Chapter 9 - Villains

Lair

City: The House of Swords have comfortable lives spent in the finest houses in the land and they have no intention of giving up these privileges even when trying to destroy the city around it. It will, however, be a property that has been rented under a false name or occupied without the knowledge of its true owner, just in case things go wrong. Either way it will appear to be a grand dwelling.

Dungeon: An unlikely spot to find a member of the House of Swords but if they must, they must. Part of the dungeon will have been partitioned off and cleaned up. Tapestries hung on the walls, torches placed in sconces, a fireplace and a well stocked larder at a minimum. A secret passage will connect the main room with a guard's room, from where help can be summoned via a bell or gong.

Wilderness: Most nobles like to have a place in the country and the House of Swords have plenty of options in this regard. They won't risk operating a criminal enterprise out of their main residence so this will be a decent manor house, probably stripped back to the essentials and guarded by groundsmen under strict instruction to deter investigators with force.

Confrontation

Count Montagu de Hood

SKILL 9

STAMINA 13

Weapon: Sword

Armour: Dodge Special skill of 4.

Tall and slender, with a dancer's build, the Count Montagu de Hood was an excellent duellist in his youth and now looks to replace the excitement of hand-to-hand combat with the thrill of pitting one group of nobles against another. He is not afraid of getting his hands dirty, but prefers to work by manipulating others, particularly the young nobles that are looking to make a name for themselves.

The Count may be corrupt and greedy, but he is still of noble rank. Once he is injured below 8 points of STAMINA he will let out a cry of 'Guards! Guards!' and call for the Watch to help him. At the start of each round roll a 1d6 - if the result is 1,2 or 3 a group of Watchmen are nearby and burst into the scene, bundling you to the ground and stopping your attacks. Before you can explain the situation the Count will make his escape and you must track him down again, however you have inflicted some injuries upon him and can reduce his SKILL by one each time you face him. Each time the guards come to the aid of the Count you can try to convince them of his guilt - roll against your Law skill. If you succeed they are persuaded and the next time you face him, they will not come to his help again in the future.

Item: The Count's signet Ring. This heavy gold ring was enchanted long ago to sharpen the wits of the wearer. If you have it on your finger, you gain +1 to tests of your Law skill.

Henchman

Dandy Duelist

SKILL 6

STAMINA 9

Weapon: Sword

Armour: Dodge skill 3.

A young noble, eager for glory, who the Count has recruited to do his bidding. They are arrogant, brash and convinced of their own natural superiority. En garde!

Retaliation

The Count is annoyed with your interference and has bribed the Watch to go after you. Every day in the settlement where you encountered him you must roll against your Law skill with a +3 bonus. If you fail the roll, your first encounter of the day will be with corrupt Watchmen - you must roll on the Lawbreaker table, though the minimum result on the table for you is six (the Watch can only push it so far).

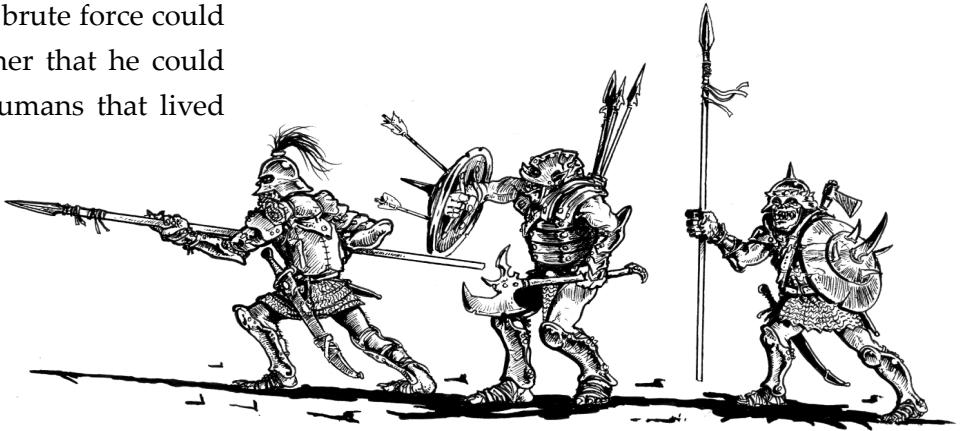
The Warlord

Description: For the orcs, raiding is a way of life. Humans, Elves and Dwarves are better at farming, building and crafting most things and it is easier - and a lot more fun - to go and steal from them than to work hard for yourself. Most raids are done by small groups but occasionally a particularly strong or clever orc will gather the clans together and form a warband that can sweep down from their caves and pillage larger settlements.

The long summer day had finally ended and with a welcome darkness now covering the forest, Grark Gutburster emerged from his tent to survey his troops. Chewing on the juicy mutton of a whole sheep's thigh, with his great hound 'Axemouth' by his side, Grark made his way around the camp making sure everything was to his liking. He had fought long and hard to bring these clans or orcs, goblins and hobgoblins together and turn them into a warband but still he had to fight everyday to stop it falling apart. The orcs would, if left to their own devices, rapidly fracture back into small groups each out for their own survival. Only by brute force could Grark keep enough of them together that he could plan and carry out raids on the humans that lived down on the fertile plains.

Reaching the edge of his camp Grark came to the precipice of a cliff that marked the boundary between the forests that swept down from his caves up in the mountains to the plains that stretched out before him dotted with human towns and farms. Still chewing on the sheep's thigh-bone Grark looked across the landscape and started to plot his campaign. He could see a low pass where his warband could descend, a river that they could follow up to the farmsteads where they could pillage and resupply. Further on there were small towns and there, on the horizon, Grark could see a smudge of smoke lit by the last rays of twilight that marked the location of the great human city with its wealth of gold, slaves and plunder. That is why he had forged his warband and that is where he would go to find either death or glory.

Motivation: Raid! Pillage! Fight! The aim is to gather as much gold and plunder as they can and then retreat back to their caves before the civilised peoples gather an army (or a group of heroes) to destroy them.



The Warlord Mission Generator - Refer to Table 10.1.1 Campaign Missions

Roll Secret Scheme

1-4 What can be more enjoyable than unleashing your followers on the whining humans shivering in their cities. Nothing, that's what.

5 The orc gods demand blood and plunder. Let's use their powers to provide it.

6 Amongst the humans, there are always those that will serve the orcs for gold. The horde can always steal it back later anyway!

Roll on the mission table under..

Chaos Unleashed

Fury of the Gods

Lust for Power

Chapter 9 - Villains

Lair

City: Grark has found a way to enter and leave the city as he pleases - a route through the catacombs that emerges into a cellar or basement that he has secured. The room has been cleared out , its main contents are a fire with a cookpot hung over it and some straw and furs put down on one side for bedding. There is also a concealed entrance at the back of the room - if Grark needs to make an escape he will dash through and use a cunning goblin mechanism to collapse the passage behind him as he flees.

Dungeon: At home in the depths of foetid dungeon, Grark will simply have commandeered part of the dungeon as his quarters - a part where a concealed exit allows him to slip away if required.

Wilderness: Orcs are not great builders and would rather sleep rough than bother building a structure. Still, as befits a warlord Grark has had some of his more skilled goblins build a wood longhouse surrounded by a palisade; it is not enough to be a fort and will have been built in a spot where the landscape conceals it.

Confrontation

The Warlord

SKILL	8
STAMINA	14
Armour:	Chainmail Hauberk + Large Shield
Weapon:	Battle Axe (Knightbreaker).
Special:	Grark Gutburster is particularly tough - he reduces all damage by one point.

Axemouth

SKILL	4
STAMINA	8
Weapon:	Large Bite
Armour:	Light

Grarks' huge hound, Axemouth, will fight by his side and you must make a separate combat roll for it. Grark and Axemouth have fought together many times and despite its large size the hound is adept at darting out from behind Grark's shield and body to nip at you. You cannot directly target Axemouth with melee or ranged attacks whilst Grark lives. When Grark is reduced to 6 STAMINA or less he will command Axemouth to launch a final attack - the beast will leap up and, suicidally, hurl itself on top of you pinning you down. This gives Grark a moment to escape through a concealed exit. The next time you face him he will, obviously, be without his dog and will have to fight to a finish.

Item: Knightbreaker. The huge battle axe of Grark is magical and enemies hit by it suffer a -1 penalty to their Armour or Dodge skill rolls.

Henchmen

Doragar

SKILL 6

STAMINA 9

Armour: Leather Hauberk

Weapon: 2-Handed Sword.

The Doragar are tough and fearless warriors who have no fear of death. Even when reduced to zero STAMINA they will continue to fight for one round.

Retaliation

Grark Gutburster doesn't want any heroes interfering. Once you are engaged in fighting him, he will send Goblin Infiltrator's (See encounter C10) out to stab you until you give up. The goblins are cowardly; they will wait until you have a challenge encounter then attack. This will happen on your first challenge encounter (or combat in the wilderness or a dungeon) of the day and only once per day. You must fight the goblin in addition to dealing with whatever else you have to face.

9.2 Randomly Generated Villains

If, for some unfathomable reason, you are not satisfied with the villains provided this section provides you with some rules to generate a random villain of your own. Of course, a lot of detail will have to be provided by you but we are confident you are up to the task! If, for example, you find that your villain lives in a ship inside a dungeon, you'll have to come up with an explanation for what that means (perhaps there is a lake deep underground, or perhaps they have just decorated part of the dungeon to appear ship-like).

Villains are divided into four domains - magic users, priests, 'warriors' and 'power seekers', which maps handily onto the 'Winds of Magic', 'Fury of the Gods', 'Chaos Unleashed' and 'Lust for Power' labels given to the longer missions. This classification follows on

Table 9.2.1 Villain Domain

Roll 1d6	Domain	Typical Villains
<i>(reroll 5-6)</i>		
1	Winds of Magic	Wizards, sorcerers and other MAGIC based traditions.
2	Fury of the Gods	Priests and devout followers of a particular religion such as paladins or zealots.
3	Chaos Unleashed	Warlords, barbarians and monsters - those who fight!
4	Lust for Power	Merchants, thieves and nobles conducting deadly intrigues.

Location

Next, find out where they are operating. Of course, villains can move around, so this is really only their starting position! On 1d6:

- 1-2 City
- 3-4 Wilderness
- 5-6 Dungeon

Race

Humans are the most common people on Titan and in most settings and we can roll to determine the race of our villain on 1d6. You should consider how the race of your adversary might affect encounters (elves and dwarves with darkvision might wish to fight at night

to both the rules of AFF and the commonly encountered villains in fantasy culture, but of course you are free to mix and match components as you see fit. It might be difficult to explain why an orc warlord is seeking deep magical knowledge, but that could also be the start of an intriguing adventure.

Each randomly generated villain is given a motivation, a rough set of characteristics and abilities, a lair, some henchmen, a form of retaliation and a battle tactic to employ.

Domain

Firstly, roll to see what type of enemy you are facing. In the AFF rules characters are focused, through their skills, on four broad domains - magic, religion, fighting and professional, which covers those who develop social, criminal or business related skills.

for example) and locations (an undead villain probably doesn't have a house in the city...or do they?)

- | | |
|-----|----------------------------|
| 1-2 | Human |
| 3 | Dwarf |
| 4 | Elf |
| 5-6 | Other - roll again on 1d6: |
| 1 | Orc |
| 2 | Goblin |
| 3 | Lizardman |
| 4 | Demon |
| 5 | Undead |
| 6 | Director's choice. |

Chapter 9 - Villains

Characteristics and skills

Those that rely on magic are less physically capable than some other villains. They have SKILL = $3+1d3$, STAMINA = $8+1d6$ (sorcerers have $10+1d6$) and MAGIC = $5+1d3$. They have 3 points in the relevant special skill (MAGIC-Sorcery etc) and you will need to calculate their Magic Points and provide them with a list of spells to use. They have 2 points in Magical special skills and most Knowledge special skills.

Winds of Magic

This domain encompasses any villain that uses one of the MAGIC traditions to gain power - typically wizards and sorcerers, but if you have access to other AFF rulebooks containing different traditions, such as the combat magic described in the AFF Combat Companion, those can also be used. Roll 1d6 - 1-2: Wizard, 4-6: Sorcerer, 5-6: Other or roll again.

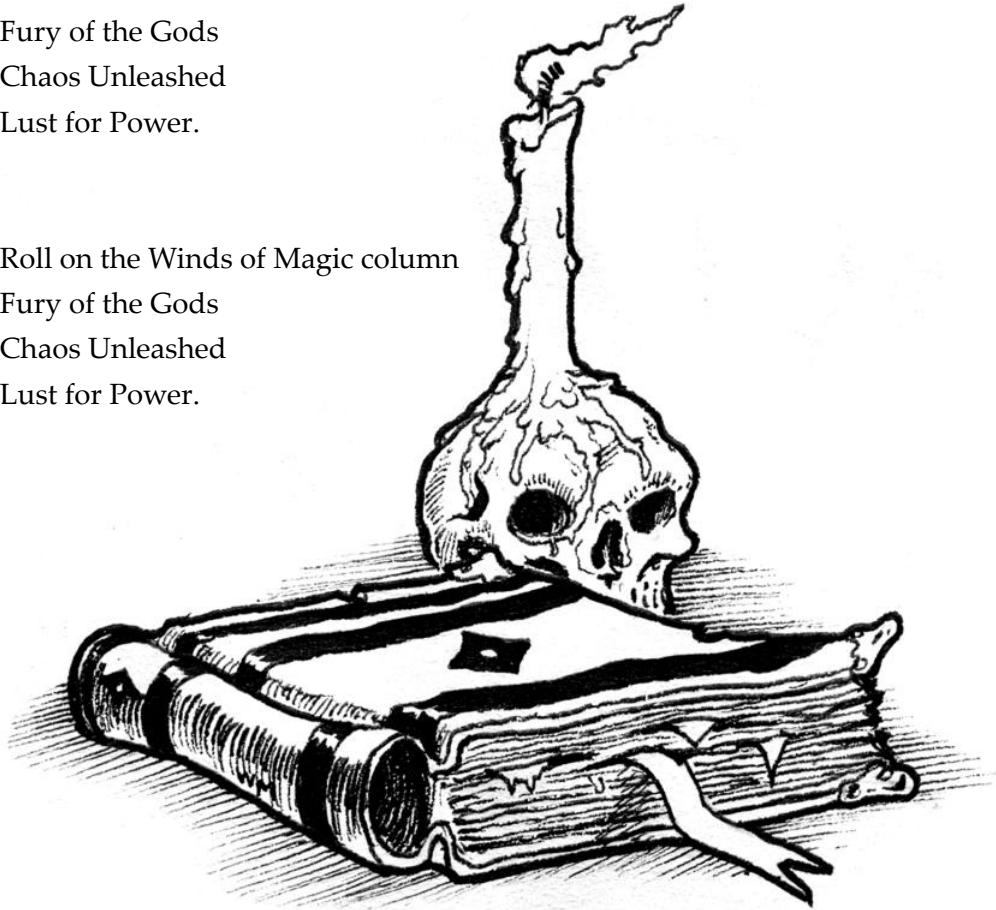
In addition to some magical ability, these villains have points in special skills from the Knowledge and Magical sections of the skills list.

Table 9.2.2 Winds of Magic Motivations

Roll 1d6	Motivation
1	Hunting for ancient magical artefacts or knowledge to increase their power
2	Exceptional arrogance or pride in their magical ability
3	Hatred or rivalry with another magic user
4	Insanity - the study of magic has broken their mind and now they are dangerous
5	Commanded: Your villain is serving a more powerful master - perhaps another humanoid, though it could also be a demon, powerful undead or a secret society
6	From another domain. Roll 1d6: 1-2 Fury of the Gods 3-4 Chaos Unleashed 5-6 Lust for Power.

Mission Generator: Roll 1d6:

1-3	Roll on the Winds of Magic column
4	Fury of the Gods
5	Chaos Unleashed
6	Lust for Power.



Fury of the Gods

In general, those that serve the gods most faithfully will be priests of some kind, though there are also zealots and templars that can follow this path. Roll 1d6 - 1-4: Priest, 5: Templar, 6: Zealot. A templar in this case is defined as a villain that has taken the 'Templar' talent described in the AFF Heroes Companion, meaning they have one daily ability, a devotion of 5 and no MAGIC characteristic.

In addition these villains have points in special skills from the Knowledge and Combat sections of the skills list.

Characteristics and skills

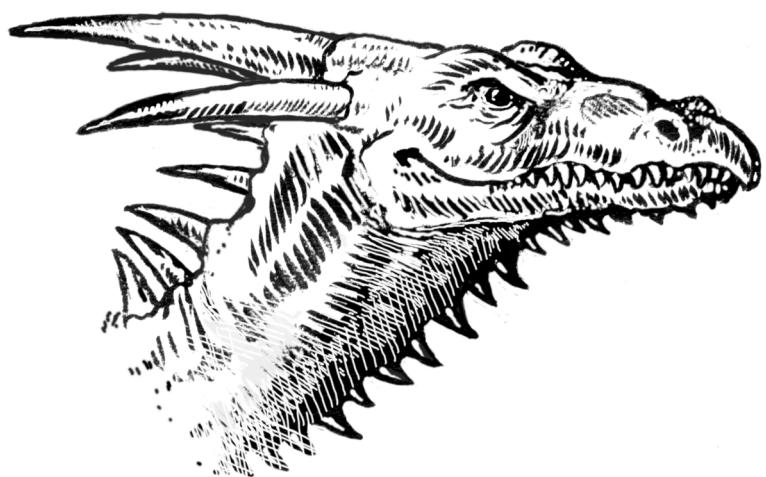
Servants of the gods are expected to be both robust and wise. They have SKILL = 4+1d3, STAMINA = 10+1d6 and MAGIC = 3+1d3. Priests have 3 points in the Magic-Priestly special skill and will need to be provided with powers. Use Table 7.1.3 List of the Gods in section 7.1 to determine which god is followed - generally a neutral or evil god should be chosen. Templars have only one power per day and a Devotion of 5. Zealots have no magical power and instead gain +1 SKILL. All have 2 points in Knowledge special skills and 2 points in Armour and one type of hand weapon (swords, axes etc).

Table 9.2.3 Fury of the Gods Motivations

<i>Roll 1d6</i>	<i>Motivation</i>						
1	Rivalry with another church has spilled over into violence.						
2	By the gods' command! Your villain has been gifted a vision ordering them into action.						
3	Prophecy: The villain believes in an ancient prophecy, nothing can be allowed to prevent it from happening as ordained.						
4	Proof of faith: Your opponent is trying to win the favour of their deity through their actions.						
5	Recruitment: Your opponent is trying to convert new followers to their cause, the attacks are part of this process.						
6	From another domain. Roll 1d6: <table> <tr> <td>1-2</td><td>Winds of Magic</td></tr> <tr> <td>3-4</td><td>Chaos Unleashed</td></tr> <tr> <td>5-6</td><td>Lust for Power</td></tr> </table>	1-2	Winds of Magic	3-4	Chaos Unleashed	5-6	Lust for Power
1-2	Winds of Magic						
3-4	Chaos Unleashed						
5-6	Lust for Power						

Mission Generator: Roll 1d6:

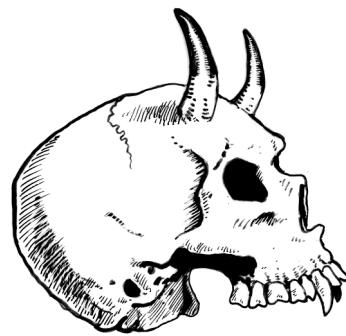
1-3	Roll on the Fury of the Gods column
4	Winds of Magic
5	Chaos Unleashed
6	Lust for Power



Chaos Unleashed

A broadsword cuts with both edges, and those that excel in the arts of combat can choose to defend the world against evil as great knights and captains or to use their skills for darker, more selfish purposes. These are warriors of some sort or another and it is up to you to flesh out the specific details. Are they heavily armed juggernauts swinging greatswords or lightly armoured duelists swishing their rapier? Almost every type of fighter can provide a challenging foe.

These villains have points in special skills from the Movement and Combat sections of the skills list.



Characteristics and skills

Warriors focus on being skillful and tough. They have SKILL = 5+1d3, STAMINA = 12+1d6 and MAGIC = 0. They have 2 points in Movement special skills, 3 points in Armour and one type of hand weapon (swords, axes etc) and 2 points in another two weapon types.

Table 9.2.4 Chaos Unleashed Motivations

<i>Roll 1d6</i>	<i>Motivation</i>						
1	Kill! Maim! Slaughter! Your opponent is motivated by a love of violence; they have no greater purpose.						
2	Proof of valour - your opponent believes that their actions are proof of their bravery and fearlessness.						
3	Your villain is in the pay of someone even more powerful, they are either a mercenary or part of a military organisation.						
4	Relic - your opponent has heard tales of some fantastical weapon or suit of armour and is pursuing that.						
5	The best part of war is dividing the spoils - your villain is aiming to gather as much gold as possible.						
6	From another domain. Roll 1d6: <table border="1" style="margin-left: 20px;"> <tr> <td>1-2</td> <td>Fury of the Gods</td> </tr> <tr> <td>3-4</td> <td>Winds of Magic</td> </tr> <tr> <td>5-6</td> <td>Lust for Power</td> </tr> </table>	1-2	Fury of the Gods	3-4	Winds of Magic	5-6	Lust for Power
1-2	Fury of the Gods						
3-4	Winds of Magic						
5-6	Lust for Power						

Mission Generator: Roll 1d6:

1-3	Roll on the Chaos Unleashed column
4	Winds of Magic
5	Fury of the Gods
6	Lust for Power

Lust for Power

Perhaps the most varied group of villains, those with a lust for power could be merchants, thieves, nobles or just desperate but talented individuals that have the charisma to draw others into their schemes. They could be called 'the professionals' as they rely on acquired skills rather than powers or brute strength. It could be a magistrate that knows how to break the law or a braggart with a love of inciting riots. Roll 1d6:

- | | |
|-----|--------------------------------|
| 1 | Merchant or Wealthy individual |
| 2 | A criminal of some kind |
| 3 | A noble |
| 4-6 | Other (your choice). |

These villains have points in special skills from the Stealth and Knowledge sections of the skills list.

Characteristics and skills

These villains focus on using their special skills to achieve their aims, though they are generally not afraid of a bit of combat. They have SKILL = 4+1d3, STAMINA = 10+1d6 and MAGIC = 0. They have 2 points in Stealth special skills, 2 points in Armour and one type of hand weapon (swords, axes etc) and 2 points in two out of Bargain, Con, Etiquette, Law or Leadership.

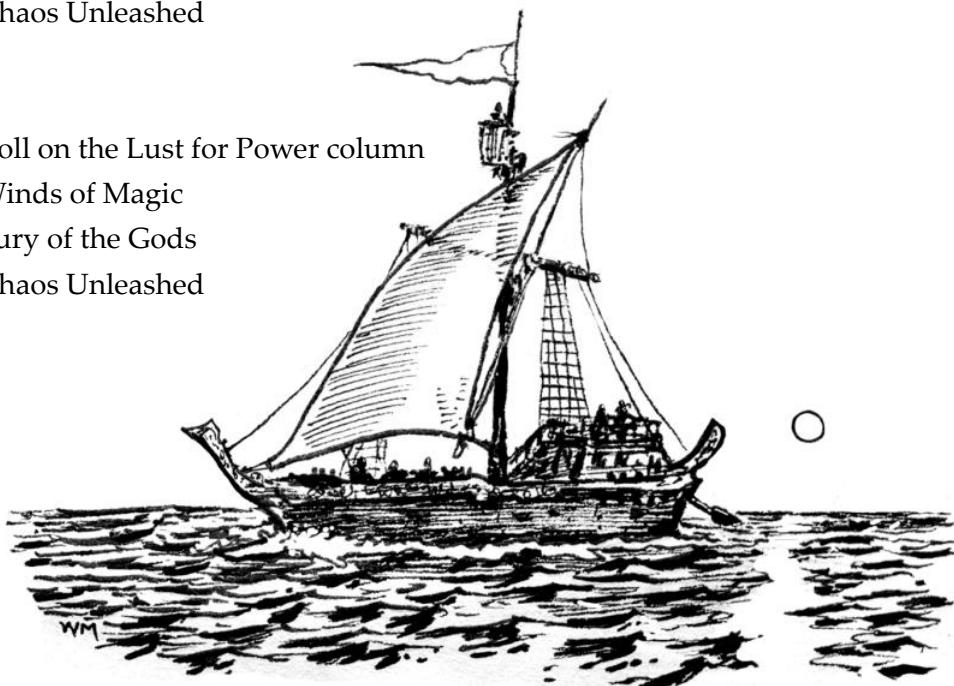
Table 9.2.5 Lust for Power Motivations

Roll 1d6 Motivation

1	Gold - your opponent is looking to amass a great fortune.						
2	Your opponent is working for a shadowy hidden power to which they are totally loyal.						
3	The activities of your opponent are, to them, simply part of some larger game, perhaps even a wager.						
4	Your opponent is looking for a way to increase their social status by undermining others.						
5	The villain has envisaged a grand plan for world domination and is pursuing it relentlessly.						
6	From another domain. Roll 1d6: <table border="0" style="margin-left: 20px;"> <tr> <td style="background-color: #e0e0e0;">1-2</td> <td>Fury of the Gods</td> </tr> <tr> <td style="background-color: #e0e0e0;">3-4</td> <td>Winds of Magic</td> </tr> <tr> <td style="background-color: #e0e0e0;">5-6</td> <td>Chaos Unleashed</td> </tr> </table>	1-2	Fury of the Gods	3-4	Winds of Magic	5-6	Chaos Unleashed
1-2	Fury of the Gods						
3-4	Winds of Magic						
5-6	Chaos Unleashed						

Mission Generator: Roll 1d6:

1-3	Roll on the Lust for Power column
4	Winds of Magic
5	Fury of the Gods
6	Chaos Unleashed



Chapter 9 - Villains

Equipment, Lair, Henchmen, Retaliation, Confrontation

A villain is nothing without the trappings of villainy. The following tables provide you with descriptions of their lair, henchman, retaliation and battle tactics. The tables apply to all types of villain and are not split by domain. How you interpret the results is up to you and as usual you may wish to adjust the results to better suit your particular setting or campaign.

Equipment

As with all villains they should be provided with equipment that reflects their status as a leader and powerful 'hero' in their own right. It is assumed that they have had time to obtain and spend a reasonable sum of gold. Beyond that, their equipment should reflect their domain. Magic using villains will be armed and armoured according to their magical tradition. Wizards will be in robes and carry a staff or dagger, sorcerers will wear armour and carry a melee weapon. Religiously inclined villains will be armed

and armoured according to the edicts of their gods. If no specific information is provided, they should be equipped with appropriate armour, shields and weapons. Martially inclined villains should be equipped with appropriate armour, shields and weapons. Equipment for 'professional' villains should reflect their style or trade. A master thief might be equipped with poisoned daggers, a merchant should have superior quality weapons and armour.

It may be useful to look at the pre-written villains in the earlier part of this chapter to get some ideas about what equipment your opponent will have access to.

Lair

The lair is the home and sanctum of your villain, a place where they store their treasures and plot their next move. Create one that is appropriate or roll on the table below.

Table 9.2.6 Villains Lair

Roll 2d6	Lair
2	They have no lair and wander; their belongings carried by porters from place to place.
3	A library or laboratory with adjoining living quarters, the state of the library depends on the owner.
4	An ancient crypt or tomb, depending on the villain they may have cleaned it up or not.
5	A tower, full of strange and dangerous objects.
6	Normal housing that looks unremarkable from the outside, but on the inside has been decorated and altered to reflect the owners 'passions' (arcane symbols for a wizard, weapons and skulls for a warlord and so on).
7	An underground complex, its state and decoration reflect the owners needs and tastes.
8	A natural feature such as a cavern or glade which the villain has occupied and fortified.
9	An abandoned temple (if the villain is a priest or cultist, it will have been re-dedicated to the worship of their god).
10	A large tent or yurt, complete with rugs, tapestries and an ornate stove, moved around on a set of wagons when required.
11	A ship or barge fitted out with luxurious cabins and a whole deck dedicated to the villains' pursuits.
12	A small magical realm, a little bubble of reality that is somehow connected to your villain. When they die, it disappears! (the hero has just enough time to grab the treasure and leap to safety).

AFF Adventure Creation System

Henchman

A good villain needs a right hand man or woman to assist them in their carnage. These are not simply

cannon fodder but trusted members of your opponents team.

Table 9.2.7 Villain's Henchman

Roll 2d6	<i>Henchman - they fight to the death unless stated otherwise.</i>
2	They have no henchman; if you succeed in a mission you always get to fight them!
3	Entranced Man SKILL 6 STAMINA 8 Weapon: Two Handed Axe Armour: Leather Cuirass. A young man has been magically entranced to serve as a henchman. They may snap out of it when severely wounded - when reduced to 3 STAMINA or less make a 1d6 roll - on a 1 or 2 the enchantment lifts and they will fall to their knees and surrender. You may spare them if you wish.
4	Tree Man SKILL 5 STAMINA 8 Weapon: Branch x2, treat as Clubs. Armour: Heavy. Somehow, your opponent has obtained the services of some Tree Men to serve as their henchmen. These tough plants take double damage from fire based attacks.
5	Ghoul SKILL 6 STAMINA 8 Weapons: Medium Claw Armour: Light Special: A Ghoul's touch is paralysing - if the Ghoul hits you four times in combat you are paralysed and your fate is sealed.
6	Thug SKILL 6 STAMINA 9 Weapon: Sword Armour: Leather Hauberk and Small Shield. Make an Awareness test on the first round to spot them as they spring from the shadows. If you fail, they get +4 to the combat roll for that round.
7	Mercenary SKILL 6 STAMINA 9 Weapon: Sword Armour: Chain Cuirass and Small Shield. The mercenary has been paid to fight, but not to die - when reduced to 2 STAMINA or less they will surrender.
8	Lizardman SKILL 5 STAMINA 11 Weapon: Spear Armour: Medium. They have poison coated weapons that will inflict one point of STAMINA damage when they hit, which is not prevented by armour. If you defeat him you can recover a vial of this poison - there is enough to coat a weapon for one combat or 10 arrows. The poison has no effect on Lizardmen.
9	Apprentice SKILL 4 STAMINA 8 MAGIC 3 (Arcane Power 5) Weapon: Staff Armour: None (Dodge skill 2). They will fight using the spells 'Weakness' in the first round and then 'Flash!' after which they will use their staves and fight hand-to-hand. They are ultimately cowards - if reduced to STAMINA of 2 or less they will surrender. In tears. It's up to you what you do about that.
10	Cultist SKILL 6 STAMINA 8 Weapon: Mace (+1 damage) Armour: Leather Cuirass. The Cultist has no priestly powers but is fanatically loyal to their master; they will fight to the death.
11	Doragar SKILL 6 STAMINA 9 Armour: Medium Weapon: 2-Handed Sword. The Doragar are tough and fearless warriors who have no fear of death. Even when reduced to zero STAMINA they will continue to fight for one round in a show of heroic loyalty.
12	Roll twice on this table and when you encounter a henchman, you encounter both - good luck!

Chapter 9 - Villains

Retaliation

Once you have completed your first mission against this opponent they will be aware of your presence

and may try to stop you pursuing them. After the first mission and until you defeat them, roll to see what type of retaliation they send against you.

Table 9.2.8 Villain's Retaliation

<i>Roll 2d6</i>	<i>Retaliation</i>
2	Your opponent is extremely upset with your meddling - roll twice on this table and apply both effects!
3	Animated Club: Each day roll 1d6. On a 1 or 2 an animated club appears at your location (roll another 1d6 to see when this happens - 1-2: morning, 3-4: midday, 5-6: evening). The club has SKILL 8 but as per the 'Animate' spell, if it loses a combat round the spell ends. It does damage as a normal, non-magical club.
4	Curse of plagues: your opponent has put you under a curse, each day roll 1d6. On a roll of one you have been struck by a disease - roll on Table 4.3.2 Diseases to see which - normal methods of curing it apply.
5	Traitors: When you have a social encounter roll a 1d6 - on a result of a 1 they have been 'turned' by your enemy and will attack you! This doesn't result in a roll on the Lawbreaker table, even if it usually would.
6	Goblin Infiltrator: The villain has hired goblin's to track and fight you. Each time you have a challenge encounter or combat a Goblin Infiltrator (encounter C10) will appear to fight alongside your enemy - this can only happen on the first fight of the day.
7	Assassin. Your opponent has hired assassins to pursue you. Each day roll 1d6, on a roll of 1 an assassin attacks you (1-2: morning, 3-4: midday, 5-6: evening). The Assassin has SKILL 6 STAMINA 9 Weapon: Short Sword Armour: 3 points of Dodge skill. You must make an Awareness test with a -3 penalty at the start of the combat - if you fail the assassin gains +6 to her combat roll and +2 to her damage roll on the first round as they leap from the shadows.
8	Traps: Your opponent has employed a rogue to set traps for you; when you move to a new location, area or dungeon section roll 1d6 - on a roll of one you have stumbled into a trap. Roll on the Table 4.4.2 Traps.
9	Zombie: Upon defeating an enemy, roll a 1d6. On the roll of a 1, it comes back to life as a zombie version of itself and attacks you again! The zombie version has its SKILL and STAMINA reduced by two compared to the real version. There is no limit on how many times each day this can happen. Unnerving!
10	Swarm: Biting insects are sent to plague you. Before any fight, roll 1d6 - if you roll a one, something is gnawing at you causing -1 to your skill tests for that combat, unless you want to spend two rounds finding the bug and squashing it.
11	Undeath: Upon defeating an enemy, roll a 1d6. On the roll of a 1, it comes back to life as a zombie version of itself and attacks you again! The zombie version has its SKILL and STAMINA reduced by two compared to the real version. There is no limit on how many times each day this can happen. Unnerving!
12	Your enemy is focusing on their plans and fails to send any retaliation your way. Fortunate!

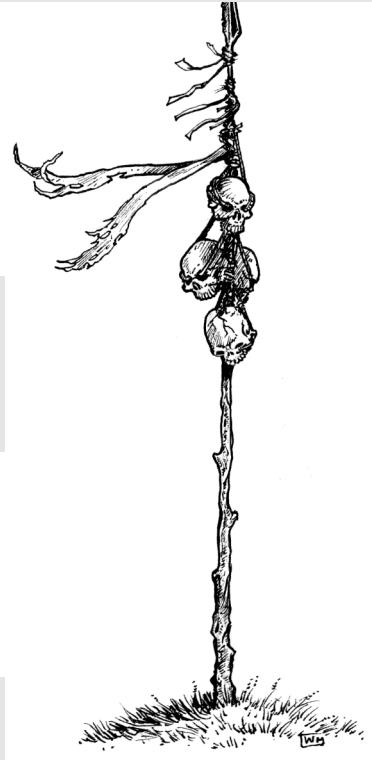
Confrontation / Battle Tactic

Whilst you (the hero) may wish to fight to the death on the first encounter, your opponent might see it

otherwise. They will have a battle tactic, something they will use to either try and win the fight or escape to continue their evil doing.

Table 9.2.9 Villain's Battle Tactic

<i>Roll 2d6</i>	<i>Battle Tactic</i>
2	No tactics, just glory! The villain has no special plans up their sleeves and fights to the death.
3	Vanishing act: The villain would like to defeat you but also has things to do! Each round you fight roll 1d6 - on a roll of one they will distract you with a smoke bomb (-6 to combat rolls for one round) and flee.
4	Wary fighter: Roll 1d6 each round, on a 1 or 2 the villain will take the 'defensive' combat option adding +2 to his combat roll but not causing any damage. The fourth time they do this, they will trick you with a feint and take the chance to flee.
5	Swarms: Every time the villain is wounded they call upon a swarm of rats or scorpions to bite you for one point of STAMINA damage (no Dodge or Armour applies).
6	Thunderbolt: At the start of the combat roll 2d6: After that number of rounds your opponent calls upon a dark power to smite you: test your LUCK or you are stunned and the villain can flee.
7	Bodyguard: The villain has a bodyguard SKILL 6 STAMINA 9 Weapon: Mace Armour: Leather Hauberk that fights for him; if you fail to defeat the bodyguard within five rounds your opponent has fled. The villain takes a week to find a replacement during which time they are unprotected.
8	Mirror Images: The villain has an item that creates two illusory images of themselves. To spot the actual villain you must pass an Awareness skill test, if not you attack an image. The images persist for eight rounds, at which point the villain will attempt to flee. The item has two charges.
9	Hypnotic Stare: The villain will try to entrance you and convince you to leave them alone. Test against your SKILL or LUCK (your choice) or you are ensnared by their charisma and let them flee. You must test at the start of the combat and every third round after that. Each time you fight them you get a +2 bonus to your tests (+2 on the second time, +4 on the next and so on).
10	Potion of STAMINA: When reduced to 4 STAMINA or less the villain will glug down a potion of STAMINA restoring their lost health. If you don't defeat them, it takes them a week to purchase a new one.
11	Resurrection: The villain will fight to the death, but only because they know they have a second chance at life! Once killed, they will return to life as a revenant - reduce their SKILL by 1, STAMINA by 2 and MAGIC by 1 - the next time they are killed it's permanent.
12	Well prepared: Your opponent has been careful to ensure their own survival - roll twice on this table and apply both battle tactics to your confrontation.



Creating Patrons and Allies

Whilst this section is focused on creating villains, it can also be used to help build patrons and allies that are friendly to the hero. All that is needed is to make the same rolls as before, but reinterpret some of the results. So if you rolled the motivation 'Gold - your opponent is looking to amass a great fortune.' for your patron you could interpret that to mean your friend has an interest in making sure that trade is carried out fairly and honestly.

What role any patrons or allies play in your adventures is up to you, if you wish to include them this section and Chapter 7 can be combined to give you some ideas about their motivations and trappings.

Summary

Using the tables in this section will allow you to create a villain to oppose your hero or heroes, but these are just the details or bare bones required to build an interesting and challenging foe.

You will need to use your own imagination to round them out; give them a name, description and so on. You may also wish to add more details by looking at Chapter 7, which covers political systems, religion, social status and creating factions. Those things are not required but will add depth and colour to your foe.

Most importantly, if you come up with a better or more suitable idea for any of the details, you should add them in - as with much of this book the intention is to support your game rather than dictate exactly how to play.

Example of a Randomly Created Villain

To help you understand the ideas in this section, we have gone through and used this system to create a villain we could use in our adventures. At the start we have no idea what we will end up with - we will roll the dice and let a picture emerge, always remembering that we can change any of the results if they don't fit into our campaign or setting, or we simply think of an option that is more appealing.

Type: We start off by finding out what type of person we are dealing with by rolling on Table 9.2.1 'Villain Domain' and with a 3 the result is 'Chaos Unleashed', which covers warlords, monsters and the like - those who fight and make their way through force of arms.

Location: Next we roll for location, with another 3 meaning our villain starts off in the wilderness. Of course, this is merely their starting point and we could still begin our adventures in a city or a dungeon if we wish, as our opponent is

Race: With a roll of 2 our opponent is a human. The most common outcome so it is not unexpected - there are villains in every group of people, but there are simply more humans around in the world.

Characteristics and Skills: As per the guidance we roll 1d3+5 for SKILL getting a total of 7 and 1d6 + 12 for STAMINA getting a total of 18 (ouch!) so our villain is very tough. They also have some special skills (2 points in Movement special skills, 3 points in Armour and one type of hand weapon (swords, axes etc) and 2 points in another two weapon types) which we can assign now or leave to the end - as we learn more about our enemy, it might give us ideas about what sort of weapons and other skills they would have. We do know that with 3 points in a weapon skill and SKILL of 7 this will be a dangerous enemy to face in hand to hand combat, and with 3 points in the Armour skill they should be equipped with a decent level of protection.

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Motivation: Each villain has a table for motivations. With a roll of 1 on Chaos Unleashed table 9.2.4 we find out that the motivation for this villain is 'Kill! Maim! Slaughter! Your opponent is motivated by a love of violence; they have no greater purpose' which is pretty straightforward, they love to fight. On the same table we also have a mission generator which we can use with Chapter 10 to create missions and quests for this villain should we want to.

Equipment: All villains should be provided with equipment that reflects their status as a leader and 'hero' in their own right. In this case our warrior will be given a breastplate and a battleaxe. We may add some other pieces later on and of course there is an assumption that they have access to standard equipment such as a backpack, rations, water skin and so on. We might want to give them a magical item or two, but we can leave those details for later.

Lair: Rolling on table 9.2.6 'Villains Lair' we get a total of 5 meaning 'A tower, full of strange and dangerous objects' which might be surprising for a bloodthirsty warrior, but maybe they discovered it or killed the previous occupant. That's something to think about but there are plenty of solutions. It's important to note that our villain is not confined to this place (which we know, from our location roll, is in the wilderness), it's just their starting point.

Henchman: Table 9.2.7 'Villain's Henchman' provides us with a list and a roll of 11 means our warrior is accompanied by some 'Doragar SKILL 6 STAMINA 9 Armour: Medium Weapon: 2-Handed Sword. The Doragar are tough and fearless warriors who have no fear of death. Even when reduced to zero STAMINA they will continue to fight for one round in a show of heroic loyalty' which seems quite appropriate. If you are using the missions system described in Chapter 10 you may come across henchmen, if not you could use these as the bodyguards for your villain, or guards for their lair.

Retaliation: Once you have completed your first mission against this opponent they will be aware of your presence and may try to stop you pursuing them. Rolling on table 9.2.8 'Villain's Retaliation' we get a 9, so it's 'Zombie: Upon defeating an enemy, roll a 1d6. On the roll of a 1, it comes back to life as a zombie version of itself and attacks you again! The zombie version has its SKILL and STAMINA reduced by two compared to the real version. There is no limit on how many times each day this can happen. Unnerving!' How is a rampaging warrior causing this? Remember that the world of Titan is a place of magic. Perhaps our villain has come across an item that can cause this effect, or perhaps they are being protected by one of the evil gods. This is something to think about and we can change the nature of the retaliation if we want to, but it's probably more fun to come up with a reason why our rampaging fighter is making corpses rise again as undead.

Confrontation / Battle Tactic: Villains have plans of their own and you may be seen as merely an annoying interruption. Rolling on table 9.2.9 'Villain's Battle Tactic' we get a 6 meaning 'Thunderbolt: At the start of the combat roll 2d6: After that number of rounds your opponent calls upon a dark power to smite you: test your LUCK or you are stunned and the villain can flee.' which will be interesting, given our villain has a very high STAMINA and will be hard to defeat quickly. This is probably a magic item and we should be fair and make sure our hero is allowed to recover it.

Finishing touches

The results of our rolls have certainly given us a villain we can use, but there is more we can add to make them more rounded. The extent to which you do this should be based on how much time you think you will spend battling this particular opponent. Are they a main enemy in your campaign or setting, or just a passing bad guy? Only you can decide.

10 - MISSIONS, QUESTS AND ADVENTURES

In order to start your adventures you need four things - a hero, a map, a villain and a mission - some way for your hero to prove their heroism! It's highly unlikely that your opponent will simply jump out in front of you and challenge you to a duel to the death and much more likely that your hero will have to work their way towards battling them by taking on missions that thwart their evil plans or provoke them into a confrontation.

When a hero takes on a series of missions (or quests or adventures as they are often called) we call that a campaign. Unlike the individual missions, which have well defined objectives for you to complete (find a cultist temple, recover ancient runes and so on) the campaign is supposed to build up to a larger goal - saving a kingdom, defeating a great evil.

In chapter 9 we have discussed villains - the opponents that you must fight against and in this chapter we look at how to create and manage the missions, quests and adventures that make up a campaign.

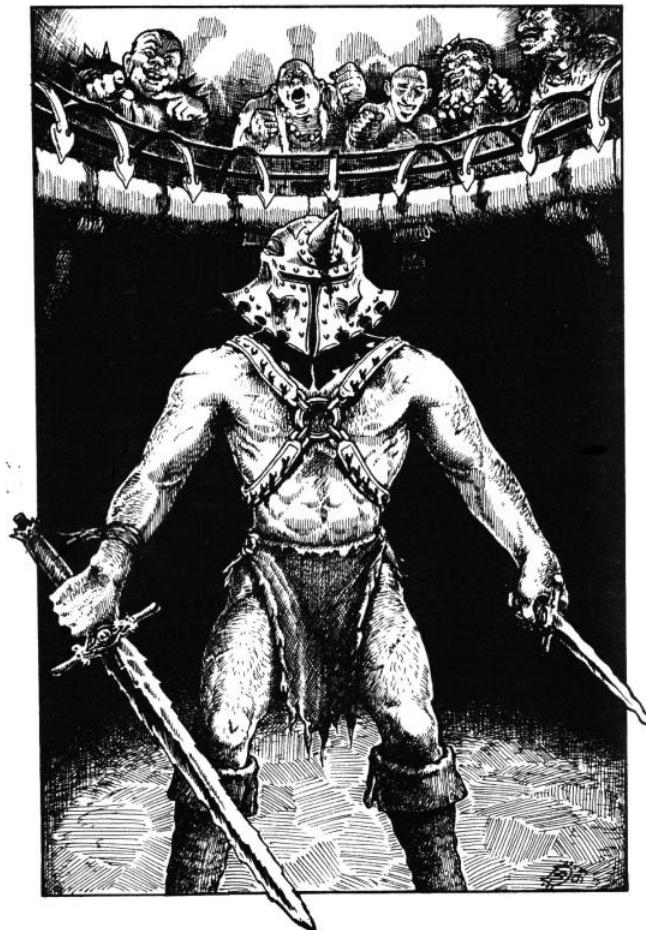
It should be noted that your hero does not have to have an over-arching goal or aim, they can simply wander from place to place seeing what needs to be done or fighting monsters as they find them. There is no correct way to play the game as long as you are having fun.

Starting A Campaign

A campaign is a series of linked missions, quests & adventures with an overarching goal, usually the defeat of some evil villain or group (though that is up to your Director). It can start in any number of ways but two of the most common are the hero responding to an event or by starting with the villain and working out what they are planning.

In chapter 9 we have provided you with some examples including their motivations, which are linked to the campaign missions in section 10.1. This will allow you to start by choosing an opponent and then rolling to see what type of task they have placed before you.

If you prefer, you can start your adventures without knowing who your opponent is by beginning with an event. Your opponent (who is unknown to you initially) has put into motion some terrible plan which is sure to result in chaos and destruction. It is up to you to stop them.



Roll on the table to see what has happened, this will determine what type of mission you start out with as you take on the role of hero of the city. Obviously, you can substitute any other similar event that you can think of - the following are merely examples to get you started.

Table 10.1 Starting Events

<i>Roll 1d6</i>	<i>Event</i>	<i>Mission & Villain Category</i>
1	A few nights ago a great storm of unnatural origins battered the lands, it seemed to come out of nowhere. Even worse, a number of strange events occurred. A rain of frogs splattered down across the slums, an ancient statue was seen to get down from its pedestal and walk and sheep and cows flew in the air like dandelion wisps! Clearly, something is afoot and needs to be investigated.	Winds of Magic
2	Last night, a temple was attacked and desecrated! This has shaken the populace. If the gods can't protect themselves, who can? If people lose their trust in the gods, evil cultists will take the chance to whip up trouble and that can only end badly.	Fury of the Gods
3	A horde of orcs and goblins burst from a concealed lair and proceeded to slaughter and pillage! Luckily, a regiment of guardsmen were nearby and after a pitched battle vanquished the evil creatures, though many lives were lost. Now people are on edge, wondering if this is the first attack of many...	Chaos Unleashed
4	A famed noblewoman has disappeared in mysterious circumstances. No one knows what has happened, but she was regarded as a skilled peacemaker and without her the other nobles are already vying for power. Law and order could break down rapidly.	Lust for Power
5	A magical portal opens to lands unknown, allowing various foul creatures to flow through and cause havoc. These may be mundane invaders from the distant lands, or could be evil Demons from the lowest reaches of the Pit.	1-3 Fury of the Gods 4-6 Chaos Unleashed
6	A minor noble with a reputation for dark sorceries has made a bid for power. This may be a direct attempt, or they could be using a proxy to distract attention whilst their foul plans play out in the background.	1-3 Lust for Power 4-6 Winds of Magic

The next step is to find out what your hero must do to tackle the looming threat. Taking your category from the table above, roll to see what your first mission is, then look at the mission description to see what needs to be done. How you go about it is up to you, but be aware that completing each mission can earn you the chance to strike at your opponent - fight the mastermind behind the problem, or if you haven't been able to find them, take on one of their henchmen. In addition, you should roll to see who your opponent is; right from the start they will be aware of your meddling and attempt to stop you. See the descriptions of each villain to see what hindrance they put in your way.



Chapter 10 - Missions, Quests and Adventures

Table 10.2 Combined Mission & Villain by domain

1d6	<i>Winds of Magic</i>	<i>Fury of the Gods</i>	<i>Chaos Unleashed</i>	<i>Lust for Power</i>
	The winds of magic swirl and thunder around Titan; anyone who could seize their power would be mighty indeed.	The Gods look upon the mortal plane and grow restless, eager to play some part in the drama. Becoming their favourite will bring great rewards.	The mighty battle drums sound out their rhythm and the dungeons of Titan spew out their foul denizens to unleash havoc.	What is life, if not contest? And how else should we see winners and losers, but by their power?

Starting Mission - see section 10.1 for further details

1	Imps Abound	Cultists at Large	Creatures of Chaos	Thieves Abound
2	Flowers of Chaos	Plague Spreaders	Repel the Invaders	Run the Gauntlet
3	The Forgotten Crypt	Cruel Cultists	Slouching Beast	Rogue Watchmen
4	Fonts of Magic	Cursed Idols	Ogre Stew	Slave Takers
5	Tormenting Mists	Elemental Fury	Alchemical Arson	Shadow War
6	Exp. Abberations	Rediscovered Runes	Burrowing Worms	Masks of Terror

Opponent - see Chapter 9 for descriptions of each villain

1-2	The Magician	The Inquisitor	The Horde	The Syndicate
3-4	The Sorcerer	The Claws & Thorns	The Emerald Scale	The Warlord
5-6	The Coven	The Necromancer	The Nest Mother	The House of Swords

If you manage to complete your mission and defeat the mastermind behind it - this may take several missions - you can carry on using the tables to find more missions and more opponents, until you have defeated them all. If you have already defeated an opponent or completed a mission you may wish to remove them from the list. Section 10.2 provides details on how to create your own missions.

There are, of course, innumerable ways in which you and your enemy could confront each other and having created a map you may have already have adventures of your own prepared. The example missions are meant to be a broad sample of different tasks which require a combination of fighting prowess, use of skills, a bit of luck and some judgement. Obviously it is impossible to cover all types of quest or task, so it will be up to you to read through each mission and alter it to suit your needs as a hero or Director.

There are some important things to say that relate to all of the missions.

- The missions can be failed - this is intentional, if a hero is careless or unlucky they might fail in their task. Without this element of risk it can easily become a treadmill.
- The values for skill tests and monster SKILL and STAMINA characteristics are intended to be a challenge to a hero built using the standard Advanced Fighting Fantasy ruleset, you should adjust as required - see Chapter 3 for advice on changing difficulty levels.
- Completing a mission might not result in a chance to attack your opponent; you may need to do several to get a chance at defeating them. If this option is too slow, you can adjust it so that you always end up fighting your opponent at the end of each successful mission.

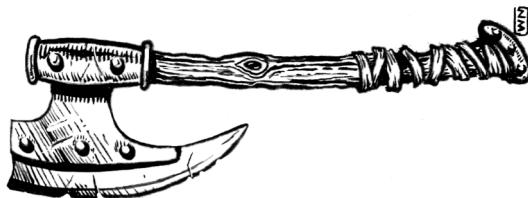
AFF Adventure Creation System

- It is assumed that whilst you are on a mission, you are still making rolls to see if you have random encounters, problems with the weather, issues with food supply and so on. This helps to bring your world to life and is highly recommended.

Playthrough Example

The human priest, Janay the Just, has arrived in the city of Ludria eager to serve Libra, the goddess of Justice. Rolling on 'Table 10.1 Starting Events' Janay gets a 2, which means her starting event is the desecration of a temple part of the 'Fury of the Gods' domain, which is very appropriate for her.

Going to 'Table 10.2 Combined Mission & Villain by domain' we look at the 'Fury of the Gods' column and roll for both her first mission and her first opponent. A roll of 5 tells us that her first mission will be 'Elemental Fury' and a roll of 6 gives us her opponent - The Necromancer.



At this point we should look through both the details of the mission (section 10.1) and the opponent (section 9.1) to familiarise ourselves with what Janay needs to do and who she is up against. The Elemental Fury mission can be done in a city, so Janay can start straight away to battle her way through the challenges.

At the end of her first mission, although Janay succeeds in dealing with the problem, she unfortunately fails the final skill test to find out where her opponent is hiding, so she ends up fighting a henchman (as her opponent is the necromancer Merrick Trench, she fights a ghoul). Still, she collects the rewards for her success (see chapter 12 for information on rewards such as experience points and treasure) and resolves to fight on.

Now we refer to the description of the villain given in chapter 9. We roll on his table of motivations to see what happens next, getting a 1 we will continue with the 'Fury of the Gods' missions. This time, rolling on 'Table 10.1.1 Campaign Missions' we get a 1 which is 'Cultists at Large'. If we had rolled a 5 for 'Elemental Fury' we could choose to play through that mission again or decide to reroll and find something new for Janay to do.

We also have to remember that her opponent, the necromancer, is now aware that a hero is after them and will begin their retaliation, as given in their description (in this case it is: Retaliation - The necromancer calls upon the spirits of the dead to harass you. Upon defeating an enemy, roll a 1d6. On the roll of a 1, it comes back to life as a zombie version of itself and attacks you again!)

The zombie version has its SKILL and STAMINA reduced by two compared to the real version. There is no limit on how many times each day this can happen. Unnerving!) so Janay has to carry out the next mission bearing this in mind.

At the end of Cultists at Large Janay does manage to battle the necromancer, but doesn't defeat him completely, so we go back to his table of motivations and roll again to see what he will come up with next. This cycle can be repeated until the opponent is defeated, after which a new villain can be chosen or rolled for using the same methods.

During all of this Janay is having to deal with normal encounters and any additional things she wants to take on. She could decide to take a break from fighting the necromancer and explore the wilderness, or find a dungeon to delve into, or carry on her missions but in a different location.

As with most parts of this book we are giving you a framework upon which you can build and we encourage you to see our suggestions as starting points rather than the finished article.

10.1 Campaign Missions

In this section we present a number of long missions which can be played through to form a campaign or included alongside adventures that you have created. The missions are designed to include more than just combat, with the use of special skills being very important and introducing some other ways of providing a challenge (collecting information, fighting a fire, winning a chase and so on). We hope that as well as enjoying them they will give you some inspiration for putting together your own missions.

At the end of these missions, if your hero is successful they will get a chance to strike at their opponent, but this is not automatic and it is possible to fail the mission or to succeed but still not find the main villain at the end of it.

The rewards for success and consequences of failure are described in greater detail in chapter 12 but in addition each of these missions has a unique reward for success, detailed at the end of the description. If you are including them as part of your own campaign you should adjust the rewards based on what you think is appropriate, they are there to give you examples of the types of unusual

rewards a hero can receive for their actions, things that are not simply gold, treasure or experience points - though your hero should definitely receive some experience points for completing these quests even if no other rewards are given.

The missions have mostly been designed such that they can be played out in more than one type of environment (city, dungeon, wilderness) but not all of them are universal, so pay attention to the description before you start them and make sure that you are in the right place to undertake the quest.

Important tip: Whilst we have tried to make the mission descriptions as clear and complete as possible, there will always be some elements of confusion as to exactly how it plays out - try to play it according to the spirit and themes of the mission rather than getting too caught up in the precise mechanics of dice rolls.



Table of Missions

Each of the opponents described in chapter 9 belongs to one domain or area of expertise and in their descriptions you will find a section describing motivation, including a table to roll on. After you have worked out what their current obsession is, you can use '*Table 10.1.1 Campaign Missions*' to obtain a specific mission or you can choose the one you feel is most appropriate.

Table 10.1.1 Campaign Missions

<i>1d6</i>	<i>Winds of Magic</i>	<i>Fury of the Gods</i>	<i>Chaos Unleashed</i>	<i>Lust for Power</i>
	The winds of magic swirl and thunder around Titan; anyone who could seize their power would be mighty indeed.	The Gods look upon the mortal plane and grow restless,eager to play some part in the drama.Becoming their favourite will bring great rewards.	The mighty battle drums sound out their rhythm and the dungeons of Titan spew out Their foul denizens to unleash havoc.	What is life, if not a competition? And how else should we measure winners and losers, but by the accumulation of power.
1	Imps Abound	Cultists at Large	Creatures of Chaos	Thieves Abound
2	Flowers of Chaos	Plague Spreaders	Repel the Invaders	Run the Gauntlet
3	The Forgotten Crypt	Cruel Cultists	Skulking Beast	Rogue Watchmen
4	Fonts of Magic	Cursed Idols	Ogre Stew	Slave Takers
5	Tormenting Mists	Elemental Fury	Alchemical Arson	Shadow War
6	Experimental Abberations	Rediscovered Runes	Burrowing Worms	Masks of Terror

In addition to knowing which mission you are undertaking you should also work out who your opponent is and where you are starting - it is recommended that you start in a city, but you can begin in the wilderness or even in a dungeon. If you haven't already worked out where you are, you can simply roll 1d6 to find out:

- 1-2: City
- 3-4: Wilderness
- 5-6: Dungeon

Now you have everything you need to start - a hero, an opponent, a place to begin and a quest to complete.

List of Campaign Missions

For each mission, a broad description is given explaining what your foe is up to and how you can combat them. The descriptions are first given for the 'city' environment, and then also for 'wilderness' and 'dungeon' settings. It is advised to read through the whole mission before you start it.

For missions in the city, they are assumed to be happening in the city where you are located - you won't have to travel to a new city to complete them! For missions in the wilderness, the 'area' is located $3+1d6$ areas away in a random direction from your home city, as described in the section on generating wilderness maps. Dungeons can be located 1d6 areas away from your home settlement in a random wilderness area. As usual if you already have specific locations and places in mind for your adventures, use those.

Random Location: When a mission says 'X is in a random location' you should drop or roll a dice onto the map to find out where you are going. Inside a wilderness area, a 'nearby location' means somewhere in the same wilderness area and within a day's travel as described in the mission details; remember to roll for encounters as you move about.

More explanation of how to find random locations, areas and rooms is given in section 3.1 'Guidance on Common Play Situations'.

Mission 1: Imps Abound

Overview: Vinegar Tom, Rappalskin, Crown Biter, Wokka-Kak and Chitterlips - a variety of fiendish imps have been summoned from the depths of hell and are creeping, flying and crawling around, inflicting wicked curses, stealing, causing food to rot and generally causing mayhem. People have become suspicious and the cry of 'Witchcraft!' is not far from their lips. It's time for you to get into action before the mob starts to round up and punish innocent people.

The imps do not stay in one place for long and you must search to find them, though they are sneaky and cunning prey. Unfortunately, imps are a naturally occurring menace on Titan, so you will have to have them examined by an expert once you have captured them, to see if you have found one that has been recently summoned.

Locations: Choose one or roll 1d6: 1-2: City, 3-4: Wilderness, 5-6: Dungeon.

Task 1: Imp Hunter. You must stay alert and be ready to dash to where any imps are sighted.

City: Take your map and roll or drop a dice on it. The location it lands nearest too has rumours of an imp working its devilry. You should move there and try to capture it immediately (within one hour or the imp disappears). You may use your Hunting or Awareness special skill to look for traces of imp and attempt to grab it. The Second Sight skill, If you have it, will add a bonus of +3 to your test as the imps leave rather obvious magical trails. If you fail, the imp has evaded you and you should try again (use your dice to find the next location) - you will hear 1d3 rumours of imp attack each day. If you succeed you can try and defeat the imp and recover its body for examination by the scholars.

Wilderness: It has been noted that a pack of imps are plaguing an area of the map. Once you travel there, use your Hunting, Region Lore or Second Sight skills as described above to find imps. You can make two searches per day.

Dungeon: Imps have been summoned and scattered around this dungeon, which wouldn't usually be your problem but you are reliably informed that they are being taken from here to a nearby settlement to cause havoc. You have been given an imp divining rod, which reacts to the nearby presence of a recently summoned imp. In each room you can use it - roll 1d6 - on a roll of six (or 5 & 6 if you have some points in the Second Sight skill) you have uncovered an imp hiding in the shadows. You must fight it here or watch it flee.

Task 2: Injure an Imp. You have spotted an imp and can leap to attack it before it flees.

Imp

SKILL	5
STAMINA	7
MAGIC	3
Armour:	Light
Weapons:	Small Claws

The Imp will attempt to cast the spell Befuddle and will flee if it succeeds. Otherwise, it will fight to the death. Should you succeed in vanquishing it, you should take the body to the College location for examination - identifying an imp will cost 1d6 gold pieces. Make a LUCK test (you do not have to deduct a point of LUCK regardless of the result) and if successful this was a summoned imp, and the scholars can try to divine the location of the summoner, a process which involves a lot of innards and chanting. You must obtain the bodies of 5 summoned imps - one for each point of the pentagram - to carry out the divination, but there is no time limit for this mission. The imps are happy to stick around and cause mischief as long as they can.

Once you have the location, drop or roll a dice onto your map - where it stops, the nearest place is where the summoner is hiding. Move there to confront her!

Wilderness: You have been given a bag of special magical powder that will, when sprinkled on an imp, determine if it is freshly summoned or just a naturally occurring free-range imp. Test your LUCK (do not deduct a point of LUCK) to find out. Once you have found five imps you can form a pentagram with their corpses and use the remainder of the bag of magical powder to indicate (in the form of an intense vision) where the Foul Summoner is hiding.

Dungeon: Once you have a pile of dead imps (five to be exact) you may form a pentagram and use the magic of the divining rod to point you towards the location of the Foul Summoner, who will be in a random room in the next dungeon section.

Task 3: Stop the summoning. Dressed in dark robes, barefoot and bare-headed apart from tangled and matted hair, the foul summoner has found an abandoned hovel (or room in a dungeon) to use for her sinister rituals. As you burst in you notice a pentagram that has been marked on the floor with some kind of dark ink and there is an unhealthy amount of candles creating a thick, oily atmosphere. With a shriek, the summoner leaps to attack you!

Summoner

SKILL	6
STAMINA	8
MAGIC	3
Armour:	None
Weapon:	Dagger

The summoner will attempt to cast Force Bolt on the first round and again after that until they succeed at least once, after which they will attack wildly at you with their dagger. If you should defeat the summoner you find her foul scribblings which may or may not reveal something about the plans of your opponent.



To see him, drop or roll a dice, odd or even odds or evens as you do so. If you have foretold correctly, you earned a chance to strike at your opponent. If you are wrong, these are simply the rantings of a madwoman. Either way, you believe you have found a vital clue. If you were successful in your foretelling, you may strike at your opponent, if not, you will find only their henchman.

City: drop or roll a dice onto your map and mark the nearest location as the place you will find them. *Wilderness:* As above, but the location is a few hours of travel away in this area. *Dungeon:* As above, but if the location is a random room in the next section of the dungeon - you won't know if you were successful or not until you visit it!

Special Reward for Success: The appearance of imps leads to innocent people being accused of witchcraft. The next time you are in 'Slums' location you will be approached by a Hag, who will offer you a wardstone - a small stone with runes carved upon it - the next time you fight a demon the wardstone will absorb 4 points of STAMINA damage from any source before it's magic fades.

Mission 2: Flowers of Chaos

Overview: Reports are coming in of strange, mushroom-like stems bursting up from the ground overnight and growing to enormous size - well above the height of a man - with each one topped by a large pod. These plants initially caused much fascination and curiosity, with people speculating they may be a sign of a good harvest to come or a blessing from the gods. That changed when the pods started to open and the flowers emerged. Brightly coloured in yellow and orange they are certainly a joy to see, but the pollen they give off in vast quantities, fogging the air around them, has had terrible effects on those that inhale it. Some have fallen to the ground and sickened, some have been racked by horrible coughing fits that last for days and some have been sent into a frenzy of violence and madness! Clearly this must be stopped.

Locations: Choose one or roll 1d6: 1-2: City, 3-4: Wilderness, 5-6: Dungeon.

Task 1: Flower Finder. You must find and investigate some of these mutant flowers.

City: Each time you have a social encounter, roll using the City Lore or Etiquette special skills to find out where the most recent 'flower' has appeared. As this is a topic of much discussion, you have +2 to the skill test. Once you have succeeded, take a dice and drop or roll it onto your map, the nearest location to where it stops is your destination.

Wilderness: The flowers have been sprouting in great numbers across the wilderness, driving people and animals into madness. You've been sent to deal with the problem before it spreads. Choose one of Region Lore, Plant Lore or Animal Lore skills to search with - you may look as many times in a day as you wish until you fail a skill test, after which you have run out of clues and must start again the next day.

Dungeon: You have been informed that the seeds for the flowers of chaos are being incubated in this dungeon, you must go in and burn them before they start sprouting. Each dungeon section has a seed growing on top of a large pile of soil in one of the rooms (determine randomly) - from the seed there are roots spreading through cracks in the rock, heading deeper into the dungeon.



Task 2: Investigate the blooms. Once you find a plant you can investigate it.

City: The large stems seem to be bursting up from some place deep in the ground - use your Underground Lore or Magic Lore special skill to work out where these stems are coming from. If you fail, you must find another plant to study. You will need to repeat Task 1 again until you have succeeded 3 times, in order to gain enough information about where the plants are coming from. At that point you realise that the strange flowers are coming from a source deep in one of the catacombs that riddle the ground underneath the city - drop or roll a dice on your map to find out where.

Wilderness: Use Region Lore or Magic Lore to examine the plants, needing three successes to find the main root. The catacomb is located very close by (thirty minute search to find the entrance).

Dungeon: Once you have found three seeds, the next section of the dungeon will contain the main root chamber as described below.

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Task 3: The catacomb (City & Wilderness only). You have found a catacomb, generate a map using the usual method described in encounter M4 but with two modifications. Firstly, the catacomb condition is 'slimy' - there is a lot of moisture in the air here and tendrils and vines hang down thickly, it is like wading through a swamp. Secondly, for each room you enter roll 1d6. On a roll of 1 or 2 there is a Leaf Beast concealed here (see the Leaf Beast encounter C22 for description) which is in addition to any other monsters you may meet. The Root chamber you are searching for will be connected to the final room of the Catacomb (of course) so you will need to clear the whole place before entering it.

Task 4: The Root Chamber. The floor of this chamber is covered in large (waist high) mushrooms but most of the space is taken up by a dense, knotted mass of roots that originate from an enormous seed pod - about as long as a man - then lead upward from the pod and through the roof and walls. The pod and its tendrils glow with a sickly green light and you can see it pulsing slowly like the heartbeat of some giant creature. As you look around a figure comes bursting out from its hiding spot amongst the roots and confronts you. It is clear you must fight them if you wish to destroy the seed!

Spore Man

SKILL	6
STAMINA	10
Armour:	Medium
Weapons:	Club (Attacks: 2, see below).

At first this seems to be just a large man dressed in rough furs, but as they approach in the dim light you see that they have been infested with a terrible disease that has caused mushrooms to burst out and grow across their skin! Their eyes gleam with a wild madness and as they lurch towards you spores burst from them with each shuddering step they take.

As the spore man fights he will reach down, grab a mushroom spore sac from the ground and hurl it at you. In addition to the normal attack, the Spore Man makes a thrown weapon attack with the spore sac. If it hits, roll 1d6 for the effect: 1-2 - choking spores - you cough and splutter on the dry spores, causing a -2 penalty to any use of your Magic skill. 3-4 - blinding spores - itchy, rough spores make your eyes water and blink - suffer a -2 penalty to your SKILL for one round 5-6 - burning spores - acidic spores burn into your skin, causing 2 points of STAMINA damage.



Should you defeat the Spore Man, you can set about destroying the seed pod and clearing the chamber, most easily by using a torch to set fire to it. Whilst doing this you can search for clues about who set this terror in motion. Pick two skills from Awareness, Hunting, Underground Lore and Magic Lore, and make two rolls. Add together all the results - if you get more than 25 in total (both special skill values plus your two rolls, so skill + skill + 4d6) you have discovered a secret passageway that leads to somewhere interesting..you follow it to Strike at your Opponent. If you do not get enough, the trail has run cold and whilst you have succeeded in this mission you need to start another to continue battling your foe.

Special Reward for Success: Unbeknownst to you a Herbalist was also studying these strange plants and has followed you into the root chamber to collect samples. She lives in the nearest city and when you are in that settlement you may visit her to gain +2 bonus to any tests of your Plant Lore or related skill tests.

Mission 3: The Forgotten Crypt

Overview: Rumours have come to your ears of a forgotten crypt, said to contain unusual and powerful magic. The existence of this crypt has long been a local legend and many tales are told about its whereabouts, contents and the several devious and deadly traps that protect it. Now you believe your opponent has unearthed some more concrete information about its location. You must do your best to beat them to it, lest the stories are true and they gain some unspeakable ancient power.

Locations: Choose one or roll 1d6: 1-2: City, 3-4: Wilderness, 5-6: Dungeon.

Task 1: Intercept the Investigators. You have heard that investigators have been hired and your task is to intercept them and find out what they know.

City: Each social encounter, roll an Etiquette test, asking if they have seen anyone excavating suspiciously. Each time you succeed, drop or roll a dice onto your map to find out where this happened. Once there make an Awareness or Underground Lore skill roll to see if you can find them. If you fail, you have blundered into a trap! They have dug out a pit and covered it, filling the bottom with sharp rubble. You must test against LUCK or the Trap Knowledge special skill or fall in and suffer 1d6 points of STAMINA damage. Climbing out is not hard, just embarrassing. If you pass the Awareness test you do spot the Shady Excavator and can confront them.

Wilderness: In the wilderness area you must search out recent excavations. Use Underground Lore or Region Lore to spot them; you can take the test twice a day (don't forget random encounters). If you fail, you have blundered into a trap - use Awareness or Trap Knowledge to avoid the pit trap or suffer 1d6 points of damage. If you succeed you catch a Shady Excavator at work.

Dungeon: Once you create a dungeon section, mark two rooms as 'excavators' - when you reach these rooms, roll against Underground Lore or Trap Knowledge. If you fail the test they are alerted to your approach and have left a trap (as described in the city mission) but if you pass the test you disturb a Shady Excavator at work and can fight them.

Task 2: Fight the Excavator.

Shady Excavator

SKILL 5

STAMINA 9

Armour: Leather Hauberk.

Weapon: Pickaxe.

Nearby you can hear the clink-clink of someone digging. Moving quietly forward you see a dwarf, muttering to themselves as they hack away at the ground. As soon as he notices you he looks up and grins evilly. It looks like they are in no mood to talk.

Should you defeat them you can recover their notes (a rough map and directions about where to dig) and try to work out the location of the crypt. Make a skill roll (City Lore, Region Lore or Underground Lore depending on where you are adventuring) with a target number of 20! If you fail, you must repeat the steps above to gain more notes from different excavators. Each set of notes you recover after the first grants you a cumulative +3 bonus to your roll (but only to find the location of the crypt, not for other tests).

Once you succeed it's time to move to the crypt location.

City: drop or roll a dice onto your map to find out where the crypt is to be found - it is located at the Temple location which is closest to where your dice ends up.

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Wilderness: The crypt is hidden by the corner of a ruined temple you spotted earlier. Slightly annoyed, go there and see if you can deal with it - the lair of your opponent will be somewhere close by.

Dungeon: The forgotten crypt is concealed in the next dungeon section (replace a random room with the crypt, which is hidden behind a secret door that the excavators notes described). If you survive to find your opponent's lair, it will be hidden somewhere in the same section of the dungeon as the crypt.

Task 3: The Forgotten Crypt. The tales of this crypt had provided several locations, but the key to finding it is a description of the disguised entrance. With the notes you have recovered from the excavators you understand exactly where to look - a particular statue, in a quiet corner, with a worn inscription across the base. As the instructions indicate you place your weight against the entrance and heave. For a moment nothing happens and you think you have made a mistake, then the grime and dust of ages gives way and the obstruction slides across revealing a set of steps going down sharply into the darkness. Lighting your torch, you head down.

The air of the crypt is cold and dry and the dust on the floor is undisturbed. The steps go down a short way then open out into a small room, 15' by 15', in which the only object is a large casket against the far wall. You are about to step forward when...roll an Awareness test with a -2 penalty or a Trap Knowledge test with a bonus of +2 (pick one only) as a blade scythes out from the wall and tries to chop you in half! If you succeed you have dodged it, if you fail, take 1d6 points of STAMINA damage.

Once you have recovered, you can move to open the casket. This time you check it carefully for traps, but find none, so you heave against the lid and slide it open. As the stone crashes to the ground you are startled to see the skeleton inside is rising up, sword in hand, to attack you!

Ancient Skeleton	
SKILL	7
STAMINA	12
Armour:	Chainmail Hauberk.
Weapon:	Sword.

Should you defeat the skeleton you can search the casket, retrieving 3 stone tablets carved with ancient runes. You conclude that these must be the objects your opponent was seeking. After you leave the spooky crypt (carefully stepping past the trap) you sit down to examine them. Can you decipher them? Firstly, roll 1d6 and record the number. Now make a Magic Lore special skill roll. If you aren't confident in your Magic Lore skill you may test your LUCK instead, to see if you have by chance seen similar runes in the past. Should you succeed, roll a 1d6+1 and compare it to the number you first rolled, adding your points in Magic Lore special skill to the result. If the second total is more than your first roll, you have successfully interpreted the runes and understand what your opponent was up to. You may strike at your opponent - If you fail, you still think you have understood, but you will only find a henchman, though you can consider this mission completed either way.

In the City your opponent will be nearby, in the same location awaiting the tablets. In the Wilderness they will be within an hour's walk from the ruins and in a Dungeon they will be in a random room in the same section as the crypt (if you have already fully explored this section, create another one to house them).

Special Reward for Success: The stone tablets may be of interest to sages and scholars; the next time you are in a settlement with a College location you can offer them for sale. In return they will either answer one question of Lore for you, identify a magical item or give you 4d6gp. The tablets take up one inventory slot.

Mission 4: Fonts of Magic

Overview: Magic swirls and eddies around Titan like an invisible flow of water. Slow and deep in some places, fast and bubbling in others. In very special cases wild magic bursts out in such force that strange events happen spontaneously. Magical creatures arrive to feed off the energy, enchanters try to trap it in odd machinery of their own devising.

Note: As this mission plays out differently depending on where it occurs, the description for wilderness and dungeon are given at the end - please read the full description first.

Locations: Choose one or roll 1d6: 1-2: City, 3-4: Wilderness, 5-6: Dungeon.

These events have caused quite a stir in the city and crowds have gathered to watch the strange glowing streams of energy snake up from the ground, whilst the Watch try to hold them back - touching raw magic can have unpredictable effects. After a few days of excitement, something terrible happens. A mage was trying to measure the magical flux at one of the fonts when a strange creature, shaped like a small man made out of knotted thorn bush branches, appeared and jumped into the centre of the flow. Within moments it became frantic, thrashing its thorn laden arms about, before leaping out and slashing at the mage and some standers-by, wounding them severely. It then ran-tumbled away through the panicking crowds and off to parts unknown. The next day the same thing happened again at another font, and now it is time for you to investigate.

Task 1: Monitor a Font. Each day 1d6 fonts of magic erupt in the city. Roll that number of dice onto your map and note the locations of the fonts for that day. You must choose one for a stake-out. Move there and wait for 1d6 hours (depending on timing, you may be able to monitor more than one each day).

The Bramble-sprite appears and acts very suddenly - make an Awareness skill roll to see if you are paying attention. If you fail the roll, you start your pursuit one round behind it.

The little creature seems very intent on going somewhere so you decide to follow it (if you wish to attack it instead, it has

SKILL	7
STAMINA	9
Armour:	Dodge skill 5

It will not attempt to fight you but simply whip about in a frenzy trying to escape). Now you must enter a foot race with it, as it bounds and tumbles through the city, slashing people with its razor sharp thorns as it goes. Make an opposed Acrobatics or SKILL test against the Bramble-sprite each round of running - if you win you keep up with it (or gain on it if you are behind). If you lose it dashes away - if it gets 3 rounds ahead of you, it has escaped into the crowd and you must start again.

Running through each location you must roll for encounters, but you don't have time to interact with them if you want to keep up - so you must decide if you can escape from each encounter without slowing down. Each location you go through takes 1d6 rounds of dashing. Start by rolling 1d6 to see which way it is going (1 - North, 2 - East, 3- South, 4-West, 5-6 roll again - if you come to a city wall then roll to see if it turns left or right). It will dash through four locations in total. If you are still in touch with it, you see it turn down a couple of quieter alleys before it suddenly leaps through an open window into a small workshop.

As you arrive, breathless, the shutters on the window slam closed. You quiet your breathing and look through the gaps of the shutters. Inside you see a small man, wearing grey robes and a cloth hat sitting at a work table that has a large bronze bowl on it. The

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Bramble-sprite leaps onto the table, jumps into the bowl and sits down. The man utters a short chant and the creature starts to shrink down and shrivel, curling up until, with a brief flash of blue light, it transforms into a small ball of wood, rolling around in the bowl. The man lets out a noise of satisfaction and picks up the ball, placing it into a leather satchel that was lying next to the bowl. At this point you can choose to either confront the enchanter immediately and bring an end to his scheme or try to find out what he is doing. If you wish to confront him, you can burst into the workshop and have at him.

Task 2: Confront the Enchanter.

Enchanter

SKILL	5
STAMINA	9
Arcane Power	5
Weapon:	Dagger
Armour:	None.

On the first round the enchanter will attempt to cast Flash! and after that he will attempt to cast Levitate, at which point he will float up, out of the window, and pull his cloak wide like a pair of wings to float away on the breeze, never to be seen again! If he escapes (or you kill him) this mission is completed, but you don't get a chance to strike at your opponent.

If you prefer, you find a place to hide and wait to see what happens. After 1d6 hours a rough looking man approaches the door, knocks a few times and speaks some muffled code word. The door is opened a fraction and the leather satchel passed out to the man, who tucks it into their clothing and hurries off. As you chased the Bramble-sprite before, you must now follow this man, though at a slower pace.

The satchel carrier travels through 1d6 locations before they arrive at their destination. Use the same method as before (from where you start,

1 - North

2 - East

3- South

4- West

5-6 roll again - if you come to a city wall then roll to see if he turns left or right).

Trailing him requires some subtlety - make an opposed test against his Awareness skill of 5 - you may use either your Disguise or Sneaking skill. If he succeeds twice, he has noticed you and will turn and fight you!

Satchel Carrier

SKILL	5
STAMINA	7
Weapon:	Dagger
Armour:	None

If you defeat him you can recover the satchel with its strange magical wooden ball, worth 2d6 gp, but the trail of your opponent runs cold. The mission is completed.

If you succeed in trailing him he eventually comes to another quiet alleyway, where he knocks on a door and passes the satchel inside when it opens - but is it your opponent or a henchman that awaits?

The door is in a windowless dwelling, you may prepare yourself before bursting in (surprisingly it isn't locked) - now you must roll against your LUCK. If you are lucky, you get to strike at your opponent, if not it is, disappointingly, merely a henchman. Either way this mission is at an end.

Wilderness: Reports have come in that an area of the wilderness is experiencing strange surges of magic that are disturbing the natural order - you have been sent to investigate. First, you must test your Awareness or Region Lore skills to find one of the magical fonts whilst it is still active. You may roll twice per day.

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Once you find one, wait 1d6 hours until a Bramble-sprite appears to 'harvest' the magic. When you disturb it, the little creature will pinwheel away trying to flee from you. To follow it you must use your Running or Ride skill as the sprite jinks and dashes in a crazy path. It has SKILL 7 and you must make five opposed tests against it - if you succeed in three you have kept pace with it, but if it wins three times it has gotten away and you must search for another font of magic.

If you keep up, the encounter proceeds as described for the city, with the enchanter occupying a camp or abandoned shack. If you wait for the satchel carrier, you must use your Sneak skill vs his Awareness to tail him successfully. Again, make five contested rolls - you will need to win at least three to succeed. If you fail, he has slipped away from you and you must start again at the enchanter's camp.

Dungeon: Magic is welling up from the depths and emerging in this dungeon. It's a resource which can't be left in the hands of evil.

When you create a dungeon section, randomly assign two rooms in the section as fonts of magic. You can't afford to wait around for a Bramble-sprite to appear, so you'll have to rely on luck - in each room with a magic font roll 1d6. On a 5 or 6 you interrupt a sprite harvesting magic.

Chasing it through a dungeon could well be suicide, so instead you must use Underground Lore, Awareness or Hunting to track it through the dungeon as you work your way through - make a test in each new room you enter (this can end up being split over more than one dungeon section). You need to succeed seven times to discover the location of the enchanter - he is located behind a secret door (actually an illusionary wall) in the room where you make your last successful skill roll.

Unlike the city mission, there is no satchel carrier - instead when you threaten the enchanter he reveals the lair of your opponent, which is a randomly chosen room in the next dungeon section, but when you get there you must still test against your LUCK to find out if you are facing your opponent or a henchman.

Special Reward for Success: Your work has pleased the wizards; if you are a wizard they offer to teach you one spell (you may learn a spell, with the usual restrictions but without spending experience).

If you are not a wizard they offer you a special scroll of Levitate - it works as per the Wizardry spell, has two uses and does not require Magic Lore to use.



Mission 5: Tormenting Mists

Overview: Seemingly out of nowhere, strange patches of dense, choking mist have been springing up seemingly at random. This would be disturbing enough on its own but terrible things happen to people unlucky enough to be caught inside it. Some go missing, vanishing as if they had been snatched into the sky, some are found mad and raving and some are found dead, horribly mutilated. The mists disappear as quickly as they form, leaving the people fearful and perplexed. Clearly a hero is needed to investigate and bring this problem to an end.

The mists are the result of a magical experiment in which enchanted braziers are filled with an incense that is the result of lengthy rituals, before being discreetly activated where they will cause maximum damage. The incense and the braziers are eventually consumed by the magic, leaving behind only a small pile of grey ash and twisted metal.

Locations: Choose one or roll 1d6: 1-2: City, 3-4: Wilderness, 5-6: Dungeon.

Task 1. Enter the Mists. You must travel to where the mists have formed and enter them, looking to survive long enough to find the brazier and extinguish it, so the remains can be studied to work out who is building these terrifying magical contraptions. Only one mist will appear each day, around dusk.

City: Drop or roll a dice onto your map to find out which location is affected by a mist. When you move to the location you will find that people are fleeing in fear, so whilst you have to roll encounters en route, you don't have to roll an encounter for the affected location. You can then enter the mists and explore (see below).

Wilderness: Searching around the area for signs of violence, use your Region Lore or Awareness skill to find a patch of mist - you may do this once a day, at dusk.

Dungeon: One brazier has been placed in each dungeon section, filling it with swirling mists - instead of rolling each round for effects, roll each time you enter a new room. Frustratingly, the monsters in this dungeon are unaffected by the mists. The braziers seem to come in three kinds, which each pose a different challenge. Each time you enter you must roll to see what the challenge is.

1d6	Type of Mist	Effect
1-2	Freezing Mist	The mist is bright white, almost painful to look at, but as soon as you enter you find yourself chilled to the bone, causing a -1 penalty to your movement skills whilst inside it. There is an eerie silence - except from a low growling that seems to come from right beside you! Each round you are in this mist, roll 1d6. On a 1 or 2 a spectral Yeti looms up in front of you breathing out a freezing cloud of ice and sleet. You suffer 2 points of damage (no Armour roll) unless you test either your LUCK or your Dodging skill to dive out of the way. The Yeti cannot be attacked, destroyed or hidden from.
3-4	Toxic Mist	This mist is tinged with sickly greens and blues and inhaling it makes you feel nauseous. Each round test against STAMINA by rolling 3d6 - if you fail the test you vomit profusely and temporarily lose one point of SKILL. If your SKILL falls to zero you have fallen unconscious...test against your LUCK. If you succeed the mists retreat soon after and you slowly come to your senses. If you fail, your body succumbs to the toxins and you die.

- 5-6 Wailing Mist The mist is thick and filled with dark whirling tendrils so the world is seen as if through a veil. Worst of all there is a low wailing that rises and falls. Entering the mist fills you with dread, causing a -1 penalty to all Knowledge skill rolls and Magic tests (including spellcasting). The second round after entering the mist you will be attacked by a knife wielding apparition - it looks like the spirit of a noble man, dressed in fine clothing but with an utterly demented expression. The spirit cannot be damaged - it has SKILL 7 and will attack for four rounds before flying off to another part of the mist in search of other victims. After that, roll 1d6 for each round you are in the mist - on a roll of a 1 it swoops back to attack for another round. Each time it hits, its spectral knife inflicts 2 points of STAMINA damage which is not stopped by any kind of armour. The spirit cannot be attacked, destroyed or hidden from.

City/Wilderness: Once you enter the mist, the aim is to head to the centre and find out what is causing it. The mist is very disorientating, so you must make an Awareness or Hunting test (you decide) each round to see if you can make your way without getting lost. You must succeed 6 times in total to get to the centre and find the magical brazier (so you could make ten attempts, failing four and succeeding six times).

Dungeon: The brazier is in a random room of each dungeon section.

When you get there you see a large brass brazier filled with glowing incense - the mist is streaming out from its top like water from a pipe. You quickly knock it over to extinguish the incense and bring an end to the spell. The mists vanish as quickly as they arrived. The parts of the brazier that haven't been consumed by the magic can be scooped up and studied.

Task 2: Identify the Crafter. Once you have some parts, you can try and find out who is making them. *City:* Go to the Marketplace location where you can ask around the merchants to see if they recognise the workmanship. Make a Bargain skill roll with a target number of 20. Each time you recover more pieces of brazier (by entering a new mist the next day) you get a bonus of +3 to your roll - so by the time you have entered (and survived) the mists 3 times you would roll with a +6 bonus.

Once successful, you have found a merchant that recognises the workmanship and can tell you where the workshop that makes them is. Drop or roll a dice onto your map to find the location of the workshop. *Wilderness:* Once you find a mist, use the rules above for entering it and finding the brazier at the centre. The locations of the braziers suggest that their maker must be somewhere nearby (within an hour's travel); make a Region Lore or Crafting skill test with a target of 20 as you try to figure it out, gaining +3 to your roll for each brazier you recover. *Dungeon:* When you recover pieces of the brazier, make an Underground Lore, Trap Knowledge or Crafting roll with a target number of 20 to see if you have worked out what they are; add +3 to your test for each brazier you recover. When you have succeeded in the roll, the next dungeon section will contain the workshop (pick a random room).

Task 3: The Workshop. When you arrive at the workshop you have the option of either trying to hide and wait it out or blunder in and rely on luck. If you wish to simply charge in, test your LUCK. If you are lucky you have arrived at the right time and can strike at your opponent. If you are unlucky, the only person there is a twisted metalworker that has been driven to madness by making these artefacts - or perhaps it was their crazed mind that showed them how to do it in the first place. Either way they will attack you as soon as you enter.

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Twisted Metalworker

SKILL	6
STAMINA	10
Armour:	Light.
Weapon:	Hammer.

Wearing a leather apron festooned with tools of all types, this man seems to have inhaled a few too many lead fumes over the years. They are slobbering and muttering, sketching out strange designs in their mind even as they pick up the nearest heavy tool and attack you.

Their hammer is burning hot from the forge and if they hit you suffer one additional point of heat damage. Once you have defeated them, there is no-one else that can make the braziers and the mission is completed.

If you prefer you can try and stake-out the workshop. You find a shadowed spot and wait - make three Sneaking skill rolls. If you succeed with all three rolls you hang around long enough for your opponent to turn up, though you must fight them and the Twisted Metalworker together.

If you fail any of the rolls, the Twisted Metalworker spots you and sneaks away out the back - the mission is failed!

Special Reward for Success: Although the pieces of the brazier are beaten and smashed they still retain a faint magic. Once you return to a settlement you can have them forged into a torc (metal neck ring) that protects against poison gas. Whilst wearing it you gain +3 to resist the effects of any noxious gas. Forging the torc costs you 3d6gp and takes one week.



Mission 6: Experimental Aberrations

Overview: The power of magic is seductive and many have drifted into madness in pursuit of it. Some dabblers attempt to twist and reshape life into new forms; this type of magic is incredibly hard to master and usually results in short lived and violent creatures, their minds filled with rage and pain. Unfortunately the person responsible in this case is unleashing his creations which are inflicting carnage before they expire, exhausted by their own manic spite. Obviously the appearance of these misshapen beasts - they are roughly dog sized amalgamations of several different species - causes a great panic and hullabaloo as people run screaming from their attacks, calling for a hero to come and save them.

Locations: Choose one or roll 1d6: 1-2: City, 3-4: Wilderness, 5-6: Dungeon.

Task 1: Hunt an Aberration. Should you wish to be the hero, the first step is to find some beasts.

City: In every location you can try to catch the trail. You need an Awareness, Hunting, Animal Lore skill roll. If you succeed you can leap forward, sword (or spell) in hand to deal with it...but what will you be facing?

Wilderness: An area of the wilderness is infested with hideous mutant beasts that attack on sight - clearly something is going on that requires a brave hero to remedy it. Once arrived, you can use Hunting, Animal Lore or Awareness to track the beasts. You can look up to three times each day to find one.

Dungeon: A fiend has constructed a laboratory in this dungeon and his aberrations keep escaping to attack nearby settlements - it's time you dealt with it. As you enter each room in this dungeon, roll 1d6 - on a roll of 1 the room also includes an aberration (see table) which you must fight alongside anything else.

1d6	Type of Aberration	Description
1-2	Screeching Beak-Face	Mostly a large flightless bird combined with four reptilian legs and a dogs tail the Screeching Beak-Face leaps to peck at you savagely whilst emitting a deafening series of squawks. SKILL 7 STAMINA 6 Weapon: Small Claw Armour: Light. The squawking is so unsettling that it causes a -1 penalty to all spellcasting rolls.
3-4	Jumping Crab	With a beetle's body and head, powerful cat-like hind legs and two oversized crabs claws, the Jumping Crab will leap at you and attempt to pinch off bits of flesh. SKILL 6 STAMINA 8 Weapon: Large Claw Armour: Medium. If the Jumping Crab hits with an attack, it will automatically do 2 points of STAMINA damage the next round as it tears at your flesh! You must win a round of combat against it to dislodge it.
5-6	Claw Ball	A whirling ball of fur, teeth and many many claws confronts you. The Claw Ball spins into attack like a dervish, trying to rip you to shreds. SKILL 6 STAMINA 6 Weapon: Small Claw Armour: Dodge Skill 3. The Claw Ball has so many claws that it makes two combat rolls each round and uses the highest!

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Once you defeat the creature you are left trying to discern where it came from. Fortunately, help is at hand. A scholar has offered to examine the beasts, for free, to see if she can work out who is making them.

City: She lives in a house at the College location - take the body of the beast to her where she can use it to attempt a scrying ritual. The scrying ritual is not certain - roll 2d6. If the total is 10 or more she has succeeded in finding the location of the laboratory. If you have a MAGIC characteristic of one or more you may add +1 to the roll. Each beast you bring her adds another one to the roll, but only if supplied within one day. Once the scholar has succeeded she tells you the location of the lab - drop or roll a dice onto your map and look for the nearest Slum Alley, Garbage Heap, Park or Graveyard to see where you are going.

Wilderness: The elderly scholar capable of using the corpses for a scrying ritual (see above) has already travelled to the area and made a camp here; you don't need to go back to the city. After that, the mission proceeds as described for the city, except that the locations of your opponent are all in this area.

Dungeon: There is no time to take the corpses back to town, so keep ploughing on until you have five of them. After that the sixth 'beast' will be the Crazed Researcher. Should you defeat him, use the same mechanism to see if you can locate your opponent, who is lurking in a random room of the next section.

Task 2: The Laboratory. Knowing what you are looking for, it is relatively easy to identify the laboratory - an unadorned wooden building (or partitioned off part of room in a dungeon), no larger than a shack, which is distinguished by its lack of windows, the strange squeaking noises coming from inside and the musty smell of burning flesh that gets stronger as you approach. A simple wooden door, unbarred, faces you. Bursting (or sneaking) in you find a scene of horror. Cages litter the floor and fill up wooden shelves, containing all manner of sickly

looking animals. At the far end of the shack, lit by torchlight, you see a wide low table covered in animal parts & cutting implements. Standing at the table dressed in a butcher's apron is a skinny man holding down a quivering creature as he tries to stitch a new limb onto it - he spins around as you enter and, grabbing a bloodied cleaver, rushes at you.

Crazed Researcher

SKILL 6

STAMINA 10

Weapon: Handaxe

Armour: Leather Hauberk.

As you fight, there is a chance that you will crash into a cage and release one of the starving beasts. If you draw a round, your tussle has broken open a cage and something will leap out and bite you for 1d3 points of damage before it seizes its chance to escape.

Should you win, searching the shack reveals their lab notes, detailing when and where they are to be paid. The writing is not in the common tongue - you must make a Languages skill roll or a test of LUCK to interpret it. If you succeed you may strike at your opponent when you get to the meeting point. If you fail the roll you have got the timing wrong and when you get to the location, you only find a henchman.

City: The meeting point is at the nearest city gate.

Wilderness: The meeting point is about an hour walk.

Dungeon: The meeting point is at the end of the current dungeon section (and includes a secret passage that leads back to the surface).

Special Reward for Success: Whilst at the laboratory you find a small clump of furs, eyes and claws that seems to be far less aggressive. If you wish you can take this beast and train it. It requires one meal every two days, it does not fight (Furball SKILL 4 STAMINA 4) but is very alert, providing you with a +1 bonus to Awareness skill tests to spot anyone sneaking up on you. You may name it as you wish.

Mission 7: Cultists at Large

Overview: Cultists of the evil gods have infiltrated this place. They came in secret and whispered dark and terrible thoughts into the ears of those downtrodden and miserable people who will listen to their promises of power. They hope to convert enough people that they can come out into the open and make this place a home for their corrupted gods. You must find them and destroy them. Each time you defeat a cultist, you gather some scraps of information that might lead you to the location of your opponent.

Locations: Choose one or roll 1d6: 1-2: City, 3-4: Wilderness, 5-6: Dungeon.

Task 1: Find the Cultists. Your first job is to try and find some cultists.

City: The cultists hide in plain sight and only careful observation will reveal them. When you have a Social encounter you can make a Religion Lore skill roll to interrogate them about the existence of a cult. If you succeed, you have unearthed the identity of a cultist nearby at this location and can unmask them! (You can also carry out the normal social interactions you would have with this person - the information about cultists is in addition to that).

Wilderness: A cult has set up a temple or base in the designated area, you must traverse it to find settlements or homesteads where you can interrogate people. On each day spent in the area make two Region Lore skill tests; if you succeed you have found someone to talk to. Make a Religion Lore skill test - if you succeed you have unmasked a hidden cultist and can fight them. Use the rules below to see if you can uncover their leader. The hidden cultist priest will be in the same area. If you find a settlement in the area you can search there for cultists just as you would in a city.

Dungeon: In each section replace two of the monsters in each section with a cultist; once you have identified the hidden cultist priest (see the rules below) they will be in the next section you generate.

Task 2: Fight the Hidden Cultist. Having located a cultist, you can now fight them.

Hidden Cultist

SKILL	6
STAMINA	8
Weapon:	Dagger
Armour:	None.

Once revealed by your investigation, the cultist will fight with a wild frenzy whilst screaming curses and accusations at you. Devotion to their cause makes them immune from spells and effects which cause fear or charm. As you fight the cultist they promise retribution from their leader whenever you hurt them. Each time you cause STAMINA damage to the Hidden Cultist they might reveal a piece of information - make a Religion Lore skill roll. If you succeed they have unwittingly helped you identify their leader - after each fight in which you receive a clue roll 1d6.

On a result of six you have pieced together the clues and identified the cultist leader. If not, you need to find another cultist to see if they have better information and repeat the process. For every three cultists you defeat, the number you need to roll on 1d6 comes down by one - so after the sixth cultist, you need to roll a 4, 5 or 6 to understand where their priest is hiding.

Once you succeed, you have a location. City: drop or roll a dice onto the map to discover where the head priest is. Wilderness: The priest is in the same area and it will take half a day to get to his precise location. Dungeon: The priest will be in a random room of the next section you create.

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He is not openly parading about as the head of a cult so will appear to be just an ordinary citizen - a tailor perhaps, or a humble labourer. Nevertheless his arrogance is such that once you confront him he will make no attempt to hide!

Task 3: Confront the Priest.

Hidden Cultist Priest

SKILL	6
STAMINA	9
<i>Devotion</i>	4
Weapon:	Short Sword
Armour:	Leather Hauberk.

The priest uses the power 'Ill Luck' on the first round then attacks. He also has the power of 'Smite' against good aligned creatures such as most heroes. He is also immune to spells and effects which cause fear or charm. Once defeated you can take his notebook which describes when and where he meets your opponent to receive his orders.

Task 4: Stakeout.

You must hide at a location and wait for your opponent.

City: Drop or roll a dice onto your map and note the nearest City Gate location. You must stake out this location and do so at night (adjust your encounters accordingly).

Wilderness: you are directed to a campsite in this area that you must stake out at night (don't forget to roll for encounters).

Dungeon: You find a map to a chamber hidden behind a secret door in this dungeon section (add one to a random room) which you must watch for 1d6 hours - remember to roll for random encounters.

Wherever you are, once in place make a Sneaking skill roll - if you succeed you can strike at your opponent - if you fail, you have been spotted and they send a henchman instead.

Special Reward for Success: Defeating the plans of evil cultists earns you the favour of the gods of good; you restore one point of temporary LUCK.



Mission 8: Plague Spreaders

Overview: In an attempt to weaken the city, your opponent has unleashed a hideous disease upon it which has spread very quickly. Fear runs through the settlement; pitchers of sulphur are burnt in the open and priests and black clad plague doctors roam the streets, offering help - or perhaps helping to spread the infection. It's impossible to tell, especially with so many people going about masked. Herbalists are dispatched to the wilds to find treatments and investigators tasked with finding out the source of the plague.

Locations: This mission plays differently according to where it happens, read the description carefully and then either choose one or roll 1d6: 1-2: City, 3-4: Wilderness, 5-6: Dungeon.

Task 1: Diagnosis! (City only). You must go onto the streets to investigate - each time you have a social encounter you can make a Healing special skill roll. Each success gives you some understanding of the disease. After you have accumulated 3 successes, you can attempt to devise a treatment. First you must visit the Hospital or Marketplace location and purchase herbs, which will cost you 2d6 gold pieces. Then make another Healing special skill roll with a -4 penalty to blend them together in an effective manner to make a poultice. If you fail, you must go back and diagnose another 3 people before you can try again - but each time you try, you gain +2 bonus to your roll (+2 on the second attempt, +4 on the third and so on...don't forget to buy new herbs each time!).



Task 2: Treatment (City Only). Once you have successfully made a poultice, you can attempt to apply it. This time, each time you have a social encounter make an Etiquette or Leadership skill roll with a +3 bonus in order to convince them to use your concoction. Of course, successfully fighting the disease will enrage those spreading it. Each time you succeed in healing someone with your poultice, make an Awareness skill test to spot someone who is paying particular attention to your work - if you succeed you can unmask a false plague doctor.

False Plague Doctor

SKILL	6
STAMINA	9
Weapon:	Club
Armour:	Leather Hauberk.

With a hiss the False Plague Doctor pulls off their leather mask revealing a pox scarred face, dripping with boils. On the first round they will hurl a vial of plague spores at you - test against your LUCK or find yourself surrounded by a choking miasma which applies a penalty of -2 to your combat and spell casting skills for 1d6 rounds.

Task 3: Approach by Stealth. When you defeat the False Plague Doctor you can search them for their manifest, detailing where they are operating and how to pick up new supplies. Drop or roll a dice onto your map and find the nearest Hospital, Graveyard or Garbage Heap - this is where the next supply pick up will be made. You can choose to sneak up (make a test against your Sneaking skill) or use the clothing of the False Plague Doctor as a disguise (you may wish to wash it first) - make a test against your Disguise skill. If you succeed you have approached without being detected and get to strike against your opponent. If you fail this test you must fight a henchman instead. If you only fight a henchman, the plague continues and you must try again, but this time you have already completed the step of preparing the poultice and can start from that point.

Mission 9: Cruel Cultists

Wilderness: As plague runs riot in the town, you are sent out to collect the herbs needed to treat it. Once you arrive in the area described you must search for them using Healing or Plant Lore skills. You may make three rolls each day in your desperate search for ingredients. Sadly for you, False Plague Doctors have been sent to stop you. Each time you find an ingredient, roll 1d6 - on a 1 or 2 you are attacked!

False Plague Doctor

SKILL	6
STAMINA	9
Weapon:	Club
Armour:	Leather Hauberk.

After you acquire a manifest (see above), the supply drop will be in the same area and must be approached with the same rules as in the city.

Dungeon: The plague spreaders are storing vials of fresh plague in this dungeon. Your task is to find and (carefully) destroy them with fire. A random room in each section of the dungeon contains a strongbox with 1d6 vials of plague. Once you have recovered at least 15 vials, you will find that the point for the supply drop is one of the rooms in the next dungeon section - pick one at random and use the same rules for approaching it as in the city (Sneaking or Disguise skill test).

Special Reward for Success: Aiding the sick has earned you the respect of those that dedicate their lives to healing, one of whom offers to tutor you - the next time you increase your Healing special skill it costs half the usual amount of experience points.



Overview: Titan is a dangerous place and people go missing all the time, never to be seen again. However there has been a spate of disappearances recently, much more than usual, and you have decided to investigate and discover what is behind it.

Locations: Choose one or roll 1d6: 1-2: City, 3-4: Wilderness, 5-6: Dungeon.

Task 1: Investigation. Firstly you must find out what is going on and identify the culprits.

City: Take a dice and roll or drop it onto your map, noting the nearest location as a place where somebody has recently gone missing. Once you have moved to this location you can start your investigation. Talking to the citizens in this location, use your Etiquette or Law special skills to uncover clues. Make three skill tests. Each time you succeed make a note of how much you succeeded by - for example, if your Etiquette skill total is 7 and you roll a 4 you have succeeded by 3. Add together your successes then roll 2d6 and see if you can get less than or equal to the total - if you succeed you have uncovered a description of the cultists. If not you should repeat the process at a different location (the kidnappings are frequent enough that you can investigate 1d3 locations each day).

Wilderness: You've been alerted to disappearances in an area of wilderness (traders and trappers going missing). Cultists have taken people to use as slaves. Once you arrive in the area you must look for slave labourers and liberate them from the cultist taskmasters. Use your Region Lore, Awareness or Hunting skills to look for signs of slave labour - you may search up to three times a day but with a -2 penalty (the cultists are hiding their work).

Chapter 10 - Missions, Quests and Adventures

Dungeon: The cultists have taken people to use as slaves, toiling in the darkness underground. Once you arrive in the area you must look for the slaves and liberate them from their taskmasters. Each section of the dungeon contains two slaves, chained up in random rooms. They are sick and frightened, you must test your Etiquette or Con skills to get any useful information from them. When you have made four successes, you have uncovered the location of the hidden temple - it is hidden behind a secret door in one of the sections you have already visited, pick a room from these sections at random (this means you skip Task 2 of this mission).

Task 2: Cultist Confronter. Once you have obtained a description, drop or roll a dice onto the map to see where the cultist is living and go there to confront them. When you confront them, make a skill test against either the Disguise or Con special skills to convince them that you are ready to join their cult and reveal the location of the hidden temple. If you fail the attempt, the cultist does not believe you and instead you must fight them!

Cultist

SKILL	6
STAMINA	7
Weapon:	Club
Armour:	None.

Dropping all pretence of normality and letting off a stream of curses and promises of doom, the cultist attacks you! They will fight to the death in service of the gods of chaos. When attacked the cultist goes berserk - they make two combat rolls each round, both with a -2 penalty, and use the highest of the two.

Should you succeed with your Con or Disguise skill test, you have tricked them into telling you where their secret temple is. Drop or roll a dice onto your map and mark the location nearest to it. You may now proceed there and confront them in earnest.

Wilderness: Every group of slaves is attended by a cultist; use your Con or Disguise skill as above to trick them into revealing the location of the temple, which is cunningly hidden somewhere nearby.

Task 3: The Hidden Temple.

City: Your information has led you to a quiet alleyway, with an unremarkable building that has a plain wooden doorway.

Wilderness: The cultists temple is cunningly hidden by natural features of the landscape, without the information you obtained you would have walked right past it.

Dungeon: As noted above, you will find yourself directed to a secret door you missed in your earlier adventuring. Looking more closely you can see markings cut into the frame that confirm you have arrived at the right place. Readying yourself you push the doorway open and step inside, to reveal a small room with one exit - a set of torch lit stone steps leading down.

You can hear chanting from below - moving down cautiously you soon see that the steps lead to a large cellar, bedecked with crudely painted scenes of destruction and lit by candles made of reddy-black tallow that fill the air with a foul smelling incense. Standing by an altar is a large man with wild bushy hair and piercing hate filled eyes, who is chanting something in a demonic language - when he sees you he lets out a scream of rage and charges to attack.

Cult Leader

SKILL	6
STAMINA	11
Weapon:	Morning Star
Armour:	Leather Cuirass.

Mission 10: Cursed Idols

As the Cult Leader comes to attack the candles lighting the room flare into life and give off even more of the stinking incense - these choking fumes seem to weaken you, causing a penalty of -1 to your damage rolls and spell casting rolls whilst fighting him. When attacked the Cult Leader goes berserk - they make two combat rolls each round, both with a -2 penalty, and use the highest of the two.

Task 4: Through the Portal. Should you defeat the leader you can search the secret temple. There is little here of value, but behind one of the wall drapes you find a small chamber containing a magic door - a portal to another location. It has several glowing runes carved about it and you can see that their magic is fading - they are starting to flicker and dim. You can choose to enter the portal in the hopes that it takes you to your opponent, or turn around and leave, knowing that the portal will be inactive within the hour.

If you leave, you have succeeded in the mission but must now start another to have a chance at fighting your foe. If you decide to step bravely through the portal, you touch a number of runes at random and make a test against your LUCK. If you have any points in the Magic - Lore special skill, treat them as a bonus to your LUCK roll. If you succeed in the test, you have appeared at the lair of your opponent and may fight them. If you fail the test, you appear in a small room and must fight a henchman. If you roll a double six, you appear mid-air, 30' above the ground and fall to the ground taking 2d6 points of damage from the fall! If you started in a dungeon, you appear in the air outside the dungeon before falling - at least it saved you a walk!

Special Reward for Success: You have liberated some folks from the misery of slavery and they are grateful - whilst in this settlement you will be offered a place to sleep and some simple food in a hovel in one of the Slums areas, should you wish to stay there.

Overview: Many of the people, rich and poor, like to fill their homes with religious idols of all sizes, costs and shapes in the hope that the gods will look kindly upon them. It is a practice encouraged by the temples and they are the main benefactor from the sale of these items, which leads some of the pious clergy to raise the prices of their relics, which in turn leads to a thriving black market in idols which are maybe a bit less holy but certainly a lot cheaper.

In this case someone has been supplying cursed idols - carved wooden statues with exceptionally lifelike features that unfortunately have a tendency to come alive at night and savagely attack the nearest person! Several people have been badly hurt and the temples are besieged with people asking the priests to come and cast a blessing on their homes - no one knows if their idols are normal or cursed!

Locations: Choose one or roll 1d6: 1-2: City, 3-4: Wilderness, 5-6: Dungeon.

Task 1: Find a temple. Your first step is to move to any Temple location (remember every settlement should have one) and offer your assistance, which will be gratefully accepted. The priest in charge recognises your heroic qualities and is keen to make use of you - he gives you a blessed censor and some incense, telling you that it will drive any cursed idols into a rage if they get a whiff of the smoke and with those instructions shoves you out and on your way.

Task 2: Find some cursed Idols.

City: When you enter a new location (you can make an Etiquette or Leadership skill roll to find some 'customers' for your services. If you don't find any, move to another location and try again. When you have found someone who wants their home checked you can follow them in, light the censor and swing it

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around in the hope that something will happen. As the smoke trails around, you watch anxiously for a reaction - roll 1d6. On a 5 or 6 a cursed idol gives a retching cough and springs to life! If nothing happens, find another customer.

Wilderness: You have been told where the components for the idols are being harvested and been asked to go to that area and deal with the problem. Once in the right area you must roll a Region Lore or Crafting skill roll to find the places where wood and other parts are being acquired - each one is guarded by a Cursed Idol! You may look twice each day.

Dungeon: You take your incense into the dungeon with and waft it around as you progress - there will be two cursed idols hidden in each section, assign them to random rooms. They will come to life as you search the room after defeating any monsters or hazards it may contain.

The idol is a humanoid figure carved from wood (and so immune to attacks that wouldn't damage wood and most mind affecting spells). It leaps to attack, clawing at you and screeching a hideous cry of rage. Once you defeat it, it's time to find the idol maker.

Task 4: Piece together the clues. Examining pieces of the Cursed Idols after you have defeated them will lead you to discover the location of the maker.

City: Ask the former owner where they bought it. They will be eager to help but their memory is not perfect - you get some details of the description, but is it enough? Each owner provides you with 1d6 clues about the vendor. Roll 2d6, add your City Lore or Awareness skill and add the total number of clues you have recovered with a target number of 25. Once you succeed you have identified the name and location of the person selling the cursed idols. The workshop is in a random location in the city.

Wilderness: After defeating each idol you find 1d6 clues about the workshop location. Roll 2d6, add your Region Lore or Crafting skill and the total number of clues you have recovered until you meet the TN of 25 - this allows you to locate the workshop of the idol maker; it will be in the same area.

Dungeon: After the idols have been made they are sent to a dungeon to absorb the evil magics of those places. Each section contains two idols that are hidden in random rooms - you can use your incense to search for them after you have defeated any monsters or devices in the room.

After defeating each idol you recover 1d6 clues about the location of the idol maker. Roll 2d6 and add your Underground Lore or Crafting skill points and the total number of clues you have recovered until you meet the target number of 25 - this allows you to locate the workshop of the idol maker; it will be one of the rooms in the next dungeon section (assign it randomly).



Task 3: Defeat the Idols.

Cursed Idol

SKILL 7

STAMINA 7

Weapon: Small Claw

Armour: Monster Medium.

Mission 11: Elemental Fury

Task 5: Defeat the crafter.

Idol Maker

SKILL	6
STAMINA	10
Weapon:	Club
Armour:	Leather Hauberk.

Working away in their cramped and dusty workshop, the Idol Maker will also activate one of her Cursed Idols (see above) to fight alongside her when attacked, though this one is not completely finished and has SKILL 5 STAMINA 6. You must fight them both together.

At the last the idol maker, subdued but not dead, will attempt to parley for her life with knowledge of the whereabouts of your opponent. If you finish her off at this point, the trail runs cold. If you wish to bargain you spare her life - bandage her wounds and so on - and interrogate her. Make a test against Etiquette, Leadership or Con skills (your choice). If you succeed you have found your opponent's lair - (in the city it is at a random location, in the wilderness it is half a day's travel, in a dungeon it is via a secret door located in one of the rooms you have already passed through!) You may move there and strike at your opponent. If you fail your skill test, the idol maker has tricked you - when you get to the location indicated there is nothing there and you must start again.

Special Reward for Success: Ridding the world of these idols is a relief to those that collect them; the next time you are in a settlement one of the craftsmen that makes the genuine items presents you with an idol (occupies one inventory slot). You can use it, once, to cast Bless upon yourself as the priest ability (lasts 10 rounds) after which it becomes just a normal statuette worth 2d6gp.

Overview: In secret, portals have been opened to the elemental planes, unleashing the fury of angered elementals who are taking the opportunity to hurl their wrath upon the shattered citizens. In the cities, people run screaming from their attacks, in the wilds elementals are destroying farmland and attacking merchants and in the deepest dungeons plans are made to maintain the chaos. You must come to the aid of the people and stop the attacks.

Locations: Choose one or roll 1d6: 1-2: City, 3-4: Wilderness, 5-6: Dungeon.

Task 1: Defeat an Elemental. Firstly, you must send some of the elementals back to the planes where they belong.

City: There will be one attack each day, (Roll 1d6:

- | | |
|------|---------------|
| 1-2: | Before midday |
| 3-4: | After midday |
| 5-6: | At night. |

The screams of the panicking citizens let you know when an attack is happening - drop or roll a dice onto your map to see where it is and head there without delay! Once arrived you find a large elemental rampaging through the streets, causing havoc. You must intervene.

Wilderness: An area of the wilderness has been plagued by elementals. Use your Awareness, Region Lore or Magic-Lore to find an elemental to fight; you may look twice each day you spend here.

Dungeon: It has come to your attention that smugglers are storing fragments of elemental essence in this dungeon, on their way to take them to a city. You would be doing everyone a favour if you go in and deal with the problem. You have been given an elemental lodestone that points you in the direction

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of elemental disturbances. For each section of the dungeon, pick a random room and add a secret door - when you get near your lodestone will start twitching to show you where to search. When you open the secret door roll 1d6 - on a 1-2 you find a piece of pure elemental essence, on 3-5 you find an elemental that attacks you (roll to see what kind) and

on a 6 you find the smuggler! For each hidden room you enter, add +1 to this roll. Once you find the smuggler proceed to Task 4.

When you find an elemental, roll to see which type is attacking, they will fight to the death!

Roll 1d6 Elemental Type.

(Reroll 5-6)

1

Fire Elemental

SKILL 7

STAMINA 9

Armour: None.

Attacks with lashing flames that cause 1d3 points of damage, armour has no effect.

2

Water Elemental

SKILL 6

STAMINA 10

Armour: Light.

Batters you with watery fists, treat as mace, ignores shields.

3

Air Elemental

SKILL 6

STAMINA 8

Armour: None.

Has 2 Attacks of slicing winds, treat as short swords.

4

Earth Elemental

SKILL 6

STAMINA 11

Armour: Medium.

Pummels you with a heavy stone fist, treat as morning star.

5

Cold Elemental

SKILL 7

STAMINA 8

Armour Light

Attacks with a touch of burning cold. Inflicts 1d3 damage. Leather protects as normal, but metal armour adds to the damage taken.

6

Metal Elemental

SKILL 8

STAMINA 10

Armour Heavy

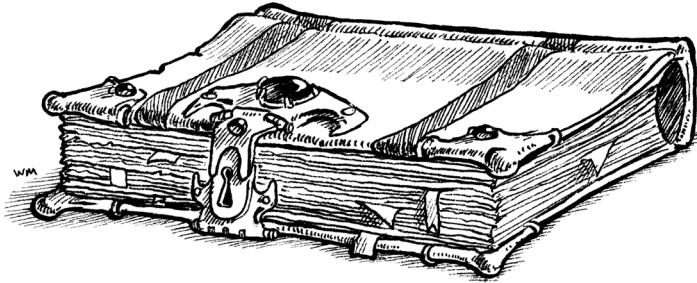
Attacks with bladed hands (as Sword)

**Each type of elemental is immune to attacks that are based on its type, so a fire elemental is immune to fire damage etc.*

AFF Adventure Creation System

Task 2: Finding the source. Where are these elementals coming from?

City: It seems that the elementals appear out of nowhere and you quickly realise they must be coming from a catacomb. In the location where you fought the elemental, make an Underground Lore or Awareness skill test to find the entrance. If you fail, you'll have to wait for another attack the next day. Should you find the entrance, generate a catacomb using the usual rules. You will need to clear all the rooms to find the hidden chamber containing an altar upon which sits a piece of pure elemental substance (a smooth ball of polished stone, a vial containing crystal clear spring water or air from a mountain peak, burning pitch that radiates intense and constant heat) that acts as a beacon calling elementals to it. It is easy to disrupt the portal by taking the elemental substance, but what should you do with it?



Wilderness: The elemental has emerged from a nearby cave where someone has hidden a piece of pure elemental substance that is acting as a beacon. Make a Region Lore or Hunting roll to find it; if you fail you'll have to look for another elemental to fight on the next day. When you find it, you come up with a plan. You can destroy it and see who responds. You will need to wait at the cave for 1d6 days (don't forget weather and encounters) until the smuggler turns up - proceed to Task 4.

Task 3: Investigating the pure element: Now you have recovered the 'beacon' of pure elemental essence it's time to discover who placed it there.

City: Handling it carefully, you move to the nearest College or Temple location to find someone learned in elemental lore. Finding someone takes 1d6 hours, after which you must offer the pure substance and ask their advice. The scholar is interested but tells you they need some herbs from the Marketplace to investigate. They give you a few coins and a list of instructions. Once at the Marketplace location, make a test of Bargain. If you succeed you get the herbs at the right price, if you fail the test you must pay an additional 1d6 gp to acquire them (the fact that you are trying to save the city doesn't seem to matter!).

Now you can return to the scholar at the College or Temple where you met them and ask them to investigate. Taking the herbs they put them in an incense burner and, as smoke fills the air, start an incantation. After some time (1d3 hours), the smoke swirls and forms into a vision - you see a man, hunched over the altar you found in the Catacomb, placing the piece of pure element down and opening the portal. After that the smoke swirls and forms more pictures, each showing what you believe to be a smuggler, bringing in the pure elemental pieces to be used in the creation of a portal. Soon however the smoke clears and the scholar asks you to wait a little longer, as they believe they can make something to help you. After another hour of tinkering they present you with a sort of compass, which they tell you will point toward a piece of pure elemental substance when it comes close - this is a means to intercept the smugglers!

Now you may take the compass and wait - any location in the city will do. After 1d6 hours, you see the compass twitch - move according to its direction (roll 1d6 - 1=north, 2=east, 3=south, 4=west, 5,6 roll again). If the direction is outside the city, move left (1-3) or right (4-6) along the boundary of the city). Finding the location of the smuggler requires 1d6 moves, and don't forget to check for encounters along the way. In addition, the compass might misfire - each time you use it, roll 1d6 - on a roll of one it has

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stopped working for a short time, but this is long enough for the smuggler to get away, and you will need to try again the next day (the compass will have started working again by then).

With the compass in hand it is easy, when close, to identify the smuggler. Attacking them is not an Unlawful Action. As you approach them, the smuggler realises the game is up and turns to fight you.

Task 4: Confront the Smuggler. You have found the person responsible for summoning the elementals. Deal with them.

Smuggler

SKILL 7

STAMINA 9

Weapon: Short Sword

Armour: Leather Cuirass.

They will fight but also try to bargain their life in return for information! Each round as you fight, make a test against your Leadership, Etiquette or Con (your choice). Make a note of how many times you succeed in the test. After you have defeated them (or let them flee, if you wish), you can see if you have extracted the location of your opponent.

City: Roll a City Lore test - you may add a bonus of one for each time you succeeded in your social skill test whilst fighting them.

Wilderness: Roll a Region Lore test - you may add a bonus of one for each time you succeeded in your social skill test whilst fighting them.

Dungeon: Make an Underground Lore test - you may add a bonus of one for each time you succeeded in your social skill test whilst fighting them.

If you succeed with this roll, you have worked out where to go and may strike at your opponent. If you



fail the roll, you have misinterpreted what was said and find only a henchman when you go to investigate.

Use the usual method of dropping or rolling a dice onto your map to find out where you think your opponent is lurking in the City. In the wilderness, you believe they are hiding out somewhere within half a day's travel. In a dungeon, you think they are in a room in the next dungeon section.

Special Reward for Success: Your contact with the elements has rubbed off on you, imbuing you with a limited amount of protection. Choose one of the elements (fire, earth, water, air) to be temporarily hardened against. You can ignore the next 6 points of STAMINA damage you receive of this type, whether it be from an elemental or a creature using the elements.

Mission 12: Rediscovered Runes

Overview: There is great excitement among scholars. Heroes such as yourself (though obviously not as capable or daring) have delved into the catacombs and dungeons, returning with carved tablets bearing strange runes, which are rumoured to be the key to great power. A reward has been posted for the return of more of these tablets for anyone brave enough to find them.

Locations: Choose one or roll 1d6: 1-2: City, 3-4: Wilderness, 5-6: Dungeon.

Task 1: Find a Catacomb. As the rune bearing tablets seem to be found in underground complexes, you must find a catacomb or dungeon and explore it.

City: Using the normal means, explore your city until you find a catacomb to explore.

Wilderness: The randomly selected area of wilderness has been found to contain a great number of ancient ruins, which has drawn attention from all across the lands. Once you arrive, look for catacombs - make an Underground Lore or Region Lore roll to find them, you may look twice per day. Once you find a catacomb, use the Catacomb encounter rules (encounter M4) as in the city to generate one.

Dungeon: In this dungeon your opponent is gathering powerful ancient rune tablets in preparation for using them against a nearby city. Your job is to enter the dungeon and destroy them! When you create each section, randomly select two rooms to contain a chest of rune tablets.

Task 2: Find and maybe destroy. Now you have a place to look, you need to find and deal with the rune tablets.

City / Wilderness: Generate a Catacomb as per the usual rules (encounter M4). Once inside you must clear the entire catacomb, to give you the time to search for a tablet without interruption. Make a roll against your Awareness, Underground Lore or Magic Lore skills (your choice). If you have the Second Sight skill you can add +2 to the roll as a bonus due to the magical nature of the tablets. If you succeed, you have found a tablet inscribed with ancient runes that matches the description given by the scholars. It is bulky and occupies one inventory slot, unless carried in your hands. The tablets are fragile and unstable - any time you take damage whilst carrying one, roll 1d6. On a roll of 1 the tablet shatters into a thousand pieces, causing you 1d3 points of damage as it blows apart.

You can take it to the College location (in the wilderness, the scholars have set up a camp near the strange ruins) and sell it for 2d6gp to a very excited scholar who is eager to get to work on it. If you fail the roll, you have not found a tablet and must search again in another catacomb - which means finding another catacomb entrance to explore.



Dungeon: When you have dealt with whatever is in the rooms, you can deal with the runes - test against your Underground Lore or Magic Lore (with a +2 bonus if you have the Second Sight skill) to see if you can locate and destroy them, so they don't fall into the hands of your opponent (who has agents searching the same dungeon). If you fail the roll, you have overlooked them and mark them down as taken by your opponent.

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Task 3: Confrontation. Your opponent is also searching for these tablets. They have the resources to employ people to search the catacombs and dungeons too, for their own dark purposes.

City/ Wilderness: Each day roll 1d6 - on a 1,2 or 3 they have recovered a runic tablet - make a note of it. You must keep a track of how many tablets your opponent has recovered each day that passes.

Dungeon: Roll at the end of each dungeon section you complete. The race is won by the one that recovers six of the tablets first. If it is your foe, they will use the runes inscribed on the tablets to conjure a great storm that rains down lightning and floods upon the city for a day, causing huge destruction and misery - you can consider the mission failed.

City / Wilderness: If you succeed you have prevented this cataclysm and earn the gratitude of the scholars. They have been monitoring the situation carefully and attempting to scry out the location of their rivals. Drop or roll a dice onto your map and note the location (in the wilderness you must travel for half a day) - you can go there and have a chance to strike at your opponent! This must be done within one day of handing in the final tablet, lest your foe realises the game is up and finds a new place to set up their lair.

Dungeon: If you win the race, your opponent will be found, waiting for news, in the next dungeon section you create. If you fail the race, they have taken their tablets and escaped to cause destruction.

Special Reward for Success: The local scholars are grateful for your work; in the nearest city you may call on them to complete one task related to Magic Lore or to identify a magical item for you. This is a one-time favour.

Mission 13: Creatures of Chaos

Overview: Dredged from the most terrible dungeons, lured from the catacombs or even summoned from the planes of hell, these creatures are bent on destruction and carnage. They have been brought to civilization for the sole purpose of causing misery. Smuggled into the cities of Titan, it is your job to find them and deal with them, before they kill more people. The beasts are under the control of a degenerate Beastmaster - you must deal with the creatures and track down the person controlling them.

Locations: Choose one or roll 1d6: 1-2: City, 3-4: Wilderness, 5-6: Dungeon.

Task 1: Hunting Beasts. Your job is to locate dangerous beasts and defeat them.

City: In each location you can search once per/day. Make a Hunting or Animal Lore skill roll to find a trail and follow it to an isolated house or alleyway where you can do battle. You must make the usual encounter rolls for each location as you search them.

Wilderness: You have been given directions to a specific area where a number of beasts have been unleashed. Each day make a Hunting skill or Animal Lore skill test to find a beast to fight, remembering to roll as usual for encounters and weather.

Dungeon: There are two creatures of chaos in each section of the dungeon; assign them to random rooms. If there is already a monster in that room, replace it with a creature of chaos.

Each time you find a creature of chaos, roll to see exactly what you are fighting.

1d6 *Creature of Chaos*

1-2 Giant Toad:

SKILL 7

STAMINA 9

Weapon: Large Bite

Armour: Light

Special: The Giant Toad has a poison gland which means if it does hit it causes one additional point of STAMINA damage, which is not prevented by armour. The gland can be 'recovered' with an Animal Lore or Trap Knowledge skill test and is worth 10gp.

3-4 Salamander:

SKILL 6

STAMINA 10

Weapon: Small Bite

Armour: Medium

Special: The fiery Salamander occasionally spits a gob of fire at you! Each round roll *1d6*, on a 1-2 the Salamander spits a ball of fire in addition to its bite, which automatically hits for *1d3* points of damage.

5-6 Rabid Wolf Hound:

SKILL 8

STAMINA 8

Weapon: Large Bite

Armour: Light.

Special: The Wolf has filth encrusted fangs and if it damages you, you must test your LUCK or roll on the Diseases table (Table 4.3.2 Diseases) after the fight,

Task 2: Gathering Clues for a Hunt. Each time you defeat a creature of chaos, you can search its lair to discover clues about its master, trying to discern where the beastmaster is hiding. Gathering more clues increases your chances of finding the Beastmaster.

City: make a City Lore or Hunting skill test with a -6 penalty, but each time you defeat another beast you gain new insights and get a bonus of +2 to your skill roll, which is cumulative - +2 on the second beast, +4 on the third and so on.

Wilderness: Use your Region Lore or Hunting skills.

Dungeon: Use your Underground Lore or Hunting skill to take the test.



When you succeed with the skill test, you are sure you have worked out the location of the Beastmaster.

City: Drop or roll a dice onto the map to discover where the beastmaster is hiding. He can be at any location except the Keep, Docks, Wealthy Streets or City Gate.

Wilderness: The Beastmaster is in the same area as the beasts, requiring half a day of travel to get to.

Dungeon: The Beastmaster is in a random room of the next dungeon section you create.

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Task 3: Defeat the Beastmaster

SKILL	6
STAMINA	11
Weapon:	Morning Star
Armour:	Leather Hauberk.

The beastmaster is a scowling brute of a man who has the job of wrangling the various creatures of chaos and training them to go out and attack. He is more devoted to his beasts than any cause, and he won't negotiate with Heroes who have killed his animals. Once you have defeated the beastmaster, you need to visit his hideout at least once a day to see if your opponent has arrived to check up on him - however, you must also keep up the pretence that the beasts are still busy or your opponent will become suspicious and send a henchman instead.

Task 4: Surveillance. Keeping a close eye on the hideout (which means you must stay here or revisit the hideout each day), roll a 1d6 to see if your opponent is visiting, which happens on a 5 or 6. For each day that passes you must test your Animal Lore or Hunting skill with a +3 bonus - you are making false tracks to pretend that the beasts are still active. If you fail any of these tests your opponent has become suspicious, and the check-up is made by a henchman. If you pass the tests, you eventually get a chance to strike at your opponent. Remember to roll for random encounters, wandering monsters, weather and so on whilst you are waiting!

Special Reward for Success: Seeing your efforts in dealing with this problem an animal trainer seeks you out and offers you a trained Hound

SKILL	5
STAMINA	5
Weapon:	Small Bite
Armour:	None.

The hound needs to be fed one meal per day and will not fight (he is cowardly) but whilst you have him, you have +1 bonus to your Hunting skill tests.

Mission 14: Repel the Invaders

Overview: A horde of creatures of chaos have been unleashed, seeking treasure and bloodshed, and are running amok in the streets and fields. As a hero, it is your job to find them and bring an end to the carnage. They are appearing almost everywhere, seemingly at random, so you can start your work wherever you like.

Locations: Choose one or roll 1d6: 1-2: City, 3-4: Wilderness, 5-6: Dungeon.

Task 1: Find a fight!

City: As you move through the city, roll 1d6 as you enter each new location - on a 5 or 6 it is under attack. Your aim is to defeat 5 raiders (or all of them, if there are less than 5) within two days of starting this mission, after which the city guards have rallied enough to clear away any remaining creatures. If you fail to do this, you should mark the mission as failed and make another roll on the table. Don't forget to make a roll to find out what the consequences of failure are!

Wilderness: The area indicated to you is under attack from a raiding horde. Go to the area and make a stand! Once you have arrived you set up a camp and light a fire, knowing the smoke will attract opponents. You may fight up to four opponents in one day; you must defeat 5 raiders to attract the attention of their commander. You may rest between fights.

Dungeon: You have found the dungeon from which the raiders are being recruited. When you create a section, randomly assign two rooms to contain monsters from the table, they replace any other monsters that might be in the room. Once you have defeated 5, the next room that contains a 'raider' has the Orc Commander in it.

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The raiders are varied monsters and you don't know until you confront them what you are facing.

1d6 *Raider (the raiders have no treasure and are not up for any type of social interaction)*

1-2 Goblin berserker:

SKILL 4

STAMINA 8

Armour: Light.

Weapon: Great Axe

3-5 Orc Warrior:

SKILL 6

STAMINA 7

Armour: Medium

Weapon: Sword

6 Troll:

SKILL 7

STAMINA 8

Armour: Medium

Weapon: Mace. Attacks: 2

Should you defeat them, your heroic exploits have enraged one of their commanders who is now seeking you out to confront you. After the end of your fifth fight, you have a scant pause of a few minutes (roll 2d6 to see how many) before a large orc comes barrelling towards you, shouting curses!

Task 2: A fight finds you! Your actions have attracted the attention of a leader.

Orc Commander

SKILL 7

STAMINA 11

Armour: Medium

Weapon: Battleaxe.

The commander is an orc of great size, battle-scarred and ferocious. He is furiously angry and gains +1 to his damage rolls, should he hit.

As you battle him, he cannot resist gloating about what your opponent is planning to do - he speaks surprisingly good common for an orc. You must take the opportunity to tease out the information you need. Each round, make a test against your Con special skill to see if you can trick him into revealing something. You may wish to prolong the fight to get more chances, though he is a dangerous opponent. Make a note of how many times you succeed before you defeat him. As you wipe down your blades, you ponder what he said and try to work out where your opponent is. Roll 1d6 and add one for each time you succeeded on your Con special skill test. You need a total of 7 or more to work out where to go - if you get less than that, you have succeeded with the mission but have no clue as to where your opponent is hiding.

If you did get 7 or more, drop or roll a dice onto the map (City) to reveal the location where you can strike at your opponent.

Wilderness: Follow the rules above to see if you have discovered where your opponent might be hiding in this area - it will be somewhere close by.

Dungeon: Follow the rules above, but if you fail the information roll you believe your opponent is hiding outside the dungeon in a nearby location; by the time you realise your error there is no chance of finding them. If you succeed in the roll you will find the lair in a random room of the next dungeon section you create.

Special Reward for Success: Your force of arms has not gone unnoticed. You are presented with a master quality weapon of your choice. (See the rules in the Combat Companion or if you don't have this available, treat it as a weapon for which you replace a damage roll of 1 with a 2). It is non magical.

Mission 15: Skulking Beast

Overview: Some manner of vicious beast has been dredged from the depths by your opponent and set to causing havoc. It is emerging from its hiding spot at night and attacking people, leaving them dead or mauled. Some have disappeared completely, presumably carried off as food! The Watch have been unable to stop it - some people have unkindly suggested they aren't trying too hard - and it is imperative that some hero steps forward to deal with the menace.

It is important to note that this mission has to be carried out at night, so use the 'nighttime' column of the encounter table as you move around.

Locations: Choose one or roll 1d6: 1-2: City, 3-4: Wilderness, 5-6: Dungeon.

Task 1: Find the Beast. The beast strikes each night, you must dash to it as soon as you hear the screams.

City: Drop or roll a dice onto your map to see where. Once it strikes, news of its attack spreads quickly as bells are rung and night watchmen summoned with whistles. You should move to the location immediately, but make a note of how many encounters you have on the way - this will affect how fresh the trail is when you arrive.

Wilderness: You hear a distant howl and hurry in that direction...the beast is terrorising this area, make one encounter roll as you head toward it. Remember to use the nighttime encounters when hunting for the beast.

Dungeon: The beast is being trained to kill in this dungeon; in each dungeon section, you will come across remnants of its 'work'.

Having got to the scene of an attack you begin searching for clues. You can choose to use either your Hunting or Animal Lore skills. Roll 2d6, add your skill and deduct one for each encounter you had on your way here. If your total is 20, you have picked up the trail and can follow it back to the lair of the beast (see below). If you roll less than that, you have gathered some information but the trail eluded you - the next time you attempt to track the beast you can add +2 to your roll as you get to know more about it. This bonus is cumulative (+2 on the second attempt, +4 on the third and so on) so eventually you will catch your prey.

Task 2: The Lair of the Beast. Having successfully followed its trail you find yourself at the beast's lair

City: At the location of the attack.

Wilderness: Close by in the same area.

Dungeon: In a random room of the section).



City / Wilderness: Use the rules for the 'Catacombs Entrance' location to construct the lair, which is always in some underground complex, but with only 1d3 rooms. The beast is, of course, in the last part of the catacomb and you may have to fight through other monsters to reach it. The lair has the quality of Misty - A strange mist swirls through the air penetrating every corner of this dungeon. Awareness skill has a -2 penalty and Sneak skill has a +2 bonus. You hear shuffling in the darkness. Once you have arrived it's time to find out what you are fighting.

Mission 16: Ogre Stew (City only).

1d6 Beast - it is hiding in the mists and gains +2 on the first round of combat

1-2 Death Dog

SKILL 7

STAMINA 9

Attacks: Large Bite

Armour: Light

3-4 Champaque

SKILL 8

STAMINA 10

Attacks: Large Claw

Armour: Light

5-6 Giant Lizard

SKILL 7

STAMINA 11

Attacks: Large Bite

Armour: Medium

Once the beast has been disposed of you can see that as well as living here it was guarding a concealed passage leading up to a hidden room! This could be where your opponent is hiding - but will the commotion of your battle with their beast have given them time to escape?

Roll 1d6 and add +1 for each round of combat it took you to defeat the beast. If the total is 10 or less you may strike at your opponent. If the total is 11 or more, the noise of battle gives them time to escape and you are left to battle a henchman. Unfortunately this means that on the next night, your opponent releases another beast into the city (from another hidden location) and you must start your hunt anew! This mission is only completed when you have succeeded in fighting your opponent at least once. Happy Hunting!

Special Reward for Success: A friendly trapper offers to skin and butcher the beast for you; The hide can be fashioned into a stylish and unusual heavy winter cape, or sold for 4d6gp.

Overview: They say that 'the first bite is with the eye' but when it comes to ogre stew it is quite likely that the first bite is an actual eye, closely followed by a toe, nose or an ear. Ogres do not have many talents but a combination of iron stomachs and a carefree attitude towards recipes means they can produce truly pungent food. The 'best' ogre cooks can work away for months on a giant cauldron full of stew and produce something that is so vile it attracts chaos magic and becomes imbued with strange effects.

Such food can be smuggled into cities and hidden in or combined with other food with the intention of getting as many people as possible to eat some. Mild effects would be severe vomiting with those that get a full dose might explode into a wild frenzy of violence, drop dead on the spot or even sprout chaos mutations that drive them to insanity! If left unchecked, the effect of a single stew being spread across the city can be as devastating as a warband.

It seems a pot of stew (or more than one) has been smuggled into the city and chaos cultists, disguised as humble pie sellers, have been tainting meat and vegetables before selling them around the city.

Task 1: Find a Pie Seller. The first step is to try to find some of the stew in order to trace where it is coming from. In each location you move into, you can make either an Etiquette or Awareness skill test to find out if anyone has been affected. If you fail the roll, move to another location and try again. If you succeed you have found a 'survivor' and can question them to tell you who sold them the tainted food. Once you have a description you must search for the vendor wandering amongst the crowd - make an Awareness, Secret Signs or Hunting skill test to see if you can spot them. If you fail you should move to another location and keep trying. If you succeed, you have found one and can confront them!

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Task 2: Food Fight.

Cultist pie seller

SKILL 6

STAMINA 9

Armour: None.

Weapon: Club.

Carrying a woven basket full of tainted pies and dressed in shabby robes and a worn woollen cloak, you spot the cultist approaching a group of peasants, evidently intent on trying to spread their poison. You must either confront them or try to follow them. If you confront them, they will drop their basket and fight you desperately (this is not an Unlawful Action). Should you defeat them, you can question them before they expire - make an Etiquette, Con or Leadership skill. If you succeed you have found the location of the stew pot (see below). If you fail the test, they die without revealing anything useful and you must go back to the first step.

If you choose to follow them (instead of fighting), make two tests. Firstly, make a Sneaking skill test to remain unobserved then make an Awareness skill test to keep on the trail. If you fail either of these tests you have lost them and must go back to the first step. If you succeed you have found the location of the stew pot. Drop or roll a dice onto your map to see where it has taken you - and where the stew pot is hidden. You see your quarry go in and pick up new supplies, now it is up to you to investigate.

Task 3: Kitchen Clean up. Down some muddy steps, a rough wooden door conceals a dingy cellar. The darkness is lit only by a single smoky torch and the light of a firepit on top of which a huge iron cauldron is bubbling. The stench it gives off is quite indescribable and even as you try to cover your nose and mouth, you can feel your eyes watering and your stomach churning. Next to the pot is a hulking figure - an Ogre, but one mutated by the magic of chaos! He is surprised by your intrusion but quickly grabs a shield. In his other hand is a ladle dripping with

boiling ogre stew - whatever happens you are going to need a wash later.

Chaos Ogre

SKILL 7

STAMINA 11

Armour: Light + Shield.

Weapon: Mace.

In addition to his normal attack the Chaos Ogre has a severe mutation - where his belly should be, there is a grinning mouth with a slavering pink tongue hanging from it. Each round this mouth will attempt to spit toxic sludge at you - make a separate attack roll for it. If it hits you suffer 1 point of STAMINA damage, armour provides no protection.

If the Chaos Ogre or its mouth hit you, you are liberally covered in stinking liquid and have a -3 to all social skill tests until you can get somewhere to wash (such as an Inn or just a river or pond).

Should you defeat the Chaos Ogre you can attempt to find out where your opponent is lurking by tracing the mucky trail of stinking stew. Make a Hunting or Awareness skill test to see if you can follow the stench. If you succeed, you may Strike at your Opponent. Roll or drop a dice onto your map to see where you have uncovered them. If you fail, the trail has run cold but your opponent is still cooking - it turns out they had another pot of stew hidden as a backup! You must track this one down too in order to consider this mission completed.

Special Reward for Success: The pie sellers of the city are extremely grateful for clearing their name. In this settlement you may obtain one free meal (pie of your choice) per day in thanks.

Mission 17: Alchemical Arson

Overview: An alchemist has been employed to make and use 'Filash's Oil' a particularly dangerous magical substance that, when spread onto a flammable material, will cause it to heat up to the point of combustion and spread wild searing flames onto anything nearby. As a magical oil it can't be easily doused and as a bonus, once it gets started the intense flames will occasionally draw Fire Sprites from the plane of fire! Clearly, it's up to find this arsonist and put a stop to it.

This mission plays out differently in the city/wilderness/dungeon environments, so read carefully before you begin.

Locations: Choose one or roll 1d6: 1-2: City, 3-4: Wilderness, 5-6: Dungeon.

Task 1: Deal with the Fire (City). As Filash's Oil is unstable, once begun the attacks will occur daily until the alchemist runs out of stock. Roll 1d6 to see when it happens -

- | | |
|-----|------------------|
| 1-2 | In the morning |
| 3-4 | In the afternoon |
| 5-6 | At night |

The intense flames create a dark green smoke flecked with orange embers which rises in a column from the site of burning, so it is easy to see where the problem is - drop or roll a dice onto your map to see where the arsonist has attacked. You should head there immediately to help out!

Fire is a constant danger for the cities of Titan with their many timber-framed houses, so when you arrive there will be a scene of agitation. Some people will be trying to douse the fire, others gathering tools to pull buildings down and make a fire break and the majority standing around gossiping and watching. Choose one of these options each round.

The fire is treated as having 20 STAMINA points which you can damage in a number of ways.

* Join in the bucket chain and do your best to douse it. Test against your Thrown skill. If you succeed you do 1d3 points of damage to the fire, if you fail you have missed with your bucket and the fire rages on.

* Get the crowd to help. Test against your Leadership skill - if you succeed you do 1d3 points of damage to the fire as people step forward to help, if you fail no one is willing to take the risk.

* Help cut away parts of the building to make a fire break. Test against your Strength skill - if you succeed do 1d3 points of damage to the fire, if you fail then you haven't managed to pull away any material.

* Use a spell or item that affects fire - you will have to decide how much damage it does to the fire - bear in mind that it is of powerful magical origin.

Once the fire reaches 0 points of STAMINA you have put it out, HOWEVER, trying to put out the fire risks summoning a Fire Sprite to defend it. Each round that you fight it, roll 1d6. If you roll a one a Fire Sprite has appeared and will attack you.

Fire Sprite

SKILL	5
STAMINA	4
Weapon:	Touch, does 3 points of STAMINA damage if it hits.
Armour:	None.

You cannot fight both the fire and the Fire Sprite, so you must deal with these annoyances first before you can put out the flames.

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You have 25 rounds to put out the fire; if it is still burning on by round 26 then the affected building collapses and the crowd disperses, leaving the ruin to burn itself out - you cannot try and find the alchemist in this case.

Task 2: Find the Arsonist (*City*): After the fire is out you can try and get some information about the alchemist. They must have spent some time here setting the fire and may have even stayed to watch the burning, so you can interrogate your fellow firefighters to see if they spotted anything. For each fire you put out, choose a number between 1 and 6, then roll a 1d6. If it comes up with your number, someone has spotted the arsonist and knows where to find them! Each time you put out another fire, you get to pick an additional number so eventually you should catch them (so after three fires you might be rolling to get a 2, 4 or 6 and so on), however, the alchemist only has enough stock to set five fires. If you don't catch them after fire number five, they have eluded you and this mission is failed.

If you do get lucky (or persistent) someone from the crowd can lead you to the alchemist's workshop - drop or roll a dice onto your map and choose the nearest Slum Alley, College or Garbage Heap location as the place where they are set up. You can head there to confront them.

Task 2: Wilderness: Wildfire is a dangerous prospect in the wilds, but little can be done other than fleeing from the blaze. However, word has reached you that an alchemist has set up burn pits in an area of wilderness, filling the skies with smoke in an attempt to create some deadly new concoction. Once you arrive at the area, the burn pits are easy to spot by the columns of smoke rising from them. You choose one and head off. Quenching a pit is not complicated - you must shovel or move earth onto the fire until you put it out. Use your Strength skill to do so; the fire pit has 25 'STAMINA' and each successful test of Strength does 1d3 points of damage. As above, each

round you must roll to see if your actions cause a wild Fire Sprite to appear (roll 1 on 1d6). Once you have covered the burn in dirt, putting it out, you can hide nearby and see if the alchemist comes to investigate. As above, pick a number between one and six and roll 1d6 to see if it matches, choosing an extra number each time you deal with a burn pit. If you match numbers, the alchemist has come by to check on their work and you can confront them. The alchemist will not stay for long in this area - you can quench four burn pits over four days before they become suspicious and move to another area of wilderness, meaning the mission is failed.

Task 2: Dungeon: An alchemist has set up a workshop in this dungeon hoping to use the other denizens as either workers or test subjects. For each room you enter, roll 1d6 - on a 1, there is an alchemical experiment taking place here (a bubbling cauldron, a series of pots with strange liquids, unusual powders being milled and so on). After you deal with the contents of the room, you can fiddle with the experiment. Test your Trap Knowledge or Magic Lore skills. If you succeed you have safely ended the experiment. If you fail, you take 1d3 points of damage as it explodes and a Fire Sprite (see above) appears to investigate. Each time you defuse an experiment, choose a number between 1 and 6 and roll 1d6 - if the numbers match the alchemist is nearby and comes running in to see what has happened to their work. For each experiment you deal with, pick an extra number before rolling the d6.

There will be five experiments in total in the dungeon. If you don't match numbers after dealing with all of them, the alchemist has taken the hint and fled - the mission has failed.

If you manage to confront them their workshop is located in a random room in the next section of the dungeon.

Mission 18: Burrowing Worms**Task 3: Fight the Arsonist.**

Alchemist

SKILL 5

STAMINA 9

Weapon: Club + Special.

Armour: Leather Hauberk.

Dressed in a dirty and tattered laboratory coat, this alchemist has clearly inhaled too many fumes from their experiments, which surround her in the cramped and stinking workshop (*Wilderness*: She has a cart pulled by a very unhappy looking mule). With a mad look, she will defend herself wildly. In addition to the normal weapon attacks the alchemist will drop a vial of poison gas. She herself is immune but everyone else in her vicinity will suffer a -1 penalty to SKILL as the choking, stinging fumes get into their lungs (she has several of these vials and will keep dropping them if you move out of one cloud - they all shatter when she is defeated).

Once defeated you can search her workshop - she has kept lab notes detailing her activities including the time and place for her to meet your opponent and be paid. Sadly they have been written in an alchemist's code and you must do your best to interpret it. Make a test using Secret Signs or Magic Lore. If you succeed you can strike against your opponent - if not, when you get to the place all you find is a henchman.

Your opponents lair will be in the following places: *City* - a random location on your map, *Wilderness* - within half a day's travel, *Dungeon* - a random room in the next section.

Special Reward for Success: The other alchemists are pleased that you have dealt with this rogue and send a messenger to you with a package which contains two Flash Powder Jars - A small glass vial, sealed, contains what appears to be swirling black smoke. If hurled to the ground it will fill an area of 5' radius with thick smoke for one round. This allows you to withdraw from combat and flee without penalty.

Overview: Your opponent has found a shaman capable of breeding and controlling monstrous worms capable of burrowing under buildings and bursting from the ground to attack people! It's up to you to deal with both the worms and their controller.

Locations: Choose one or roll 1d6: 1-2: City, 3-4: Wilderness, 5-6: Dungeon.

Task 1: Kill some worms.

City: You must do your best to intercept worms and find out who is calling them to attack. Attacks are happening once each day - roll 1d6.

- | | |
|-----|-----------|
| 1-2 | Morning |
| 3-4 | Afternoon |
| 5-6 | Nighttime |

Each time it begins with vibrations from the ground and a low rumbling noise as of distant thunder. Drop or roll a dice onto the map to see where the epicentre is. As time passes the worm will either continue burrowing or surface to attack. Each hour roll a 1d6 to see what happens:

- | | |
|-----|--------------------|
| 1 | Moves north |
| 2 | Moves east |
| 3 | Moves south |
| 4 | Moves west |
| 5-6 | Surfaces to attack |

You will have to use your judgement to decide which location on your map the worm moves to if there is more than one choice. If the worm burrows outside the city, this attack has failed and you must wait for another - for a failed attack the worm-caller will try again within the hour. Once the worm surfaces it will thrash around in search for victims to drag away, you must do your best to defeat it.

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Wilderness: An area of wilderness has been infested with Sting Worms, making it impassable for merchants and driving away the inhabitants - it would be highly appreciated if you could come and deal with this menace. Once you arrive you can begin your patrol - every half day of patrolling lets you test Awareness, Hunting or Region Lore skills (pick one) to spot a surfacing worm, which you can then fight.

Dungeon: Finding out that a dungeon is infested with giant carnivorous worms would usually be a cause for celebration, as they will eat the other inhabitants and save you the trouble. However, in this case it has been discovered that a shaman is using the dungeon as an incubator / nursery for worms he will unleash when they are grown. For each section of the dungeon a random room will contain some eggs guarded by a Sting Worm - you must defeat the worm before you can destroy the eggs.

Sting Worm

SKILL 6

STAMINA 9

Weapon: Sting, counts as Javelin but with +1 poison damage

Armour: Medium.

These relatives of the Giant Sandworms have been enraged and lured by a Worm-caller, who is using a magical idol to affect their dim minds.

Task 2: The Worm Caller. You must find and defeat the shaman who is controlling these beasts.

City: Once you defeat a worm make a note of where you fought it. When you have defeated three worms, you can join the three locations together to make a triangle - the Worm-caller is hiding at the location which is nearest to the centre of your triangle! You should move to this location and search for him. To find his hiding spot - which will be a small cavern, cave or subterranean spot you must make an

Awareness skill roll with a target number of 12. As you know they must be in this area you can keep trying until you find them, each attempt takes about one hour.

Wilderness: When you have defeated three worms, you realise all the worm attacks are centred around one small part of this area. You travel there and start searching - use Hunting or Awareness to spot the worm-callers hiding spot. Once you find it (each attempt takes half a day, don't forget encounters) you may battle the shaman.

Dungeon: Once you have destroyed three sets of eggs the shaman will appear 1d6 rounds later, furious at what you have done.

The Worm-caller is a shaman from the wildlands who is using a carved idol to call to the worms. He knows he will be killed if he is captured, so will attack you as soon as you find him.

Shaman

SKILL 6

STAMINA 10

Devotion: 4

Weapon: Club

Armour: Leather Hauberk and Small Shield.

When attacked he will use the priestly power 'Ill Luck' against you, then fight as normal. Once defeated you can deal with the carved idol - a crudely carved piece of stonework depicting many worms writhing together in a knot - which thrums with magical power.

Task 3: Destroying the Idol. The idol you have retrieved from the shaman needs to be destroyed safely, lest the unleashed magic calls a swarm of Sting Worms to attack! You know that to dispose of it safely you must take it to a Temple - if you are in a city, find one on your map. If you are in the wilderness or a dungeon, you will need to return to

Mission 19: Thieves Abound

Overview: Your Opponent has dispatched cutthroats, purse-men, swindlers and con-men into the world to make a misery of everyday life. Crime has become rampant and the effects are starting to make everyone nervous and uncertain. The nobles are on the brink of losing control and whilst they may not be the best people, a descent into chaos would be harrowing for everyone. You have the opportunity to stop it, by spotting the criminals and defeating them.

Locations: Choose one or roll 1d6: 1-2: City, 3-4: Wilderness, 5-6: Dungeon.

Task 1: Find some crime. You must do what the watch cannot - locate and stop crime.

City: As you move around the map make an Awareness roll or a Sleight of Hand roll (this has a +2 bonus if you go searching at night - though remember to use the nighttime encounter tables). If you succeed you have spotted some illicit activity and can choose to go after the criminal..or not. If you decide to ignore it, simply move on with your adventures. You should roll for encounters as normal in each location, in addition to any criminality you spot.

Wilderness: You have been advised that an area of the wilderness has been taken over by brigands that are running amok; Once you get to the area you can begin to hunt them down. Each day that you spend patrolling the area roll for your encounters and make up to three (your choice) Awareness or Secret Signs skill tests to spot an outlaw. Unlike the encounters in the city, the criminals must be fought.

Dungeon: A dungeon has been invaded by criminals who are using it as a hideout and storehouse. In each section replace 1d3 of the monsters with criminals rolled on the table given, who are drinking, dividing the loot or sharpening their weapons.

civilization. Destroying it any other way (by hitting it with a hammer for example) summons 2d6 Sting Worms to attack you and prevents you from finding your opponent, effectively ending this mission. Once at a Temple you can ask the priests to deal with it - they are happy to oblige. After you have done this, the next night you are granted a dream, showing you the location of your opponent's lair (which will be somewhere in the same settlement as the temple). As with many visions it is hard to interpret - drop or roll TWO dice onto your map to see which locations could be indicated by the vision. You must choose one to investigate - when you get there you can either test your LUCK to see if you are right or roll 1d6 - 1-3 you were correct, 4-6 you misinterpreted the dream. If you have chosen the correct location, you can strike at your opponent, if not you must fight a henchman. Either way this mission is now complete.

Dungeon: Finding out that a dungeon is infested with giant carnivorous worms would usually be a cause for celebration, as they will eat the other inhabitants and save you the trouble. However, in this case it has been discovered that a shaman is using the dungeon as an incubator / nursery for worms he will unleash when they are grown. For each section of the dungeon a random room will contain some eggs guarded by a Sting Worm - you must defeat the worm before you can destroy the eggs. Once you have destroyed three sets of eggs the shaman will appear 1d6 rounds later, furious at what you have done. When you defeat him, you can take his worm-y idol back to a city, town or village to have it destroyed at a temple, as described in the 'city' mission.

Special Reward for Success: In gratitude for your work, local leather workers skin some of the dead worms and make you a hardened leather hauberk that provides +1 to Armour rolls, it can be sold for 50gp if you don't want it. In addition, the worms burrowing has opened the entrance to a dungeon underneath this settlement - if you wish to explore it you can use the rules described in chapter 5.

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<i>Roll</i>	<i>Activity</i>	<i>Actions</i>
1-2	Thugs.	Following the sounds of a commotion you find that two thugs (SKILL 5 STAMINA 6 Armour: Light Weapon: Club) are beating up an unfortunate peasant, seemingly just for fun. You may attack them or attempt a Con skill roll to see if you can convince them to stop.
3-4	Cutpurse.	You spot a cutpurse slyly removing a woman's purse as she is distracted by his accomplice. (Two rogues, SKILL 6 STAMINA 6 Armour: Light Weapon: Dagger) You may attack them or attempt a Law skill roll to try and rouse some members of the Watch to grab them.
5-6	Burglars.	Your suspicions about a layabout are confirmed when you see him helping his friend out of a window with their loot. Two Burglars (SKILL 6 STAMINA 7 Armour: Light Weapon: Club) are attempting to get away with their swag. You may attack them or attempt a Leadership skill roll to convince bystanders to form a mob and grab them. If you fail the skill roll you may try to attack them anyway and stop them by direct means.

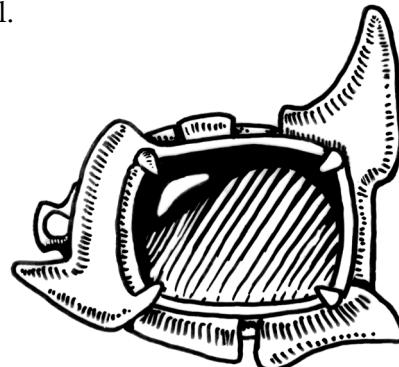
Task 2. Gather Tokens. Each time you stop one of these crimes you get to search the criminals and find out which gang they belong to -

- 1-2 The Pin Boys (always have a large copper pin pushed through a part of their clothing)
- 3-4 The Honest John's (A copper ring adorned with a half-penny)
- 5-6: The Mud Sharks (A sharks tooth worn as a pendant).

If you have not chosen correctly, you burst in on a group of low-lifes that scatter before your wrath, leaping out of windows and down stairways to leave you with a room full of upturned tables, spilled drinks and abandoned cards and dice. You may immediately repeat this mission if you wish, but strike out the gang which you have scared off, so only two of them are operating.

Wilderness: As above, the hideout is in the same area and takes half a day of travel to reach.

Dungeon: As above, the hideout is hidden behind a secret door in the room where you defeat the sixth criminal.



Special Reward for Success: Clearing away some criminal behaviour has earned you a favour with The Watch. The next time you are asked to roll on the Lawbreaker table, you can ignore it.

As you collect them, note down each token in a list numbered one to six. Once you have stopped six crimes, it's time to see if you have worked out which gang has been taken over by your Opponent.

City: Drop or roll a dice onto your map and mark the nearest location as the site of the hideout you have decided to attack (It cannot be in the Jail, Keep or Wealthy Streets).

Move there and prepare yourself. Pick one of the gangs and then roll 1d6 and compare it to your list of tokens - if you have chosen correctly, you get to confront your opponent!

Mission 20: Run the Gauntlet

Overview: You have been approached by a nervous peasant (no doubt in awe of your heroic status) and told that they have a friend who, disgusted by the foul deeds they are being asked to carry out, wishes to turn against his employer and become an informer - they provide you with a location to meet them and little else - it could be a trap, but you wouldn't be a hero if you didn't at least try to help.

Locations: Choose one or roll 1d6: 1-2: City, 3-4: Wilderness, 5-6: Dungeon.

Task 1: Meet the Informer. You must meet up with your informer.

City: Drop or roll a dice onto your map and note the nearest Inn, Tavern or Drinking Den - this is where you will meet your new friend. Stepping into a back room of the inn you see the figure of a man, hunched over and lurking in the darkened far corner. Even though they are in the shadows, you can tell instantly that they are alert and fearful. With a shaking voice they ask your name and what your intentions are. Once you have reassured them that you are here to help, the informer tells you that they have a safe house in mind and will tell you everything they know once they get there. Unfortunately they are being followed - before you get to the safe house you must keep them safe whilst they shake off their would be assassins.

Wilderness: Out in the wilds (randomly chosen area) an informer waits, fearfully, at a hidden camp. You have been given a description and asked to go and retrieve them. Once you reach the area, make a Region Lore roll to find the camp - you can make three attempts each day until you find it. Once there, you pick up the informer and ready yourself to make a dash out of the neighbourhood, which is crawling with assassins.

Dungeon: You've been asked to complete a simple mission - go and retrieve an informer from a location described to you. You find the hidden camp but as you approach the man the ground gives way! Both you and him crash downward into the earth, tumbling through the soil until you are deposited in a dark chamber deep underground. The path of your travel rapidly fills up leaving you and the informer with no choice - you'll have to fight your way back to the surface.

Task 2: Shake the tail. Your informer is being hunted - you must take them to safety.

City: The wretched peasant will lead you through the city until they are satisfied that they are no longer being followed, at which point they will lead you to a safe house and help you as they can (see rules below). They absolutely refuse to tell you the location in advance.

Wilderness: The rules for losing the 'followers' are the same as for the city, though this time each move represents a few hours of travel - roll for encounters as appropriate. If you keep your ward long enough to lose the trail you will have arrived at a safe house hidden in this area.

Dungeon: Create a dungeon section and place yourself and your ward at the start of it. You will need to get past 2-4 (1d3+1) dungeon sections to reach the exit. Each time you encounter a monster roll 1d6 - on a roll of 1, they are accompanied by a Goblin Assassin (see table)!

City/Wilderness: Starting from the location where you met the informer, you should roll a 1d6 and move to your next location accordingly 1 = north, 2 = east, 3 = south, 4 = west, 5 = back the way you came, 6 = stop and rest for a few minutes. If the result of the roll is nonsensical, simply roll again (the informer is panicking and doesn't know which way to turn). Each time you come into a new location, you should

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roll for the normal set of encounters but do everything you can to avoid or ignore them - so if you meet a friendly NPC you must choose the least time consuming option for dialogue. If not, the informer will start to panic and decide to take their chances - he will run off into the crowd and the mission will fail! You may do this mission at night, if you wish.

The informer is not entirely paranoid, and in each location (in addition to any normal encounters) you need to protect them. Your informer is a coward (they will cower behind you) and has STAMINA 10 and no armour or shield (if you have some spare you may equip him). If they are killed, the mission is a failure. You may use magic or healing to heal them and you may feed them rations once, but only if you get a 6 on the dice to decide which direction to move.

<i>1d6</i>	<i>Attack</i>	<i>Effect</i>
1-2	Goblin Assassin	A Goblin Assassin bursts from the shadows, intent on murdering your ward. The goblin has SKILL 6 STAMINA 6 Armour: Leather Cuirass Weapon: Handaxe. If they land a blow, instead of damaging you they damage the informer!
3-4	Sniper	An expert crossbowman has been hired to take potshots from the rooftops! Make a test against your Awareness skill. If you succeed you have spotted them in time and can move into cover. If you fail, your informer is hit by a bolt - roll on the crossbow damage table.
5	Trampled	With a cry of 'Yah! Yah!' the peace of the street is shattered as a mounted mercenary attempts to ride down your informer with their charging steed - make a test against your Dodge or Acrobatics skill to drag both yourself and your ward out of the way. If you succeed, you have leapt clear. If you fail, he has trampled you underhoof. You and the informer must roll on the club damage table to see how badly hurt you are. Either way the mercenary disappears into the throng as quickly as he appeared, probably seeking another place to make a charge.
6	Clear!	No ambushes have been laid in this location - take a moment to rest and then move on. You may stop and eat rations here.

After you survive each attack roll 2d6 and add 3 for each location you have passed through (this is cumulative - after 2 locations you roll and add 6, after 3 you roll and add 9 etc). If the total is 25 or more, you have reached the safe house and the grateful wretch leads you inside where he can spill the beans on your opponent. But what, exactly, does he know?

the numbers you picked, you have found a vital piece of information - the current location of your opponent. If, when you roll the 1d6, the number you get is not one that you had picked, you have not done your interrogation properly and when you arrive at the location you must battle a henchman instead.

In the city, your opponent is at a random location, in the wilderness they are close by in the same area (half a day's travel) and for the dungeon their lair is outside, use the wilderness lair description.

Task 3: Interrogating the Informer. You must get what you can from the snitch. City/Wilderness/Dungeon: The man, still shaking from his ordeal, is more than eager to tell you everything. The problem is in sorting the wheat from the chaff to get information you can use. Make five rolls using either the Etiquette, Con or Leadership skills. Each time you succeed in a test, pick a number between one and six. Once you have done your five tests, roll 1d6 - if it comes up as one of

Special Reward for Success: The informer is still grateful to you. Pick a settlement where they live - whilst in that settlement you can contact them for information, giving you a +1 bonus to any skill test where you need to investigate criminal activity. This bonus can be used once each day.

Mission 21: Rogue Watchmen (City Only)

Overview: The peasants are grumbling about the behaviour of the Watch - that's not unusual, but some of the rumours you have been hearing indicate that there might be a serious problem. People have been arrested on trumped up charges and when their friends objected, some severe beatings were handed out. It looks like some Watchmen have been convinced to do a bit of work for the criminals. The difficulty is in identifying which of them have gone bad and then proving it, without ending up in jail yourself.

Task 1: You watch the Watchmen. The first job is to watch the watchmen and collect evidence and witnesses. Pick a location in the city and move to it. Once there, you find a quiet place to observe the patrols. Each period of observation will take up half a day, during which time you can't do much else apart from mundane tasks (eating, using services available at the location you have chosen). Roll 1d6 for each half day spent -

- | | | |
|-----|---|---|
| 1d6 | <i>Suspicious Activity</i> | 1-4 The Watch are behaving normally - keeping order, supping on small ale, eating pies. |
| 1-2 | Collecting Rent: This patrol seems to be threatening a stall owner in order to get money from them; it's a classic case of give us the gold or we smash up your stuff. After they have left, you can try to convince the stall holder to give you details. Make an Etiquette, Bargain or Con roll to persuade them. If you succeed they are willing to come forward and testify, if you fail they are too scared to help you. | 5-6 You spot a patrol acting strangely and decide to investigate further. Roll to see what they are up to: |
| 3-4 | Oppressing the weak: This group of Watchmen are picking on an unfortunate peasant, giving them a hefty beating. They are clearly enjoying it; worried that things are getting out of hand you decide to confront them. Make a Law, Con or Leadership roll to bring a stop to it. If you succeed, you have shamed them enough that they back off and at least one of this group will help you later on. If you fail, they do stop but are unimpressed by your bravado and simply walk off, jeering. | |
| 5-6 | Illicit Dealing: This group of Watchmen try to disguise it, but they are clearly meeting up with some shady figures. You see them passing out packages in exchange for coin purses to couriers who come by semi-regularly. You can make a Sneak, Awareness or Disguise skill roll to get close and overhear what deals are being made. If you succeed you get enough details to make an accusation, if you fail they notice your snooping and stop their 'work' for the day. | |

Task 2. Convince the Captain. At any point, you can move to the Jail location and try to convince the Captain of the Watch (who has an impeccable reputation for honesty) that he has some 'bent' Watchmen on his force and that they need to be interrogated.

In order to convince him you need to make a Law or Leadership skill roll with a target number of 20. For each piece of evidence you have collected (each successful roll you made when dealing with the suspicious activity) you can add a bonus of +2 to your roll. Thus, you must decide how long you spend investigating before you present yourself to the Captain. If you fail the roll, he is not impressed and sends you away - you may only try again after collecting more evidence.

Once you succeed, the Captain will round up the accused Watchmen and hold a court martial, with you invited to present your case. The Captain is thorough and dedicated to their job, but not that

Chapter 10 - Missions, Quests and Adventures

Mission 22: Slave Takers

Overview: Disappearances are not unusual but of late, the numbers of those lost to the terrors of the night have increased. It is suspected that slave takers are on the roam, snatching the unwary and dragging them away to serve some brutal master. In the city, people are snatched in the dead of night when the Watch are sleeping. In the wilds, travellers disappear and rumours persist of dungeons in which these wretches are forced to labour. Surely a hero can be found to put an end to this?

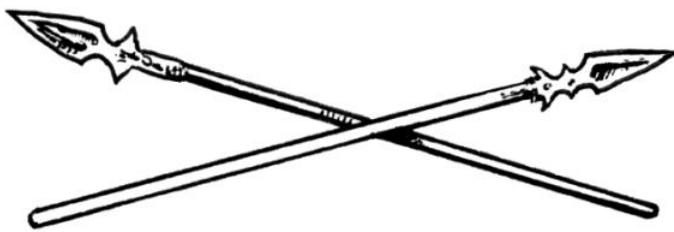
Task 1: Catch them in the act. (Important note: This mission happens at night).

City: Witnesses report muffled cries for help, but are too scared to intervene directly. Reports have come in from the Tavern, Park, Drinking Den, Garbage Heap, Slum Alleys, Graveyard and Theatre locations and you must pick one of these to stake-out for the night. Move there, then wait. After 1d6 hours, make an Awareness or Hunting skill test - if you succeed you have spotted some suspicious activity, if you fail the test your night is fruitless and you must try again tomorrow. Either way, remember to roll for encounters at your location as normal.

Wilderness: You have heard that slaves are being trafficked in the depths of the night along a forgotten roadway. Reaching the area you find the roadway and settle down to wait for your chance. Note that you will need to make night encounters whilst waiting here. Each night make an Awareness or Hunting roll to see if you have spotted any suspicious activity - if you fail, you can move along the roadway and try again the next night.

Dungeon: Rumour has it that slaves have been taken to this dungeon and set to work, you would be highly praised if you could free them. As you move through this dungeon, roll 1d6 for each room you enter. On a

interested in battling your opponent - you must try to get that information yourself. Make a Law, Con or Leadership skill roll and take note of the total you get (your skill plus your 2d6 roll). This represents the amount of information you got from the accused about the movements of your opponent. For example - if you have a Law skill of 6 and roll 9 on your 2d6 you have 15 points to spend for the final part.



Task 3: Find your Opponent. Armed with the information from the trial (the final fate of the Watchmen is the business of the Captain, who asks you to leave before he makes that decision) you now know something of your opponent's movements. Pick any location in the city and move to it.

Once there, assign as many of your points as you wish to, to a maximum of 10, and try to roll less than that number on 2d6 (you must decide how many points to spend before you make the roll!). If you get less than your number you can strike at your opponent. If you get more, the information is not as good as you had hoped and you have to fight a henchman. You may attempt this at more than one location, if you have enough points to do so.

Either way, your accusations and the trial have scared any remaining bad apples in the Watch and you will need to start a different mission to proceed, but convincing the Captain of the Watch to start the court martial is sufficient to treat this mission as completed.

Special Reward for Success: All this discussion of the Law has given you some insights - if you have 2 or fewer points in the Law special skill, you gain one point (without having to spend experience points).

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roll of 1 you find the body of a slave that has been worked to death, on a 6 you find a slave still alive that you can free. Each living slave will provide you with a little bit of information - roll 1d3 for each one you liberate and keep a track of the total. Once you feel you have enough information, roll 4d6 and compare it to your total. If the amount rolled is less than or equal to your information total and less than 20, you have correctly understood where you can find the mastermind of this operation and can strike at your opponent (their lair is in a random room in the next dungeon section). If the total of your 4d6 roll is more than your total or 20 or more, your activity has tipped them off and you only find a henchman. Either way your work has brought an end to the slave taking and you can consider this mission complete.

Task 2: Confront the Slavers. You have found the evildoers, now it's time to fight them.

Slave Takers

SKILL	6
STAMINA	8
Weapon:	Club (and see description)
Armour:	Leather Cuirass and a Small Shield.

Whilst most people out at night are hurrying quickly to their destination, you notice two men sneaking along carefully, armed with clubs and nets. Surely they are part of the slaver gang you are hunting for. Now you must confront them - they are surprised but not impressed, simply laughing and pointing out that you'll make a fine slave for the mines.

In the first round of combat they will both sling weighted nets - if either of these hit, you are snared and suffer a -2 penalty to your combat skill unless you spend a round cutting or pulling yourself free.

You must fight them together, but after the first Slave Taker is defeated, the second one will surrender - they offer you information in return for letting them go free.

Task 3: Interrogation. Should you accept their surrender, you can now roll a test against Etiquette or Con to interrogate them. If you fail (or you have killed them both), they have lied and you get nothing useful. If you succeed, they give you some information - make a note of how much you succeed by. For example, if your skill roll was 5 and your Etiquette skill is 8, you have succeeded by 3. Now you must decide if you have enough information to seek out the leader. You can keep trying to catch more Slave Takers each night to get more information, and add together your successes (thus, if you have interrogated three times you might have a total of 8 'points' of success).

Once you feel you have enough, roll 4d6 - if the total rolled is less than or equal to your score from interrogations and less than 20, you have correctly understood where you can find the mastermind of this operation and can strike at your opponent. If the total of your 4d6 roll is more than your successes or 20 or more, your activity has tipped them off and you only find a henchman. It is thus important to decide each night if you feel you have gathered enough information. Either way this does bring an end to the slave taking - for now - and the mission is completed.

If you are successful in your information gathering your opponent is either in a random location on your map (city) or hiding somewhere near the roadway within one hour's travel (wilderness).

Special Reward for Success: Bringing an end to this slavery has earned you a network of contacts and helpers and allies in the lower classes. To represent this, in your next mission you have a bonus of +8 which you can share amongst skill tests adding at most +2 to any one test (so you could have three bonuses of +2, six of +1 or some mixture that adds up to +8).

Mission 23: Shadow War (City Only).

Overview: In public the nobility of the city obey the accepted forms of etiquette and courtesy, but behind the scenes a vicious shadow war has erupted casting all social conventions aside and leaving a bloody trail in its wake. A number of well known nobles have been killed in duels and violence is spilling over to their retainers and households. It's time for this to stop before it spreads further.

Task 1: Spotting Trouble. You can't interfere directly with the nobility but you can try to stop their employees from fighting. The best places to spot trouble will be the Inn, Tavern, Wealthy Streets, Keep, Park or Theatre locations, places where the servants of the wealthy are most commonly found. Pick one from your map, move there and start to ask around.

Once at your location, make three skill tests from the Awareness, Etiquette, Law or Sneaking skills (your choice). If you wish to, you can don a disguise to help (test against the Disguise skill) or try a little bribery (test against the Bargain skill at a cost of 1d6gp) and if you succeed you gain a bonus of +1 to your tests for this location.

If you succeed with two out of three of your tests you have got wind of a fight being arranged nearby - the investigation takes 1d6 hours.

Task 2: Calm them down. The fight has been arranged to happen in a quiet side street with few windows overlooking it. You arrive early and conceal yourself. You don't have to wait long until two groups of servants appear, one at each end of the alley. They are clearly excited and ready for violence. You can slip away at this point, if you wish, but to stop them you will have to confront them. Stepping out you let it be known that they need to either disperse or go through you - to make it a matter of diplomacy or violence.

By diplomacy: You can use Leadership, Con or Law skill to make an opposed test against the servants' leaders. They have a SKILL of 6. There is a lot of shouting and accusations from both sides, but if you beat them in the test you manage to get everyone calmed down enough to back down and avoid a fight. If you lose the test, it's time for violence...

By violence: Pausing only to throw their cap to one side, a tough looking servant steps up and takes a swing at you. Whilst the others watch and cheer, you must fight!

1d6	<i>Which Servant challenges you</i>
1	Stable Lad
	SKILL 5
	STAMINA 8
	Weapon: Club
	Armour: Dodge skill 2.
2-4	Servant
	SKILL 5
	STAMINA 9
	Weapon: Pitchfork (treat as spear)
	Armour: Dodge skill 3.
5-6	Bodyguard
	SKILL 6
	STAMINA 11
	Weapon: Sword
	Armour: Dodge skill 3.

The servant is brave but not stupid - if reduced to 3 or fewer points of STAMINA he will try to surrender (though you don't have to accept - none of this is considered an Unlawful Action). Should you win the fight, the rest of the peasants get the message and change their minds about fighting.

Task 3: Gather Information. The servants have calmed down enough to return to their duties, but before they leave you do tell you that the fight was the result of letters the masters of both sides received from a mysterious source. This is clearly a person of interest to you, but the servants are uncertain about

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trusting you, no matter what you say - Roll 2d6. If you get a 12, you have persuaded them to assist you in the next step. For each fight that you break up (you may look for one each day) you add one to this roll as you gather information about the mysterious letter writer. Once you succeed, a group of servants accept that you are trying to help and invite you to wait at their masters' house for the next appearance of the messenger, who they are expecting to call that very evening. The house is in the Wealthy Streets location (drop or roll a dice onto your map and pick the nearest one). They hide you in the servants quarters where you can see the messenger arrive and deliver the latest note, then it's up to you to follow them.

Task 4: On the trail. Now you have a chance to follow the messenger, whoever she is, the messenger knows that they are up to no good and it is quickly apparent she has protection in the form of a group of three thugs that fall in step with her. From the location you start, roll to see what direction she takes - (roll 1d6 - 1=north, 2=east, 3=south, 4=west, 5,6 roll again. If the direction is outside the city, move left (1-3) or right (4-6) along the boundary of the city) then make an Awareness or Hunting skill test with a +3 bonus to see if you can keep up. If you fail the Awareness test you can either test your LUCK to see if you can pick up the trail again, or must go back to the step above and convince another group of servants to help you (you keep your bonuses for the 2d6 roll to see if you can get their help).

In addition, for each location you move through you should roll for the usual encounters AND make a test against your Sneaking or Disguise skill - if you fail this test the messenger sends one of her thugs to attack you!

Thug

SKILL	5
STAMINA	6
Weapon:	Dagger
Armour:	Dodge skill 3.

Probably dragged from a prison cell, this scrawny man looks on the verge of starvation. Slashing the air in front of them they advance malevolently.

The messenger will move through five locations before they get to their destination - but is it where your opponent is waiting or have they been forewarned? Roll 2d6.

For each Thug you fought (due to failing your Sneaking skill test) and for each Challenge encounter you faced along the way add one to your total. If your total is 10 or less, you get to strike at your opponent! If your total is 11 or more, the messenger sent one of her thugs to run ahead and warn her employer, and you get to fight a henchman. Either way, you have done enough to end the shadow war for now (the nobility are always looking for an excuse to attack each other) and this mission is completed.



Special Reward for Success: The nobles involved are grateful for your intervention but also embarrassed by the whole affair, they send a magistrate to discuss it with you. He offers you 5d6gp in return for your silence, plus a once only use of his services. Once only, you may choose to ignore the result of a roll on the Lawbreaker table as he intervenes on your behalf.

Mission 24: Masks of Terror (City Only)

Overview: Southern Mask Magic is usually employed to provide some kind of benefit or protection to the wearer of the mask, but as with all types of magic it can be turned to evil ends. In particular the creation of a 'Face of Slangg' mask is a terrible use of the mask-maker's skills. When a 'Face of Slangg' mask is created an individual or group (for example, Count Tym and his household) is chosen as the target. When the mask is donned, a great hatred overcomes the wearer and they will set all their mind and will to destroying the target. Although the mask can be removed - it leaves behind a distinctive set of facial scars, recognisable to anyone familiar with Mask Magic - the hatred remains until the wearer dies or completes their task. For these reasons the 'Face of Slangg' mask is a powerful means of ensuring a hired assassin carries out their mission.

In this case it seems several noble houses are using these masks to send out thugs - probably dredged from the slums or jails - out to attack each other. As these attacks involve violence on the streets, with the servants and retainers being attacked, it is time for heroes to step in and put a stop to it.

Task 1: Find a Thug. To start with, pick a location that must be one of the Marketplace, Wealthy Street, Street, City Gate (Wall) or Park. Move there and stake it out, waiting to see if you can spot a masked thug. After 1d6 hours of observation, make an Awareness or Secret signs skill roll. You may make one roll per location each day. Should you succeed you have spotted someone wearing the distinctive mask and can confront them.

Masked Thug

SKILL	6
STAMINA	8
Weapon:	Dagger
Armour:	Leather Hauberk.

Special: The Masked Thug is determined to get on with their mission and will try to get away: Anytime they win a round of combat they will try and dance away through the crowd - make an opposed test using either Acrobatics, Climb or Dodge skill - the Masked Thug has a skill of 6 - to see if you can keep up with them. If they win twice in a row, they have gotten away and you must start your search again.

Task 2: Unmask the Crafter. For every thug you defeat you can recover a 'Face of Slangg' mask and examine it. Like an artist every mask maker has their own unique methods, so with enough masks you should be able to work out who is responsible. For each mask make a Magic Lore or Evaluate skill test - if you succeed you recover 1d3 pieces of evidence (small pieces of worked metal, scraps of patterned wood or fabric and so on) that can help you. When you have 6 pieces, you can take them to the Marketplace location to discuss them with the merchants there (obviously this can only be done during the day).

Mask-makers are not city dwellers but the merchants can, for a fee, tell you who is dealing in these goods. Make an opposed Bargain skill roll against the merchants - treat them as having a Bargain skill of 9. The base fee they charge is 1d6gp and for each point they beat you by, the fee increases by another 2gp. If you don't (or can't) pay the fee you will have to abandon this mission and treat it as failed (if you need a few days to obtain the gold the merchants don't mind waiting).

The merchants tell you, in strict confidence, that goods are brought in through the city gates at night by bribing the gatekeepers. They tell you when the next shipment is due but warn you to wait until the goods are inside as they don't want to implicate the gatekeeper and get in conflict with the Watch. Pick one of your city gates at random. The shipment will arrive at night (adjust your encounters accordingly) and you will need to get in place and wait for it.

Task 3: Catch the Courier. Using the information provided by the merchants, you lie in wait for the courier.

Mask Courier

SKILL 6

STAMINA 8

Weapon: Sword

Armour: Leather Hauberk.

There is no difficulty picking out the courier - he is carrying a large pack, looking around nervously and is one of the few people let in through the gates after dark. As with the Masked Thugs he will try to get away from you - if he wins two rounds of combat make an opposed test using Acrobatics, Climb or Dodge skill - the courier has a skill of 6 - and if he wins he dashes into the darkness!

Unless you have a means to stop him you will have to start the whole process again, as they are sure to change their supplier after this close call!

However, should you defeat the courier, he has on his person a letter giving the location for his delivery - you should drop or roll a dice onto the map to see where it is - and provided you go there within one day you will be able to strike at your opponent. If you leave it any later they have moved on, though you can still count the mission as completed.

Special Reward for Success: You've probably saved the life of a noble or two by bringing an end to this plot and they are grateful, speaking highly of you. If you are using the social rank system (section 7.2) you may roll for promotion to a higher rank. If you are not using that system, you receive 5d6gp as a reward.

Whilst the bulk of this book is intended to help you build maps, enemies and quests of your own, these example missions should give you some tips and ideas about how to create adventures that involve a mixture of tasks - not just combat, but using other skills and other tests to determine how the mission plays out. You should feel free to use them as written, or take out the pieces that you like and bring them into other quests and adventures.

You can of course plan out the various tasks beforehand if you wish, or you could add the next task on as the previous one is completed. It is good to try and connect these so that they make a certain sense when assembled together into an ongoing story.



10.2 Creating Quests & Missions

Much of this book is dedicated to helping you bring your world to life by creating maps for you to journey through and encounters to challenge your heroes. In this section we focus on how to create your own quests and missions, providing tips, ideas and options that will help you come up with the type of missions that you and your group will enjoy.

It should be emphasised that creating your own adventures is a skill that takes time to develop - there is no magic formula to produce them. Because of that everything in this section should be seen as optional and advisory - you should read through it and use the parts you like, rather than treat it as a system that forces you down a rigid path.

Wanderer, Quester, Hero

How your heroes approach the world is up to you and your Director. In this book we have given you the tools to create settlements, dungeons and wilderness environments to explore, endlessly. That means that your heroes can wander the world, finding challenges in the random encounters of the wilderness or delving into increasingly wicked dungeons. There is nothing wrong with this approach, sometimes called a hex crawl or dungeon crawl (and with this book, a city crawl), and it can be a nice way of expanding your map and discovering new areas.

A different option is to create quests and missions for your heroes to carry out. Unlike a crawl, the missions will have an objective and a series of tasks of

challenges to overcome.

In this section we will be setting out some ideas on how to create your own quests and missions and provide you with a system to help generate them randomly. Whether you design your own from scratch or use the random generation to provide cues and ideas, putting everything together into a coherent whole will require some imagination on your part. The pre-written missions provided earlier in this chapter give you some examples of how to do that.

Another way of using this book is to combine these two approaches and mix up wandering with a small amount of quests - in that scenario as your hero enters a settlement, dungeon or wilderness area they should choose or randomly generate a number of tasks and objectives to complete there. It might be that you decide to complete three tasks every time you come to a city, one task in each wilderness area or dungeon section. Combining these into a coherent story can be a challenge, but this method has the advantage of needing very little preparation.

Remember that when carrying out missions and quests you still have to check for random encounters and deal with environmental hazards as usual. If your quest requires you to find a dungeon and explore it, you should still work out the encounters you have in the wilderness as you travel there, and populate your dungeon with monsters as normal. In other words, your missions and quests happen 'on top' of whatever you would meet by wandering.



Creating a Mission, Adventure or Quest

There are many ways to go about designing your missions, ranging from simply letting them develop by chance as your hero wanders the world to intricately plotting a lengthy series of adventures with distinct chapters that need to be worked through in order, often called a campaign. We can start by asking ourselves a series of questions such as:

- What would my heroes be interested in doing? Are they sell-swords looking for a fight, priests hoping to impress their god or mages seeking ancient knowledge?
- What is going on in the world? Is it of interest to the heroes or will they ignore it?
- Once a quest is started, what is the overall objective? (save the kingdom, earn gold, defeat the villain?)
- What can the hero do to achieve that? What is their first step?
- What do the heroes know? What information is hidden from them?
- Where is the action happening? In a city, a dungeon or the wilderness, or some combination of these?
- Who or what is helping or hindering the heroes? Do they have allies?
- What happens if I fail part of the quest? Does it fail completely, or is it merely a setback?
- If I succeed, what happens next? Is it the end of that adventure, or just the end of one part of it?

Based on this we can start breaking down an overall quest (such as 'save the kingdom') into smaller parts - the first step might be something as simple as visiting locations around a city to find out what people think is going wrong, leading to a confrontation with an evil doer. You don't have to work out the full campaign all at the start!

As you can see at the lowest level a campaign breaks down into a series of quests and adventures, which in turn break down into a series of tasks and objectives. Gathering information is a task with the objective of learning something important, chasing a goblin across rooftops is a task with the objective of fighting or capturing it, fighting a group of orcs is a task with the objective of surviving and protecting others. Further on in this section we provide a list of tasks that can be used to build missions and adventures, based largely on the special skills listed in the Advanced Fighting Fantasy rulebook. The intention is that you use these as 'ingredients' to help you make a satisfying feast of adventure. It is up to you and your Director to build these pieces into a full, coherent mission, always remembering that your imagination takes precedence over anything written in this book and the ultimate intention is to have fun!

To help start your imagination, we can look at quest hooks, villains, hero motivations, mission difficulty and specific tasks, with some additional ideas given at the end of this section about how to make your adventures more intricate and challenging.

The Quest Hook

If the world is peaceful and quiet, there is little for the hero to do. The quest hook is the initial event of circumstance that disrupts that calm and provides a reason to design and create quests. This is just as important to the Director as it is for the hero, as the quest hook should be important in helping you to decide what sort of challenges to place before your heroes and where the action should take place.

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Of course, there are many ways to deal with most problems. A rampaging monster could be dealt with by finding it and fighting it, but the heroes could also try and trap it, lure it away from the area, or convince

the king to send troops out to deal with it. The descriptions are deliberately left somewhat vague and open to interpretation.

Table 10.2.1 What is Happening - the Quest Hook

<i>1d6</i>	<i>1d6</i>	Description
1-2	1	A powerful magical item or weapon has been found, it must not fall into the wrong hands - perhaps you could retrieve it?
	2	A wizard has been causing problems by terrorising the common folk with their powers, you should find a way to stop them (peacefully or not).
	3	Two nearby kingdoms have been tricked into starting a war and the bloodshed is escalating. Perhaps there is a way to stop this madness?
	4	Rumour has it that a mystery ruin, full of treasures and monsters, has been discovered. Who will be the first to explore its depths?
	5	A strange disturbance in the winds of magic indicates the arrival of a powerful new force - what could it be? You should ensure it doesn't fall into the wrong hands.
	6	Powerful forces have threatened you and your loved ones unless you do as they ask - the only way to find out who is behind this is to play along for a while.
3-4	1	You have come into the possession of a map, showing the location of something important - perhaps treasure, perhaps something more unusual. Your interest is piqued.
	2	Worshippers of two different gods have clashed and the conflict has descended into violence, someone needs to convince or force them to stop.
	3	Cultists are seeking to fulfil a terrible ancient prophecy, who knows what will happen if they succeed. It would be best if you stopped them.
	4	An evil church is recruiting people to serve its dark master, every day more people join its ranks. You should find a way to stop this insanity.
	5	A powerful monster or person is on a rampage of violence and destruction. You should find them and bring them down.
	6	Stores of grain and other foodstuffs have been poisoned or destroyed just as winter approaches - the peasants will starve if this continues. Who could have done such a thing and why?
5-6	1	A mercenary group has been hired to cause trouble, you should find out what's behind this.
	2	Travellers have reported strange goings and disappearances in the wilds, everyone would feel safer if somebody investigated it.
	3	An unnatural pestilence is sweeping the land. Is it simply misfortune or is there something sinister behind it?
	4	A large quantity of gold & gems has been stolen from the king - who will retrieve it?
	5	A powerful noble has been killed in suspicious circumstances causing uproar and fingers are being pointed; unless answers are found violence seems inevitable.
	6	Someone or something precious to you has been taken and you intend to get it back.

Who is behind it all?

Everything happens for a reason, or so we are told. In Chapter 9 we have covered the creation of villains - your adversary that is behind the problems your hero has to face and in section 7.2 we have also provided rules for creating factions, if you would prefer to fight against a whole group of enemies rather than a single opponent.

It is generally best to work out at the start who you are dealing with, either by creating an adversary or

using one of the examples given in section 9.1. Not only will this give you an ultimate objective to work towards, but also help you set the tone for your campaign. If your opponent is an evil mage, you can include elements of trickery and magic use into your adventures whereas an orc warlord is more likely to deal in violence and bloodshed.

You can take a 'wait and see' approach and see how your missions develop but this can also make it more difficult to design your campaign in a coherent way.

Either way, the Director is under no obligation to tell the heroes who the villain is at the start - saving that information for later on can give you a satisfying moment of discovery.

Hero's Motivation

Why does your hero get out of bed, grab their weapons or spellbooks and head out into danger? What motivates them? Even if you happen to be aware that a huge chaos warped ogre is destroying villages nearby, does that mean it should be you that deals with the problem?

You may already have a motivation for your hero. They may wish to be the greatest knight the world has seen, or the wisest sage, or perhaps they just want to live the life of an adventurer. If they already know why they are going to take action you don't need to roll on this table, but if you are struggling to describe a motivation you can roll or choose one from the list below.



Table 10.2.2 Why is it your problem?

<i>1d6</i>	<i>1d6</i>	<i>Hero's Motivation</i>
1-2	1	You heard about the problem and decided to deal with it, because that's what heroes do.
	2	A noble has made it clear that it's your problem and not dealing with it would be a very bad idea.
	3	It was the dying wish of a friend that you take action.
	4	A secretive organisation has contacted you asking that you provide your aid.
	5	You received a vision in which a powerful entity, possibly a god, commanded you to take action.
	6	You received a message saying that your life was in danger if you failed to act. You don't know who is threatening you, but you need to find out.
3-4	1	There is no one else to turn to, all desperate eyes turn to you. Will you ignore their pleading?
	2	You believe the problems are caused by an ancient foe of your people.
	3	You have heard that a great quantity of gold is at stake.
	4	The priesthood of your religion has demanded that something is done.
	5	You have been accused of causing the problem! The best way to clear your name is to find out who is behind it.
	6	The question of who is causing these problems fascinates you; you feel compelled to find out.
5-6	1	You have trained with steel and magic for long enough, it's time to test yourself properly.
	2	Your honour is at stake; you must act or live in shame.
	3	Why do people do anything? Taking up this challenge is just another way to fill your time.
	4	You seek fame or notoriety, acting the hero is a good start!
	5	You want to be known as the best at what you do. Dealing with this problem will be a way to prove that.
	6	Romance is in the air, acting the hero is bound to impress the object of your desire.

Breaking down Adventures into Missions and Mission Difficulty

When working out your quests and missions you don't need to design the whole campaign from start to finish in one go! It is nearly always better to break things down into manageable chunks which will make it a lot easier for you to design each part. This approach helps you get started and you may well find that once you work out the details of your first mission, the others follow on naturally.

One way to do this is to write out a series of objectives or plot points; each one should represent either a single mission or group of missions for your heroes. As an example, consider a hero that is faced with the quest hook 'An unnatural pestilence is sweeping the land. Is it simply misfortune or is there something sinister behind it?'

The overall objective is clear - find out who or what is causing this disease and stop it - but it is difficult to come up with one quest or adventure that encompasses that. Instead, we can create a series of missions by breaking it down into smaller steps:

Step 1: Investigate the disease. The Director decides that this is going to be a fairly easy section of the mission, to get the hero started on their quest. They assign it two to three tasks, focused on healing and social skills and one fight at the end (when the hero finds a ghoul spreading the plague).

Step 2: Find out where the ghoul came from and how it got to the village. The Director makes this step longer, with five or six tasks and a couple of fights as the hero discovers that the ghouls are being brought into the villages at night by a group of orcs.

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Step 3: The final step is much longer, in which the hero must track the orcs out into the wilderness, find their lair (a large dungeon), battle their way through it and confront the leader (an evil priest of death).

In general, the duration and difficulty of each mission should relate to the rewards. A short, easy mission allows the hero to make a little progress in their overall quest, a longer mission should provide something more substantial and bring the hero closer to their goal.

A Director can sit down and write out all the steps right at the start, or they can build the quest step-by-step, working out the next stage after they have seen how the hero copes with each mission. Either approach works perfectly well and most Directors tend to adopt a mixture of improvisation and preparation.

Whilst the overall objective of a series of quests remains the same (deal with the big problem facing the hero) some examples of typical mission objectives can help you get started in planning it out if you are struggling for inspiration.

Table 10.2.3 Typical mission objectives

1d6	Description of objective
1	Defeat a significant enemy: At the end of the mission you will fight a notable foe, an ally or henchman of the villain. This will weaken your opponent or reveal some significant new piece of information.
2	Travel to an important place: The objective of this mission is for your hero to travel to where they need to be to continue their quest. Of course, such a journey can be hazardous and include other objectives along the way.
3	Acquire a notable object: By the end of this mission you will have acquired an item which will either help you or, by removing it from them, hinder your opponent. The object will almost certainly be heavily guarded.
4	Avoid a terrible fate: Something terrible is about to occur and only by carrying out this mission can your hero either prevent it from happening or at least escape from it themselves.
5	Find a significant clue: By carrying out this mission you will uncover a piece of information or clue that will help you decide what to do next.
6	Obtain an ally: Along the way your heroic actions will result in you gaining an ally. Exactly how they help you (information, gold, magic, force of arms...) is up to you.

Combat isn't Everything....

But it is quite important! As you build your missions up, you will need to decide how much combat you want to include. Not every mission has to include fighting - it might be that what your hero needs to do involves talking to people, travelling somewhere, reading ancient scrolls or even going fishing.

In the end you will need to find a balance between combat and non-combat tasks, but you should try to include at least some - fighting monsters is, after all, at the heart of Advanced Fighting Fantasy.

Taking a broad view, we can describe the missions as easy, moderate or hard and include some guidelines for how many combats should be faced.

The amount of combat you include will change the feel and nature of your campaign and if your heroes are designed to fight, they may find a lack of it frustrating. On the other hand, if you have too much it can start to feel like a monster treadmill.

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Table 10.2.4 Breakdown of missions by difficulty and some broad parameters

Difficulty	Mission Points*	Duration (time for long distance travel not included)	Combats**	What is gained
Easy	5-10	A few days to a week	1-3	A small objective such as a minor clue, confrontation with a lackey or weak monster, or a small amount of gold.
Moderate	11-20	Up to a few weeks	3-5	Noticeable progress towards your overall goal. A significant piece of information, a henchman or important monster killed, a decent piece of treasure or sum of gold earned.
Hard	20+	Up to a month or longer	6+	Either major progress towards your goal or completion - discovering major elements of the story, confronting your opponent or some of their important lackeys, obtaining a useful treasure or large sum of gold.

* See section below on specific tasks for explanation of mission points

** These can be included with the other tasks or added in once you have worked out the mission structure, remember you will find things to fight in the environment as you explore.

Specific Tasks

To help create a mission or adventure, it can be helpful to break it down into smaller pieces - specific tasks and associated objectives. A list of tasks can then be assembled into something more dynamic and engaging, but having that start point is a very useful way to fire up your imagination.

In this section we provide a list of tasks related to different areas of the game, particularly the use of special skills. The purpose is that you should look through the list and choose a number of these to help you build up a coherent mission.

To help you, they are divided into themes - combat, movement, subterfuge, knowledge, diplomacy, magic, religion, general and exploration. You could choose to pick all the individual tasks from one group

or mix and match. If you want to, you can roll the dice and obtain random themes though you might want to choose one main theme to pick most of the tasks from and then mix in some from other areas.

For example, you could build a mission around the idea of 'diplomacy' in which you take three or four tasks from that area and then include some from other areas such as subterfuge, knowledge, religion or so on. In addition to this - don't forget the combat! There is always an opportunity to include a fight (or two or three) in any adventure, and whilst there are many dangers in the world of Titan a lot of the risk lies in fighting the monsters. We very much recommend that you include at least a few combats in almost any mission - there are plenty of monsters to choose from.

Mission Points. Some of the tasks are easier and faster, some are harder. To represent this, each of them has a suggested number of 'mission points' to indicate how difficult they are. You can tally them up to give you a rough indication of how hard the overall task is or just use it as a guide to help you decide which tasks your heroes should attempt.

Broadly speaking an easy mission should equate to about 5-10 mission points, a moderately hard mission should be around 11-20 mission points and a hard mission will be 20 or more.

Clearly these are only rough guidelines to help you decide how much effort your heroes should have to put in to make progress in their overall quest.

Once you have made your choices or rolled the dice, we strongly recommend that you take a few moments to work the suggestions into something coherent - a mission which makes sense. You should feel free to remove, add, rewrite or rearrange the parts so that you end up with something which is challenging, interesting and intelligible. Don't be afraid to scrap



something and start again if you feel it is hopeless!

Don't forget your environment! The missions are set in cities, dungeons or the wilderness and just because you are busy chasing a goblin courier across the rooftops it doesn't mean you can ignore the other hazards and challenges that surround you. Maybe you'll run into something helpful, or perhaps it will be a challenge. Either way, you should remember that you have to deal with your surroundings as well as the bigger problem.

Location, Location, Location. Not every task can be completed in every type of environment. If, for example, you have been set the job of visiting 5 friendly traders (to find out who is buying up all the weapons recently) it is probably impossible to do this in a dungeon and extremely time consuming to do it in the wilderness! Each task has a list of recommended locations - you might want to keep all the tasks in one mission in the same place, particularly for short, easy missions. As with everything in this section, you will need to interpret the suggestions so they make sense.

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Table 10.2.5 Randomised Task Categories -

Pick a theme for your mission or roll on the table below to come up with some ideas - it's up to you to assemble them into something that makes sense.

<i>1d6</i>	<i>1d6</i>	<i>Task Category & Description</i>
1-2	1-4	Combat. Tasks that involve fighting one or more opponents. Choose something that is appropriate for your mission and the power of your hero or look at the advice given below about 'monsters'. Combat tasks are generally straightforward, can be included in any mission and are often the final task of a mission, as the hero battles to defeat the cause of the problem.
5	5	Magic. A smaller category of tasks in which you rely on your knowledge of magic to make progress. Heroes without any magical ability may wish to avoid this category entirely.
6	6	Religion. On Titan, everyone has some knowledge of the gods and priests and temples are important parts of life. Your ability to recognise the different religions and know how to interact with them could be vital.
3-4	1-2	Knowledge. Tasks that test your learning and lore, often favoured by magic users. Advancing your quest by finding out more information can be far quicker than using brute force.
	3-4	Diplomacy. Tasks that involve using your social skills to convince, persuade, impress or lie to people. Success or failure can be critical to your mission as you either recover vital information or get the people on your side.
5-6	5-6	General. Tasks that revolve around day-to-day activities or incidents, things that are not covered by specific skills and challenges that most heroes should be able to have a go at. Objectives are varied but usually amount to some useful but not major progress in your mission.
5-6	1-2	Movement. Tasks that involve displays of athleticism, such as running, jumping or climbing. Can be a challenge for heavily armoured heroes, movement tasks let you pass obstacles, chase down enemies or just show off your skills.
	3-4	Subterfuge. A bit of deception and trickery can often be the best way to achieve your goals. Being able to outwit your enemies may be the only way to lure them into open combat.
	5-6	Exploration. With a whole world to explore, why not get out and see what you can find? Often, merchants and nobles will be willing to pay heroes to go into the dangerous wilderness and deal with a problem.

Failing a task

If your hero fails at a task, what happens? It doesn't mean the overall mission or quest has to be abandoned, just that you need to find another solution to your problem. In the later part of this section we provide some rules for 'setbacks' that your hero can suffer because of their failure, but a simple solution is to take on another task from the same category. So, if your hero fails a 'diplomacy' task, find another task that you feel could substitute for it.

Other skills not covered: Additional skills are listed in other rulebooks, such as the Advanced Fighting Fantasy Combat Companion containing the skill 'Monster Lore'. We have only covered skills listed in the core rulebook, but you should make use of the skills and abilities listed in the other books if you have them. Looking at the task descriptions given in this section should give you plenty of ideas about other tasks and objectives you can come up with.

Combat Tasks

Choose one of the tasks from this list, or roll to find a random task. Remember to consider your location, as

not every task can be carried out in every environment. A tough combat is often the final task of a mission.

Table 10.2.6 Randomised Combat Tasks

<i>1d6</i>	<i>1d6</i>	<i>Task Description</i>
1-2	1-6	Fight a monster: Find a monster that is appropriate for your hero or use the methods detailed at the end of this section to generate one. It has the usual equipment, treasure and methods of attack. If you flee, the task is failed. Locations: City, Wilderness, Dungeon. Mission Points: 1.
3-4	1-2	Fight 1d6 opponents in waves: You have found yourself the target of attack and must defeat a number of monsters to proceed. They can be one type of monster or a mixture. The order you fight them is based on how many there are. Roll 1d6 and then fight the groups as follows: 1 - fight alone. 2 - fight separately. 3 - fight one, and then two together. 4 - fight two pairs. 5 - fight one and then two pairs. 6 - fight one, then two, then three together. You have one round of rest between each set of monsters and you may use that to flee (though this means the task is failed and you suffer a setback). Locations: City, Wilderness, Dungeon. Mission Points: 3.
3-4		Display of Skill: You have entered into a tournament or contest in which non-lethal blows are struck and the outcome is decided by displays of skill (an archery contest, a melee with training weapons and so on). You have been matched with someone of similar skill to your own. Take your highest combat special skill and add 6 to it; this is your opponent's total (So, if your hero has SKILL 7 and 3 points in Polearms, your opponent has a combat special skill of $6+3=9$). Now make 10 opposed combat rolls to see how many times you win - you must win 5 times to succeed with this task. If you fail, you suffer a setback. If you succeed you are awarded a prize of 2d6gp and may continue with your quest. The contest takes half a day. Locations: City. Mission Points: 1.
5-6		Fight a Henchman: You have come across a Henchman of your Opponent and must fight them. Refer to the details for your particular Opponent. If you are not fighting against a specific villain you can still use Table 9.2.7 'Villain's Henchman' to create one. Defeating them should give some interesting or useful progress to your quest. If you flee, this task is failed. Locations: City, Wilderness, Dungeon. Mission Points: 2.
5-6	1-3	Fight an 'enhanced' opponent: Find a monster that is appropriate for your hero or use the methods detailed at the end of this section to generate one. It is an experienced combatant and +1 to its combat, damage and armour rolls. If you flee, the task is failed. Locations: City, Wilderness, Dungeon. Mission Points: 1.
4-5		Fight 1+1d2 easy opponents: Find a monster that is appropriate for your hero or use the methods detailed at the end of this section to generate one. They are slightly weaker (or already injured) and have a -1 penalty to their combat, damage and armour rolls, but you must fight them all at once. If you flee, the task is failed. Locations: City, Wilderness, Dungeon. Mission Points: 2.
6		Confront your Opponent! - You are suddenly, and quite by chance, confronted by your Opponent, the villain behind all the problems. Perhaps you stumble upon them at a meeting, or maybe they have sought you out. Either way, you must now fight them. The usual rules apply for a confrontation and you should remind yourself of them before the fight begins. If you defeat them completely, this is probably the end of your mission! If you flee, this task is failed. Locations: City, Wilderness, Dungeon. Mission Points: 3 or the end of your quest.

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Magic

Choose one of the tasks from this list, or roll to find a random task. Remember to consider your location, as

not every task can be carried out in every environment. It is likely that only heroes who have some skill in MAGIC will be able to attempt these.

Table 10.2.7 Randomised Magic Tasks

1d6	Description
1-2	Magic Lore - Research: You need to uncover a piece of forgotten magical knowledge, vital to your quest. Make 1d6+3 Magic Lore skill tests, you must succeed in half or more of them. Each test requires a whole day of intense study. If you have access to a library (for example, at the College location in a settlement) you can add a +2 bonus to your skill tests. If you fail the task you have misunderstood your research and come to the wrong conclusion. You can attempt this task again (once). Locations: City. Mission Points: 2.
3-4	Magic Lore - Understanding: You are faced with a magical puzzle (a set of runes to decipher, a magical lock protecting a doorway etc) and you must solve it to progress your quest. Make a Magic Lore skill test with a TN of 15 - if you succeed you have beaten the puzzle, if you fail it reacts to you by firing a bolt of magic at you, causing 1d6 points of damage! You may make three attempts, all within the same day, before the puzzle is sealed forever. You may also attempt to solve the puzzle by chance - test your LUCK to succeed, but you only get one chance. Locations: City, Wilderness, Dungeon. Mission Points: 1.
5-6	Magic Lore - Recognising: You have been asked to collect samples of an unusual magical item carried by your foes. For each evil humanoid monster you defeat, make a Magic Lore skill test. You must succeed 3+1d3 times in order to complete this task. You can carry this out whilst completing other tasks. Locations: City, Wilderness, Dungeon. Mission Points: 1.

Religion

Choose one of the tasks from this list, or roll to find a random task. Remember to consider your location, as not every task can be carried out in every

environment. Those heroes that worship a specific god may need to adjust these tasks accordingly - a priest is unlikely to go around pretending to worship a different faith!

Table 10.2.8 Randomised Religion Tasks

1d6	Description
1-2	Religion Lore - Making Friends: You must find a temple and convince them that you are an ally or potential convert. Firstly, find a temple on your settlement map (it cannot be one dedicated to the god you worship). Go there and make three Religion Lore rolls - you must succeed with two of the three to persuade the priests of your sincerity. If you fail, you may return the next day and try again, but must also roll 1d6 - on a roll of one a priest is enraged by your deceit and has you driven out of the temple (you lose one point of LUCK). Locations: City. Mission Points: 1.
3-4	Religion Lore - Spotting Enemies: Cultists have infiltrated a settlement and you must flush them out. Take a tour of different locations and whenever you have an encounter with a friendly NPC make a Religion Lore test. If you succeed with the test roll 1d6 - on a roll of 1 or 2 you have unmasked a cultist that you must fight. Cultist SKILL 7 STAMINA 7 Weapon: Sword Armour: None. You have at most one week to unmask 5 cultists to succeed. Locations: City. Mission Points: 2.
5-6	Religion Lore - Puzzle: You are faced with a puzzle or challenge which is based on religious knowledge. Make a Religion Lore skill test with a target number of 15 - if you succeed you have beaten the puzzle, if you fail it reacts to your interference by smiting you, causing 1d6 points of STAMINA damage! You may make three attempts, all must be within the same day, before the puzzle is sealed to you forever. Locations: City, Wilderness, Dungeon. Mission Points: 1.

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Movement Tasks

Choose one of the tasks from this list, or roll to find a random task. Remember to consider your location, as

not every task can be carried out in every environment. Movement tasks can happen at any point and can be combined with other tasks.,

Table 10.2.9 Randomised Movement Tasks

1d6	1d6	Task Description
1-2	1-2	Acrobatics: Bodily Control: You face an obstacle such as a narrow bridge or a hedge that can be circumvented by balance and bodily control (or magical means). Make 1d6 successful Acrobatics tests to pass it, if you fail you catch yourself and suffer 1d3 points of damage. You can retreat at any time, though this fails the task. Locations: City, Dungeon, Wilderness. Mission Points: 1.
3-4	3-4	Climb: Cliff/Wall: Your way is blocked by a cliff or wall that can only be passed by climbing (or magical means). Make 1d3 successful Climb tests to get up, if you fail you slide off and suffer 1d6 points of damage. Rope = +1 to your test. Grappling Hook = +2 to your test. You can retreat at any time, though this fails the task. Locations: City, Dungeon, Wilderness. Mission Points: 1.
5-6	5-6	Dodge: Rain of Missiles: You must pass through a rain of hazards (pelted from the rooftops, a crumbling chamber, falling branches) and survive. Make 1d6 Dodge tests, suffering 1d3 points of damage for each fail. You can retreat at any time, though this means you fail the task. If you survive you succeed. Locations: City, Dungeon, Wilderness. Mission Points: 2.
3-4	1-2	Jump: You are faced with a series of obstacles which you must cross by leaping from one to the next (rooftops, stones across a lava field, safe sections of a collapsing mineshaft). Make 1d6 Jump tests, suffering 1d3 points of damage for each fail. You can retreat at any time, though this means the task is failed. If you clear the obstacles, you succeed. As you leap clear of the last obstacle, you are faced with a monster to fight. Locations: City, Dungeon, Wilderness. Mission Points: 2.
3-4	3-4	Ride - Chase: You must chase down your quarry whilst mounted. You must take ten Ride tests and succeed in seven or more. If you catch them roll 1d6 - you must either fight (1-3) or negotiate (4-6). If you fight, create a suitable monster, if you negotiate, use a diplomacy task with either Etiquette, Bribery or Con. If you fail they escape. Locations: City, Wilderness. Mission Points: 1.
5-6	5-6	Ride - Gauntlet: You need to stay on your steed whilst being attacked. Make 1d6+3 Ride skill tests, each time you fail take 1d3 points of STAMINA damage as you are caught by a blow. You can retreat at any time, though this means the task is failed. If you survive the gauntlet, you have succeeded but must immediately fight a monster. Locations: City, Wilderness. Mission Points: 2.
5-6	1-2	Ride - Display: You need to pull off a display of horsemanship to impress or inspire onlookers, perhaps as part of a show or ceremony. Make 1d6+3 Ride skill tests - you must succeed in half or more of them. The task takes 1-2 hours. Locations: City. Mission Points: 1.
3-4	3-4	Swim - Chase / Speed: You are required to swim at pace either to pursue your quarry or escape danger (roll 1d6. On a 1-3 you are chasing a monster and must fight it if you win. On a 4-6 you are escaping a monster and must fight it if you lose). You must take ten Swim tests and succeed in seven or more to win. Remember to include penalties for encumbrance/armour. Locations: City, Dungeon, Wilderness (A body of water such as a river or lake is needed). Mission Points: 2.
5-6	5-6	Swim - Survive/Cross: You need to keep your head above water to avoid drowning or cross a body of water. Make 1d6+3 Swim skill tests, each time you fail take 1 point of STAMINA damage from drowning. Remember to include penalties for encumbrance and armour. Locations: City, Dungeon, Wilderness (Obviously, a body of water such as a river or lake is needed). Mission Points: 1.

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Knowledge Tasks

Choose one of the tasks from this list, or roll to find a random task. Remember to consider your location, as

not every task can be carried out in every environment. Knowledge tasks can happen at any point and can be combined with other tasks.

Table 10.2.10 Randomised Knowledge Tasks

1d6	1d6	Task Description
1-2	1-2	Animal Lore - Identifying: You need to identify animals from their tracks, spore and behaviours. Make 1d6+3 Animal Lore skill tests, you must succeed in half or more of them. Each skill test must be in a different location in a city or different room in a dungeon. In the wilderness, each one takes half a day of looking to accomplish your task. If you fail you have blundered into the lair of an animal and must fight a monster. Locations: City, Wilderness, Dungeon. Mission Points: 2.
3-4	3-4	Locks - Making/Studying: You have acquired devices or parts of devices to study or assemble. Make 1d6+3 Locks skill tests and for each success pick a number between one and six. At the end roll 1d6 - if the result is one of the numbers you chose, you have understood the device or assembled the locks needed. Studying parts takes one hour for each skill test. Locations: City, Wilderness, Dungeon. Mission Points: 1.
5-6	5-6	Traps - Making/Studying: You have acquired devices or parts of devices to study or assemble. Make 1d6+3 Trap Knowledge skill tests and for each success pick a number between one and six. At the end roll 1d6 - if the result is one of the numbers you chose, you have understood the device or made suitable traps. Studying parts takes one hour for each skill test. Locations: City, Wilderness, Dungeon. Mission Points: 1.
3-4	1-2	Crafting - Be a maker: You need to use your abilities to help make something, either helping in the process (e.g chopping up vegetables for a great feast, pumping the bellows for a skilled blacksmith) or acquiring the parts or ingredients needed by another crafter. Make 1d6+3 Crafting skill tests, you must succeed in half or more of them. Each one you fail costs you 1d6gp in materials. Locations: City. Mission Points: 1.
3-4	3-4	Healing - Diagnosis: A strange disease is running through the population like wildfire, leaving rotting, bloated corpses in its wake. You have been asked to investigate and try and diagnose the cause. You must take 1d6+3 Healing skill tests, you must succeed in half or more of them. In a city each one must be made in a different location, in the wilderness you may stay in one area but finding victims takes half a day each time. If you fail, you have caught something yourself - roll on Table 4.3.2 Diseases. Locations: Wilderness, City. Mission Points: 1.
5-6	5-6	Healing - Curing: Your skills as a medic are being put to the test with a great disaster (natural or created by invaders) leaving so many injured that the temples are overrun. You have been asked to assist. You must take 1d6+3 Healing skill tests, you must succeed in half or more of them. In a city each one must be made in a different location, in the wilderness you may stay in one area but finding victims takes half a day each time. Every failed Healing skill test costs you 1d6gp in lost medical supplies. Locations: Wilderness, City. Mission Points: 1.
5-6	1-2	Languages - Translation: You need to translate some information written in an unusual language. You must take 1d6+3 Languages skill tests, you must succeed in half or more of them. If you fail, you can either accept the failure (and roll for setbacks) or, if you are in a settlement with a 'College' location, you can pay a scholar 5gp per 'success' to complete the work for you. The translation task takes one day of uninterrupted work. Locations: City, Wilderness, Dungeon. Mission Points: 1.

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- 3-4 **Law - Arguing:** You have become embroiled in a legal dispute, which may not be very heroic but resolving it is the easiest way to advance your aims. Take 1d6+3 Law tests, you must succeed in half or more to complete the task. If you fail you have got yourself into legal trouble and must roll on the Lawbreaker table with a minimum result of a seven. Locations: City. Mission Points: 1.
- 5-6 **Evaluate:** Your enemies are carrying some type of item that is of interest to you - you need to accurately assess their quality, value and origin after acquiring them. Items are acquired by killing enemies - each time you kill something you acquire one piece to assess. You must make 1d6+3 Evaluate skill tests, you must succeed in half or more of them. If you fail, you need to acquire another 1d6 items to assess. Locations: City, Wilderness, Dungeon. Mission Points: 2.

Diplomacy

Choose one of the tasks from this list, or roll to find a random task. Remember to consider your location, as not every task can be carried out in every environment. Diplomacy tasks can happen at any

point and can be combined with other tasks provided they don't stop you from using social skills. Most diplomacy tasks require you to be in a settlement (they could also be adapted to the wilderness if you are willing to find places where people live).

Table 10.2.11 Randomised Diplomacy Tasks

1d6 Task Description

- 1 **Acrobatics: Display:** Your acrobatic skills are put to the test in a display of movements designed to impress a crowd of onlookers, perhaps as part of a show or ceremony. You must make six successful skill tests out of a maximum of ten attempts to pass the task. Attempting the display takes at least half a day. Locations: City. Mission Points: 1.
- 2 **Con - Intimidation:** Whether you like it or not, the best way to proceed is to bully and scare people into doing what you want them to do. Make 1d6+3 Con tests, you must succeed in half or more. Each must be made whilst in a different location within a settlement. If you fail the task, you end up being confronted by 1d2 enraged victims - create a foe and fight them. Locations: City. Mission Points: 2.
- 3 **Etiquette - Convince:** You need to convince or persuade people to believe you or do as you say. Make 1d6+3 Etiquette tests, you must succeed in half or more. Each must be made in a different location within a settlement. The task takes at least half a day. If you fail you may try again the next day, when you have thought of better arguments, but if you fail twice the task is failed. Locations: City. Mission Points: 1.
- 4 **Etiquette - Extract Information:** You have been sent to track down a source of information. You need to visit specific locations and find an NPC to talk to (encounter or a trader). Roll 1d6 then move to: 1-Temple, 2-Marketplace, 3-Keep, 4-Theatre, 5-Streets, 6-Tavern. Once there, you must succeed with an Etiquette, Con, Bargain or Leadership roll (your choice) to find out where you need to go - you must do this 1d6+3 times and succeed in half or more. You must complete this task within a day. If you fail, you have ended up in the wrong part of a town and you are attacked. Locations: City. Mission Points: 2.
- 5 **Leadership - Inspiration:** You find yourself making a speech to a crowd to get them on your side. Make 5 Leadership tests. For each success, roll 1d6 and total them - On a 13 or more you have won the crowd over. On a 6-12 the crowd is uncertain and you may make another attempt. On a 5 or less, the mob turns on you and you are pelted with debris, taking 1d6 points of damage. Locations: City. Mission Points: 1.
- 6 **Leadership - Rallying:** Recent terrible events have left people fearful and anxious, you must rally their spirits. Make 1d6+3 Leadership tests, you must succeed in half or more. Each must be done in a separate friendly encounter (social encounter or a friendly NPC). All skill tests must be made on the same day - if you fail you may try again the next day, but that is your final chance. Locations: City. Mission Points: 1.

Chapter 10 - Missions, Quests and Adventures

General Tasks

Choose one of the tasks from this list, or roll to find a random task. Remember to consider your location, as

not every task can be carried out in every environment. General tasks can happen at any point and can be combined with other tasks.

Table 10.2.12 Randomised General Tasks

<i>1d6</i>	<i>1d6</i>	<i>Task Description</i>
1-2	1-2	Gather Clues: Each monster you defeat may have a clue to help you. When you defeat a foe, examine it to gain information. Roll 2d6 - if the total is twelve you have found what you need. Each time you kill a new enemy, add +1 to your roll. You can complete this whilst carrying out other tasks. Locations: City, Dungeon, Wilderness. Mission Points: 2.
3-4	3-4	Be Lucky: Only dumb luck will allow you to succeed at this point - make a LUCK test, you must pass it or suffer a setback. Locations: City, Dungeon, Wilderness. Mission Points: 1.
5-6	5-6	Foretelling: You are faced with a situation where you have to choose quickly with little Information. Pick 'odds' or 'evens' and roll 1d6. If you were right, you have succeeded, but if you are wrong you fail and suffer a setback. Locations: City, Dungeon, Wilderness. Mission Points: 1.
3-4	1-2	Put out a Fire: You need to quench a fire by making a fire break or throwing water. The fire has 20 points of STAMINA and you can do 1d3 points of damage to it each round by succeeding with a test of Strength or Thrown skills. You have 15 rounds to put it out. Magical means may also be used, if you have them. If you succeed in putting it out you are attacked by 1d3 Fire Sprites - Fire Sprite SKILL 5 STAMINA 4 Weapon: Touch, does 3 points of STAMINA damage (fire) if it hits. If you fail, you must roll for a setback . Locations: City, Dungeon, Wilderness. Mission Points: 2.
3-4	3-4	Awareness - Spotting: You are looking for a specific type of object or person. Each time you come into a new location (settlement), area (wilderness) or section (dungeon) you can make a roll. You must succeed 1d6+3 times. Locations: City, Dungeon, Wilderness. Mission Points: 1.
5-6	5-6	Awareness - Noticing: You have been asked to go and look for unusual or troubling activity, either in a specific location or of a specific type. Make 1d6+3 Awareness skill tests, you must succeed in half or more of them. Each skill test requires half a day of surveillance. Each time you fail, you have accidentally interrupted something and should roll an encounter using the encounter tables provided in this book. Locations: City, Wilderness. Mission Points: 2.
5-6	1-2	Bash down an obstacle: Your way is blocked by an obstruction, you must quickly bash it down. It has 20 points of STAMINA and you can damage it with melee weapons (you hit automatically but it has 'Monster Heavy' armour) or use your Strength skill to pull it apart - 1d3 damage with each success. You have 15 rounds to destroy it. A pick or shovel adds +2 to your tests. Magical means may be used. If you fail the task you suffer a setback. If you succeed, a monster will leap through the gap to fight you. Locations: City, Dungeon, Wilderness. Mission Points: 1.
3-4	3-4	Bargain - Sell or Buy: You need to buy or sell items for a reasonable price. Make 1d6+3 Bargain tests, you must succeed in half or more. Each test must be made with a different 'vendor' (shop, merchant etc). If you succeed, gain the information you need and 2d6gp. If you fail, you fail the task and lose 2d6gp. It takes at least a whole day. Locations: City. Mission Points: 1.
5-6	5-6	City Lore - Navigate: You need to find the safest route through a city (perhaps to avoid trouble, perhaps to guide someone). Make 1d6+3 City Lore skill tests, you must succeed in half or more of them. Each one must be made whilst in a different location within a settlement. If you fail this task you may restart it, provided it is still the same day. Locations: City. Mission Points: 1.

Subterfuge Tasks

Choose one of the tasks from this list, or roll to find a random task. Remember to consider your location, as not every task can be carried out in every environment. Subterfuge tasks can be combined with

other tasks, particularly combat and movement tasks, or they can be attempted separately. Remember to consider penalties for encumbrance and armour when making your skill tests.

Table 10.2.13 Randomised Subterfuge Tasks

<i>1d6</i>	<i>1d6</i>	Description
1-3	1	Climb: Silent Climb: To move forward, you need to stealthily climb a barrier, such as the wall of a house or camp, or a barricade blocking a corridor. Make 5 tests of your Climb skill and then a test of your Sneaking skill - for each success with your Climb skill you gain a +1 bonus to your Sneaking skill test and for each failure you suffer a -1 penalty. If you succeed you have avoided confrontation, if you fail you must fight 1d3 monsters. Locations: City, Dungeon, Wilderness. Mission Points: 2.
	2	Disguise - Misdirection: You need to conceal your identity to trick your opponent. Make 1d6+3 Disguise skill tests you must succeed in half or more of them (a disguise kit adds +1 to the test, certain spells might add more). Each skill test is taken when you have a 'friendly' (non-combat) encounter. Each time you fail, roll 1d6 - on a roll of 1 you are spotted and attacked - create an appropriate monster. You have 1d3 days to complete this task. Locations: City. Mission Points: 1.
	3	Disguise - Deception: You need to convince people that you are some other, specific, type of person (i.e. that you are a city guard, or member of the merchants guild) so that you can pass on some misinformation. You must first observe your target and then copy them. Make 1d6+3 tests of your Awareness skill and the same number of Disguise skill tests (a disguise kit adds +1 to the test, certain spells might add more). You must succeed in half or more of them. Each pair of skill tests requires 1d3 hours of surveillance of your target and each one must be carried out in a separate location in the settlement. If you fail the task, the Watch has been alerted to your activities and you must roll on the Lawbreaker table. Locations: City. Mission Points: 2.
	4	Locks - Breaking: To make progress you need to defeat a number of locks. In a city they will be on buildings, in a dungeon they will be on the room doors. In a settlement you must make the attempts in different locations. In a dungeon, assume any door you come across is locked. Make 1d6+3 tests of your Locks skill to proceed - each time you fail you attract a 'guard' that attacks you. Guard SKILL 6 STAMINA 7 Weapon: Mace Armour: Leather Cuirass & Small Shield. Locations: City, Dungeon. Mission Points: 3.
	5	Sleight of Hand, Theft: Visit 1d6+3 shops or traders and make Sleight of Hand skill checks as you try to acquire objects needed for your quest, if you fail more than you succeed you are caught and must roll on the Lawbreaker table. Each shop or trader must be in a different location. Locations: City. Mission Points: 1.
	6	Sneaking - Stakeout: You must stay at or near a specific place (location in a settlement, area in a wilderness, section in a dungeon) for 1d3 days (2d6 hours in a dungeon) and make a Sneaking skill test, remembering to roll for encounters as you wait. If you stay in place and pass the test, you succeed. If you fail, you are spotted and attacked by a monster. Locations: City, Wilderness, Dungeon. Mission Points: 1.

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<i>1d6</i>	<i>1d6</i>	Description
4-6	1	Sneaking - Stealth: You need to move whilst avoiding detection by your enemies either to throw them off your tail or just to avoid confrontation. Make $1d6+3$ Sneaking skill tests, you must succeed in half or more of them. Each skill test must be in a different location in a city or different room in a dungeon. In the wilderness, each one takes half a day of 'sneaking' to accomplish your task. Succeed in the task and you can avoid encounters as you glide silently past, but failure means you must roll on the appropriate encounter table as you blunder into someone or something. Locations: City, Wilderness, Dungeon. Mission Points: 2.
	2	Traps - Finding/Disabling: You have been tasked to find and disable $1d3+3$ traps, scattered around the settlement, wilderness or dungeon. In a settlement there is a maximum of one trap per location and finding it requires a successful Trap Knowledge skill test (if failed, move to another location and try again). In a wilderness there are a number of traps set about one area, you may test your Trap Knowledge skill each half day spent searching to discover one (or two with a critical success). In a dungeon there are (at least) $1d3$ per section, assign them to random rooms. If you fail your Trap Knowledge skill test, roll on Table 4.4.2 'Traps' to find out what happens! Locations: City, Wilderness, Dungeon. Mission Points: 2.
	3	City Lore - Contacts: You need to find some unusual or possibly illegal services. Make $1d6+3$ City Lore skill tests, you must succeed in half or more of them. Each one must be made whilst in a different location within a settlement. If you fail the task you have upset the local militia, roll on the Lawbreaker table. Locations: City. Mission Points: 1.
	4	Con - Deceit: Sometimes there is nothing wrong with telling a few little lies. You must attempt them whilst having social encounters. Make $1d6+3$ Con skill tests, you must succeed in half or more of them. Each one must be made during a different encounter. If you fail the task your social skill rolls have a -2 penalty in this settlement for $1d3$ days as mistrust festers. Locations: City. Mission Points: 1.
	5	Secret Signs - Identifying: Someone is using secret signs or a code to carry out their evil plans. You need to find and decode these markers so you can understand what they are doing. Make $1d6+3$ Secret Signs skill tests, you must succeed in half or more of them. In a city each sign or code will be in a different location (scratched on the side of a building). In the wilderness they will be carved into trees or rocks (searching for one takes half a day) and in a dungeon they will be carved or painted onto walls ($1d3$ per dungeon section). Also, fragments of the code will be carried by any evil humanoids that you defeat. Locations: City, Wilderness, Dungeon. Mission Points: 2.
	6	Secret Signs - Using: You need to communicate with an ally using a secret code. Make $1d6+3$ Secret Signs skill tests, you must succeed in half or more of them. Each test needs to be done in a separate location or, in the wilderness, at most one every half a day as you move around an area leaving a trail for them to follow. Should you fail the task in a city, you are suspected of being a criminal and must roll on the Lawbreaker table. In the wilderness, failure simply means you do not pass on your message. Locations: City, Wilderness. Mission Points: 2.

Exploration

Choose one of the tasks from this list, or roll to find a random task. Remember to consider your location, as not every task can be carried out in every environment. Exploration tasks can be quite time

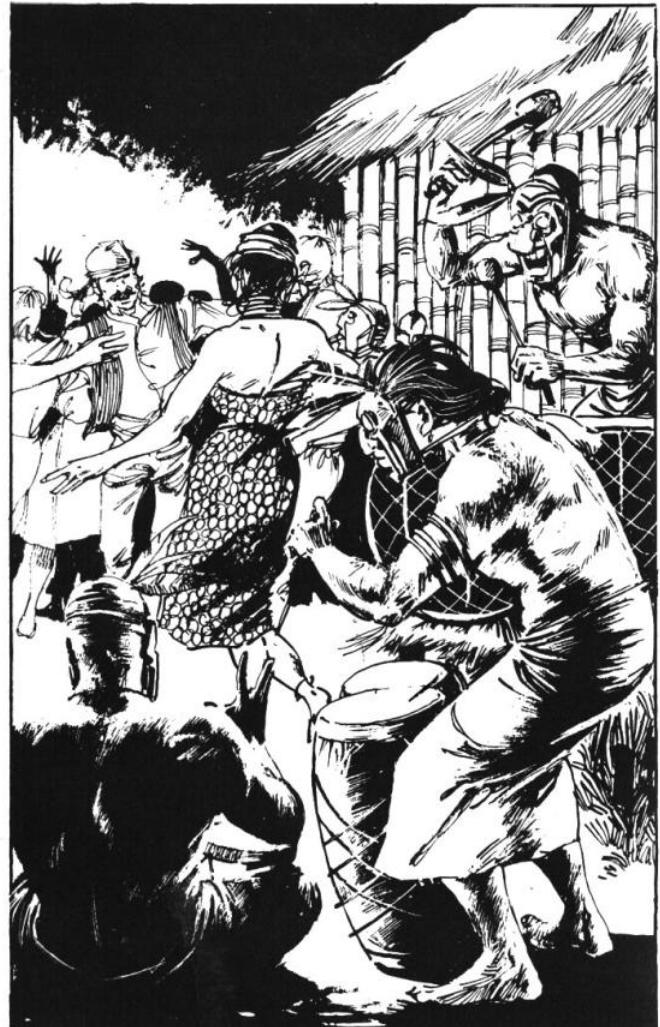
consuming, remember to bring enough food and equipment to survive in the wilds. Such tasks might also be combined with others that you complete 'along the way'.

Table 10.2.14 Randomised Exploration Tasks

<i>1d6</i>	<i>1d6</i>	<i>Task Description</i>
1-2	1-2	Fishing: You have been asked to gather some information on the quality of fishing available in part of the wilderness. Use the rules provided in the Wilderness Creation & Adventures chapter to find a random area of the wilderness and make your way there. Make 1d6+3 Fishing skill tests, you must succeed in half or more of them. Each skill test requires half a day of fishing for you to make an assessment. Each success grants you 1d6 meals worth of food. Each time you fail, you are attacked by 1d3 enraged Marsh Hoppers. Marsh Hopper SKILL 4 STAMINA 4 Weapon: Small Bite Armour: None. Locations: Wilderness. Mission Points: 2.
3-4		Region Lore - Investigation: You have been asked to investigate some part of the wilderness, perhaps to help create a map or make a report. Use the rules provided in the Wilderness Creation & Adventures chapter to find a random area of the wilderness and make your way there. Then, camp there for 1d6+3 days taking a Region Lore test each day, before you return to whence you came. Each time you fail, you are spotted and must fight a monster. If you succeed in half or more of the Region Lore tests, you have succeeded in the task, but you only get to find out when you return bearing your map or report. Locations: Wilderness. Mission Points: 2.
5-6		Dungeon Delving: You have been tasked with finding and investigating a nearby dungeon and have been given a rough location. Use the rules provided in the Wilderness Creation & Adventures chapter to find a random area of the wilderness and make your way there - this area will include a dungeon entrance. You must investigate at least 2 sections of the dungeon before you can return whence you came. Locations: Wilderness, Dungeon. Mission Points: 3.
3-4	1-2	Hunting: You need to put your skills to test in hunting down a quarry, whether it be a beast or humanoid. You must make 1d6+3 tests of your Hunting skill, all tests must be made in one day - in a settlement they should be made in different locations and in the wilderness each test takes half an hour of searching. If you succeed in half or more of the tests, you have found your quarry - create a monster and fight it! If you fail, it has escaped and you may try again the next day - if you fail for a second time the task has failed. Locations: Wilderness, City. Mission Points: 2.
3-4		Sea Lore - Mapping: You have been asked to create or improve a map. This must be done at a wilderness area that is 'Shoreline & Sea'. You must make 1d6+3 Sea Lore skill tests, you must succeed in half or more of them. Each successful skill test means you have mapped the shoreline for one area (so you must take them as you enter a new area), so only start this if you have a significant number of 'Shoreline & Sea' areas to map! If you fail, you may go back to the areas where you failed your skill test and try again. Each attempt takes one day of mapping. Locations: Wilderness. Mission Points: 2.

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<i>1d6</i>	<i>1d6</i>	<i>Description</i>
5-6		Sea Lore - Crew: You have joined the crew of a ship and need to lend a hand; Make 1d6+3 Sea Lore skill tests, you must succeed in half or more of them. Each skill test counts as one day at sea. If you succeed you have reached your destination unharmed. If you fail the task, your ship has gone off course (due to your mistakes) and you must repeat the test. If you fail a second time your ship is sunk! You take 2d6 damage from drowning before you are washed ashore at a random wilderness area (obviously one with a shoreline). Locations: Wilderness. Mission Points: 3.
5-6	1-2	Underground Lore - Investigate & Map: You have been asked to go into a dungeon and map it out, making note of the layout, geology, origin and so on. You are provided with some quills, parchment and ink. After you have found your dungeon, you may begin the process of recording the details. You must succeed with 1d3+3 Underground Lore skill tests, you may take one test in each dungeon section. After you have collected the required information, leave and return to your starting point to complete the task. Locations: Dungeon. Mission Points: 3.
3-4		World Lore - Travel & Navigate: You have been asked to go out in the wilderness and explore a specific type of environment e.g. 'Seek out the hills'. You should pick a type of environment at random from the list provided in the wilderness chapter of this book, or pick an area at random - see the rules provided in the chapter on Wilderness Creation & Adventures. Make a World Lore skill test to see if you know which direction to travel. If you succeed, move to the closest area of that type on your map (or the randomly chosen wilderness area). If you fail, travel through three wilderness areas in a random direction before you realise your mistake and can retake the World Lore skill test. Repeat until you end up in the right type of environment! Once at the right wilderness area, you must spend 1d3 days 'surveying' it before returning to your starting location to provide your report. Locations: Wilderness. Mission Points: 3.
5-6		Animal Lore - Handling: You need to find and then look after or manage a wild animal. Go out into the wilds until you encounter a wild animal and then make 1d6+3 Animal Lore skill tests, for each failed test you take 1d3 points of damage as the beast tears at you. All skill tests must be completed within one day. If you succeed with half or more of the test, the beast is now under your control. If you fail, you must fight it. Locations: Dungeon, Wilderness. Mission Points: 2.



AFF Adventure Creation System

Monsters - what are we fighting?

In many of the tasks described in this section we refer to fighting a monster or foe as one of the problems the heroes have to face.

Usually when creating or running a quest, the Director will know what specific monsters or foes lie in wait for the heroes to fight but if you don't have a specific idea or want to be surprised there are a couple of ways to generate monsters at random.

The first method is to use the dungeon encounter tables described in Chapter 5. An important thing to ask oneself is - which table should I use? As a guide we recommend the following, based on the strength of your hero. This should provide a challenge for a solo hero; if you are making your adventures for a group of heroes you should increase the difficulty by one or more steps (so a group of three 'civilians' would be treated as a 'novice', a group of three 'veterans' would be treated as an 'expert' or 'master' depending on how capable you feel the group is). If you are not sure, try using a lower level of difficulty and increase it as you go.

Table 5.5 Encounter Difficulty by Hero Grade

<i>Hero Grade</i>	<i>Improvement Points</i>	<i>Maximum SKILL / MAGIC</i>	<i>Which Dungeon Level is recommended for a solo player or small group*</i>
Civilian	2	4 / 2	Use Dungeon Level 1 but with -2 SKILL, -2 STAMINA applied to the monsters.
Novice	5	5 / 5	Use Dungeon Level 1
Competent	7	6 / 6	Use Dungeon Level 1 but with +1 SKILL, +2 STAMINA applied to the monsters or Dungeon Level 2
Veteran	8	7 / 7	Use Dungeon Level 2 or 3
Expert	9	8 / 8	Use Dungeon Level 3 but with +1 SKILL, +3 STAMINA applied to the monsters or Dungeon Level 4
Master	10	9 / 9	Use Dungeon Level 4
Champion	11	10 / 10	Use Dungeon Level 4 but with +1 SKILL, +4 STAMINA applied to the monsters, or Dungeon Level 5

**Difficulty is very hard to judge. If you are finding the encounters too easy, increase the Dungeon Level you are rolling on. If you are finding them too hard, reduce the Dungeon Level. Note that the monsters in Dungeon Level 5 are generally very deadly.*

The second method is to create a monster from scratch using the rules provided in Chapter 6, with the rules for the 'Monster!' random encounter. The

table below will allow you to generate an opponent, which might be easy to fight or extremely difficult.

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Table 6.3.2 Random Monster Generator. Roll Separately for each trait to build up a monster.

* Weak Monster - subtract 2 from the 2d6 rolls for Attacks, SKILL, STAMINA, Weapon & Armour

* Strong Monster - add 2 to the 2d6 rolls for Attacks, SKILL, STAMINA, Weapon & Armour

Type - 2d6	2-5:	Humanoid
	6-8:	Beast
	9-10:	Undead
	11:	Demon
	12:	Other (elemental, construct etc).
Move - 1d6	1-4:	Walks or runs
	5:	Flying
	6:	Burrowing/Swimming
Intelligence - 1d6	1-3:	Low
	4-5:	Moderate
	6:	High
Attacks - 2d6	2-8:	1 Attack
	9-10:	2 Attacks
	11-12:	3 Attacks
SKILL* - 2d6	2-4:	-3 SKILL
	5-8:	-2 SKILL
	9-10:	-1 SKILL
	11:	Same SKILL
	12:	SKILL+1
STAMINA* - 2d6	2-4:	-5 STAMINA
	5-8:	-3 STAMINA
	9-10:	-1 STAMINA
	11:	Same STAMINA,
	12:	STAMINA+2
Weapon - 2d6	2-7:	Small Bite/Claw
	8-10:	Large Bite/Claw
	11-12:	Very Large Bite/Claw
Armour - 2d6	2-7:	Monster Light Armour
	8-10:	Monster Medium Armour,
	11-12:	Monster Heavy Armour

*Use the SKILL and STAMINA of the hero as the base number. For magic using heroes, use their MAGIC score instead of SKILL. So a hero with SKILL of 7 who rolls a 9 on 2d6 faces a creature with SKILL 6 (i.e. their SKILL minus one).

AFF Adventure Creation System

The third method we suggest is to browse the bestiaries and encounter tables until you find something that feels appropriate. Remember, don't make it too easy! If you can, look for creatures and monsters that fit in with the theme of your quest - if your opponent is evil orc captain, try and fight lots of orcs, goblins and hobgoblins along the way. If you are fighting a necromancer hiding in an ancient tomb, some form of undead would probably be a good choice.

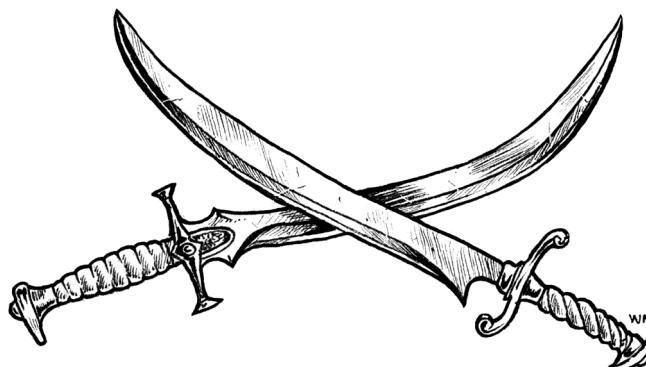
Combat Complications

In addition to finding a monster to fight, you can add an extra element to the fight by adding a combat complication. If you can, try to think of something that is appropriate to your quest and to the evil force that is behind it. This can be as severe or mild as you wish, everything from 'the weapons of the cultists burst into magical flames in combat' to 'the beasts of the ogre-king have a foul, off-putting smell to them'.

This sort of additional detail helps distinguish one mission or group of missions from another. You can keep the same combat complication throughout or vary it. The table below gives you some random ideas to get you started.

Table 10.2.15 Combat Complications

d6	Complication
1	Poison: Your opponent has a poisoned blade (or fangs). Each time they hit, they do 1 extra point of STAMINA damage to you.
2	Ally: The creature you face has brought a friend to fight alongside it - they have an ally of the same type, but with 2 less SKILL and 3 less STAMINA. You must fight both at the same time.
3	Trapped: Your foe has placed a cunning trap nearby and will try to lure you into it. Make a test of your Trap Knowledge skill - if you pass, you spot the trap and avoid it. If you fail, you take 1d3 points of STAMINA damage at the start of the fight as you blunder into the trap and must fight with a -1 SKILL penalty due to the wound (this disappears after one night's rest).
4	Diseased: The creature you fight is dripping diseased pus or has a hacking cough. If they hit you, test against your STAMINA by rolling 3d6 and comparing it to your maximum STAMINA. If you fail, roll on Table 4.3.2 Diseases to see what you have caught.
5	Bleeding Out: Your foe staggers into this fight carrying a wound - they lose 1 point of STAMINA each round but attack with desperation, adding +1 to their damage roll if they hit.
6	Asleep: At the start of the fight, the monster is sleeping lightly. If you can pass a Sneaking skill test you can ambush them and gain +6 to your combat roll and +2 to your damage roll in the first round. If you fail the Sneaking skill test you fight as normal.



Chapter 10 - Missions, Quests and Adventures

Finding a random location / area / room

Many of the missions require you to find a random place or your map - a random location in the city, random area in the wilderness or random room in a dungeon. There are a number of methods for doing this. The usual method is to drop or roll a dice onto your map and see where it ends up - if it goes off the map, roll it again. The place you want is the one under the dice, if it settles on a boundary line then use your judgement to decide where you are going.

The second method applies to cities only - use the 'Random Location' numbers on the locations table

4.1.5 'List of Settlement Locations' - roll a 1d6 twice and refer to the numbers in that column - a roll of 3 followed by a 2 would be the Hospital. A roll of 5 followed by a 4 would need to be rerolled as there is no 5.4 on the list. For locations with more than one appearance (Inns for example) either roll again or use your judgement to decide which one is most appropriate.

Finding a random area in the wilderness can be done by dropping or rolling a dice onto your map, or by starting from a point on your map and using the compass points and a random distance.

Table 6.1.2 - Random Wilderness Area finder

The area you are looking for lies $3+1d6$ areas away in the following direction..roll 1d6 three times.

Roll 1d6 (Reroll 5 or 6) to find a column then..

Roll 1d6 (Reroll 5 or 6)

1-2

3-4

to find a direction.

1	North	North East
2	East	South East
3	South	South West
4	West	North West

For example: If you roll a 2, followed by a 4 then a 3, the random wilderness area lies 5 areas away (50 miles) in the South West direction. A roll of 4, 2 and 2 would mean it lies 7 areas away (70 miles) to the East.

In a dungeon a random room can be found by dropping a dice onto your map and choosing the room that is nearest to the where the dice lands. You can of course choose the most appropriate room for the encounter - if it happens to be the lair of a significant enemy, pick a room that is near to the end of the dungeon section.

depth and challenge. These can make your task much harder but in return they help to bring in elements of unpredictability and novelty, making sure that your heroes have to stay on their toes.

Adding Extra Elements to your Mission - Setbacks, Complications and Timers

Once you have the basic 'skeleton' of your mission you might want to add some extra facets to give it more



Setbacks

When your hero fails a task, they can try again by choosing another similar task (as noted above) or they can suffer a setback - this might simply be a different task, or it might cause a different, unexpected problem they have to deal with.

This table provides a number of suggestions. As usual, you should feel free to think of other more appropriate problems.

For example, if you fail at the task of finding information you need in the library of one city, perhaps you have to travel to another city to continue your research. Whatever happens, failing a task should result in some kind of penalty.

Table 10.2.16 Setbacks

1d6 Suggested Setback

- 1 In order to make up for your failure, you should complete two other tasks (one of which must be from the same category as the failed task)
- 2 Your failure has alerted a nearby monster to your presence, and it leaps to attack. You must fight it immediately.
- 3 Ruined Reputation - somehow news of your failure gets out, or you simply suffer a loss of confidence - you have -1 to your social skill tests (Con, Etiquette, Leadership, Bargain) until you complete a mission.
- 4 Somehow your failure has marked you as some kind of criminal - the next time you are in a city, you must roll on the Lawbreaker table (but with a minimum result of a 6).
- 5 You've managed to take a knock, a niggling injury. You have -1 to any 'physical' skills, including combat, until you can completely rest for 1d3 days.
- 6 Roll 1d6: Your Opponent either dies (1-3) or takes up a new evil plan, and you should roll again on Table 10.2.1 'What is Happening - the Quest Hook' to see what they are up to. Either way, your current quest has come to a sudden and unexpected end!



Chapter 10 - Missions, Quests and Adventures

Mission Complications

Every mission can come with its own individual quirks, good or bad. These complications usually reflect some external factors that are not specifically related to the mission you are undertaking and help add colour and depth to your adventures - after all,

the world does not stop just because you are undertaking a quest. As with the other parts of this section, it is up to you to decide if you want to add a mission complication or not, and if you want to create one, choose one from this list or roll randomly.

Table 10.2.17 Mission Complications

<i>1d6</i>	<i>1d6</i>	Description
1-2	1	The gods look kindly on your efforts. Restore one point of temporary LUCK (or if it is already at maximum, your next LUCK roll does not cost you a point of LUCK).
	2	The gods are angered by your meddling, lose one point of temporary LUCK.
	3	Saboteur. If you succeed in a task roll 1d6 - on a roll of 1 the task should be considered a failure and your hero suffers a setback. You may rid yourself of this saboteur by testing your LUCK.
	4	Storm season - terrible weather lashes the lands you are travelling in. If you are in the wilderness add +2 to your rolls when determining the state of the weather. The storms last for 2d6 weeks.
	5	Ward - a child (SKILL 3 STAMINA 4) has attached itself to you - you must either find somewhere safe for them protect them for mission, when they are reunited with their guardian.
	6	Challenging - the tasks in this mission are tougher than usual and all tests have a -1 penalty.
3-4	1	Slandered - someone has spread some nasty rumours about you, your social skill tests (Etiquette, Con, Bargain, Leadership) are at -1 until you can restore your reputation completing a mission.
	2	Ambush - Monsters have been dispatched to assassinate you. When completing any task roll 1d6 - on a 1 you are attacked by a monster; you must test Awareness or the monster attacks with surprise (+6 to combat roll, +2 to damage roll) in the first round. There are 3 attempts on your life.
	3	Big Job - If a task requires you to pass a certain number of tests, you have to pass one extra but you also get one extra attempt (i.e. if the task needs you to succeed with 4/7 you now need 5/8).
	4	Illegal - the Watch has been fooled into treating you as a criminal. After any task is completed in a city, roll on the Lawbreaker table with a minimum result of seven (below seven is treated as a seven). You can stop this by testing your LUCK or by completing the 'Law-Arguing' task.
	5	Collection - some local merchants appreciate what you are doing and give you a purse containing 5d6gp to help you on your way
	6	Tricked - your mission is not what it seems..after each task, roll 1d6. On a roll of 1 completing the task does not provide any progress - you should find another similar task to replace it.
5-6	1	Blessed by a priestess - a priestess blesses you, you gain +1 to all tests for the next 3d6 days
	2	Follower - A stranger, impressed by your heroism, approaches and offers to help. If you accept you gain a follower, SKILL 6 STAMINA 8 Weapon: Mace Armour: Leather Hauberk and Small Shield. They will stay with you for 2d6 days.
	3	Gift - A stranger approaches you and gives you a Potion of STAMINA.
	4	A lingering disease has spread across the land - each day the hero must roll 3d6 vs their maximum STAMINA - if they roll more, the sickness has taken a grip and they have -1 SKILL this day. The disease comes to an end as you finish this mission.
	5	Cursed by a hag - a cackling hag curses you, you suffer -1 to all tests for the next 3d6 days.
	6	Easy Peasy - the tasks in this mission are more straightforward than usual and all tests of special skills (not combat rolls) have a +1 bonus.

Mission Timer or Countdown

Once your hero knows that something is up and they are required to deal with it, an obvious question to ask is: how long do they have? If you are designing your quests and missions you will probably have an idea of how long it should take to resolve the problem and what will happen if the hero is too slow. For example, you might decide that if nobody stops him, the evil priest will commence their ritual in 17 days, at the end of the end of the current lunar cycle. If the heroes do not prevent this, a great demon will be summoned into the world. Your hero may or may not be aware of this fact.

Having a deadline like this isn't required but it can provide your heroes with an impetus to get on with things and not be overly cautious or slow. The idea should be applied with care; in most cases heroes will be eager to get on with their questing without having a timer but it can also add an element of extra peril. Timers should be considered an 'optional extra'. If a timer is used, the Director may wish to keep it secret or to share it with the heroes.

As with difficulty, providing guidelines for timing is hard as every person or group will have their own style of running the game. Some groups will want to rush to the end and others will prefer a slower pace. If you do wish to add a timer, the following are some suggestions for different types you can use to add some extra peril to your questing.



Table 10.2.18 Random Mission Timers

- | | |
|-----|---|
| 1d6 | <i>Type of timer. If the timer runs out your overall mission has failed.</i> |
| 1 | No Timer. You can take as long as you need! (If you are creating missions for a group of heroes, you may not want to tell them this). |
| 2 | Running Total: For each day in the city or a dungeon add 1d6 and for each day in the wilderness add one to a running total. If it reaches 15 / 30 / 60 (depending on the mission difficulty) your time has run out and the mission has failed. |
| 3 | No rest: If you rest (take part in no tasks) for a day roll 1d6 - on a roll of 1 your opponent has taken advantage of your sloth to finish their task and your mission is failed (Travelling to or from somewhere to carry out your mission does not count as a day of rest). |
| 4 | Fixed Timers: Add up times for each task. City tasks take 2 days, dungeon tasks take 1 day and wilderness tasks take 3 days for each area crossed. If you take longer than the total, your mission fails. |
| 5 | Failure Timer: Every time you fail a task, it gives your opponent a chance to get on with their plans. Keep a track of your failures. If you get more than 1 failure for an easy mission, more than 2 for a moderate mission or more than 4 for a hard mission, you have failed. |
| 6 | The clock of doom: At the end of each day roll 1d6 - if it is an odd number, the 'clock' ticks forward one place. The clock for an easy mission is 6 'ticks', a moderate mission has 12 'ticks' and a hard mission has 20 'ticks'. |

Chapter 10 - Missions, Quests and Adventures

Remember Random Encounters, Weather, Terrain...

This book and the other Advanced Fighting Fantasy rulebooks provide a wealth of random encounters plus rules covering terrain and weather, all of which are meant to provide challenges for your hero.

These should still happen when you are on a quest or mission!

The descriptions of specific tasks given in this section assume that you are also checking for other problems - a hero that ventures into the wilderness to carry out a survey should have to navigate there and deal with monsters and problems they meet on the way as part of the adventure. A hero going into a dungeon to find parts of a magical puzzle still has to cope with the monsters that normally live in the dungeon and all the other hazards of such places.

The components of each mission are only one part of it; travelling around the world and dealing with its surprises is a big part of making it feel like a real adventure.

Example of a Random Mission

As frequently noted in this section, the advice is that you use this information as a spur to your imagination - read or roll on the tables, then mix it up to come up with something that makes sense to you. For people who aren't familiar with how to build up quests and missions in a role playing game, an example might be helpful. We decide to create a moderately hard mission for one of our heroes. Using the tables in this section and rolling randomly we come up with the following:

Table 10.2.1 What is Happening - the Quest Hook:

A powerful monster or person is on a rampage of violence and destruction. You should find them and bring them down.

Table 10.2.2 Why is it your problem? You seek fame or notoriety, acting the hero is a good start!

Table 10.2.3 Typical mission objectives - Find a significant clue: By carrying out this mission you will uncover a piece of information or clue that will help you decide what to do next.

We Decide to make this a 'moderate' mission with 11-20 mission points and including a decent (4-6) number of combats (bearing in mind that our hero may still have to fight other encounters as they travel around).

Using Table 10.2.5 Randomised Task Categories we start rolling and keep a running total of how many mission points each task is worth.

Task 1. Diplomacy. Con - Intimidation: Whether you like it or not, the best way to proceed is to bully and scare people into doing what you want them to do. Make 1d6+3 Con skill tests, you must succeed in half or more of them. Each one must be made whilst in a different location within a settlement. If you fail the task, you end up being confronted by 1d2 enraged victims of your threats - create a foe and fight them. Locations: City. Mission Points: 2. (Running Total 2)

Task 2. Knowledge. Evaluate: Your enemies are carrying some type of item that is of interest to you - you need to accurately assess their quality, value and origin after acquiring them. Items are acquired by killing enemies - each time you kill something you acquire one piece to assess. You must make 1d6+3 Evaluate skill tests, you must succeed in half or more of them. If you fail, you need to acquire another 1d6 items to assess. Locations: City, Wilderness, Dungeon. Mission Points: 2. (Running Total 4)

Task 3. Exploration. Underground Lore - Investigate & Map: You have been asked to go into a dungeon and map it out, making note of the layout, geology, origin and so on. You are provided with some quills,

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parchment and ink. After you have found your dungeon, you may begin the process of recording the details.

You must succeed with 1d3+3 Underground Lore skill tests, you may take one test in each dungeon section. After you have collected the required information, leave and return to your starting point to complete the task. Locations: Dungeon. Mission Points: 3.(Running Total 7).

Task 4. Magic. Magic Lore - Understanding: You are faced with a magical puzzle (a set of runes to decipher, a magical lock protecting a doorway and so on) and you must solve it to progress your quest. Make a Magic Lore skill test with a target number of 15 - if you succeed you have beaten the puzzle, if you fail it reacts to your interference by firing a bolt of magical energy at you, causing 1d6 points of STAMINA damage! You may make three attempts, all must be within the same day, before the puzzle is sealed to you forever. You may also attempt to solve the puzzle by blind chance - test your LUCK to succeed, but you only get one chance using this method. Locations: City, Wilderness, Dungeon. Mission Points: 1. (Running Total 8).

Task 5. Diplomacy. Etiquette - Convince: You need to convince or persuade people to believe you or do as you say. Make 1d6+3 Etiquette skill tests, you must succeed in half or more of them. Each one must be made whilst in a different location within a settlement. Overall, the task takes at least half a day. If you fail you may try again the next day, when you have thought of some better arguments, but if you fail twice the task is failed. Locations: City. Mission Points: 1. (Running Total 9).

Task 6. Combat. Fight 1+1d2 easy opponents. Find a monster that is appropriate for your hero or use the methods detailed at the end of this section to generate one. They are slightly weaker (or already injured) and

have a -1 penalty to their combat, damage and armour rolls, but you must fight them all at once. If you flee, the task is failed. Locations: City, Wilderness, Dungeon. Mission Points: 2. (Running Total 11).

Task 7. Knowledge. Law - Arguing: You have become embroiled in a legal dispute, which may not be very heroic but resolving it is the easiest way to advance your aims. You must take 1d6+3 Law skill tests, you must succeed in half or more of them to complete the task. If you fail you have got yourself into legal trouble and must roll on the Lawbreaker table, though with a minimum result of a seven. This task takes up most of the day. Locations: City. Mission Points: 1.(Running Total 12).

Task 8. Fight 1d6 opponents in waves: You have found yourself the target of attack and must defeat a number of monsters to proceed. They can be one type of monster or a mixture. The order you fight them is based on how many there are. Roll 1d6 and then fight the groups as follows: 1 - fight alone. 2 - fight separately. 3 - fight one, and then two together. 4 - fight two pairs. 5 - fight one and then two pairs. 6 - fight one, then two, then three together. You have one round of rest between each set of monsters and you may use that to flee (though this means the task is failed and you suffer a setback). Locations: City, Wilderness, Dungeon. Mission Points: 3. (Running Total 15)

Task 9. Sneaking - Stakeout: You must stay at or near a specific place (location in a settlement, area in a wilderness, section in a dungeon) for 1d3 days (2d6 hours in a dungeon) and make a Sneaking skill test, remembering to roll for encounters as you wait. If you stay in place and pass the test, you succeed. If you fail, you are spotted and attacked by a monster. Locations: City, Wilderness, Dungeon. Mission Points: 1. (Running Total 16).

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Task 10. Fight a Henchman: You have come across a Henchman of your Opponent and must fight them. Refer to the details for your particular Opponent. If you are not fighting against a specific villain you can still use Table 9.2.7 'Villain's Henchman' to create one. Defeating them should give some interesting or useful progress to your quest. If you flee, this task is failed. Locations: City, Wilderness, Dungeon. Mission Points: 2. (Running Total 18).

Other information: Our hero has previously rolled to find out which villain they are dealing with and it is 'The Emerald Scale' from the list of pre-prepared opponents given in chapter 9.

Having worked out the basics of our mission, we decide to roll for additional information and alterations.

Table 10.2.15 Combat Complications - We will leave them as a surprise for when the combat happens and will not roll for them for encounters which are not part of our quest.

Table 10.2.17 Mission Complications - The gods are angered by your meddling, lose one point of temporary LUCK. Ouch. Painful start, but we have to take it on the chin.

Table 10.2.18 Random Mission Timers - No rest: If you rest (take part in no tasks) for a day roll 1d6 - on a roll of 1 your opponent has taken advantage of your sloth to finish their task and your mission is failed (Travelling to or from somewhere to carry out your mission does not count as a day of rest). This is fairly tough and our hero will have to make sure they take enough rations, STAMINA potions and other restoratives to keep going.

Interpreting the Results

Now that we have all our information, we can read through our randomised picks and see if the outline for our quest emerges. From the quest hook and the nature of our opponent, we decide that we are facing some kind of monster unleashed by the lizardmen of Silur Cha. A hydra perhaps, and our overall aim is to track it down and kill it so we can brag about how great we are!

Our mission objective is 'uncover a piece of information or clue that will help you decide what to do next' which in this case will be the location of the beast or its controller. So we decide this means we aren't going to fight the beast at the end of this mission, that is something we will leave for later.

Now we look at the list of tasks and try to organise them into a quest that makes sense, remembering that they are suggestions and we can change or rearrange them. We can ask ourselves why a hydra on the rampage would need us to end up arguing the law, or visiting a dungeon or working out the worth of an unknown object. The last part, at least, looks obvious - we are going to stakeout a place where we can intercept and fight a henchman of the Emerald Scale.

After some thought what we come up with is this:

Our hero hears news of villages and farmers being terrorised and decides they can make a name for themselves by killing the beast, but in the city the local lord does not want to help. Angered, our hero goes around town trying to find out more information about why this is (Task 1). The hero discovers that some important people have been paid in an unusual coin to advise against helping the local villagers - finding examples of these coins as evidence is now Task 2, which will be spread across the rest of the mission (the coins will be from Lizardman treasures, connecting these events to the Emerald Scale). At this point our hero is attacked by a couple of thugs (Task 6) who want to stop them, after which they go to the local lord to persuade him he has to act (Task 7).

The lord is uncertain and demands our hero explore a newly discovered dungeon nearby to prove their loyalty (and perhaps hoping to get rid of them). This is Task 3 and will require us to create a route to the dungeon, which we decide is out in the wilderness. As per the 'finding a random place' rules we set it 5 areas away from town (roughly 50 miles) in the southwest direction. Our hero will need to buy food, water and maybe a mount to go there as this will take some time. The dungeon can be created according to the rules provided in Chapter 5 and filled with either random monsters or something related to this quest, maybe some Lizardmen.

In the dungeon we come across a puzzle (Task 4) though as our hero has no skill in magic, we change this to require a test of our Trap Knowledge skill, by solving the puzzle we obtain a magical item that will help us fight the Hydra (how convenient!), perhaps something that confuses it so not all the heads attack our poor lone hero at once.

Returning to the city, we now must convince the local nobles (Task 5) of the dangers of the Emerald Scale and help us to find the hydra, after which our hero is told that the strange coins come from a new trader that arrived in town recently. We go to his house where we must fight his goons (Task 8) before we can stage a stakeout (Task 9) to confront this henchman (Task 10).

If all goes well, apart from experience and loot we also receive some valuable information about our overall campaign (defeat the Emerald Scale). In this case, the henchman had been paying people off so they would convince the nobles to ignore the hydra and that the beast is under the control of somebody hiding out in the wilderness (probably in a swamp region) - that will form the basis of our next mission, should our hero continue to pursue it.

As you can see putting the random pieces together into a quest that makes sense requires a bit of imagination and some tinkering with the tasks, but in the end we can come up with a satisfying story.



Conclusion

Creating missions, adventures and quests is one of the most fun and rewarding parts of playing a role playing game like Advanced Fighting Fantasy. Your heroes have an entire world to explore (and with this book, a means to map it out and fill it with interesting events and places) and it is up to you to work out what that means and how you will respond to it.

There are no limits on what you choose to do - you can wander the world, set up trade as a merchant, embark on a life of crime and intrigue, pursue arcane knowledge, serve the gods or many, many more. This section of the book is meant to inspire you and give you some tools to get your imagination going, but the truth is that you will need to perform the alchemy that transforms these base metals into gold. If in doubt, trust your imagination - it is the greatest tool you have to bring your world to life!

11 - ADVENTURERS GUILD

All across Titan, brave heroes seek fame and fortune through acts of daring. A rough network or society of friends, often referred to as the 'adventurers guild', has grown to support them. They are a combination of hangers-on, storytellers, fixers, traders, retired adventurers and dilettantes that put themselves at the service of heroes to offer them a bit of work and the sort of assistance they might not find elsewhere.

It is rumoured that the guild is run by bards that are keen to collect the stories for their tavern tales, an idea which is certainly consistent with its semi-organised and informal nature. Also, most of the meetings take place at an inn or drinking establishment which is a bard's place of work.

The purpose of including the adventurers guild into your campaign is to give you an additional resource and source of quests; the missions they offer are not complex, but can usually be done in addition to other quests and the rewards can sometimes be found in other places, but not easily, so the guild provides some protection against bad luck.

If you want to pick up a contract from the adventurer's guild or make use of their services this can be done by visiting any inn, tavern or drinking den in any settlement. The encounter is not rolled for in the usual way; it is simply assumed that an agent of the guild can be found if you ask around and wait, which usually takes an hour or three (1d3 hours of waiting, don't forget to buy a drink).

Once you have made contact the guild member will, after a bit of talking to find out what the hero is up to at the moment, suggest a little errand or task for the

hero to carry out in return for which the guild will reward them (maybe) and put at their disposal the resources they have available - people who trade in unusual items or services of the sort that adventurers such as yourself might not easily be able to find elsewhere. The tasks set by the guild are referred to as contracts, though it is all done by handshakes and words of honour.

When the request has been fulfilled, simply return to any inn, tavern or drinking den (it doesn't need to be the same one) in order to complete it. At this point you will be able to roll to see what reward you get, plus you get access to the adventurers guild resources. The guild's goods and services are not a shop as such - your hero has a discussion with the guild representative who then uses their local contacts to bring you the item or someone who can help you. If your hero wants a potion of STAMINA, they may know a retired adventurer who

has one to sell or an apothecary who doesn't usually sell to heroes, if the required service is the removal of a curse the guild may bring in a local hedge witch that can make the attempt.

You may only have one guild contract active at a time and you can only complete two such contracts within one week (they only have so many things that need doing). If you want to, you can abandon a contract and obtain a new one by going back and talking to the guild agent again. They are pretty relaxed about these things but do insist you think about it for a while - you must wait until the next day to ask for a different contract.



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Table 11.1 Adventurer's Guild Contracts. If refused, you can check again the next day.

3d6	<i>Description of the Contract offered by the Guild</i>
3	For reasons the guild doesn't want to explain, they need you to keep a low profile for the next few days. They won't say why but it's clearly important to them. They know that isn't easy, but if you can avoid all combat for the next three days, you will be rewarded.
4	Rumour Monger. The guild is concerned that it is not up to speed with the latest news - they have tasked you to get your ear to the ground and find out what is happening out there. Listen to six rumours - as rolled on the Rumours table - then report back to complete the contract.
5	Clear the Catacombs. All manner of terrible creatures have been crawling out of the ground and harassing the peasantry! Whilst some losses are acceptable, too many and people could start panicking. Find a catacomb or dungeon, enter it and clear it out (investigate at least six rooms) then return to the agent.
6	Bring some cheer: Visit Inns, Taverns or Drinking Dens and see what you can do to provide entertainment to the locals - tell a tale, sing a song or perhaps a magic show! You must make an appropriate skill roll (you may choose any skill you feel could be used to provide some sort of show). You must succeed 5 times before the guild is satisfied with your work.
7	Local Knowledge: The guild is concerned about the state of its local knowledge. Have four 'map encounters' in a settlement or travel through four wilderness areas or dungeon sections then return to the guild agent to pass on your findings.
8	Sizing up the entertainment: Visit Inns, Taverns or Drinking Dens and see what sort of entertainment is on offer. You should spend an hour at least in each location and make a City Lore or Etiquette skill roll to gather sufficient information - you need to succeed 5 times in different spots to compile a decent report. You can carry out other encounters whilst you are there.
9	Spreading the News. For reasons that won't be explained to you, no matter how much you charm, beg or threaten, the guild wants you to spread certain rumours for them. After explaining them to you (and getting you to repeat them several times) you are sent out to do your worst. Each time you have a social encounter, make an Etiquette roll with a +2 bonus to pass on your gossip. You must succeed ten times with ten different people in order to complete your contract. The Etiquette skill test can be done alongside other options, apart from attacking!
10	Tooth collection. The guild needs someone to collect teeth from evil humanoids. Reasons are unclear, but that is the request. Each time you defeat an evil humanoid (orc, goblin, ratman etc) you can extract 1d3 teeth from them. Collect 10 to complete the contract.
11	Go be a Hero! All the guild wants you to do is to go out and be heroic, to show the people that someone is out there fighting for them. Complete seven 'fighting' encounters (in a settlement or the wilderness) or clear one section of a dungeon and then return to the agent for your reward.
12	A merchant needs a set of documents to be delivered to a nearby settlement - you are given the documents in a sealed container. You must take them to a tavern or inn in another settlement to complete the contract.
13	Help the shepherds: Incidences of wild animal attacks are on the rise - the guild wants you to go out into the wilderness and do something. In any nearby area, find and defeat a wild animal, returning its hide to the guild as proof.

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- 3d6 *Description of the Contract offered by the Guild*
- 14 A collector's request: A wealthy citizen has asked the guild to help them build up a collection of precious objects. Find any piece of treasure worth more than 20gp and bring it to a guild representative to pass along.
- 15 Aid the Watch: Criminal behaviour is getting out of control. If you accept the contract, your next encounter in the settlement will be C16 - Cutthroats. You must defeat rather than bribe them to complete the contract. In addition to the guild reward, your next roll on the Lawbreaker table has a +2 bonus due to your good reputation.
- 16 Espionage: The guild wants you to spy on the nobility. You must make a combined Sneaking and Awareness skill test (roll both skill tests needing to pass both) in the Keep, Theatre or Wealthy Streets locations as you carry out surveillance. You need to succeed 3 times on 3 different days, each act of surveillance takes up 1d3 hours. Once you have completed your task, bring your information to a guild representative.
- 17 Messenger service. The agent hands you a sealed envelope with instructions for its delivery. Roll or drop a dice onto your city map and note the nearest location, once you get there you complete this simple mission. If you wish to, you can open the letter and read the contents - a series of reports about what is going on in this settlement, written in the form of a letter. You add +1 to your next City Lore roll, but there is a chance your curiosity has been noticed. Make a Sleight of Hand skill roll. If you fail, the guild will not reward you for this contract and not allow access to their stock.
- 18 It's somewhat embarrassing, but the guild insists they have underpaid your previous services and are determined that they give you something extra - consider this mission to be completed instantly, roll for your reward as usual and then pick up another mission immediately if you want. You may not roll this result twice in a row. Restore one point of LUCK.



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Once you have completed your contract, you must go to an Inn, Tavern or Drinking Den in order to find a guild agent and obtain your reward. You don't know

how, but they all seem to know what you were required to do. Messenger pigeon perhaps?

Table 11.2 Adventurer's Guild Contract Rewards

1d6 Reward

- | | |
|---|---|
| 1 | It seems the Guild is temporarily short of funds so cannot provide you with any gold. Sorry. Instead you have the thanks of the Guild and they offer you a discount of 5gp on the purchase of one service or item. |
| 2 | The agent listens carefully to your story, but doesn't seem that excited by any of it. She hands you a pouch containing 2d6 gold pieces and bids you goodbye. |
| 3 | The agent you meet is obviously quite drunk. You have to tell them you've succeeded several times before they get it and whilst asking about your reward they wander off to the bar for another round of drinks, offering you one as they go. It seems there is no cash reward but talking to them reveals some interesting things about this location. Roll once on the rumours table 8.7 - Trivia & Gossip - Rumours & Events and add +1 to your next City Lore roll. |
| 4 | The agent is satisfied with your work and promises to recommend you to his contacts. She is obviously keen to get on with some other activity and gives you a pouch containing 3d6 gold pieces before she hurries away with a deliberately dramatic swish of her cape. |
| 5 | This agent is hard to find and once you make contact, leads you off to a small side room of the inn where you can talk privately. She passes you a pouch containing 2d6 gold pieces, but not before talking to you at length about some matters of concern to her. Add +2 to your next City Lore roll. |
| 6 | The Guild agent is quite enthralled by your exploits and full of praise for your heroism. They give you a pouch containing 4d6 gold pieces and promise to tell tales of your renown. Gain +1 to Etiquette, Bargain or Leadership skill tests in this settlement for the next week, due to your good reputation. |

Adventurers Guild Goods & Services

The agents of the adventurers guild often come across unusual or potent items that lie far outside the normal equipment available at merchants, or have contacts within the settlement that can provide those goods or interesting services.

***The Volatile Alchemy Rule (Optional):** The adventurers guild provides your hero with the option to purchase a number of minor magical items, such as potions of STAMINA. This can lead to a desire for your hero to stock up on such items and carry around a veritable apothecaries laboratory of clinking vials and flasks.*

Once you have completed a contract for the guild, you may purchase one item or service from this list. For the guild agent to find and deliver the item or service takes about one hour, and no theft is possible as they do not carry a large stock of valuable items around with them! The agent will ask you to wait whilst they find a way to fulfil your demands. Due to very limited availability, you may only purchase one item or service each time you complete a contract.

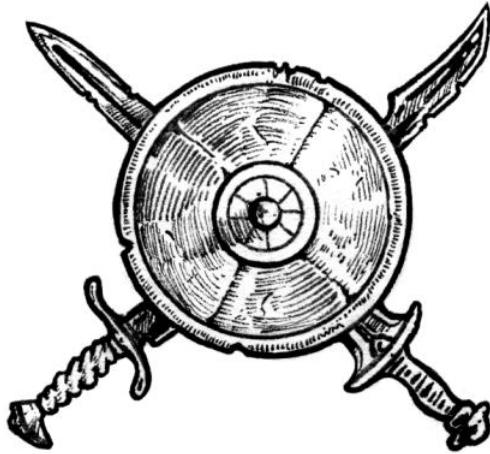
Under the rules of Advanced Fighting Fantasy there is no particular limit to this (though 10 such items should occupy one inventory slot) and not much in the way of rules to decide if potentially delicate things are broken or damaged during combat.

For this reason we suggest the 'volatile alchemy' rule, which is as follows: A hero may only carry one of each type of magical potion or vial at any time, if they carry more than one both will spoil as their magic interferes with each other. So a hero can carry a potion of STAMINA and a

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potion of LUCK without a problem, but if they have two potions of STAMINA they will find that both will spoil within a day.

This does limit your hero somewhat, but also reflects the fact that whilst you could perhaps carry a few potions around safely, anyone carrying a large number of vials or flasks would surely find that many of them got broken during combat or other heroic activities.



Adventurer Guild Goods - you may purchase one item each time you complete a contract.

- 200gp - Potion of LUCK. Restores your LUCK to its maximum value.
- 40gp - Potion of STAMINA. Restores your STAMINA to its maximum value.
- 70gp - Potion of MAGIC. Restores your MAGIC to its maximum value.
- 150gp - Potion of SKILL. Restores your SKILL to its maximum value.
- 15gp - Silver dust elixir: This vial of shimmering oil can be used to coat a weapon or 10 bolts or arrows so that they are considered 'silvered' for the purposes of fighting creatures that can only be hurt by silver weapons. The coating wears off after about ten minutes.

- 15gp - Oil of Filash: This thick reddish-brown oil which stings the hands can be worked on to a weapon or 10 bolts or arrows such that they will burst into fire when a blow is struck, causing one point of additional fire damage.

- 20gp - Travellers Potion of Cooling / Warming: These small potion vials contain either a blue liquid that smells of mint (potion of cooling) or a reddish brown liquid with a spicy, acrid tang (potion of warming). Consuming the appropriate one will provide a bonus of +3 to resist the effects of exposure for one day and will protect the hero against severe, but not magical or very extreme temperatures (so they will be able to hold their hand in a flame for longer than usual, but will be burned by a furnace or a fire bolt).

- 30gp - Flash Powder Jar - A small glass vial, sealed, contains what appears to be swirling black smoke. If hurled to the ground and smashed it will fill an area of 5' radius with thick, choking smoke for one round of combat. This allows you to withdraw from combat and flee without suffering the usual penalty.

- 30gp -Goblin Potion - a small stoppered pot contains a vile smelling brown liquid. Drinking it fills your veins with a burst of fiery energy, allowing you to attack with greater force. For the duration of one combat, add +2 to your damage rolls, but afterwards you vomit. Violently (if another combat starts immediately, you have -2 to your combat rolls for 3 rounds as you recover, otherwise you just have an urgent need to clean your boots).

- 30gp - Pouch of Spider Glue - this soft leather pouch contains a sticky white gum which can be worked on to your hands and feet to hugely increase your grip. If you use the glue you can gain a +6 bonus to any test of your Climbing special skill. There is enough glue in the pouch for one use.

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- 30gp - Magicians Wax - a small lump of iridescent wax which can be rubbed onto one weapon or 10 bolts or arrows allowing them to hurt creatures that can only be hurt by magical or silvered weapons. Lasts for ten minutes before the effect fades.
- 30gp - Power Crystal - A small velvet pouch contains an egg sized purple crystal that twinkles with a shifting radiance. Crushing the crystal - usually done by dramatically dropping it and grinding it with your booteel - releases a burst of magical energy that can be used to add a bonus of +4 to a Sorcery or Wizardry spell roll made in the same round. Obviously, it only has one use.
- 20gp - vial of holy water. This small vial of clear water sparkles slightly even in dim light. You may use it to deal 2d6 points of damage to an undead creature, instantly. It has one use.
- 20gp - disguise kit - a pouch of items such as makeup and false moustaches that could be helpful in creating a disguise. It has enough material for 3 uses, each use grants a +2 bonus to the Disguise skill.
- 20gp - Faded Map. This old piece of parchment shows you the location of a Catacomb. Drop or roll a dice onto your city map - when you move to that location, you can automatically take the 'Catacombs entrance' as your encounter.
- 500gp - Idol of salvation. This rare and very powerful magical item, which takes the form of a crudely sculpted clay figurine of about 6" in size, has the effect of saving your life! If you have it in your possession when you are reduced to zero points of STAMINA the figurine will shatter, reviving you and healing you for 3+1d6 points of STAMINA. You can only carry one figurine at a time and it only has one use. It takes up one inventory slot.
- 20gp - Healing Draught - this semi-magical draught will cure you of one disease or poison, automatically.
- 30gp - Sparkling Broach - this gaudy piece of jewellery sparkles with all the cheap bravado of a stage prop, but carries a secret. If the broach is rubbed and displayed prominently it releases a series of hypnotising sparkles, giving you a bonus of +2 on one Etiquette, Bargain or Leadership skill roll. It has one use, after which it breaks apart into small pieces of dull grey stone.
- Firesplinter - 2g - a bundle of ten small twigs dipped in Firepowder along with a small striking stone, can be used to instantly light a torch or other flammable object with a skill roll.
- 15gp - Flask of Acid. A somewhat delicate vial of acid that can be thrown at a target for 1d6 points of damage, if you hit (thrown weapons combat roll). Also causes 1d3 points of splash damage to anyone adjacent to your target. It is fragile and if you are knocked prone or suffer falling damage you must test your LUCK or have it burst and inflict 1d6 damage to you.
- 15gp - Flask of Fire Oil. A somewhat delicate vial of oil that bursts into flame when exposed to air. It can be thrown at a target for 1d6 points of damage, if you hit (thrown weapons combat roll). Also causes 1d3 points of fire damage to anyone adjacent to your target. Any flammable targets hit will catch fire. It is fragile and if you are knocked prone or suffer falling damage you must test your LUCK or have it burst and inflict 1d6 damage to you.

Chapter 11 -Adventurers Guild

Adventurer's Guild Services - you may purchase one item each time you complete a contract. In addition to the stock that can be accessed via the guild, the various bards, storytellers and travelling merchants also pick up information and knowledge that might be of use to a brave hero such as yourself. Once you have contacted the guild, as well as picking up (or finishing) a quest, you can make use of their services.

Of course, they are not highly qualified sages and most of them are busy with their own activities so they can only offer a limited amount of advice - you can make use of one service each time you contact a guild member.

- 5gp - Find a Settlement - bards, gleemen and peddlers travel the world and know its places. For a small fee they will sit and give you detailed directions to a village in any nearby wilderness (an adjacent area, so within 10 miles). Directions include a path to the village, though they will not come to guide you.
- 10gp - Answer one question of learning - this can be used to help in a quest. The question can be related to Animal, Religion, World, City or Magic Lore, City, Evaluate, Languages or Law skills. Once payment is made, roll 1d6 - on a roll of 1 you have been given the wrong answer (not deliberately, they just got it wrong). No refunds are available.
- 10gp - Shelter or smuggle out - a hero can stay in this location (drinking den, inn or tavern) for one day or be quietly smuggled out of the settlement to an adjacent location or area, all out of sight of The Watch. During this time you cannot complete any other tasks, as you are being hidden away out of sight.
- 20gp - Attempt to cure a curse - guild members know that adventures are often the subject of

terrible curses and keep various charms and scrolls to hand to help, though these are unreliable. After paying, roll 1d6. On a 3-6 your curse is removed, on a 1-2 the curse removal kit has no effect. No refunds will be given.

- 50gp - Ask for help! You can, in desperation, ask the adventurers guild for help with your current quest. If you choose this option, you may complete one of your quest objectives automatically, provided it is related to information gathering, subterfuge or diplomacy. The guild will not fight on your behalf and they don't like to be directly involved - this option can only be chosen once for any mission the hero undertakes.



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Summary

The Adventurers Guild is an optional addition to your game which adds some extra variety to the activities of your hero and the rewards available to them. You can ignore this option or alter it to suit your campaign and setting and you can add new items and services as rewards as you see fit.

It also provides something of a pseudo-base for a solo player, without having to worry about tracking such a base. Missions can be found here, equipment and treasure can be stashed and the hero can even stay at a Guildhouse between adventures. Feel free to detail this in as much or little detail as you wish.



12 - ADVENTURE CONSEQUENCES AND REWARDS

At the end of each part of an adventure the heroes should expect some rewards or consequences for their actions. These can be divided into experience, social rewards, treasure and other rewards.

The exact nature of any rewards will depend heavily on how you wish your campaign to progress in the long run, so whilst we can offer some guidelines it will be up to you to decide exactly what happens. For example, if you award a certain amount of experience points for each session of gameplay then your heroes will advance at a different rate to those in a campaign where experience is only awarded when certain tasks or milestones are completed.

The amount and quality of rewards should be in proportion to the nature of the quest or mission - something easy, like delivering a parcel from one village to another, should provide a small amount of experience and maybe a few gold but nothing more.

The rewards discussed in this section are, in general, intended to be given for completing longer or more challenging quests. Apart from experience, do not feel obliged to hand out rewards for everything a hero does. The most common reward for finishing an adventure is they have survived and have the chance to take on a new challenge.



This can be a difficult balance to get right. If the rewards of completing a quest or mission are too meagre it may be demotivating - why bother if nothing happens as a result - but similarly, if the rewards are too strong you can quickly find yourself in the position where nothing in the game offers your heroes much of a challenge. Even a relatively novice hero, if laden with the best equipment and magical items, can be overpowering.

As a piece of general advice, if you are unsure about how to progress it is better to start with small rewards and build up; essentially a case of being cautious with progress. If you provide too much advancement at the start you can face difficult decisions about how to challenge a hero or bring them back down to a reasonable level of power.

Experience Rewards

In order to improve your Hero you need to gain experience points to spend. The exact rate at which you do so will have a big impact on how your game develops - if you earn experience too quickly you will rapidly overpower your challenges, if you gain it too slowly you will find the game unrewarding.

As a general rule we suggest you gain between 10 to 50 points of experience for each 'session' of gameplay, such as an evening. The exact amount depends on what you have accomplished - if you have spent most of the session buying new clothing for your hero, you should award less than if you have bested a troublesome foe in a mighty battle!

Some examples might be helpful, but the awarding of experience is very much a subjective choice.

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Table 12.1 Examples of typical experience awards

<i>Actions Typical</i>	<i>XP</i>	<i>Examples (Hero refers to both a solo player or a group)</i>
Very trivial	1-2	Pass some skill tests not related to combat but advance your goals Travel some distance to their goals Discover some minor information by using your social skills Buy or sell some goods using your Bargaining skills
Trivial	2-3	Fight a weak (lower SKILL) enemy or one they significantly outnumber Take on an athletic challenge Convince someone to aid you Travel a short distance
Moderate	3-5	Fight a moderate (equal SKILL) enemy or a group of weaker enemies that outnumber the heroes Take on a risky athletic challenge Travel a significant distance Outwit an enemy instead of fighting them
Difficult	5-10	Fight moderate (equal SKILL) enemies that outnumber the heroes or fight a stronger (higher SKILL) enemy that the heroes outnumber. Take on a potentially deadly athletic challenge Win a combat through ingenuity rather than simple force of arms
Very Difficult	10-20	Fight a stronger (higher SKILL) enemy that also outnumbers the heroes Convince an enemy to become an ally Travel a great distance in haste or whilst under attack
Legendary	20-30	Defeat a significant villain and end their plans Accomplish a long term and major goal for your hero Defeat a mighty monster such as a dragon or vampire

It can also be appropriate to decide the award of experience based on milestones. As a suggestion, you might award 10 experience for each campaign mission completed, 5 experience for each adventurers guild, minor mission or catacomb completed, 1 experience for each challenge encounter faced and 20 experience when you defeat an opponent (a major villain or antagonist in your campaign). The specific amounts will depend on how long it takes you to complete each milestone and how difficult they were.

Individual vs Group Awards: If you are playing as a group of heroes the question arises as to whether you are going to give individual rewards based on what each hero did, or give every hero the same amount based on what the group achieved. This is something you will have to decide for yourself and whilst both

approaches can work, working out individual experience point totals is more time consuming and difficult than providing everyone in the group with the same amount.

Spending experience: Use the rules as described in the Advanced Fighting Fantasy core rulebook to spend your experience points. As noted in Chapter 3, we highly recommend that special skills are limited to at most half of your SKILL or MAGIC characteristic, rounded down, as suggested in the Advanced Fighting Fantasy Combat Companion. This provides a more balanced progression for your heroes. This means that a Hero with SKILL of 6 or 7 would be allowed to put at most 3 points in their Swords special skill until they increase their SKILL to 8 or 9.

Chapter 12 -Adventure Consequences and Rewards

This prevents heroes from becoming too specialised in one area; it is particularly relevant for combat where a focused warrior can outpace the challenges provided in the bestiaries.

Social Rewards - Consequences of Success or Failure
A hero might well find that people have noticed their behaviour! Part of becoming a great hero is that you are no longer an anonymous face in the crowd, for good or ill. If they have proved their heroism by defeating their foes, they might gain in social status or receive a monetary reward but if they have failed, they could find they are shunned and mistrusted. As usual these consequences are suggestions - your

campaign or setting might have specific results for success or failure which you or your Director have already decided upon.

Social rewards should only apply to the harder quests - just defeating a few goblins isn't likely to cause much of a reaction from your fellow citizens. You need to have done something (or failed to do something) which people are likely to notice. Saving the city from attack, defeating an evil wizard, aiding the victims of a plague - the sort of quests described in the 'campaign missions' section of this book are sufficiently complex that strangers may notice your efforts.

Table 12.2 Consequences of Success

2d6	Consequence
2	No consequence. As you stand there in your moment of triumph, you look around and realise that all of your efforts have gone completely unnoticed. The wider world carries on as before, barely pausing for a breath to consider your heroism. Is this such a bad thing? It depends on whether or not you were pursuing glory. If so, you will have to find it elsewhere.
3	A lord or lady notices your heroism; they invite you to their home for a night of feasting after which they gift you a non-magical item worth up to 100gp! (Pick one item of your choice from the equipment list).
4	Your achievements are noted by your peers, make a roll to see if you can increase your Social Status (see section 7.2).
5	A great feast is held in your honour; add +1 to your Etiquette skill rolls for one week as you bask in the adulation..
6	An alchemist offers you either a Potion of STAMINA or Potion of Curing (removes one poison or disease) as a thankyou for your heroism.
7	A collection is held amongst the peasants to thank you for efforts; it raises 3d6gp.
8	You are filled with confidence - you have +1 to your skill tests for one special skill (your choice) for the next week.
9	Follower: A fledgeling hero is so impressed by your efforts they offer to travel with you. She has SKILL 6 STAMINA 10 LUCK 8 Weapon: Mace Armour: Chainmail Cuirass and Small Shield. She will stay with you for one campaign mission or two weeks, whichever is shorter.
10	Your achievements are noted by your peers, make a roll to see if you can increase your Social Status.(see section 7.2).
11	Tutor: A skilled tutor takes you under her wing and offers you some tricks and tips - you permanently increase your skill points in a one special skill (e.g. Region Lore-Forest) by one point, subject to the usual restrictions.
12	The gods smile on you, increase your maximum and temporary LUCK score by one.

Table 12.3 Consequences of Failure

2d6	<i>Consequence</i>
2	The gods curse your failure. Your maximum and temporary LUCK scores fall by one point.
3	The evil eye: A suspicion arises that you might be cursed. Until you succeed in a mission you have a -1 penalty to Etiquette, Leadership and Bargain skill rolls, but +1 to Con.
4	Your failure is noted by your peers; roll a test against your Social Status to see if you are demoted. (see section 7.2).
5	Theft: Seemingly in retribution for your mistakes, you are targeted by a thief. Roll 1d6 for each item in your possession - on a roll of 1 it has been stolen as you sleep!
6	Poor reputation - your name is mud and you suffer -1 to your Etiquette skills for one week.
7	Mistrust: For the next week, you can't Call Upon the Aid of any people you meet.
8	Revenge: Although you were not the cause of the events, someone has targeted you for retribution. The next time you are in combat in a settlement you will be attacked by a vengeful warrior SKILL 6 STAMINA 9 Weapon: Sword Armour: Leather Hauberk and small shield. They will flee once reduced to 3 STAMINA or less.
9	You lose confidence in your abilities. One of your special skills - pick one that you have the most points in - suffers a -1 penalty for one week as you recover your poise.
10	Your failure is noted by your peers; roll a test against your Social Status to see if you are demoted. (see section 7.2).
11	A guilty conscience about your failings means you donate 3d6gp to the poor and needy next time you are in a settlement.
12	No consequence. As you contemplate your failure, you look around and realise that all of your efforts have gone completely unnoticed. The wider world carries on as before, barely pausing for a breath. You have escaped punishment for your lack of heroism and resolve to do better next time.

Social Status: As you complete your missions and defeat opponents you can keep track of your status as you progress to see what effect it has on your interactions with the populace. Of course, you must decide what sort of heroic figure you are. You could be a folk hero, like Robin Hood, determined to do good deeds for the population in return for nothing more than their good will, or if you are a priest you could decide to take your role in the church seriously and try to rise amongst the clergy. See section 7.2 'Social Status & Rank' for more details of what you could choose as your profession or social group.

This is entirely optional, but you should consider how your actions might be perceived by the people you are saving. Once you take on the role of hero, you are no longer just a face in the crowd.

Treasure Rewards

The greatest treasure from your adventures are the memories you made on the way, right? Well of course as a hero you might want a bit more than that. In terms of gold and treasure chapter 13 provides tables to work out what you find during your adventures and these should be sufficient on their own to keep your hero supplied with gold and special items. However, you may wish to provide additional gold or gear as a specific reward for completing a quest.

If you wish to do this, you can use the treasure tables given in chapter 13 to do so; they will allow you to generate treasures ranging from the very minor up to a great fortune. Although it is nice for your hero to receive a large sum of money this can have an impact on the difficulty of your campaign. A hero that rapidly acquires the best armour, weapons and

Chapter 12 -Adventure Consequences and Rewards

magical assistance is very significantly stronger than one who has to work slowly towards it.

For that reason, and because treasure will be found by heroes as a natural part of adventuring, we do not offer any specific list or set of tables to generate treasure rewards. If you wish to include them there are a number of sources of inspiration.

- * The Advanced Fighting Fantasy Encyclopedia Arcana I contains many ideas for treasures and magical items.
- * Each of the Fighting Fantasy books set in Titan contain magical and non-magical treasures you can bring into your game.
- * Both the core Advanced Fighting Fantasy rulebook and many of the supplements and game books contain ideas for treasures of various kinds.



Other Rewards & Punishments

As well as those listed above there are an endless number of other rewards it is possible to provide to your heroes for their successes and of course an equally endless number of ways they could be punished. Each of the missions detailed in section 10.1 include a 'special reward for success' to show you how you can match these rewards with your quests, some further examples to feed your imagination are:

* **Learn what is the next step of your quest.** In a long series of quests, often called a campaign, the purpose of one adventure or mission is often to find out what needs to be done next. This is probably the most common type of additional reward a hero can gain from completing a quest.

* **Access to a special type of training.** Perhaps you have decided that your hero wants to learn a type of magic or a peculiar skill (such as how to use a whip in combat). Gaining access to someone who can teach you could be a quest reward.

* **Access to a mentor.** A mentor is someone who has the ability to pass on their knowledge in a way you understand - having a teacher like this could reduce the experience point cost of improving a particular skill.

* **The enmity of a group.** This could come about due to success or failure in your labours. If you vanquish an enemy, you might find that their allies come after you. If you fail in a quest, it might be that someone powerful holds you responsible and intends to make you pay for it! Consider creating a faction (section 7.3) or villain (section 9.2) that will pursue you.

* **Acceptance by closed group or society.** This could be a secret society, or one that is known but only open by invitation (such as an order of knights or college of sages). As a result of your heroics they decide to seek you out and offer you a chance to join. Exactly what the benefits (or requirements) of this are up to you. Similarly, if you fail a mission you could be asked to leave a group that you are a member of.

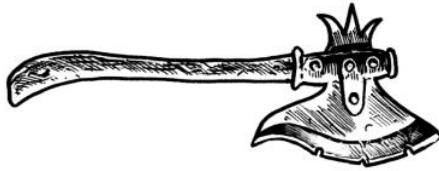
* **Revelation of a secret truth.** This could be anything of importance to you or quests that you are undertaking, but it should be something that can only be discovered in special circumstances (that you happen to find yourself in)

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* **Transport across a great distance.** For what reason and to where is up to you. You might be offered a chance to join the crew of a renowned sailing ship or accompany a merchant on a long caravan journey. What you see and do on the way can be a great source of adventure.

* **Making a political or social decision** (i.e your reward is to say who gets to keep a piece of territory or whether or not two people should marry). Perhaps your exploits as a hero have made you the obvious person to turn to or the only one that everyone respects. For whatever reason the choice - and its consequences - are yours.

* **A title or nickname** such as 'ogre slayer' or 'spell weaver'. Not uncommon for a brave hero and whilst a few more confident adventurers will give themselves a moniker, most wait and find out what the citizens call them. Just hope it's something complimentary as 'the Baldheaded' or 'Bluntsword' are also possibilities.



* **The trust of a powerful ally.** Your feats have earned you the trust and assistance of a powerful ally - a patron or group that has decided to support and protect you. Exactly what you gain from this you will have to find out, but it could include some financial assistance, access to contacts or even a companion to travel with.

* **A holding or property.** A wealthy individual, probably a noble or merchant, decides to grant you deeds to a holding which generates a small amount of wealth each year or grants you the lease to a property, which you can then use as a home base.

* **A holiday or time to relax.** For whatever reason, you now find that the world is momentarily at peace and you have some time to relax and wind down. What you do with this time is up to you, but a period of calm should at least allow you to heal your wounds, recover from diseases and maybe even restore a point of temporary LUCK.



Conclusion

The rewards for success or punishments for failure are ultimately for you to decide. We strongly suggest that you keep them proportional - the hardest challenges should offer more than tasks that are easily accomplished, but the extent to which your heroes make progress is a matter of personal taste and the nature of your campaign. You may want to play a short campaign in which your hero rapidly ascends in power and status, or you might decide that it is more satisfying to let them develop slowly. The ideas in this section should provide you with the tools and ideas you need to make those decisions.

13 - TREASURE

What would an adventure be without treasure? Of course, not all heroes risk their lives for the rewards of gold and pillage but let's be honest - many do!

There are several possible ways to handle treasure; the best is probably to work how generous you want your campaign to be. If you expect your hero(es) to end up as rich lords and ladies, you will need to provide them with suitably large piles of gold; if you think they should endure a tough, gritty existence of barely scraping by you should keep the treasure to a minimum. The quantity of magic items found also has an impact on the difficulty levels - a hero with a blazing sword of fire will deal with enemies a lot easier. Providing large numbers of magic items will increase the power level of your heroes quickly and is suitable for a 'high fantasy' setting whereas keeping the number of magical items low will slow down progress and can also lead to problems if the hero faces a monster that can only be damaged by magical items! These questions should be considered by the Director along with the heroes to come to a level everyone is happy with. If you are unsure, it's best to start off by providing small amounts of treasure and only the weakest types of magic items and build up from there, this is generally more enjoyable than handing out huge piles of gold and magic items at the start and then realising you have to hold back your heroes or have them lose some of their treasure to reset the balance.

In this chapter we provide tables that will allow you to generate treasures for each creature you defeat as you go along, which is one of the possible methods you can use. The intention is that your hero will be fairly well rewarded for their efforts, particularly when defeating more powerful foes, but there are other options you can pursue.

* Assign treasure directly - for each monster or enemy you defeat, decide for yourself how much they have in the way of wealth and valuable items. This is time consuming but the advantage is that you have a lot of control over how much treasure the hero finds.

* Give rewards for major events - instead of finding gold and treasure on each enemy, you can assign rewards for getting to significant milestones - completing a long quest, defeating a powerful enemy and so on. The reward could be wealth or valuable items, including magical items. The advantage is that you don't have to worry about treasure too much during the adventures.

* Use the tables provided in this chapter to randomly generate treasure as you progress. This may give more or less than you expect, but the advantage is that you don't have to plan it out.

* Big fights only - only roll to generate treasure for some fights, the ones you think are most challenging or most likely to result in finding something interesting. For the rest you can apply a simple rule such as finding 1d6gp worth of items on a humanoid and nothing on monsters or creatures such as elementals. This is a fast method that still includes the chance of finding something exciting.

A more comprehensive and detailed method of generating treasure is provided in the Advanced Fighting Fantasy Encyclopedia Arcana and further ideas for treasures and magical items can be found in many of the Advanced Fighting Fantasy supplements and game books, as well as in the core rulebook.

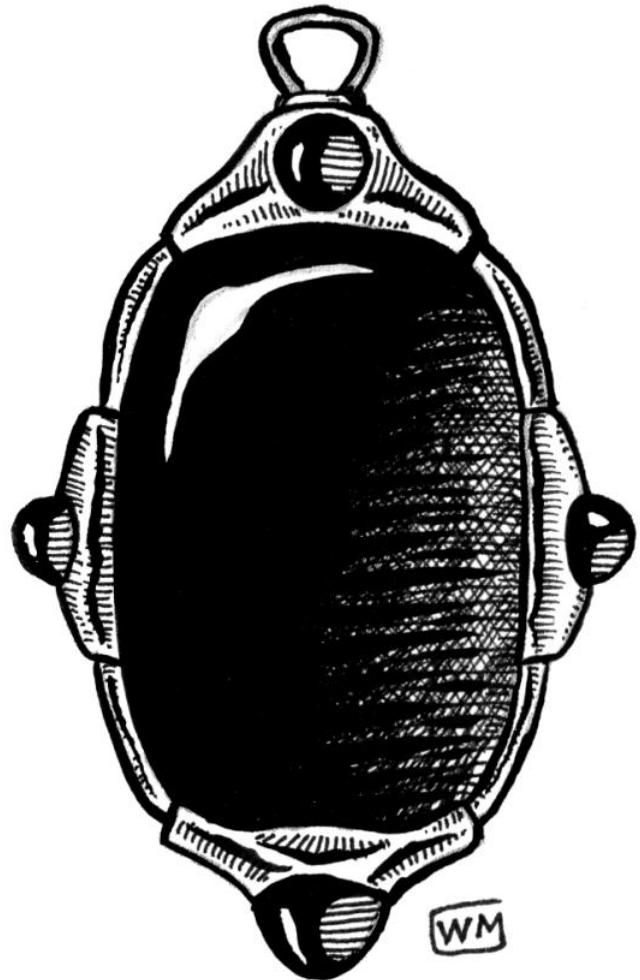
As with many parts of this book, the tables are intended to provide a framework for your imagination, not a straitjacket, and you should use them with that in mind. In particular, the number and variety of possible magical items your hero could find far exceeds the scope of this book - consider those tables in particular to be inspirational rather than definitive.

Treasure Tables

In this section are the treasure tables which are consistent with the more detailed set of rules given in the Advanced Fighting Fantasy Encyclopedia Arcana; start by rolling on table 13.1 'Combined Treasure Table' and from there roll on the tables that cover Everyday Items, Coins, Valuables, Consumable Items and Magic Items as indicated by the result.

For example, if you defeat a monster with SKILL 8 and roll a 10 on 2d6 you should roll for your treasure on tables B4 and C1 (The fourth column of the coin table and the first column of the valuables table).

These tables are designed to be somewhat conservative making treasures hard to come by. As usual, you should modify them as you see fit.



13.1 Combined Treasure Table. Roll 2d6 and then use the other treasure tables to discover your loot.

Type of Foe Defeated (N = No treasure!)

Humanoid				Monsters				Other	
2d6	Poor	Avg	Rich	Minion	Beast	Mighty	Less	Std	Gtr
				SKILL	SKILL	SKILL	SKILL	SKILL	SKILL
				1-6	7-9	10+	1-6	7-9	10+
2-3	N	N	A	N	N	N	N	N	N
4-5	A	A	B3	N	B1	B3	N	B1	C1
6-7	B1	B1	B4,C1	B1	B3	B4,C1	B1	C1	B3,C1
8-9	A,B1	A,B3	B5,D1	B2	B3,D1	B5,D1	B1	D1	B4,D1
10	B2	A,B4,	B5,C2,	B3	B4,C1	B5,C2,D2	C1	B4,D2	B5,C2, D2
				D1	D1				
11	B2,C1	B4,C1	B5,C3,	B3,C1	B4,D2	B5,C3,D3	D1	B4,C2	B5,C3, D3
				D3					
12	B3,C1	B5,C2,	B6,C4,	B3,D2	B5,C2,E	B6,C4,E	B3,C1	B5,C3,E	B6,C4, E
				D2	E				

Types of Creature

Our treasure tables are divided into Humanoid, Monster and 'Other'. Humanoid means not just humans, dwarves and elves but also goblins, orcs, ogres and so on. Monsters are beasts and other creatures that are alive but not civilised (and therefore do not treat valuable items the same way as humanoids) such as lions, crabs, eagles, dragons or wolves. 'Other' covers entities such as demons, the undead, constructs, summoned beasts and so on. Not only are such entities generally less interested in treasure, having very different perceptions of status and value, they may not even 'live' on the same plane of existence most of the time!

Clearly, there is a lot of room for interpretation. A vampire is technically 'Other', being undead, but they are probably best treated as a rich humanoid. A Lord that has escaped from a dungeon might be technically 'rich' but if you encounter them as they are running across a moor in rags, they won't have much treasure to hand!

Before you make your rolls, try to come up with an honest assessment of the creatures 'worth'.

Pillaging & Skinning

Many a penny was made by scavenging the battlefield for pieces of armour and weapons with a decent sale value, and small fortunes have been made by skinning creatures and selling their furs, pelts and hides.

For many humanoids a description is given of their significant equipment and this can be taken and sold later on. If no description is provided, you'll have to try and work out from their combat values what sort of gear they are using. If unsure, just equip them with a hand weapon such as a mace and simple armour such as a leather cuirass or hauberk. If you do take equipment from your defeated foes remember that you have a limited number of encumbrance slots and a few swords will quickly fill them up. You cannot

stagger out of a dungeon with a hundred goblin short swords on your back!

As a rough guide to what arms and armour a humanoid may have you can use these rules:

- **Poor creatures** (SKILL 1-6) could have simple weapons such as clubs, daggers, short swords, spears and basic armour such as a leather cuirass or hauberk or a small shield.
- **Average creatures** (SKILL 7-9) could have common martial weapons such as long swords, morning stars, maces and chainmail armour or medium shields.
- **Rich creatures** (SKILL 10+) could have unusual weapons such as two-handed swords or a battleaxe and they may have the highest quality (breastplate or plate mail) armour.

Humanoids will also have clothing (though in the case of orcs, goblins and so on it will be dirty and ragged), a pouch or backpack, a waterskin and at least one meal's worth of food. In the case of 'evil' humanoids, the food may be rotten or poisonous - if you eat it roll 1d6. On a 1-3 it is foul and makes you sick, causing 1 point of STAMINA damage. On a 4-6 it is normal food.

For beasts you will have to assess, honestly, from their description if they have a hide or pelt that is valuable. As a general rule you should assume that they have little value. So the pelt of a wild dog would not be a valuable commodity, but that of a lion or tiger would be worth taking. Rare creatures will be more valuable than common ones and strange or magical creatures will be more valuable than their mundane brethren. If you feel undecided, have your hero make an Animal Lore skill test - if they succeed they have remembered which part of their foe can be extracted for gold.

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To obtain the skin (or teeth, or horns) you should make a Hunting or Crafting (Leatherworking) skill roll to get it off in a decent condition. If you fail, it is ruined and worthless. If you succeed, you obtain a pelt that is worth $1d6gp \times \text{SKILL}$ of the creature you have killed. If the creature was magical in nature (e.g. a basilisk) you can double the value of the hide. Hides occupy one encumbrance slot, or two if the creature was particularly large.

Clearly, this is a very simplified system and you are invited to consider the question in more detail if you intend to make a living out of the fur trade!

Treasure Locations

Most heroes would appreciate it if their foes could all carry around a large bag containing all their loot, but sadly this isn't particularly likely. The Director should consider where a creature might keep its treasure and how easy it might be for the hero to find it, asking themselves questions such as: Does the creature usually carry items? If they do, how many? Does the creature have a home or lair? Have the heroes encountered it where it lives or somewhere else? Does this creature care about wealth or are coins and valuables just shiny pebbles to it?

More detailed answers can be sought, particularly by referring to the AFF Encyclopedia Arcana vol I which has detailed rules to describe where treasure can be found. In the interests of brevity and simplicity, we suggest two possible locations.

Treasure is carried: This applies to humanoids, undead that still carry the trappings of life (so a ghoul might still carry a pouch of coins, but a ghost probably doesn't) and any other foes that the Director feels might hold or carry items, based on their description. They will have with them up to 100 coins, any small

or portable valuables (rings, gems etc) and any magical items or consumables that they can use effectively (if they have a magic sword for example they may wish to use it whilst fighting for their life). If they are intelligent it should be assumed that they will try to use such items when they are threatened or attacked, including consumables. The sight of an orc warlord drinking a potion of STAMINA mid-fight is dispiriting, but why wouldn't they use it?

Treasure is in their home or lair: non-humanoids or those with no particular interest in the wealth they have accumulated will have it somewhere around their lair or home. In the case of beasts or any unintelligent creatures it might simply be scattered near the corpses of their victims. For other foes, such as demons or intelligent planar entities (genies, some elementals) they may at least recognise the importance of treasure and hide it or use it to lure heroes to their doom. Finding the lair or home: If the creature is encountered in a dungeon, it should be assumed that they are living in their lair or home and you don't have to search for it. If they are met in a settlement or the wilderness, it will be more difficult or impossible to find their abode. In those cases the Director may allow a Hunting, Awareness or City Lore skill test to track down the location, though there should be penalties applied to reflect the difficulty of finding a highly specific place with few clues - a minimum penalty of -3 would be appropriate under even the best circumstances.

For humanoids, most of whom value their treasures, coins and items will be stored with care, possibly concealed or guarded with traps. A Director can either make a decision about the location of any treasures or you may roll to see where it is and then decide if that is appropriate for the monster.

	Humanoid			Monsters			Other		
2d6	2-4	5-9	10-12	2-3	4-10	11-12	2-3	4-9	10-12
Location	Hidden	Stored	Trapped	Hidden	Scattered	Hidden	Hidden	Scattered	Trapped

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Hidden: The treasure has been carefully hidden (or accidentally concealed) somewhere in the home or lair. You will need to succeed with an Awareness skill test with a -3 penalty to find it. If you fail, it is lost to you.

Stored: The treasure has been placed in a container, but not carefully hidden. You will need to succeed with an Awareness skill test to find it. If you fail, it is lost to you.

Trapped: The treasure has been protected with a devious trap - roll on the Table 4.4.2 Traps. Once you have disarmed or triggered the trap, you may take the loot.

Scattered: The treasure is scattered around the home / lair of your foe. If you wish to take it, you must spend a short time (a few minutes) gathering it up.

Using Bargain & Evaluate

Apart from coins, which the heroes can use directly, they will need to assess the value of an item and find somewhere to sell it. The two skills that are most useful are Evaluate and Bargain.

Bargain: Some encounters and locations allow you to buy or sell goods and services. Unless the description says otherwise, you can attempt to make a Bargain skill roll to alter the price. Rules for using this skill and a list of common modifiers are provided in Chapter 2 of the AFF Core Rulebook.

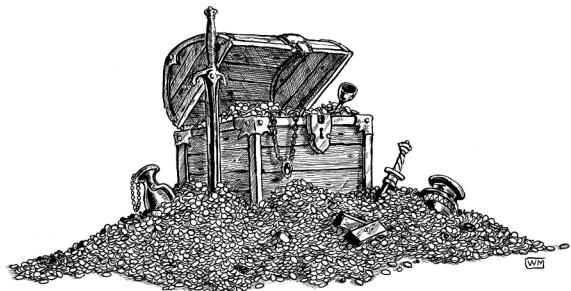
The Bargain skill roll is a contested skill roll - if no value is given for traders skill, assume they have Bargain skill of 7. A successful Bargain test reduces the price by 25% (or 50% with a critical success), a failed roll increases it by 25% (or 50% for a critical failure). Prices should be rounded to the nearest gold or silver piece.

For example, if your hero is trying to buy a Long Sword at the Weaponsmith (M14). The normal price

in a city is 30gp (as listed in the Advanced Fighting Fantasy rulebook). With a successful skill check, done as a contested skill test against the weaponsmith, that price can be reduced to 22gp, but if you fail the roll the price increases to 38gp. Remember to apply the modifiers for Social Rank (chapter 7) and other modifiers as described in the core rulebook.

For selling items the same rules apply, except that a success in the skill test means you increase the amount of gold you receive and a failed test reduces the amount received.

Evaluate: Evaluate is used to assess the value of an item such as a piece of jewellery or a bundle of furs. This is helpful in deciding if you want to pick up and carry an item that will occupy an encumbrance slot, or if you should leave it behind. If attempting to identify the worth of a magical item (not the qualities, just the value in gold) a hero can only use Evaluate if they have points in the special skill Magical Lore.



When a hero finds 'Valuables' a successful Evaluate skill test increase their worth in gold by 10% (the hero identifies a particular marking or quality of the item that can be used to talk up the price to a merchant, such as the signature of a famous artist on a painting, or the fact that a gem is of a particularly unusual colour or cut).

A failed Evaluate test means that the hero must take a -3 penalty to their Bargain skill roll when they sell an item - they are simply unsure of its worth and may well end up selling it for far less than they could get.

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Treasure & Encumbrance

It can be tempting to pick up everything that is found and haul it all back to the market for a large reward. AFF uses an abstract system to show when a hero is carrying too much. A hero may carry 10 normal sized items plus an extra 1 for each point in the Strength skill. The total does not include worn armour, clothing or a backpack. Larger items count as two or more items and small items such as arrows count as one when a bundle or stack of them are carried (in a quiver or pouch for example). One hundred very small items - such as coins - count as one item.

A hero carrying more than their limit is encumbered; they move at half pace and will suffer penalties to skill tests including combat. A hero cannot carry more than double their normal allowance.

Pack animals such as mules or horses have 20 encumbrance slots, provided they are equipped with saddlebags and the like in which to store items. Very large animals will have more - they should be able to load it up with 60 encumbrance slots worth of items. Of course, they must remember to feed and water their animals if they want them to survive the trip.

Treasure Tables

The tables are divided into 'A - Everyday Items', 'B - Coins', 'C-Valuables', 'D-Consumables' and 'E, F & G - Magic Items'. Tables B, C & D are also divided into different categories based on how much wealth a creature could have, so table C has four columns - Keepsake, Stash, Plunder, Hoard which increase in likely value though as usual, the dice decide.

2d6 13.2 Treasure Table A - Everyday Items, as could be carried by most humanoids

- | | |
|----|--|
| 2 | Comfortable Bedroll - this is a particularly well made and comfortable bedroll that is, amazingly, free from lice and bugs. Gain +1 to your Awareness skill for waking from sleep if using it. Worth 5sp. |
| 3 | A bundle of swatches - you find 2d6 small pieces of colourful cloth made from a variety of textiles, which might be useful as rags or perhaps you can sew them onto your clothes for decoration. |
| 4 | Cutlery - various brass knives, forks and spoons, all in good condition and stamped with the mark of a leaping fox. Gain +1 on your Crafting: Cooking if you keep these. Worth 7sp, (one inventory slot). |
| 5 | A cloth cap - worn, but still serviceable, this cap will keep your head dry, but doesn't do much else (2sp). |
| 6 | Flint & Tinder - a fire makers kit, in a neat wooden box with a flame engraved on the top. If you keep it, gain +1 on any test needed to start a fire. Worth 2sp, has 20 uses. |
| 7 | Warm Socks - a particularly nice pair of woollen socks, unworn and still tied up in a bit of string. Wearing them grants you...comfortable feet. |
| 8 | Bundle of string & hooks - you find a neatly wrapped bundle of string, probably 20' or so fully unwound, with a couple of fishing hooks tucked into it. It's small enough to be kept without occupying a slot of your inventory and will allow you to fish, if you get the chance. Worth 1sp, has 10 uses. |
| 9 | A wig - this is a wig, made of horsehair, that could be kept and used as part of a disguise. Seems to have a few fleas though...gain +1 to your Disguise skill when you use it. One use only before the itchiness forces you to throw it away. You can sell it for 7sp. |
| 10 | A well made cape- this is a particularly thick and well upholstered cape. If you are wearing it in particularly cold or wet weather add a +2 bonus to any exposure rolls. Worth 2gp. |
| 11 | Underclothes - warm and stylish, these underclothes make you feel like a new person. They are almost immune to the usual lice and very easy to clean. You can sell them for 2sp. |
| 12 | Boots - a pair of exceptionally well made leather boots that happen to fit you. These boots have an excellent tread and grant you +1 bonus to your Acrobatics and Climb skill tests in unusual terrain, such as a slippery Catacomb. Otherwise, they are simply very comfortable. Worth 8sp. |

Coins

Carrying wealth in the form of coins is not universal - some primitive societies rely on barter or some other means of exchange - but in most places humanoids will keep some coins on their person. Across Titan there are many different 'mints' producing different types of coin but for the sake of simplicity everything is assumed to be in the form of gold and silver coins that will be accepted by any merchants you trade with. As with the standard rules, 10 silver pieces are equivalent to one gold piece.

You can introduce other coins (copper or bronze pieces being worth less than silver, platinum pieces being worth more than gold) should you wish to, but note that throughout the Advanced Fighting Fantasy source books prices are given in silver and gold so you will need to create your own exchange rates.



13.3 Treasure Table B - Coins (up to 100 coins will be carried, any remainder will be in the home / lair of the creature as described in the 'treasure locations' section).

<i>2d6</i>	<i>B1.</i> <i>Destitute</i>	<i>B2.</i> <i>Poor</i>	<i>B3.</i> <i>Moderate</i>	<i>B4.</i> <i>Prosperous</i>	<i>B5.</i> <i>Wealthy</i>	<i>B6.</i> <i>Opulent</i>
2	½ sp	3 sp	½ gp	3 gp	10 gp	50 gp
3	1 sp	6 sp	1 gp	6 gp	15 gp	100 gp
4	3 sp	9 sp	3 gp	9 gp	20 gp	120 gp
5	4 sp	12 sp	4 gp	12 gp	25 gp	140 gp
6	5 sp	12+1d6 sp	5 gp	12+1d6 gp	30 gp	1170 gp
7	1d6+3 sp	15+1d6 sp	1d6+3 gp	15+1d6 gp	40 gp	200 gp
8	1d6+4 sp	18+1d6 sp	1d6+4 gp	18+1d6 gp	50 gp	250 gp
9	1d6+5 sp	21+1d6 sp	1d6+5 gp	21+1d6 gp	70 gp	300 gp
10	1d6+6 sp	21+2d6 sp	1d6+6 gp	21+2d6 gp	100 gp	400 gp
11	2d6+3 sp	21+3d6 sp	2d6+3 gp	21+3d6 gp	150 gp	500 gp
12	Roll on next column	Roll on next column	Roll on next column	Roll on next column	Roll on next column	Roll twice on this column

For those that wish to use average or fixed values 'Destitute' is worth 7sp, 'Poor' is worth 18sp, 'Moderate' is worth 6gp, 'Prosperous' is worth 18gp, 'Wealthy' is worth 50gp and 'Opulent' is worth 230gp.

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Valuables

A lot of people like to keep their wealth in the form of valuable objects, such as gems, jewellery or crafted items such as artworks. Small pieces may be carried by humanoids or on undead that were once human,

but other pieces will be in the home or lair of the creature. Remember that a hero will need to take a test of their Evaluate skill to realise that the item is valuable, otherwise they might overlook it as just another piece of junk.

13.4 Treasure Table C - Valuables

<i>2d6</i>	<i>C1. Keepsake</i>	<i>C2. Stash</i>	<i>C3. Plunder</i>	<i>C4. Hoard</i>
2	A small piece of onyx worth 1gp.	A fine glass goblet worth 5gp	A set of gold teeth worth 10gp	A large but flawed Jasper, worth 30gp
3	A carved bone ring worth 3gp	A silver ring worth 15gp	A golden ring worth 25gp	A golden torc of simple design worth 60gp
4	Furs worth 6gp	Furs worth 25gp	A Fur lined cape worth 50gp	Bolts of Silk Cloth worth 100gp
5	Garnet Toe-ring worth 8gp	Silver Ingots worth 35gp	Gold ingots worth 75gp	Rare Books and Maps worth 150gp
6	Carnelian Brooch worth 11gp	Coral Figurine worth 45gp	Silver Bracelet set with Turquoise, worth 100gp	Jade Tiger worth 200gp
7	A Citrine worth 15gp	Jet encrusted silk glove worth 60gp	A jewelled scabbard worth 140gp	An enamelled silver and gold box worth 300gp
8	3 Spinels worth 15gp in total	A finely carved holy symbol, worth 100gp	A bag of mixed gems worth 180gp	A portrait of a great hero, worth 400gp
9	Bronze face mask, worth 20gp	A pair of silver candlesticks worth 140gp	Silver and Sapphire necklace, worth 250gp	A finely carved ebony face-mask, worth 600gp
10	Knife with topaz set in hilt worth 25gp	3 simple platinum rings worth 180gp in total	A cluster of gems set in platinum worth 375gp	A gold and silver crown, jewelled, worth 750gp
11	Amber Pendant worth 35gp	An assortment of Emeralds worth 200gp	A large Ruby, worth 500gp	A large diamond worth 1,000gp
12	Roll on next column	Roll on next column	Roll on next column	Roll twice on this column

For those that wish to use average or fixed values 'Keepsake' is worth 15gp, 'Stash' is worth 85gp, 'Plunder' is worth 175gp and 'Hoard' is worth 375gp.

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Consumable Items

These items are useful (and therefore have value) but also have a limited number of charges or uses. The sale value of the items is given with the description.

As per the usual Advanced Fighting Fantasy rules, using a scroll or a wand requires that the hero has at least one point in the 'Magic Lore' special skill, but no skill test is required to use the item. A scroll will be

consumed on use, a wand will lose one charge (when it reaches zero it will become a non-magical stick). Some magic users may be able to learn spells from scrolls; this also consumes the scroll.

Potions generally have one use and the whole potion must be consumed to gain the effect; they cannot be shared!

2d6 13.5 Treasure Table D - Consumable Items

	D1. Sundries	D2. Alchemist's Stash	D3. Wizards Bag
2	1 Ration of ships biscuit; with weevils a'plenty. 1gp	1 Ration of cheese & a keg of beer. 3gp	1 Ration of cured ham & a bottle of fine wine. 10gp
3	Healing potion, restores 1d6 STAMINA	Cleansing potion, cures any disease or poison.	A selection of cheeses (2 rations) and 2 bottles of wine.
4	Scroll of Darksee	Scroll of Sleep or Sorcery components worth 50g	Scroll of Magic Bridge Vial of poison, 6+1d6 doses*
5	Vial of poison, one dose* remaining	Wand of Force Bolts (as the spell), 1d6 charges.	
6	Scroll of Levitate or 6 silver arrows	Scroll of Gills	Scroll of Cockroach or Sorcery components worth 100g
7	Wand of Fire Bolts (as the spell), 1d6 charges.	3 Dwarven 'Cakes', restore 5 points of STAMINA each when eaten.	3+1d6 Elven breads, each restores 5 points of STAMINA when eaten
8	Vial of poison, two doses* remaining	Vial of poison, 2+1d6 doses*	Wand of Lightning Bolt (as the spell) 1d6 charges.
9	1d6 - 1-3: Scroll of See Through, 4-6: Sorcery components (25gp)	1d6 - 1-3: Potion of STAMINA, 4-6: 12 silver arrows	Potion of SKILL and a potion of STAMINA
10	Potion of STAMINA	Potion of SKILL	Potion of LUCK and a potion of STAMINA
11	Potion of SKILL	Potion of LUCK	One potion each of LUCK, SKILL and STAMINA
12	Roll on next column	Roll on next column	Roll twice on this column

*Poisons are a contact poison, Desert Scorpion blade-paste, which can be applied to a weapon and inflicts 1d6 points of additional damage when that weapon hits (after one use it is worn off). Using poison requires a successful test of the Trap Knowledge special skill - failing the skill test means the poison is wasted (fumbling the test means the hero poisons themselves).

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AFF contains many potions, ointments, foodstuffs and spells which can be combined to produce some type of consumable treasure. As with the other treasure tables you should investigate other sources to discover items you could find.

Magic Items

Clearly, the number of possible magical items and qualities are huge and it is also important to consider the effect of a hero receiving a powerful item. A sword that grants a bonus to SKILL, for example, provides a huge boost to the fortunes of its wielder.

For the purposes of this book we have provided the means to generate magical weapons and armour only as these are generally considered to be the most common and relevant type of magical item, but this should not be your limitation. There are a huge number of magical and mysterious items scattered throughout the AFF source books and it is strongly suggested that you make use of them as well as referring to the villains in chapter 9, each of which has their own unique magical treasure.

Use Table E to find out what type of magic item you have found and then Table F for magic weapons or Table G for magic armour to discover how potent it is. For example, a roll of 9 on Table E indicates a shield, a further roll of 4 means this is a large shield. Looking at Table G we roll a 4 followed by an 8, indicating that this Large Shield causes opponents to suffer a -2 penalty to their damage rolls. A potent item indeed!

Identifying Magical Items

Recognising a magical item requires either the Attuned talent or the Magical Lore special skill, but neither of these will give you the precise nature of the item, just a rough description. A sword that adds +1 to the damage roll would be described as being 'unnaturally sharp'. The hero can then discover the exact mechanical details by using the item. A fuller explanation of how magical items are identified is given in Chapter 10 of the AFF rulebook.

If the Director decides, magic items can be obviously magical. They may glow or sparkle, be covered in glowing runes or even emit a strange, alluring, melody when touched. This does not mean a hero will automatically understand what the item does, just that it is magical.

Cursed Weapons & Armour

Sadly, some evil powers and magic users enjoy making cursed items and leaving them where heroes can find them. Identifying and then ridding oneself of a cursed item is difficult, you cannot simply take it off and throw it away!

Initially a cursed item will appear to be a normal, beneficial, magic item and you should make another roll on treasure table F to find out what it seems to be - the curse will be the opposite of the beneficial effect. The curse only becomes apparent once you have equipped the item - put on a piece of armour or used the weapon - at which point the hero should realise there is something wrong. For example, Gruder finds a spear covered in glowing fiery runes which, in his haste, he picks up and uses at the first opportunity trying to find out what it does. Secretly the Director makes another roll getting the result of '+1 Damage Roll', which they reverse to be '-1 Damage Roll'.

After Gruder first uses the spear, he realises something is wrong (though not exactly what - it's just that the spear didn't do as much damage as he expected) and wants to get rid of it. He resolves to hurl it into a river the next chance he gets. Unfortunately, even though he does throw it away the next time he gets into a fight he discovers that the spear is once again in his hand!

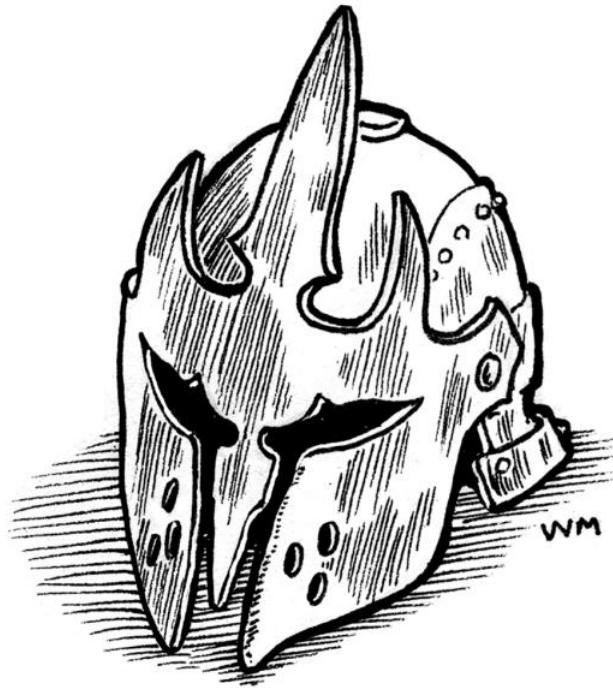
You can be as inventive with curses as you can with beneficial magical items (how about a cursed sword that has a 1 in 6 chance each round of becoming ethereal and unable to hurt anyone?), if you want to simply reverse the usual effects then do the following.

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Ridding yourself of a cursed item can be done by visiting a temple of Sindla, Asrel, Fourga, Hamaskis, Filash, Fulkra or Logaan and requesting that a priest use the 'Bless' power on the hero - this will allow them to set the cursed item aside (though it does not destroy it).

This service typically requires a donation of 6d6gp. An alternative is to find a powerful sorcerer who is willing to cast the spell ZED to break the connection, though this is likely to be a very expensive request.

The Director may wish to come up with other means of putting aside cursed items, though none of them should be easy. Finding cursed items is a rare occurrence and they should be hard to dispose of - after all, they were made to cause misery and suffering!



Beneficial Effects

-1 to opponents Armour or Dodge roll

+1 Damage Roll

+1 to Combat Roll

Flaming: +1 fire damage when it hits

Rime: +1 cold damage when it hits

+1 SKILL

Reliable: Minimum damage roll is 2

Movement skill penalties are 25% less than usual

-1 to opponents damage roll

+1 Armour roll

Reliable: Minimum armour roll is 2

Always prevents at least one point of damage.

Resistance: 1 in 6 chance of resisting magic

+2 STAMINA

Halves damage from fire

Curse Effects

+1 to opponents Armour or Dodge roll

-1 Damage Roll

-1 to Combat Roll

Burning: When the hero inflicts damage with this weapon they also suffer 1 point of fire damage.

Freezing: When the hero inflicts damage with this weapon they also suffer 1 point of cold damage.

-1 SKILL

Unwieldy: Maximum damage roll is 5

Movement skill penalties are 25% more than usual

+1 to opponents damage roll

-1 Armour roll

Flawed: Maximum armour roll is 5

Always suffer at least one point of damage when struck.

Susceptible: Damage from magic increased by 1.

-2 STAMINA

Doubles damage from fire

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13.6 Treasure Table E - Magic Weapons & Armour. First roll to find out what type of item has been found or choose one that is appropriate for the hero.

2d6 Item Found (roll 1d6 to find out exactly what is found)

- | | |
|---|----------------------|
| 2 | Thrown - |
| | 1-3: Throwing Dagger |
| | 4-5: Javelin |
| | 6: Sling |

- | | |
|---|--------------|
| 3 | Polearms - |
| | 1-4: Polearm |
| | 5-6: Spear |

- | | |
|---|---------------|
| 4 | Bows - |
| | 1-3: Longbow |
| | 4-5: Shortbow |
| | 6: Crossbow |

- | | |
|---|-----------------|
| 5 | Axes - |
| | 1-3: Battle Axe |
| | 4-6: Hand Axe |

- | | |
|---|-----------------|
| 6 | Swords - |
| | 1: Dagger |
| | 2: Greatsword |
| | 3-4: Shortsword |
| | 5-6: Sword |

- | | |
|---|--------------------|
| 7 | Armour - |
| | 1: Leather Cuirass |
| | 2: Leather Hauberk |
| | 3: Chain Cuirass |
| | 4: Chain Hauberk |
| | 5: Breastplate |
| | 6: Plate Armour |

- | | |
|---|-----------------|
| 8 | Clubs - |
| | 1: Club |
| | 2-3: Mace |
| | 4: Morning Star |
| | 5-6: Warhammer |

- | | |
|---|-------------------|
| 9 | Shield - |
| | 1-3: Small Shield |
| | 4-5: Large Shield |

- | | |
|----|-----------------------|
| 10 | Staves - Quarterstaff |
|----|-----------------------|

- | | |
|----|---|
| 11 | Robes - Enchanted Clothing (Armour that is cloth) |
|----|---|

- | | |
|----|-------------------------------------|
| 12 | Roll Twice, each is a separate item |
|----|-------------------------------------|



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After you have discovered what sort of item you have found, roll on either Table F (Weapons) or Table G (Armour) to find out how potent it is.

13.7 Treasure Table F - Magic Weapons. Roll to see how powerful the item is and what effect it has.

	<i>F1 Magical - 10x base cost</i>	<i>F2 Enchanted - 20x base cost</i>	<i>F3 Dazzling - 50x base cost</i>
2d6	2-7	8-10	11-12
2	Cursed!	Cursed!	Cursed!
3	-1 to opponents Armour or Dodge roll	-2 to opponents Armour or Dodge roll	-3 to opponents Armour or Dodge roll
4-5	+1 Damage Roll	+2 Damage Roll	+3 Damage Roll
6-7	+1 to Combat Roll	+2 to Combat Roll	+3 to Combat Roll
8-9	Flaming: +1 fire damage when it hits	Flaming: +2 fire damage when it hits	Flaming: +1d6 fire damage when it hits
10	Rime: +1 cold damage when it hits	Rime: +2 cold damage when it hits	Rime: +1d6 cold damage when it hits
11	+1 SKILL	+1 SKILL & +1 to Damage Roll	+2 SKILL
12	Reliable: Minimum damage roll is 2	Reliable: Minimum damage roll is 3	Roll twice on this column

13.8 Treasure Table G - Magic Armour. Roll to see how powerful the item is and what effect it has.

	<i>F1 Magical - 10x base cost</i>	<i>F2 Enchanted - 20x base cost</i>	<i>F3 Dazzling - 50x base cost</i>
2d6	2-7	8-10	11-12
2	Cursed!	Cursed!	Cursed!
3	Movement skill penalties are 25% less than usual	Movement skill penalties are 50% less than usual	Movement skill penalties are 75% less than usual
4	-1 to opponents damage roll	-2 to opponents damage roll	-3 to opponents damage roll
5-6	+1 Armour roll	+2 Armour roll	+3 Armour roll
7-8	Reliable: Minimum armour roll is 2	Reliable: Minimum armour roll is 3	Reliable: Minimum armour roll is 4
9	Always prevents at least one point of damage.	Always prevents at least two points of damage.	Always prevents at least three points of damage.
10	Resistance: 1 in 6 chance of resisting magic	Resistance: 2 in 6 chance of resisting magic	Resistance: 3 in 6 chance of resisting magic
11	+2 STAMINA	+4 STAMINA	+6 STAMINA
12	Halves damage from fire	Halves damage from fire & cold	Roll twice on this column

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Of course, there are many other magical effects that you could add to weapons and armour, should you wish to include specific items. You should consider their impact on your heroes adventures as some of the abilities are very strong, particularly anything that increases your SKILL or combat roll.

For more ideas, look in the Fighting Fantasy gamebooks and the other Advanced Fighting Fantasy rulebooks. You could include effects such as:

- Weapon has a chosen foe, against which it has increased bonuses or effects.
- Item has some intelligence and personality and can talk to the hero.
- Item has the ability to cast spells a certain number of times each day.
- Item is famous and strikes fear or awe into those that see it.
- Item is 'bound' to the hero and even if they are parted it will somehow return to them.
- Item gives a bonus to the use of a specific skill or a group of skills e.g. 'The Staff of Lores fills the mind with knowledge, granting +2 to any Lore skill test'.

Working out the gameplay effects of such powers should be done with care and the solution will depend on your campaign and setting. Heroes may want to own powerful magical items but the downside is that this can make it difficult to provide them with a challenge.

Summary

The finding of treasure, particularly magical treasure, is a key part of an heroic fantasy game and heroes should expect some rewards for their bravery. The amount of treasure a hero receives can vary enormously and the Director should have a rough idea of how much wealth and power they want to supply, as this will have a strong effect on how the game progresses. The ideas in this chapter should give you a broad enough range of options to choose from and as always you should modify or add to them as you see fit.



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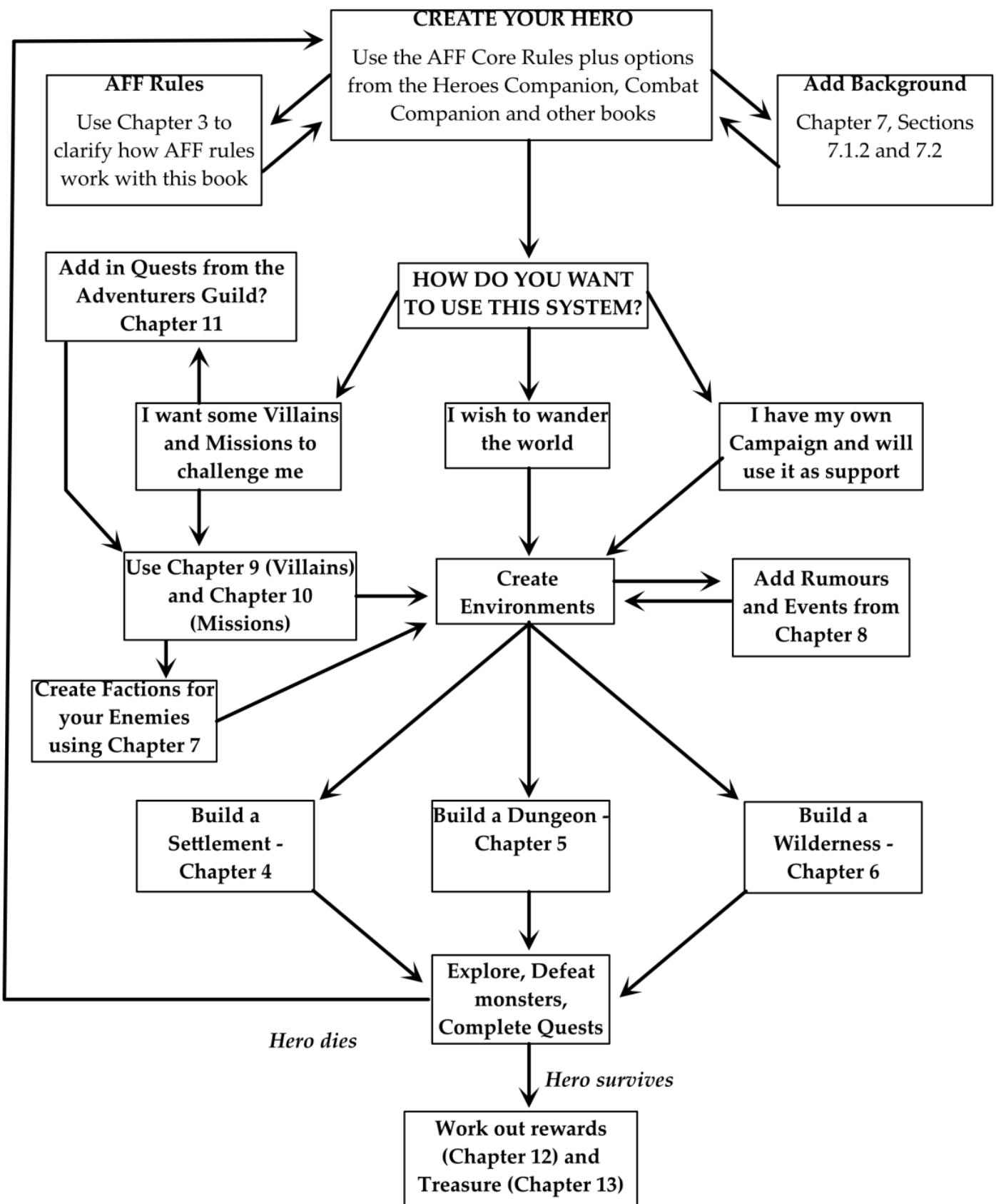
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Settlements		(TH) (WS) Wilderness	Theatre Wealthy Streets
(CG)	City Gate (Wall)	Desert (De)	
(CO)	College	Forest (Fo)	
(DD)	Drinking Den	Hills (Hi)	
(DO)	Docks (or customs house)	Jungle (Ju)	
(GH)	Garbage Heap	Marsh & Swamp (Ma)	
(GY)	Graveyard	Mountains (Mo)	
(HO)	Hospital	Plains (Pl)	
(IN)	Inn	Rivers & Lakes (Ri)	
(JA)	Jail	Shoreline & Sea (Sh)	
(KE)	Keep	Tundra & Ice (Tu)	
(MP)	Marketplace		
(PA)	Park		
(SA)	Slum Alleys		
(ST)	Streets		
(TA)	Tavern		
(TE)	Temple		



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