

## Thugs & Thieves Sample Scenario

This document attempts to provide the pieces of information necessary for a GM to run a satisfying *Thugs & Thieves* game.

### ***The Job in a nutshell:***

King Ferrance wants the party to rescue my daughter from the evil cultists who plan to sacrifice her.

### ***Details:***

The cult responsible for the kidnapping is named the Sanguine Throng. They are a blood/heart magic cult. Eating the heart of a sacrifice gives you power over the spirit of the deceased. The cult is powerful, and they control a decent chunk of land through feudal obligations. Gouthrawn is a harsh leader, but his tenants and subjects regard him as just (as indeed he would have to be in order to maintain any long-lasting feudal obligations). The cult does not have an army, although there are plenty of temple guards who patrol the cave complex. These guards are cultists as well, and are completely loyal to Gouthrawn, regarding him as a spiritual leader as well as a commander.

### ***The major NPCs:***

- King Ferrance. Ferrance wants his daughter rescued. Despite her shortcomings, she is precious to him. In addition, she is the last of his kin, and he wants her to marry and bear a son to continue the royal line. Beast Lore 3; Charisma 9; Cunning 8; Physique 4; Thievery 3; Toughness 4
- Princess Elsha. She was kidnapped by the evil cultists during an outing. The princess's bodyguards were brutally slain and their hearts taken. The princess is an ungrateful brat, much more interested in the condition of her own material comforts than with her father's kingdom. Think Princess Vespa from *Spaceballs*. Beast Lore 3; Charisma 5; Cunning 4; Physique 3; Thievery 2; Toughness 3
- Gouthrawn, leader of the Sanguine Throng. He masterminded the kidnapping of the princess and by ritually sacrificing her and eating her heart seeks to gain control of the fates of the royal family through blood magic. His ultimate goal is to rule all the land. He is a large, imposing man who dyes his skin and hair crimson. Beast Lore 8; Charisma 8; Cunning 8; Physique 6; Thievery 6; Toughness 6

### ***Who is in the way:***

Cultist guards. These are the folks that the party will be wading through on their way in and out of the temple. There is an inexhaustible supply of these poor bastards. They typically wear leather armor that is dyed blood-red; other than that, their gear varies from guard to guard.

### ***The Beast:***

A Blood Serpent guards the princess. This is a giant snake, blood red with glowing red eyes. If it hits with a bite, the target must make two TOUGHNESS checks - one for the bite itself and one to see if the poison takes effect. The poison can cause a WOUND if the bite itself doesn't, and vice versa, or both or neither can cause WOUNDS. The snake can attack with a bite and whip

with its tail in the same conflict resolution phase. Beast Lore NA; Charisma NA; Cunning 3; Physique 10; Thievery NA; Toughness 7

BEAST LORE reveals: The information about the poison requiring two TOUGHNESS checks. Drinking about a half-cup of human blood (not your own) makes you immune to the serpent's poison while the blood is in your system.

### ***The Arena:***

- The city. Your typical urban cradle of decadence and sin.
- King Ferrance's castle in the city. This is an opulent palace, complete with lots of guards, snobby courtiers, and a harem.
- The surrounding rocky hills. The city is in a valley amid rocky, treacherous hills. There are a few farms around the city, but most of the city's food and commodities come from trade with neighboring city-states.
- The cave complex in the hills. There are dozens of entrances to the caves, and an endless maze of caverns and such. There is a large main entrance to the caves near the temple; this entrance is guarded by cultists. There are also back ways into the temple complex from other areas in the caves.
- The cult's temple/stronghold in the caves. The temple stronghold is basically a counterpart to Ferrance's castle. Carved from the living rock, it is every bit as splendid as the palace in the city, and similarly populated with guards, courtiers, and concubines.
- Gouthrawn's inner sanctum. This is where the sacrifice is to take place, and also where Gouthrawn holds "court" and performs church services for the cult. A large open area, there is also a private section with Gouthrawn's personal quarters. These are tidy and unassuming.
- The underground lake near the temple. This is a small underground lake. It can be reached from either the caves or the temple proper. In addition, there is a secret passage to the lake from Gouthrawn's inner sanctum. There are a number of skiffs on the shore at various points for the cultists' use.
- The island with the snake where the princess is held. Visible from the shores of the lake due to the fact that it is lit with torches. In the center of the small outcropping of stone is a wooden pillar to which the princess is chained. The Blood Serpent lies in a coil near the pillar, its eyes watchful. The snake will not leave the island, and will not suffer any to set foot on the island other than Gouthrawn, who can command it.

## Arena Map

