

# ROGUES IN THE HOUSE

A SWORD & SORCERY ADVENTURE  
ADAPTED FROM THE TALE BY ROBERT E. HOWARD

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## ABOUT THIS ADVENTURE

This adventure is inspired by Robert E. Howard's Conan tale, *Rogues in the House*, and adapted for Dain Lybarger's [Sword & Sorcery hack](#) of *Marvel Heroic Roleplaying*.

## USING THIS ADVENTURE

Use this adventure as a stand-alone tale or as an episode in an on-going campaign. Throughout the adventure text, notable details are called out in **Red Bold**. Character speech is **Green**, and traits and Scene Distinctions for each location are called out in **BLUE SMALLCAPS**.

## SETTING

The action takes place in an unnamed city-state somewhere near the **Zamoran border**.

Prominent locations visited during the action include a **prison cell**, the **sewers and basements** beneath a fortified manor house, and the **manor house** itself.

## HOOK

This adventure is suitable for a single hero. He or she begins the adventure in an unfortunate position, chained to a wall in a dungeon cell, convicted of a capital crime...

[Conan's datafile](#) is available online or on the next page. Feel free to use any hero you please for this adventure.

## EVENT MILESTONE OPTION

### Revenge!

- 1 XP** when you figure out, or find out, who betrayed you to the constables.
- 3 XP** when you delay other important tasks to seek an encounter with whoever betrayed you.
- 10 XP** when you slay or humiliate those who betrayed you, or when you grant them forgiveness.

# ROGUES IN THE HOUSE

## CONAN THE CIMMERIAN

### MEANS

STEEL D10

GUILE D8

LORE D6

### DISTINCTIONS

CIMMERIAN WANDERER

QUICK TO LAUGHTER, AND TO ANGER

PANTHERISH GRACE

### CIMMERIAN HERITAGE

MIGHTY THEWS D8      WOLF-LIKE STAMINA D8

SFX: *Hardy*. Spend 1 PP to ignore Stress, Trauma, or Complications inflicted by cold or exposure to the elements.

SFX: *Second Wind*. Before you make an action including a CIMMERIAN HERITAGE power, you may move your physical stress die to the doom pool and step up the CIMMERIAN HERITAGE power by +1 for this action.

Limit: *An Insult is a Challenge*. Gain 1 PP and take d6 Emotional Stress when 'civilized' men casually insult you or an ally, especially when couched in flowery language.

Limit: *Distrust of Cities*. Gain 1 PP and step up Mental Stress or Complications from being in a city or urban area.

### BELONGINGS

WEAPON D8      ARMOR D6

SFX: *Dangerous*. Add a d6 to your dice pool for an attack action, and step down the largest die in the pool by -1. Step up Physical Stress inflicted by +1.

Limit: *Gear*. Shutdown any BELONGINGS power and gain 1 PP. Take an action vs. the Doom pool to recover gear.

### CAREERS

BARBARIAN D6

THIEF D6

PIRATE D6

MERCENARY D6

### MILESTONES

#### Savage Superiority

1 XP when you display or express ignorance of 'civilized' customs.

3 XP when a victory shows your barbaric heritage to be superior to 'civilized' ways, or when you take Mental or Emotional Stress from being defeated by 'civilized' means.

10XP when you convince a superior 'civilized' opponent that savagery is mankind's natural state, or when you choose 'civilized' life and settle in a city (even as its king).

#### King by your own Hand

1 XP when you fight for or against the forces of a nation's Sovereign.

3 XP when you lead men into battle, or when your political cunning brings you success.

10XP when you seize a throne by force, or when you decline the offer of a crown.

## BUILDUP: AN ILLEGAL PROPOSITION

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The hero has been captured by the constabulary of a Zamoran border city-state, and tossed into a dungeon cell, awaiting execution. The hero begins with the complication **FAMISHED D10** and is bound in heavy chains.

In the original tale, Conan was charged with slaying a corrupt priest of Anu who was both a fence and an informer. If using a custom hero, ask the player what crime brings his character to this particular low point.

If the hero has a Power Set with the Gear Limit, it begins the scene Shutdown—give the hero a Plot Point accordingly.

### AN UNEXPECTED VISITOR

After an interminable day and night of captivity, chained to the wall of a dank cell, the hero receives a visitor: **Murilo**, a young nobleman, heavily wrapped in a black cloak, his dark curls scented with perfumed oils.

The nobleman wastes no time. “Would you like to live? If I arrange for your escape, will you do a favor for me? I want you to kill a man.” It’s a blunt offer, but really, what choice does the prisoner have?

If the hero asks about the identity of the nominated victim, Murilo will lean close, and whisper. “Nabonidus, the King’s Priest.” Even a foreigner to the city will know that name. The **Red Priest**, by reputation at least, reads the minds of his victims and pulls strings that make men dance like puppets. He pulls the ones attached to the King, at any rate.

“You will be freed within the hour. There is but one guard in this part of the dungeon at night. He can be bribed; he has been bribed.

“Once I have established my alibi, the guard will unlock the door to your cell. You will bind him with strips torn from your tunic; so when he is found, the authorities will think you were rescued from the outside and will not suspect him.

“Go at once to the house of the Red Priest and kill him. Then go to the **Rats’ Den**, where a man will meet you and give you a pouch of gold and a horse. With those you can escape from the city and flee the country.”

## SWEETENING THE DEAL

In the original tale, Conan bargains a bit to sweeten the deal—he has gone without decent food for some time, and demands that meat and ale be provided for him.

Murilo will agree to any such reasonable demands, and instruct the corrupt gaoler to deliver a haunch of beef and a flagon of ale to the prisoner, thus removing the **FAMISHED D10** complication.

If the hero does not negotiate, Murilo has the gaoler provide a mediocre meal that reduces **FAMISHED** to d6.

## DOOM POOL

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The **Doom Pool** begins at **2D6** for this one-Act adventure.

## ACTION: JAILBREAK

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This scene begins in the hero’s cell, a dark and dank place furnished with a simple cot and a straw mattress. **HEAVY IRON CHAINS** bind the prisoner to brackets set in the stone wall. A **LOCKED DOOR** of thick wood bound in iron bands seals the cell.

The corrupt gaoler provides a decent meal for the prisoner, as agreed, and advises the hero that he will return at shift change to affect the prisoner’s release.

### AN UNFORTUNATE WRINKLE

The unfortunate difficulty of working with shady and bribable individuals is that sometimes their other sins come home to roost at inconvenient times.

Shortly after the delivery of the food, constables arrive to arrest the gaoler on charges stemming from his other crooked activities! By shift change, he occupies the cell next to the hero!

The relief gaoler is less corruptible, but no nicer a person. Espying, through the barred grille in the cell door, the hero gnawing on a beef bone and drinking from a flagon of ale, he unlocks the door and storms inside, intent upon confiscating the offending items...

## EXPERT GAOLER D8

STEEL D8      GUILLE D6      LORE D4  
 POINARD D6

SFX: *Dangerous*. Add a d6 to your dice pool for an attack action, and step down the largest die in the pool by -1. Step up Physical Stress inflicted by +1.

Limit: *Gear*. Shutdown Poinard and add a d6 to the Doom Pool. Spend a d6 from the Doom pool to recover gear.

This wouldn't be much of a fight, except for the **HEAVY IRON CHAINS** binding the prisoner to the wall, and the fact that the hero is unarmed—except for the **BEEF BONE** and the **FLAGON**.

Enterprising heroes may use either for a Stunt, or if the hero has a Weapon die with the Gear Limit, a roll against the Doom Pool can recover the power as a makeshift weapon. Once the gaoler is down, his poniard is available as a better weapon.

### IF AT FIRST YOU DON'T ESCAPE...

In the unlikely event that the hero fails in his escape attempt, the Gaoler will see to it that the scheduled execution is moved up!

Before dawn, the Gaoler returns, gloatingly unshackle the prisoner's chain from the wall, and use it to lead him to the headsman's block in the courtyard upstairs. This is the hero's last chance! Note that a **HEAVY IRON CHAIN** makes an excellent strangling cord...

### OPTIONAL ACTION: VENGEANCE!

This is an optional scene, included if the hero wishes to pursue the **Revenge!** Event Milestone.

Ask the player who might be responsible for the hero's arrest. Actions in pursuit of vengeance may mostly roll against the Doom pool, but feel free to create the target of the hero's vengeance as an Expert or Master Specialty Character, similar to the gaoler above.

In the original tale, Conan was betrayed by a prostitute of his acquaintance. Although he casually slew her new 'suitor', he showed considerably more forbearance in his revenge upon the girl—whom he threw into a cess-pit.

### MEANWHILE...

Unbeknownst to the hero, Murilo has faced desperate reversals of fortune this day. Word reached him at his home that his henchman the gaoler had himself been gaoled.

Assuming that his deal with the prisoner was thus foiled, and knowing that in order to save his own life the Red Priest must die before the morrow, Murilo determined to kill his target himself. More about this will be revealed, as the tale unfolds...

### ACTION: HOUSEBREAKING

Either immediately after the jailbreak, or after seeking vengeance, the prisoner faces the prospect of actually earning the pouch of gold and the horse that await him.

The mansion of the Red Priest is well-fortified within a walled garden—one no doubt patrolled by guards, guard dogs, or worse. Entry via the sewers seems a more likely route, but heroes traversing the garden meet a troop of guards with an Asset **VANTAGE POINTS** which is a d8 during the day and a d6 at night.

## TROOP OF GUARDS

<b>MEANS</b>	<b>DISTINCTIONS</b>
STEEL 4D6	WELL PAID
	BORED
	AFRAID TO ENTER THE MANSION

### MERCENARY GUARDS

BOWS AND SPEARS D6      LEATHER ARMOR D6

SFX: *Subdue by Teamwork*. On a reaction against a physical attack, inflict mental stress with your effect die at no cost or spend a d6 or larger doom die to step it up +1.

Limit: *Troop Cohesion*. Defeat Steel dice (with d8 stress) to reduce troop.

### GUARD BEASTS

CANINE SENSES D8      TOOTH AND NAIL D6  
 CANINE SPEED D8

SFX: *Ever Vigilant*. Spend a d6 or larger doom die to add Canine Senses (or step up by +1 if already in your pool) and reroll all dice on a reaction.

Limit: *Soothe the Savage Beast*. Step up or add d6 to the doom pool to step up or double any asset, stress, or complication used to calm or control Guard Beasts, if it appeals to their animal nature.

### CAREERS

HUNTER D6      MERCENARY D6      SERVANT D6



## THE SEWERS

If the hero proceeds through the sewers and into the basement beneath the Red Priest's manse, call for a roll versus the Doom Pool: As the hero crawls from the **DARK AND REEKING** sewer tunnel, a **HEAVY IRON GRILLE** with spearhead-tips crashes down from the ceiling!

On a success, the hero escapes without injury; otherwise he takes Physical Stress from those rusty spearheads. Either way, the passage back is now blocked; the grille is so massive that an elephant couldn't shift it, and so closely spaced that a rabbit couldn't wriggle between its bars.

Groping through the **OMINOUSLY DARK, CRATE AND CASK-STREWN** storerooms, the hero soon senses a presence—someone else is down here! Call for a roll versus the Doom pool with any relevant abilities if the player wishes to identify the other person in the dark. (Conan identified Murilo by the scent of his perfumed hair-oil, for example.)

Alternatively, players may prefer to attack first and ask questions later...

MURILO	
<b>MEANS</b>	<b>DISTINCTIONS</b>
STEEL D6	PERFUMED FOP
GUILE D6	DESPERATE
LORE D6	
SWORD D6	
SFX: <i>Dangerous</i> . Add a d6 to your dice pool for an attack action, and step down the largest die in the pool by -1. Step up Physical Stress inflicted by +1.	
Limit: <i>Gear</i> . Shutdown any Belongings power and add a d6 to the Doom Pool. Spend a d6 from the Doom pool to recover gear.	
<b>CAREERS</b>	
NOBLE D10	THIEF D6

Murilo is as surprised to find the hero down here as the prisoner is surprised to find him. "I came to kill Nabonidus. I heard they had changed the guard at your prison—" Beyond his immediate surprise, though, Murilo seems pale and terrified, as if he has seen something horrible. He recounts his experiences this night:

(If the hero chose to enter via the gardens, he instead sees all these developments first-hand...)

"We are in the house of the archfiend! I came seeking a human enemy; I found a hairy devil out of hell! I gained access to the house," whispers Murilo, as if the darkness were full of listening ears.

"In the outer gardens I found Nabonidus' dog mauled to death. Within the house I came upon Joka, the servant. His neck had been broken. Then I saw Nabonidus himself seated in his chair, clad in his accustomed garb. At first I thought he, too, was dead. I stole up to stab him. He rose and faced me. God!" The horrifying memory strikes the young nobleman momentarily speechless.

"It was no man that stood before me! In body and posture it was not unlike a man, but from the scarlet hood of the priest grinned a face of madness and nightmare! It was covered with black hair, from which small pig-like eyes glared redly; its nose was flat, with great flaring nostrils; its loose lips writhed back, disclosing huge yellow fangs, like the teeth of a dog. The hands that hung from the scarlet sleeves were misshapen and likewise covered with black hair. All this I saw in one glance, and then I was overcome with horror; my senses left me and I swooned." (If the hero experiences these events first-hand, he is presumably made of sterner stuff! Run the action scene using the information provided below. If the hairy fiend Stresses Out the hero, he shares Murilo's fate and discovers his employer in the basements.)

"I recovered consciousness only a short time ago; the monster must have thrown me into these pits. I suspect that Nabonidus is not wholly human! He is a demon--a were-thing! By day he moves among humanity in the guise of men, and by night he takes on his true aspect."

Murilo doesn't know the way up into the mansion, and the sewer exit is blocked by the heavy iron grille...

"There's but one thing to do, search for some other exit; doubtless they're all set with traps, but we have no other choice."

## TRANSITION: DEATH IN THE MIRROR

Shortly into their explorations, the hero and Murilo make an unsettling discovery—the body of a man, half naked, lying limply in the corridor beyond a bend, vaguely illumined by a radiance which seems to emanate from a broad silver disk on the farther wall.

Murilo quickly recognizes that the man is Nabonidus himself! He isn't dead, merely unconscious; and rousing even as the two housebreakers approach. A huge welt adorns one side of the priest's head.

NABONIDUS		
<b>MEANS</b>		<b>DISTINCTIONS</b>
STEEL D6		THE RED PRIEST
GUILE D10		KING'S RIGHT HAND
LORE D8		TREACHEROUS
<b>KNOWS THE HOUSE</b>		
TRAPS D10		
SFX: <i>Area Attack</i> . Target multiple opponents. For each additional target, add d6 and keep +1 Effect die.		
SFX: <i>Vile Affliction</i> . Add a d6 and step up your effect die by +1 when inflicting a complication on a target.		
Limit: <i>Immobile</i> . Can't harm anyone outside the mansion, only one trap per room.		
<b>CAREERS</b>		
NOBLE D6	SCHOLAR D6	PRIEST D8

During this scene, very briefly describe some dialogue between Murilo and Nabonidus, as they each accuse one another of political crimes and corruption:

**Nabonidus:** "Before my—informant—died he told me many things, among others the name of the young nobleman who bribed him to filch state secrets, which the nobleman in turn sold to rival powers. Are you not ashamed of yourself, Murilo, you white-handed thief?"

**Murilo:** "I have no more cause for shame than you, you vulture-hearted plunderer! You exploit a whole kingdom for your personal greed; you swindle the king, beggar the rich, oppress the poor, and sacrifice the whole future of the nation for your ruthless ambition. You are a greater thief than I am."

The similarity of the nobles' moral failings is the heart of their rivalry, and the reason the hero was hired to kill the Red Priest in the first place. In the original story, Conan emerges from the scene holding the moral high-ground, such as it is; he's the most honest rogue among the trio since he deigns to lie about his nature.

If the hero wishes to slay Nabonidus immediately, Murilo notes that Nabonidus alone knows the way out of the basements, not to mention that the master of the house must have an explanation for the beast wearing his red cloak upstairs...

**Nabonidus:** "The beast in my hall is **Thak**—and in my

own robe, the dog! Some would call him an ape, but he is almost as different from a real ape as he is different from a real man.

"His people dwell far to the east, in the mountains that fringe the eastern frontiers of Zamora. In a hundred thousand years, perhaps they will become men.

"I trained him, as a beast is trained; but he is partly a man, and apparently he has learned hatred and ambition. He struck when I least expected it..."

## THROUGH THE GLASS

The Red Priest leads the others to a chamber near the stairs up to the mansion's main floor. The chamber features a dully-gleaming circle of light cast upon onewall.

The shimmering circle shows a vision of the main room upstairs, where Thak still lurks, staring fixedly at a door—the very door the hero can see atop the stairs!

An ingenious arrangement of mirrors and periscopes allows Nabonidus to spy on any room in his home from this secret vantage point below ground. As he shows off the system, and explains that every room in the house has some type of trap prepared, he spots a group of armed men entering his abode!

## WITNESSES TO DEATH

It's a busy night at the home of Nabonidus: First Murilo breaks in hoping to murder the Red Priest, then the hero, Thak decides to overthrow his master, and now this!

**Nabonidus:** "Petreus and his ardent young nationalists! They've had the same idea you had. If only I were sitting where Thak is—what a chance to rid myself of Petreus! A leap to the wall, a tug on that bell-rope, and..." As the three men watch in horror, Thak does exactly as Nabonidus describes.

"He remembers! The beast is half a man! Watch, now; watch!" Nabonidus is near-ecstatic as he observes his political rival's horrible demise. The trap triggered by Thak seals the corridor occupied by Petreus' men at each end with heavy sheets of crystalline glass.

"The fall of the panels released the clouds of doom," the Red Priest continues with a wild laugh. "The dust of the gray lotus, from the Swamps of the Dead, beyond the land of Khitai."

Breathing the dust causes the trapped men to go into a maddened frenzy, tearing at one another with weapons and teeth. The carnage ends in a few bloody moments.

Nabonidus continues to chortle with glee as Thak operates the bell-pulls to open the far end of the trapped corridor, venting the deadly dust, then the near end. The man-beast goes to examine the bodies...

## **ACTION: ESCAPE!**

Now is the chance for the trapped trio of rogues to escape the beast's newly claimed domain!

Thak's back is turned, and the rooms above are filled with **HEAVY FURNISHINGS** and **BILLOWING CURTAINS** perfect for stealthy navigation, but some also have **LOCKED DOORS**. Nabonidus is too smart to fight Thak, and Murilo lacks the courage to face such a creature, so if—or rather when—violence ensues, direct confrontation falls solely to the hero (of course).

During the fight, **Nabonidus** spends his actions searching fruitlessly for the keys to the house, hoping to use them to lock Thak into a trapped room. Unfortunately, the keys are in the pocket of Nabonidus' red robe—currently worn by Thak!

**Murilo**, for his part, tries to assist the hero. He offers to act as bait, drawing Thak's attention so that the hero can strike the man-beast from behind, thus granting the hero an Asset equal to the largest die Murilo's actions can muster.

The original tale does not describe any of the **other traps** in the mansion, but we can guess (based on Nabonidus' personality) that they are inventive and cruel.

Should the need arise, narrate the Trap attack as scything blades designed to hamstring and cripple, sprays of acid, a pit-trap full of venomous insects, noxious fumes causing spasmodic laughter preceding death by asphyxiation, or a slowly-lowering ceiling designed to crush the life out of its victims. Each of these effects serve as perfectly exciting Complications.

## **THAK**

### **MEANS**

STEEL D10

GUILE D8

LORE D6

### **DISTINCTIONS**

MORE CUNNING THAN HE LOOKS

UNFORGIVINGLY BRUTAL

THE NEW LORD OF THE MANOR

### **MAN-BEAST**

BESTIAL STRENGTH D10

SIMIAN REFLEXES D8

ANIMAL SENSES D8

SFX: *Berserk*. Borrow a Doom die for one action. Step up the die by +1 and return it to the Doom pool.

Limit: *Primitive Mind*. Step up Mental Stress by +1 and add a d6 to the Doom Pool.

### **KNOWS THE HOUSE**

TRAPS D10

SFX: *Area Attack*. Target multiple opponents. For each additional target, add d6 and keep +1 Effect die.

SFX: *Vile Affliction*. Add a d6 and step up your effect die by +1 when inflicting a complication on a target.

Limit: *Immobile*. Can't harm anyone outside the mansion, only one trap per room.

### **CAREERS**

BARBARIAN D8

SLAVE D8

**NOTE:** Nabonidus and Thak both possess the **KNOWS THE HOUSE** Power Set, representing their ability to trigger Nabonidus' various traps. Thak is intelligent enough to use Complications to push opponents into adjoining rooms so that he can trigger new traps.

If Thak defeats the hero, he slays him immediately, snapping his neck with brutal efficiency. Thereafter, Thak stalks Murilo and Nabonidus throughout the mansion, ending his night as he began it, with bloody vengeance.

## **THE INEVITABLE BETRAYAL**

Once Thak is no longer a threat, Nabonidus turns upon his 'rescuers', declaring, "**You are the fool, Murilo!**"

The Red Priest's hand grasps a thick velvet rope, hanging among the curtains just outside the door. "**I am over the threshold, and you cannot possibly reach me before I tug this cord and send you to Hell!**"

Spend a Doom die for Nabonidus to interrupt the action order at this point. He siezes the advantage of being **OUTSIDE THE ROOM**, but—in classic fashion—he can't help grandstanding just a little.

His threats comprise his first action, an attempt to cause Emotional Stress. On his next action in the scene, he triggers a lethal trap. Assuming he gets a second action...

## EPILOGUE...

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In the original tale, Conan slew Nabonidus with a hurled footstool; he and Murilo then parted ways, after deciding that the traps made it too dangerous to risk looting the mansion.

Conan departs saying, "I'm tired of this city anyway. You mentioned a horse waiting at the Rats' Den. I'm curious to see how fast that horse can carry me into another kingdom. There's many a highway I want to travel before I walk the road Nabonidus walked this night."

For the purposes of this adventure, Murilo provides his promised payment, but where the hero proceeds from there is up to you, and likely a tale for another time.

## MODIFYING THE SCENARIO

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**For a two-player adventure**, make Murilo a hero: Raise all his Means to d8s, give him Milestones that encourage him to find a sturdy ally and that reward attempts to kill the Red Priest before he gets killed himself.

There are many ways to 're-skin' the scenario, thus disguising its origins or transforming its outcome.

- ☞ The entire tale could be re-cast in **King Kull's Valusia**, for example. Replace both Thak and Joka the loyal servant with a **Serpent-man in human guise**. In this version of the tale, the Red Priest has discovered the Serpent-men's infiltration of the royal court, and so must die...
- ☞ Of course, Murilo's theory about Nabonidus being a were-beast could turn out to be correct...
- ☞ Alternatively, set the scenario in a **great labyrinth**, with Thak as a **Minotaur** or other guardian beast. Escape requires rolls vs the Doom Pool, under imminent threat of traps, the man-beast, and guards outside the entrance. The gaol, sewers, basements, and mirror scenes happen anywhere within the labyrinth. Make Murilo a woman named **Ariadne** (Distinctions: Petite, Acrobat; Careers: Noble d10, Dancer d6; Spear d6, "SFX: *Reach*. On reaction roll against physical attacks, step up Spear by +1. If you succeed, step down Effect die by -1 and inflict Physical Stress for free"). Nabonidus is **Kitanetos**, spurned designer of the labyrinth who arranged to watch Ariadne fall to the man-beast he corrupted.

## UNLOCKABLES

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Although this adventure is most likely to be played as a stand-alone, if it were played as the start of a campaign, here are some benefits that players could unlock:

- ☞ **[5 XP] Unlock a Favor from Murilo:** You both know things about the other that make you... potential allies... and Murilo is well-connected at Court.
- ☞ **[5 XP] Unlock Loot from the Mansion:** This is a d8 Resource for any problem money can solve.

THE END



## EXPERT GAOLER D8

STEEL D8      GUILLE D6      LORE D4  
 POINARD D6

SFX: *Dangerous*. Add a d6 to your dice pool for an attack action, and step down the largest die in the pool by -1. Step up Physical Stress inflicted by +1.

Limit: *Gear*. Shutdown Poinard and add a d6 to the Doom Pool. Spend a d6 from the Doom pool to recover gear.

## TROOP OF GUARDS

<b>MEANS</b>	<b>DISTINCTIONS</b>
STEEL 4D6	WELL PAID
	BORED
	AFRAID TO ENTER THE MANSION

### MERCENARY GUARDS

BOWS AND SPEARS D6      LEATHER ARMOR D6

SFX: *Subdue by Teamwork*. On a reaction against a physical attack, inflict mental stress with your effect die at no cost or spend a d6 or larger doom die to step it up +1.

Limit: *Troop Cohesion*. Defeat Steel dice (with d8 stress) to reduce troop.

### GUARD BEASTS

CANINE SENSES D8      TOOTH AND NAIL D6  
 CANINE SPEED D8

SFX: *Ever Vigilant*. Spend a d6 or larger doom die to add Canine Senses (or step up by +1 if already in your pool) and reroll all dice on a reaction.

Limit: *Soothe the Savage Beast*. Step up or add d6 to the doom pool to step up or double any asset, stress, or complication used to calm or control Guard Beasts, if it appeals to their animal nature.

### CAREERS

HUNTER D6      MERCENARY D6      SERVANT D6

## MURILO

<b>MEANS</b>	<b>DISTINCTIONS</b>
STEEL D6	PERFUMED FOP
GUILLE D6	DESPERATE
LORE D6	

SWORD D6

SFX: *Dangerous*. Add a d6 to your dice pool for an attack action, and step down the largest die in the pool by -1. Step up Physical Stress inflicted by +1.

Limit: *Gear*. Shutdown any Belongings power and add a d6 to the Doom Pool. Spend a d6 Doom to recover gear.

### CAREERS

NOBLE D10      THIEF D6

## NABONIDUS

<b>MEANS</b>	<b>DISTINCTIONS</b>
STEEL D6	THE RED PRIEST
GUILLE D10	KING'S RIGHT HAND
LORE D8	TREACHEROUS

### KNOWS THE HOUSE

TRAPS D10

SFX: *Area Attack*. Target multiple opponents. For each additional target, add d6 and keep +1 Effect die.

SFX: *Afflict*. Add a d6 and step up your effect die by +1 when inflicting a complication on a target.

Limit: *Immobile*. Can't harm anyone outside the mansion, only one trap per room.

### CAREERS

NOBLE D6      SCHOLAR D6      PRIEST D8

## THAK

<b>MEANS</b>	<b>DISTINCTIONS</b>
STEEL D10	MORE CUNNING THAN HE LOOKS
GUILLE D8	UNFORGIVINGLY BRUTAL
LORE D6	THE NEW LORD OF THE MANOR

### MAN-BEAST

BESTIAL STRENGTH D12      SIMIAN REFLEXES D8  
 ANIMAL SENSES D8

SFX: *Berserk*. Borrow a Doom die for one action. Step up the die by +1 and return it to the Doom pool.

Limit: *Primitive Mind*. Step up Mental Stress by +1 and add a d6 to the Doom Pool.

### KNOWS THE HOUSE

TRAPS D10

SFX: *Area Attack*. Target multiple opponents. For each additional target, add d6 and keep +1 Effect die.

SFX: *Afflict*. Add a d6 and step up your effect die by +1 when inflicting a complication on a target.

Limit: *Immobile*. Can't harm anyone outside the mansion, only one trap per room.

### CAREERS

BARBARIAN D8      SLAVE D8

## THE GAOL CELL

HEAVY IRON CHAINS  
 BEEF BONE

LOCKED DOOR  
 FLAGON

## THE SEWERS AND BASEMENTS

DARK AND REEKING  
 OMINOUSLY DARK

HEAVY IRON GRILLE  
 CRATE & BARREL-STREWN

## THAK'S SELF-CLAIMED DOMAIN

HEAVY FURNISHINGS  
 LOCKED DOORS

BILLOWING CURTAINS