

INTRODUCTION

Set in a city, this scenario is suitable for 4-5 starting/1st level characters. A general map is provided as a rough guide to locations - precise routes are up to the GM

FIGHTING FANTASY

GMs wishing to use this system will require *Fighting Fantasy* by Steve Jackson. Unlike the gamebooks, the adventure is *not* programmed and will rely much on the abilities of the individual GM.

Since much of the adventure depends on finding out information from living informants, the following system is suggested to allow adventurers and NPCs to fall unconscious at suitable intervals. When *wounded*, roll 2d6: if the result is greater than the *current* stamina of the character, then he falls unconscious (but may be revived later).

Some of the NPCs of the adventure have been given Luck characteristics - use them as you would a player character's to the benefit of the individual. Some NPCs are going to be much tougher than individual adventurers, but they are *very* experienced. GMs should award Luck whenever appropriate.

A group of adventurers may start this adventure with *up to* two doses of healing potion.

THE SEAL

The Seal is a popular inn in the bazaar quarter with a very cosmopolitan clientele - it is especially favoured by adventurers who can often learn of interesting ventures. Morgan, the innkeeper, feels he has a duty to provide entertainment for his customers and is always on the look out for performing troupes. Today, however, he has something special lined up for the evening - a storyteller, new to the city, who has volunteered his services, plus a cut in any profits - something that's worth the risk of employing someone untried.

A. Evening One

In the evening, the youth has already taken up a secluded vantage point by the fire, sipping lightly at a cup of wine and waiting his moment. To any other customer of the inn he looks like a well-travelled, if young, adventurer, dressed in worn parched clothes, with a weather-stained grey cloak drawn around him. Much of the talk this evening is centred around the entertainment that Morgan will arrange - the last act, a juggler troupe, went down well until it was discovered they were using the event to divert the attention of the customers from their purses.

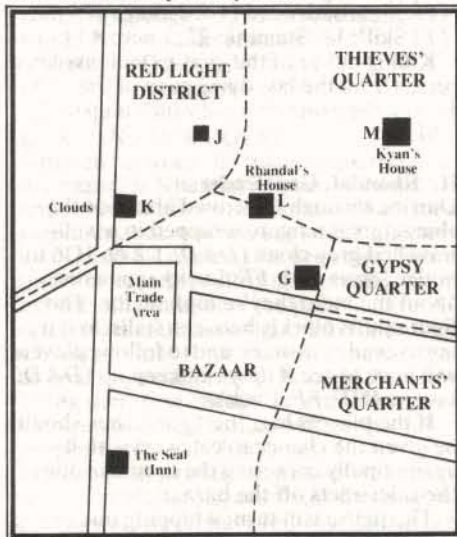
Mid-evening, a gentle cough stills the chatter; the youth now stands on his table and begins to speak. Although his voice is gentle, its firm, steady nature ensures that it carries to every customer, and any remaining talk is stilled. He begins a story - a great adventure of a noble hero, his journeys to foreign countries and the great and legendary monsters encountered. The audience of adventurers are quite captivated by the story - although not totally original, it is very well told. Certainly, nothing up to this standard has been heard over the last few months.

Once the story has ended, the youth is almost obscured by an appreciative audience, all of whom wish to congratulate him

Beyond the Shadow of a Dream

A Scenario for Fighting Fantasy and Basic D&D by Ian Marsh

MAP 1: Area Map of City Section



Main Street Quarter Boundaries 0 100 200 Yards

on an entertaining story - over an hour has passed in the telling. Once the fuss has died down, however, the youth will have disappeared, having slipped quietly away at the first opportunity.

B. Evening Two

Again the youth is seated quietly away from the majority of customers - if disturbed, he will ask the innkeeper to remove the offenders (regardless of their importance). When ready, he begins another story, holding the attention of the inn as on his previous performance. He has a larger audience this evening - his reputation seems to have spread already. As if anticipating the expected mood of his audience, the youth throws himself into the story with a little more gusto, the plot revolving around tales of piracy, sea monsters and eastern princesses. Central to the tale is the description of the palace of a great sea drake; dealt with in such a fashion as to draw gasps of awe from the audience.

At the end of his story, once the youth has received his due adulation, he slips quietly away.

GM's Notes

The players may well try to follow the youth - he will disappear into a side street and the maze of the city, although players should be given the feeling that they only just lose him.

C. Evening Three

This evening, the youth seems a little unnerved and edgy, and the story he tells seems to fit in with the air of melancholy. His narrative is a classic romance, embracing the virtues of a true knight, leading ultimately to the betrayal and ruination of the central character as his ambitions are thwarted. Again, the tale has the same spell-binding qualities and the audience is as appreciative as ever. As he slips away, however, someone follows him, slipping discretely out of the shadows (*D&D*: spot as for secret doors; *FF*: Luck to notice).

GM's Notes

The innkeeper, Morgan, has taken an interest in the youth, and has come to a business agreement with him. He will act in his best interests should the party enquire of him. Several thieves have also taken an interest in Lyanarus, one of which is now on his tail.

D. Backstreet Struggle

The players should have little trouble tailing the youth and his 'shadow' - they are led through innumerable alleys before finally heading towards the city's red light district. Ahead of them, the youth stops - he has been confronted by two dark figures (they are thieves in league with the tailing thief). Breaking to run, he is trapped between the three thieves and comes to a halt...

Should the party intervene, they will have three thieves on their hands.

Thieves: (*D&D*) LVL1, AC7, HTK4, 2, 3, sword.

(*FF*) Skill: 7, Stamina: 15 (for each thief).

In the event of a fight, the youth will keep out of the way (Lyana is reluctant to use her powers since she would reveal herself publicly and have to leave the city). If the thieves defeat the party (knocking them out or scaring them away), they will capture the storyteller who will drop a ring as a clue to finding him.

If the party defeat the thieves, the storyteller will reward them with a valuable looking ring and he will ask to be escorted to his next port of call - Clouds. He will part company with the players here, unwilling to talk further with them.

E. Evening Four

Unusually, the youth is not at the inn. Morgan is concerned for his safety - as far as he knows, Lyanarus was intending to visit the inn as usual and, since the characters are well-known customers (famous adventurers or whatever), Morgan would appreciate them looking into the storyteller, to find out where he's gone or what has happened to him. Although unable to promise great reward, he can offer the tempting bonus of free drinks...

GM's Notes

Lyana has been abducted at a later hour (the previous evening) on one of her thieving runs and her disappearance has been hushed up by the gang responsible. To all intents and purposes, a *male* storyteller has disappeared, although should the party choose to follow up their investigation at Clouds (qv) regarding the arrival of a young

man there the previous evening, the door-men will deny any knowledge (after all, they know that they let one of Valeria's girls in, but discretion prevents them from informing outsiders of the fact). What happens next is dependent on the course of enquiries adopted by the players.

BAZAAR QUARTER

The bazaar, apart from its more honest trades stands, is an accepted area for fencing low-value stolen goods - items that aren't readily identifiable due to their nondescript or common nature. The stall owners who deal with such goods are generally as dishonest as the thieves who supply them. Small time thieves (those not affiliated to the numerous gangs of the city) can quite easily make a living selling to stallkeepers without incurring the wrath of the organised gangs.

The bazaar is a very cosmopolitan area of the city. Except during the early morning and early evening (during which time the stalls are being erected or dismantled), the area is very busy with townspeople out to buy luxury items or food for everyday life. A large number of goods are available in the bazaar, such as pottery, sweetmeats, staple food, clothing, jewellery and ornaments - at reasonable prices.

Three major events can occur in the bazaar which will help the players in their search (other random events are up to the GM).

F. Jewellery Stand

Passing a stall displaying trinkets, something catches the eye of one of the characters (*D&D*: on a 1-2 on 1d6 [elves 1-3]; *FF*: Luck roll). Some pieces of jewellery - some rings and a small brooch - are familiar, and closer inspection reveals that they are very similar to pieces of jewellery worn by the storyteller in the inn. (If Lyanarus has rewarded the players previously in a 'rescue' attempt, then the ring that he has given the characters as reward will be of a similar style of manufacture). The pieces are of a crude nature and of little value.

If asked, the stallkeeper, a rather unpleasant, oily character, will explain their origin as 'coming from a peasant recently arrived in the city, short of money', although this is far from the truth. When pressed (physical force and/or money will be sufficient), he will be easily cowed into telling the truth, revealing that one of the local thieves sold him the jewellery earlier in the day. Although he is unaware of the name of the thief, he is certain that he is one of a large gang, out for a little profiteering on his own. (Which gang he will not know.)

If the party take their brush with the stallkeeper too far, other stallkeepers and their guards will return the compliment and take an interest in the welfare of their own kind. (Players are advised to back down if things get too heated.)

Stallkeeper: (*D&D*) LVL0, AC9, HTK3; (*FF*) Skill: 7, Stamina: 14.

Heavies: (*D&D*) LVL0, AC7, HTK 5,5,5,3,4,2, shortwords; (*FF*) Skill: 8, Stamina: 18 (for each heavy) From 1-6 'heavies' will help the stallkeeper out.

G. Gypsy's Tent

A source of information which is often considered reliable by adventurers and townspeople is a reading of the cards by one of the gypsies of the bazaar.

Entering the tent reveals a world entirely different to the bustle of the bazaar outside. Dark blue drapes blot out both light and noise, helping to create a still and peaceful atmosphere inside the tent. Her face shrouded by veils, only the old, wise eyes of the gypsy woman are visible, and with a dry, hoarse voice, she will ask the characters what they wish to know. For the price of 10 gold pieces she will read the cards for the players, although she'll only be able to reveal the following facts.

From the significator, the page of wands (from the description the players must give for reading to have any meaning), she can tell them that the person that they are seeking is still alive, but a prisoner against his will; that while he is powerful, he is weak, and his weakness makes him easy to dominate and that many people are interested in his activities (a man of power, a woman of repute and groups of lesser individuals), yet not all of them act in his best interests.

Any variations on the above are up to the GM, but don't give too much away.

If threatened by the players, the gypsy's bodyguard who has been standing nearby behind a curtain, will intervene to defend her.

Gypsy Bodyguard: (*D&D*) LVL3, AC5, HTK20, broadsword (1-8 damage). (*FF*) Skill: 12, Stamina: 22, Luck: 8

Killing either of the gypsies will invoke a curse (from the last dying gasp of the gypsy), the exact effect of which is up to the GM.

H. Rhandal, Gangleader

Darting through the crowd ahead of the characters is a figure wrapped in a well-travelled grey cloak (*D&D*: 1-2 on 1D6 to notice [elves 1-3]; *FF*: Luck) - someone about the build they're looking for. The figure shifts quickly between stalls, as if trying to evade pursuers, and to follow, players will have to see if they can keep up (*D&D*: save vs INT; *FF*: Luck).

If the players lose the figure, they should be given the chance to catch up with it again, finally cornering the person in one of the sidestreets off the bazaar.

The figure will turn, whipping out an ornate rapier, challenging the party as to their reasons for chasing him. As the hood falls from the head of the man, a complete stranger will be revealed: a small, dark, wiry man, potentially dangerous since he looks extremely skilled with his rapier. Beneath the cloak, clothes of a very high standard of quality are revealed... the characters have cornered someone of some standing.

Rhandal: (*D&D*) LVL3, AC6, HTK10, Thief, +1 rapier, +1 ring of protection. (*FF*) Skill: 10, Stamina: 20, Luck: 10, rapier (does one extra point of damage to stamina when hits).

Rhandal is a leader of one of the larger gangs of thieves in the city, and although he knows that some of his minions are only a few seconds away, he'd much rather talk than spill blood. He knows of the party, having been present at the inn on the few occasions that the storyteller was there, and he has been touring the city dressed in a similar fashion to find out who knows about Lyanarus and how much they know.

Rhandal is the pivot around which the final stage of the adventure revolves. He is interested in talking to the characters to find out what they know so that he can piece together exactly why Lyanarus has gone

missing. Given the chance to talk to the characters, he will 'suddenly recognise' them as being present in the inn, and bring up the subject of the storyteller, mentioning how good he thought his tales were and wondering, since the characters have probably been to the inn more than he, whether they know if the storyteller is still performing at the inn, since he has a private engagement in mind. If the players are willing to talk to Rhandal, he will suggest that they meet him at his residence for dinner later that evening.

After two rounds of combat, or the equivalent length of time, three of Rhandal's henchmen will arrive on the scene, concerned about the safety of their leader: if he is engaged in conversation, they will be acknowledged and introduced, although they don't convey the same feeling of wealth as their master (a little scruffy around the edges being a good description!).

Otherwise they will assist Rhandal, attacking quietly from behind.
Henchmen: (*D&D*) LVL2, AC7, HTK6,5,7, Thief, shortsword, sling. (*FF*) Skill: 8, Stamina: 15,

If a fight has ensued, Rhandal will want the characters taken alive - despite their rashness, their help is going to be valued, and after all, for what he proposes, he needs quite a bit of help.

If really pressed and liable to lose a fight, Rhandal will reach into his jerkin and produce a small pouch, shaking it towards the characters. It is a sleep dust, causing all within it's 20' diameter area of effect to fall unconscious to the ground. (*D&D* characters have a save vs spells to resist).

RED LIGHT DISTRICT

Many vital clues to the mystery can be picked up from a tour of the red light district of the city, although not all are readily apparent.

I. Catspaw

General observation of the streets and alleys will turn up the fact that a renowned thief/adventurer, Catspaw, seems to be spending a great deal of time investigating many nooks and crannies - at both street and rooftop level. Catspaw is well known in the bazaar quarter and asking around various stall owners of the area will get the information that he is currently engaged by the Lady Valeria (of Clouds, a notable house of pleasure on the main street of the area) to find the whereabouts of one of her girls who has recently gone missing.

Catspaw is a short, slimly built, dark-haired man of youthful appearance, dressed in worn, non-descript clothing, his features generally concealed by a hooded cloak. He will be wary of being approached by any groups (especially those armed to the teeth!) and will edge away from such confrontations (disappearing into the shadows to re-emerge later in order to take single members of the group unawares for questioning). A discreet approach in the street will elicit limited information; Catspaw will maintain that his search is very much done as a personal favour, with a relatively low profile to be maintained.

Should a suitable venue and time be arranged (Catspaw will prefer an inn on his home patch, the bazaar), then, for the price of a few gold pieces and some wine, he is prepared to be more frank in the matter. The disappearance of the girl has occurred in

unusual circumstances - she appears to have vanished without trace. No-one has reported seeing her and no other house of the area has taken her in - either she has run off or she has gone into hiding for some reason. His contacts in the 'underground' have so far been unable to furnish him with any information - something that is particularly unusual. His personal feelings are that she has used Valeria for her own ends and having become established in the city has elected to go it on her own. If Valeria wasn't such a good friend he'd give up the search. Catspaw: (D&D) LVL2, AC7, HTK6, Thief, Shortsword, Throwing Knives (x2). (FF) Skill: 10, Stamina: 20, Luck: 12, Attacks: 1 (sword), 2 (knife).

J. A Brief Departure

From a darkened alleyway off one of the side streets in the red light district can be heard (D&D: Listen; FF: Luck) a few faint moans (these will be more audible if a party stops for a few moments in their search). They emanate from behind a dilapidated doorway which will yield easily to force, a makeshift barricade splintering as the door bursts inwards. Beyond, in a small, unlit single room is the huddled form of a young girl, her hair, face and clothes caked with dirt and blood. Close examination will reveal that she is in need of urgent medical attention - in addition to what appear to be stab wounds, she is running a fever.

A cure light wounds [FF: healing potion] will help solve the initial problems of the stab wounds, but the girl is still too weak to respond (she is suffering from a disease as well as the wounds as a result of her living conditions). Bed rest and attention for a week is the minimum she will require to be in a fit state to help.

Although pretty, and very like the description Catspaw will have given the players of the girl he is searching for, she is unconnected with the adventure, being a low class whore whose pimp has decided that she is cheating him and has taken it out on her. With no funds, she is unable to do anything about her current predicament.

Introducing Catspaw to the girl will throw him - he believes that she is the one he's looking for and will suggest taking her (whatever condition she's in) to Clouds where Valeria will be able to look after her. Although Valeria will recognise her, however, she is not the one she is looking for; she will offer to take her under her wing and return her to good health (she is a good business prospect).

K. Clouds

Clouds is a house predominantly frequented by merchants and other gentlemen of means: it is expensive and select, the girls of the house being learned in many foreign arts. Lady Valeria, the owner, has a keen eye for a promising girl and will often help one get a start in the time-honoured profession, content with the knowledge that the money spent on training will be more than repaid in years to come.

Such was the case with Lyana, a girl she found huddled in a backstreet doorway some two months ago. Recognising a 'natural', Valeria undertook the task of training her personally, and after only a month, Lyana had picked up all the necessary skills and manners to be unleashed on the clientele. Most of the girls of the house have taken a liking to her and are upset at her sudden disappearance - it isn't like her to

disappear without telling someone where she's off to.

Valeria is extremely concerned for her safety - no-one disappears completely without trace, even in a city as large as this one. Valeria's contacts have been unable (or unwilling) to talk and she has a number of favours from friends to get them out on the streets searching for her (eg Catspaw). She will be happy to give the characters any information they require concerning the girl if they are likely to be able to find her.

The only thing that is unusual about Lyana's routine is that she almost appeared to lead a double life - disappearing in the early evening for up to two hours - Valeria suspects that she has found a young gentleman who she favours but has yet to bring up the subject with her (she believes in giving her girls some element of freedom and privacy). Certainly she has a winning way with her customers - many of whom say that she has a strange charm, something that makes them forget the cares of the world. At all times, Valeria will refer to Lyana as 'Fern' - her 'house' name.

Valeria is still considered attractive by many of her admirers: she is of average height, slim and brunette, greying slightly. She is a shrewd business woman with many contacts throughout the city; crossing her would be very dangerous indeed!

Valeria: (D&D) LVL0, AC10, HTK3. (FF) Skill: 6, Stamina: 10.

L. RHANDAL'S HOUSE

Situated between the thieves' quarter and the bazaar is Rhandal's house - a large, impressive stone house originally built for a merchant, but now used as a headquarters for Rhandal's respectable activities. Some traces of its former glory still remain - white marble pillars support the porch, and gold ornaments still adorn the solid oak doors. Characters may find themselves here either as invited guests or as 'prisoners' after losing their first encounter with Rhandal. Once at dinner, Rhandal will put his full proposition to the characters.

Since both parties have an active interest in the storyteller, Lyanarus, (otherwise the party would never have followed him in the bazaar), he will reveal what he knows. Lyanarus has been running the gauntlet of a number of gangs by making large hauls from reputable (and sometimes 'protected') merchants, thereby taking away revenue from the gangs and upsetting some of their clients who, understandably, thought themselves now protected from such crimes. When last heard of, Lyanarus was being held by one of the gangs who wish to find out his secrets - presumably for their own benefit.

What Rhandal lacks is adequate manpower (of reasonable fighting ability and bravery - he will stress the latter) to attempt a rescue mission against the house Lyanarus is being held captive in. He would appreciate more information about the storyteller - in case they have any other pertinent facts. Rhandal's statement about manpower seems to be true - all he will have in the house are the 'friends' the party will have already encountered in the bazaar plus one proper bodyguard. For taking part in the mission, Rhandal will be prepared to pay well for the party's help, although his funds aren't limitless.

If the party accept, Rhandal will suggest that tonight is as good an opportunity to strike as any - any later and the gang may

well move their captive. Rhandal will also provide a guide (also a very good 'locksmith' should the party need help getting in!) to take them to the house he believes the storyteller is being held in. He will, however, request the minimum of bloodshed since some of the servants are in his pay and he doesn't want to lose his carefully built up spy structure! The characters should bring their captive back to Rhandal's house.

Should the party refuse Rhandal's kind offer then they may as well find themselves, at a later date, pursued by a number of assassins - they may have learnt too much in this encounter!

Rhandal's Motives

Rhandal, being a rival gang leader (although he has a good outside cover as a prosperous merchant), would quite like to see Kyan overthrown or humiliated over Lyanarus. Kyan is a relatively unimportant gang leader who has been a thorn in the side of Rhandal's operations for a number of years, and Rhandal is not best pleased to find that Kyan has stumbled upon such a unique and clever thief (albeit not co-operating as yet). Rhandal has been tailing Lyanarus himself, making an earlier, but abortive, attempt to capture him. The engagement Rhandal has in mind is as a competent thief in his organisation, rather than a storyteller.

House Staff

The three thugs, the bodyguard and Rhandal are, like the party, apparently unarmed, although each has a knife concealed very carefully about their person - they have a distinct distrust of new acquaintances. The thugs' stats are as they were for the bazaar encounter.

Bodyguard: (D&D) LVL2, AC5, HTK11, Fighter, sword. (FF) Skill: 9, Stamina: 18.

M. HOUSE OF KYAN

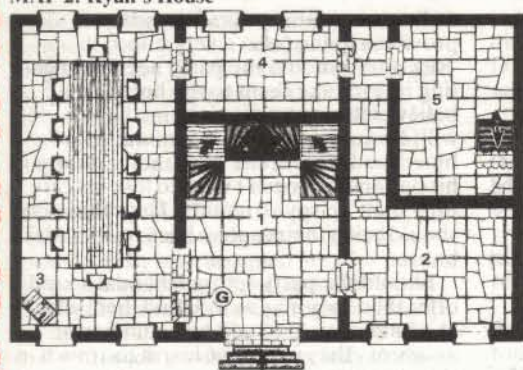
The house Rhandal's guide will lead them to is a dilapidated wooden construction nestled deep within the thieves' quarter of the city. The guide is wary on the approach to the house and seems to be scanning the dark valleys and shadows for possible spies and lookouts, although he sees none. At the main doors (since Rhandal predicts that a 'direct' entry will not be anticipated by the devious minds of the thieves) the guide stops and makes ready to leave, agreeing to meet the party in 30 minutes just around the corner. (If required, he will pick the lock on the door to allow the party to get in easily).

1. Hallway. Behind the doors sits the slumbering form of one of Kyan's guards - listening at the doors beforehand will register a gentle snoring sound (D&D: Listen; FF: Luck). A noisy party has a 2 in 6 chance of waking the guard each minute they are in the hallway. Sleeping, he will be no problem to deal with, although awake, he could bring the whole household down on the intruders.

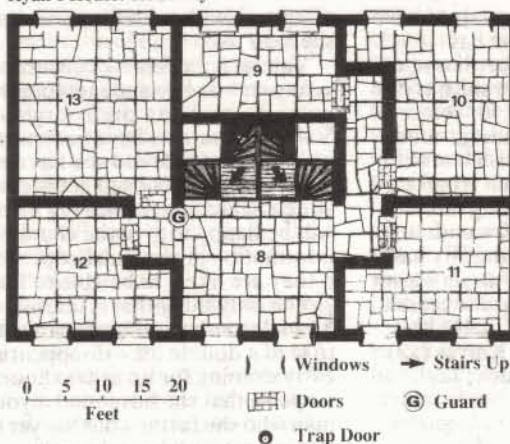
Bodyguard: (D&D) LVL1, AC5, HTK6, Fighter, sword. (FF) Skill: 8, Stamina: 12.

2. Library. Little used, the array of shelves mainly empty, and the solitary desk and chair are covered with a thin film of dust. The three drawers on the desk are locked (out of habit) but are empty, and those books on the shelves are mainly of a trivial nature - local history, customs and the like.

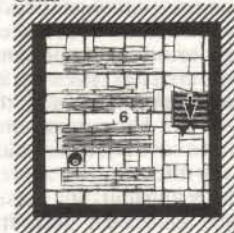
MAP 2: Kyan's House



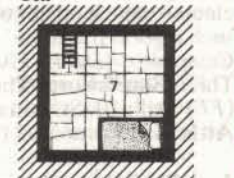
Kyan's House: 1st Storey



Cellar



Cell



3. Dining Hall. The main feature of this otherwise plain room is a large table around which are arranged twelve chairs. A large locked chest contains cutlery, tablecloths and china, otherwise there is nothing of value.

4. Kitchen. At night, the kitchen doubles as the sleeping quarters for the servants of the house, of which there are ten. Entering the room without due precautions has a 5 in 6 chance per minute of disturbing a sleeping servant who will then proceed to raise the alarm. None of the servants are particularly brave, however, and will be unwilling to fight.

5. Pantry. A well provisioned room containing a large supply of foodstuffs; steps from the room lead down into the cellar.

6. Cellar. An iron grilled door shuts this section of the house off from the pantry, although it is unlocked. The rusty hinges will screech noisily unless attended to when the door is opened. Beyond, the cellar shows signs of sporadic use - as if the racked wine is for show rather than everyday use. A fine film of dust lies on the floor and the wine racks.

A search party of the cellar will (*D&D*: as secret doors; *FF*: Luck, penalty of -2) give the feeling that something is wrong - the dust isn't natural, and another successful search (*D&D*: as secret doors; *FF*: Luck) will reveal that one of the racks is filled with lighter, wax bottles, the rack sliding away to reveal a small trapdoor. A tiny scrap of grey cloth is caught between the door and its frame. Listening, faint sounds of movement can be heard below.

7. Cell. Opening the trapdoor will reveal a darkened room and a shaky ladder leading downwards. The only inhabitants the players will be able to see are a pair of large rats who will run into their hole beneath the bed (which is the only piece of furniture in the room). The cell shows signs of recent use - almost as if it has been vacated an hour or so beforehand.

Lyana, the woods vampire, is still present in the cell. From the noise above, she has deduced that whoever is investigating her prison is someone other than her captors and has used her natural ability to turn invisible, ready to escape from the cell if the above trapdoor is opened (following investigators out where necessary).

8. Landing. Like the hallway, a guard has been posted, seated at the top of the stairs, and in an equally alert state of mind as his companion below. He sleeps more lightly, however, and there is a 3 in 6 chance of him waking up if the party is too noisy. Should he awake, he will warn his master

and then feign sleep, hoping to gain the initiative if approached.

Bodyguard: (*D&D*) LVL1, AC5, HTK7, Fighter, sword.

FF Skill: 8, Stamina: 10.

9. Study. A smaller, more used room than the library, although quite spartan in its furnishing. A locked drawer in the desk contains a seal of unique design (used by Kyan to mark official business).

10 - 12. Bedrooms. All ornately furnished (with stolen goods), these appear to be in constant use (they are guest rooms for Kyan's business associates).

13. Kyan's Bedroom. Kyan is a particularly light sleeper and the slightest noise from outside the door (or windows) is sufficient to alert him. He will have readied a crossbow to fire at the person to enter his chamber, the bolt being tipped with poison (*D&D*: hits at Kyan's level of ability, save vs poison or die; *FF*: Luck to avoid or die). If drastically outnumbered he will attempt to flee, preferring a window exit and escape across the rooftops.

If the party are few in numbers or weak, then he will stay to fight or parley. He knows the storyteller is in his cell, but if he has escaped, this will be a shock, especially since he will be unable to work out how. Perhaps someone else has set her free? Kyan: (*D&D*) LVL3, AC10, HTK8, Thief, sword, light crossbow. (*FF*) Skill: 9, Stamina: 19, Luck: 9.

FINALE

Lyana, deciding at last to reveal her 'powers' since she can see it as the only way out of her predicament once Kyan's true motives behind her capture were revealed earlier that evening. Again she will have disappeared under unusual circumstances. She will return to Clouds, suitably 'battered', claiming that all has gone wrong - her lover has betrayed her and she would like Valeria to take her back into the house, with the promise that she won't make the same mistake again. Valeria will, despite a few misgivings, accept her. After a week or so, perhaps even the storyteller may reappear at The Seal after having to rush away on some important business. Catspaw, after a few days, will be able to inform the players that the missing girl has returned, and perhaps they could now use his assistance in their problem...

DM's Background - Lyana

Lyana is a woods vampire who has been drawn to the city by some of the dreams that a recent encounter provided. Initially lost, she has taken shelter in Clouds, although she finds the atmosphere limiting. With her

natural talents, she is able to intercept the dreams and worries of her merchant customers and find out their secrets, and whilst they are left believing they are enjoying her favours, Lyana has left Clouds to raid their houses, stealing choice items of jewellery and the like. Additionally, the number and burden of the dreams she feeds on have had to find an outlet, something she hasn't had to cope with before. Disguising herself, she has taken on the role of a much travelled storyteller, adding the masculine ending to her name for convenience.

Her thievish activities have warranted the attention of a number of gangs of thieves who see her as a threat to their livelihood who must either be eliminated or instructed as to the proper ways of the city. With this in mind, a number of gangs wish to seize this impudent storyteller/thief for their own benefits.

As far as all parties are concerned, it is Lyanarus, womaniser and thief who is responsible - even Rhandal and Kyan are unaware of Lyanarus' true identity. Lyana: (*D&D*) AC5, HTK17, HD4. (*FF*) Skill: 4, Stamina: 22, Luck: 12.

WOODS VAMPIRE

AC: 5
Hit Dice: 4
Move: 120' (40')
Attacks: special
Save as: Fighter 9
Treasure: Nil
Alignment: Neutral or Good

The wood's vampire is a peaceful, intelligent creature native to woodlands, where it helps to sooth the fears and anxieties of many other woodland beasts. It appears as a beautiful human female, although is often mistaken for a youthful man. It lives off the thought patterns of other beings, absorbing them and adding to its experiences and knowledge at the same time. It is prone to preying on travellers who rest in its wood since they provide a rich source of dreams and experiences - wild fanciful excursions which appeal to its senses. Being shy, it rarely encounters the majority of the human race, although the dreams it feeds off sometimes fire it into visiting villages.

It is reluctant to attack, defending itself with only that which is handy, plus, when suitable, its natural abilities of *charm person*, *invisibility*, *remove fear*, *resist cold* and *cure light wounds*, all of which may be used twice per day. Exceptionally acrobatic, it has thievish abilities equal to those of a thief of its hit dice. The naturally charismatic qualities of this creature hold some sort of spell over others and woods vampires make good orators. □