

Legends of Araby Battle Report

Arizona Bob in Barylstan

As some of you know, Legends of Araby (LOA) is the basic set for the RPG lite system that will be used for future THW games. What the RPG lite system really does is increase the variety of encounters available to the players a hundredfold. When I run encounters in Brigana, the capital city of the province, I literally have no idea what will happen. All of the encounters that follow were generated by the LOA encounters system. Not knowing what to expect keeps the interest level of the games high.

In the files section of the Two Hour Wargames Yahoo Group is a weapons table from Larger Than Life, the Pulp Heroes rules set in development. I used that to move LOA into the early 20th century.

Characters in LOA are rated as Stars or Extras with the player being a Star. In this case I decided to run four "stars" with AZ Bob the Hero. This is a report on the adventures of Arizona Bob and his friends.

AZ started in the city of Brigana with his pal Jefferson Davis Saunders (co-star), his employer of the moment Sir Winston Hollowcraft (co-star) and Hollowcraft's attractive young daughter Miss Sarah Jane (leading lady).

Their first encounter was in the Blue-Eyed Parrot tavern with a group of 5 half-drunk surly Hill Tribesmen. One of the tribesmen bumped into Sir Winny and demanded a handful of bezants for his trouble. Not wanting to offend, Winnie tossed the man a few bezants and thought that was the end of it.

Not to be satisfied, the fellow then swaggered up to Miss Sarah with a lecherous leer that resulted in a brisk questioning of his ancestry from the multi-lingual AZ. Egged on by the laughter of his fellow tribesman, the hulking goon lunged toward Bob, who dropped him with a right roundhouse.

As his friends drug the unconscious fellow out the door, Winnie decided that the little group may have outlasted their welcome and began to make preparations for their departure.

The small group had come to Barylstan in search of Harry Blogate, an employee of Sir Winston who had disappeared recently. Efforts to find Harry had went for naught with the exception of spending goodly sums of money. Being the kind of guy that he is and feeling a sense of loyalty, Winnie had enlisted the aid of Arizona Bob and JD and headed east. Sarah Jane easily convinced her father the experience would be good although he wasn't sure if she was more concerned with broadening her horizons or other girlish ideas.

In any case, Blogate wasn't to be found in Brigana. So Sir Winston decided to head to Caravanserais Telaq, the military outpost in the desert that served as a rest stop for caravans on the east-west route. As the intrepid band headed east from the city, they were under the watchful eyes of the hill tribesmen and their employee, a man reputed to be a slaver from the north.

The journey to Telaq was uneventful, and upon arrival, questions were asked and bezants liberally spread about, but no trace of Blogate was found.

One night as the group found entertainment at Zahira's Cafe and Gaming House, Winnie met a wealthy merchant who was traveling east with a caravan. As the two businessmen carried on amongst themselves, JD relieved a few of the locals of their bezants at the gaming table while AZ engaged the owner of the cafe, the exotic Zahira, in lively conversation. Miss Sarah Jane, bored and a bit offended by being left alone, decided to check out the surroundings outside. It wasn't long before she met two of the locals, two decidedly drunken soldiers who had followed her outside.

Interaction between Miss Sarah and the two soldiers escalated from them wanting to buy her drinks to attempts to grab her. This stopped when the sound of "click, click" was heard behind the party. Turning around the two men found themselves looking at the working end of two revolvers. Not surprisingly, the two turned tail and headed off into the night.

"I had everything well in hand," Sarah said. Arizona smiled and replied "Of course, ma'am," and turned to go back to Zahira's. "Ma'am?", Sarah muttered under her breath waited a few seconds before quickly following.

After some time inside of Zahira's, the two soldiers returned to the cafe with three members of the Watch in tow. Pointing to AZ, the party closed in on him. The captain of the watch questioned Arizona about the encounter outside, and with the intervention of the wealthy merchant and Zahira, things were set straight, and no one was arrested.

In any case, the party thought it time to leave Telaq and continue the search for Blogate elsewhere. Winnie decided that riding with the caravan heading east would be a good idea.

This is how they found themselves dodging bullets as the caravan had come under attack at Wadi Ahmid. But that's another story....