

Mini Scenario 3

The Dagger Boys

Hooks

- Follow Dagger Boy who was distributing Bliss back to base
- Agreement with Towershield to help him "deal" with the Dagger Boys in return for access to the mural.
- Cut Throat is wounded by Stiv and is taken to the Heroes' Tavern for healing by Walker.
- If Slight decides to spy on the Masks, he sees a transaction between Highstake and Topknot and can follow Topknot.

The Lair

The Dagger Boys' lair is located in a decaying industrial complex on what is now called Bilge Street, in the northwest of the Dark Alley area of Strangerside. It is dominated by a watch-cum-water tower and is surrounded by run-down tenements.

On an *extremely* lucky FC, the heroes may bump into Topknot Motley making a delivery. He can easily be persuaded to let them take his package in his stead.

- Bilge Street: Rapidly narrows into a twisting, filthy, soot-stained alley, 10' wide, strewn with rubbish.
- Strong smells of human occupation.
- Firelight flickers through broken windows.
- Yells, crying, manic laughter, sounds of love-making, occasional screams from the buildings to either side.
- Occasional human figures in the shadowy alleyways that lead off on either side. Drunkards and other more sinister types [who make themselves scarce if the heroes put on a display of strength.
- The alley twists deeper and deeper into the heart of the area.
- Catch glimpse of watch tower ahead, outlined against the moon. It's about 45' high, stone and square sided, with the remains of a wooden peaked roof imperfectly patched by sheets, firelight glowing through the chinks.
- The complex is surrounded by a crumbling 10' brick wall (easily climbable).
- The entrance is a narrow alley on the south side that leads between a row of roofless but clearly inhabited tenements and a three-storey high warehouse. Aerial walkways run at different levels between the warehouse, the tenements and the tower.
- Just inside the alley entrance is a sconce into which a pointed stick has been stuck. Impaled on its end is a decaying head, its skin covered in scratches forming obscene shapes and two daggers stuck in its eye-sockets. It is still wearing a leather cap [if Towershield sees this he will yell "Vambrace!" and go beserk].
- To the south of the alley is a covered well.

Anyone going up the alley or messing with the well will find themselves surrounded on all sides by **12** shadowy figures armed with gleaming daggers. If a fight develops:

Every other round: 2 heroes are pelted with fist-sized rocks from the first and second floor walkways (F+FC>2 to dodge - E + FC < 3 – hero knocked out)

Round 2: Another **6** figures leap from the first floor walkway.

Round 4: Two more daggerboys will throw a net from the walkway over any heroes in range (-1 on all characteristics)

Round 6: Oil is thrown over the heroes, melee participants retreat, oil set on fire.

Daggerboys

Half-and-half male and female, dressed in leathers. Their faces and arms are scarred with dagger cuts forming crude representations of daggers, fists and geometric patterns. Typically sadistic and brutal.

A2 (Resist orders) E2 (Only a scratch) F3 (Stab in the back) W3 (Hide in shadows)

Negotiation is a tactic that is unlikely to work. Unless the heroes can come up with something that Cut Throat wants (like a Bliss delivery, lots of money or Towershield's head on a stick), they are out of luck.

The Warehouse

Ground Floor

- A large cavernous, shadowy area
- Originally 3 storeys high, the roof has collapsed taking out most of the first and second floors with it. The ground floor is covered with smashed slates. Jagged joists poke out across the hole in the roof.
- The 8 pillars that once supported the roof are still intact and hold what remains of the first and second floors. [Can be climbed – F + FC > 2 required]
- The larger bits of rubble and the roof beams have been piled against the 10 foot square opening in the south, making it impossible to open. The only entrance is a damaged wooden door in the west.
- The stairs are long gone, but a rope dangles down near the west door [may be pulled up if a fracas develops outside].

2 daggerboys with throwing skills will chuck knives from the first floor at intruders.

A2 (Resist orders) E3 (Only a scratch) F3 (Thrown Dagger) W2 (Hide in shadows)

First Floor (12')

- The remains of the first floor run in a 10-15' shelf around the southern half of the building. The floor dips dangerously between the pillars and away from the wall.
- 3'x3' windows covered by the remains of shutters dot the east and west walls.
- A 3' walkway runs from the southern-most window in the west wall to the tenements. It is made of two beams with planks nailed cross-ways. Short loops of rope have been attached to enable people to swing down from it into the alleyway below.

Intruders are attacked by a sniper armed with a bow in the north east corner. His perch is only accessible from a swing rope

A2 (Resist orders) E2 (Only a scratch) F4 (Bow: -1 on first floor due to distance) W3 (Hide in shadows)

Second Floor (24')

- This is almost completely gone except for a 5' wide ledge near the north west corner that connects the rope bridge from the tenements to the ladder that goes up to the tower.
- A pile of stones has been piled against wall next to the exit from the rope bridge.
- There is also 10' perch directly opposite on the east wall. It is accessed via two swing ropes that have been tied to one of the broken roof joists.

The sharp shooter is particularly deadly here (F5 attack). Depending on circumstances, two Daggerboys may hide behind the pillar and swing across, trying to knock the heroes off the ledge (F4).

- A wooden ladder (20' long, 2' across) goes up and at an angle to the tower opposite.

Anyone on the ladder will be subject to thrown dagger attacks from the patrollers on the Tower.

A2 (Resist orders) E3 (Only a scratch) F3 (Thrown Dagger) W2 (Hide in shadows)

The Tenements

Ground Floor

- Originally living quarters for the workers at the warehouse, the walls are broken and structurally unsound but still standing. The majority of the gang (30 people) sleep here.
- All the windows and doors on the south side have been blocked up with wooden planks nailed across (Flame can burn through them, but it will take 5 minutes or so during which time they will almost certainly be attacked).
- All the staircases are missing.
- The kitchen is in the north-west corner. A fire is kept going with smoke percolating up through a hole in the roof. Food preparation area (knives), plates, slop bucket.

The kitchen is normally a busy area and there will be 4-6 people here.

A2 (Resist orders) E2 (Only a scratch) F3 (Stab in the Back) W2 (Hide in shadows)

- The room to the south of the kitchen contains the stores for the gang that need to be kept dry. These include:
 - Firewood
 - Food – surprisingly good – roasted meats, reasonable quality vegetables
 - Leather for clothing
 - Barrel for fresh water drawn from the well.
 - Spare knives.

First Floor (10')

- Mostly open to the sky as the majority of the tiles have come off.
- On east side, a net, a pile of stones and a small barrel of oil are stored next to the walkway from the warehouse.
- A pile of rubble can be scrambled up to reach the roof joists. A rope on the other side leads down to the rest of the first floor. There are also ropes by the stairwells to allow quick access to the ground floor, but Cut Throat insists on these being coiled up and not left dangling.
- The central rooms have tools for making clothes and sharpening daggers.
- One room has the bloody corpses of a number of small animals. A rat has been tied to a board via a noose round its neck and its tail has been cut off. Judging from the way that its eyes are popping out of its sockets, it is hard to tell whether it died of blood loss or self-strangulation.
- The westernmost rooms are the eating area (food is hauled up through the smoke-hole)

Roof Joists (20')

- The roof joists are intact though the tiles are mostly missing.
- A rope bridge has been set up from the north west corner to the second floor of the warehouse. Reaching it is an unnerving 10' walk along the top of the north wall (six inches wide F+FC > 2 not to fall off)

Intruders are open to attack from the 4 patrollers on the tower:

A2 (Resist orders) E3 (Only a scratch) F3 (Thrown Dagger – 1 for distance) W2 (Hide in shadows)

The Tower

- An imposing 45' high edifice built of grey stone. The interior stairs and floors have all perished, but the top floor (which originally housed a water reservoir) is intact.
- Climbing is possible but difficult. F+FC > 3 to get anywhere at all and it will take at least 10 min (half for each point over 4).
- The tower has a peaked roof covering the reservoir that is holed but largely intact. The holes

have been patched with skins.

- The only easy access is from the ladder from the warehouse, which leads up to a 2' wide and 3' parapet that runs around the top. There are two lookouts stationed here at all times. [The ladder is removed in the event of attack – Cut Throat has food for several days and ropes that allow him to descend at any time).

Cut Throat's Lair

- Cut Throat's lair is the old reservoir (now dry). This has a raised platform on the east side near the door where water, oil, firewood, weapons and packets of Bliss (marked with a batch date and distribution location) are stacked. A set of stairs leads down 5' or so to the main part of the room.
- In one corner is a bed lined with furs. Beneath it is a locked chest (Cut Throat has the key) containing 50 hefts and some jewellery worth another 20 hefts.
- In another corner is a desk where Squealer works. He has meticulously documented the Bliss shipments and payments which have been happening for the last two months. Annotations ("Topknot 2 hours late", "Topknot very rude to self") make clear who the name of the courier is, but not the ultimate source of the deliveries.
- The room will also contain Cut Throat, Stiv, Squealer, Dirk and Kris (his lieutenants) and two guards:

Cut Throat:

Appearance

30s, slim, wirey dark hair. Large snaggle teeth which push his lips forward. Wears a dark leather coat with numerous pockets for the dozens of knives that he carries. Speaks in a dry rasp. His hands, legs and face are covered with knife scars.

Personality

Leader of the Daggerboys, he is an unsophisticated thug. Any attempt to deny his will leads to a confrontation with knives. He is a vicious street fighter.

A3 (Intimidation) E4 (Resist orders) F5 (Knife skirmish) W4 (Sense Watchers)

Magic:

Way of the Blade (4E). Can enchant blades to perform impossible aerial manoeuvres. Requires blood as an ingredient.

Stiv: A3 E3 F4 (knife throwing) W4

Power: Rapid throw (FMV). Can fire 2 daggers per round. If hit, hero must make E+FC > 2 or be at -1 on Fire.

Cut Throat's girl friend. Doesn't like his involvement with Bliss.

Squealer: A4 E2 F2 (pen) W3

Young, nervous, skinny. Not a fighter, but can get vicious with a pen if cornered.

Dirk: A2 E4 F4 (knife fighting) W2

Power: Making poisons. If hit, hero must make E+FC > 2 or suffer -2 on all attributes due to enervation for 10 min.

Kris: A3 E2 F4 (knife fighting) W3

Power: Twist the knife (FM). Has a special way of twisting a dagger that causes excruciating pain. E+FC > 3 to continue fighting.

The sadist. Responsible for the tortured animals. Will do the same to anyone who gets captured.

4 guards:

A2 (Resist orders) E3 (Only a scratch) F3 (Thrown Dagger) W2 (Hide in shadows)

Aftermath

- Finding Topknot is straightforward and he can easily be intimidated into spilling the beans. He is delivering the packages under orders from his boss, *Highstake Mask*, who is a member of the Shuffler Troupe run by Dealer Mask. He had no idea what was in them.

- Depending on how the heroes have approached him, he may strongly advise the heroes against tackling Highstake – she is known to be a senior member of the Shuffler Troupe and a close confidante of Dealer, who has links to some pretty shady characters. Or he may keep quiet in the hope that they fall foul of Dealer and suffer the consequences.
- Highstake Mask is a large grey-haired woman who works as a croupier in the Gaming Houses. Getting in to see her will be a challenge and even when out on the streets she is accompanied at all times by two bodyguards. If accosted, she will first deny all knowledge and then only admit that she is delivering the packages on behalf of some other individuals in Everway. Only extreme measures will get her to admit that the individuals concerned were the Mothers.
- The heroes can take their findings to the Watchers or to members of the Everway Council but will be met with indifference – "so someone's making a coin or two from the beggars in Strangerside, and killing them in the process. So what? They're not Everwayans."
- Any attempt to take the matter beyond Topknot will attract the attention of Dealer Mask, who will send some of his thugs around to "have a word" with the heroes.