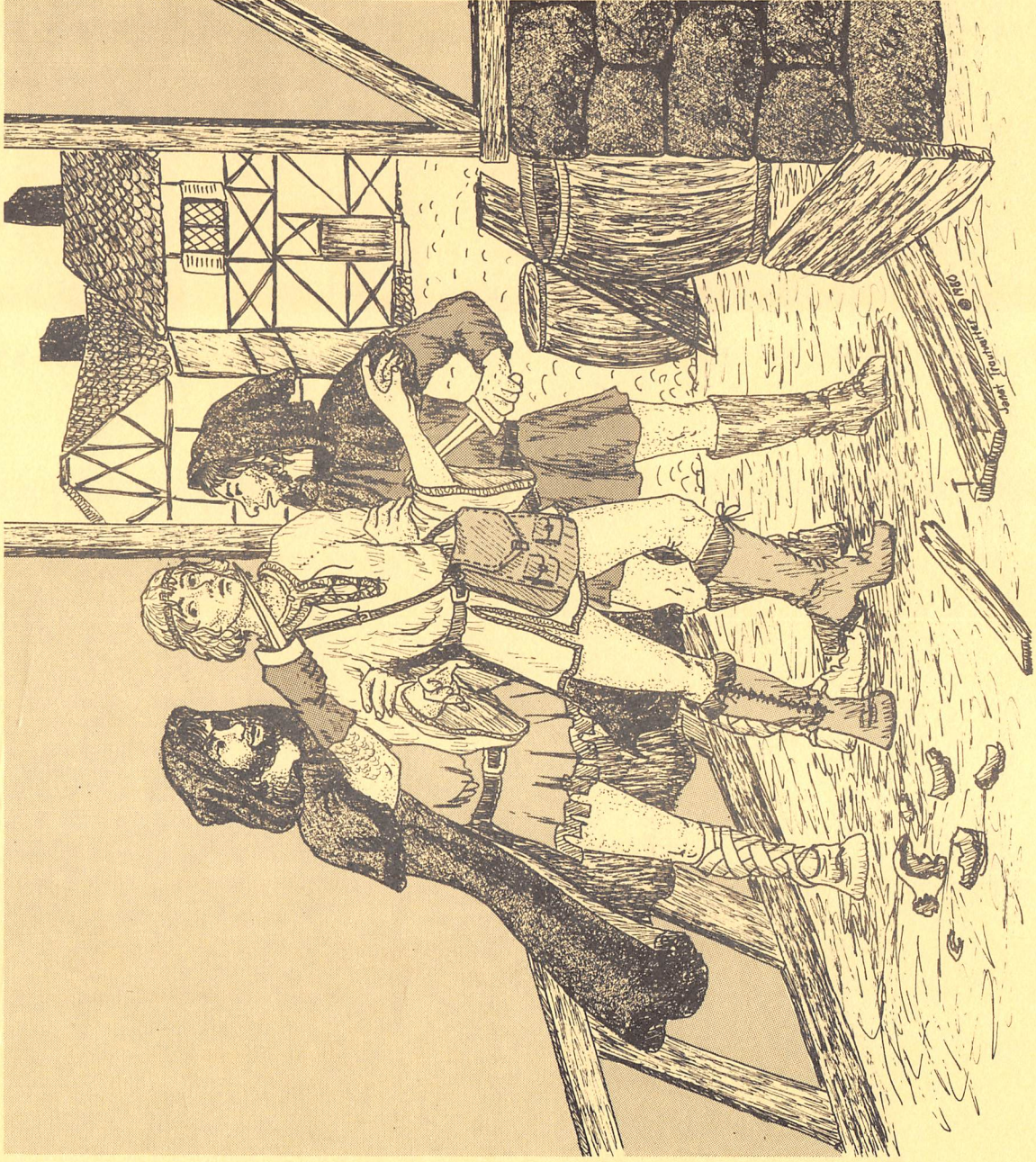


\$9.95

Thieves, Prima



THE GUILDMASTER SPEAKS

This summer, we at Gamelords had the enjoyable experience of observing some excellent role-players from across the US in action, as they matched wits against us in the first annual Prince of Thieves competition. The format of the competition was a three round event, in which players attempted to show off their role-playing skills in three very different types of criminal endeavors - highway robbery, tomb looting, and second story burglary. Players used pre-rolled characters with roughly equivalent strengths and weaknesses, and selected the equipment they would carry from a uniform list. Each scenario was assigned a value of 1000 points, and each player was then ranked in the following five Performance Categories: Role Playing (300 pts), Attainment of Objectives (250 pts), Group Interaction (200 pts), Use of Character Abilities (150 pts), and Creativity (100 pts). The winners were those players who scored the highest cumulative point totals over the three rounds of the tournament.

Now you can use these same scenarios to test the prowess of your own regular campaigners. Although it is helpful if the GM and players are familiar with the Thieves' Guild rules (particularly if the players attempt to use skills like Disguise that are explained in detail in TG), previous experience is not necessary. The following brief outline summarizes the fundamental features of the Thieves' Guild system that must be known in order to use the characters on the scenarios provided here without adaptation:

GENERAL COMBAT

Armor Class ratings count upward from 0, instead of downward from 9 (D&D) or 10 (AD&D). Quilted cloth is AC 2, chain is AC 6, etc. The character descriptions indicate for each weapon the die roll required on a D20 to hit an unarmored foe (HAC0). To determine the die roll needed to hit a particular foe, add the opponents AC rating to this HAC0 number - the result is the number that must be equalled or exceeded to score a successful hit.

It requires 1 mr (melee round, a 15 second time period) to change weapons; no attacks are permitted, but the character may dodge, run, etc., while making the change.

MISSILE COMBAT

There are three numbers listed under the HAC0 column for missile and ranged weapons - these represent base accuracy at short, medium, and long ranges (range limits are indicated in Thieves' Guild). GM's should adjust these base Hit Probabilities when players are firing at moving or dodging targets (use own discretion).

MOVEMENT

The scales for the mapboards where the scenarios are played are indicated on the individual maps; when transferring them to playing boards, we recommend using 5' hexes outdoors and 2' offset squares indoors. Player movement allowances (MA) per mr are indicated on the character description; these numbers represent the number of hexes (or squares) of movement. Players may move up to 1/2 their MA and attack with a close range weapon, in the same mr; they may move 1 hex and fire a missile or ranged weapon in the same mr. A 60° facing change costs 1 MA. Movement and combat occur simultaneously for both sides.

SAVING ROLLS

All saving rolls (SR) are made on 2D12 against a character's requisites. The SR is successful when the total of the dice is less than or equal to the player-character's adjusted requisite rating.

Now it's time to begin the challenge. We wish everyone the best of thieving - and if anyone thinks they have found a particularly ingenious or unique solution to a situation presented in these scenarios, why not drop us a line and tell us about it. As always, we can be found (if the post office isn't on strike) at:

Gamelords, Ltd. 18616 Grosbeak Terrace, Gaithersburg, MD 20879

INDEX OF KEY ABBREVIATIONS

Throughout the Free City of Haven and the Thieves' Guild series, certain abbreviations are commonly utilized. The meanings of these various abbreviations are summarized below.

AC - Armor Class: represents the protective value of armor, shielding, and skin
APP - Character's appearance rating
BT - Bit(s), a small iron coin; 10 BT = 1 CP
CDM, CO - Character's co-ordination rating
CP - Copper piece(s); 5 CP = 1 SP, or 50 CP = 1 GP
CSF - Clear Strike Figure: the die roll for an attacker which bypasses all defense, and strikes his opponent squarely
D (3D6, 1D8, etc.) - Number and type of dice to be thrown in the process of resolving a particular situation
DSC, DN - Character's discretion rating
EAC - Effective Armor Class: represents AC (armor class) plus the character's dodge ability
FRP - Fantasy Role-Playing
GM - GamesMaster: the referee or moderator of an FRP game
GP - Gold piece(s); 1 GP = approximately \$5 (1980's)
HAC0 - Number that must be equalled or exceeded on the roll of a D20 in order to strike an unarmored foe successfully
HP - Hit Probability: the chances of successfully striking

HTK - Hits To Kill: the amount of damage a character can sustain before dying
IQ, INT - Character's intelligence rating
MA - Movement Allowance: number of hexes (normally 5') or squares that a character can move in one melee round
MAG, MG - Character's magnetism rating
MGR, MR - Character's magic resistance rating
mr - melee round: a 15 second time span used to regulate the flow of play
NPC - Non-Player Character: any character or being controlled by the GM rather than the players
PER - Perceptiveness: a measure of a character's general awareness; developed from DN and IQ
REF, RF - Character's reflexes rating
SP - Silver piece(s); 10 SP = 1 GP
SR - Saving Roll: an attempt to accomplish a feat extraordinary; usually 2D12 against a particular requisite rating
SSF - Shield Strike Figure: the lowest die roll at which an attack succeeds in hitting one's opponent, but only upon the shield
STM, SM - Character's stamina rating
STR, ST - Character's strength rating
TAL, TL - Character's talent (magical ability) rating

Thieves,

Guila

by

Richard Meyer

and

Kerry Lloyd

Art and Graphics by

Janet Trautbetter

Copyright © 1980 Gamelords, Ltd.

This book is dedicated to the "Ratt Patrol" (orcs can't spell very well), and to Shelley and Anne, without whom this effort would have been impossible, and with whom it was still damn difficult!

Acknowledgements:

To Mike Watkins, our resident magician; to Doug King and Larry Shade for starting us all onto this life of crime; to Mike Dorey, Gene Hoffman, Bill Quick, Rick Kiether, John Semia, and Tim Tyson, for playtesting the concept in its various incarnations; to Computer Services by Arens, on whose HP-3000 this entire book was entered and typeset; to Dennis Cooke, for much invaluable assistance in preparation; to Maury Sykes, our legal eagle; and to the all-night Washington Grove 7-11, for supplying us with enough junk food to keep going.

Finally, an acknowledgment to the man generally credited with starting the whole fantasy gaming concept, Gary Gygax.

Contributors:

Mike Watkins
Dennis Cooke
Larry Richardson
David Domee
and all the others who have given
us many basic ideas

Typography:

This book was typeset using the LARC Editor/Scribe developed by Los Altos Research Corporation, Los Altos, CA 94022; the material was printed preparatory to offsetting by the HP-3000 belonging to Computer Services by Arens, a division of Arens Applied Electromagnetics, Inc., Gaithersburg, MD 20760. All of the material other than art and some of the graphics was done by computer. The printer used was an HP-2631 dot matrix line printer, using a condensed type (17 characters per inch) at 88 lines to the page.

FOREWORD

Many books have immortalized the exciting exploits of famous and infamous bands of thieves: Robin Hood and his Merry Men, the brigands and highwaymen of Elizabethan England, and the buccaneers of the high seas, as well as fantasy counterparts like Fafhrd and the Grey Mouser. In the fantasy role playing (FRP) rule systems and playing aids published to date, however, the class of characters known as Thieves have been consistently underutilized. In most adventures, player thieves occasionally move to the forefront when a party needs a lock picked or a trap disarmed; but the rest of the time, they function as second-rate fighters, a role for which they have little natural aptitude. By developing rules to cover a wide array of thieving activities, and designing some different types of scenario situations, we at Camelands feel we have overcome these barriers, and have found a way to capture the excitement of committing the "perfect crime" within the fantasy gaming context.

Thieves' Guild is the first of a continuing series of player and GM aids providing rules and scenarios for adventuring in the medieval underworld. Each scenario revolves around the commission of a crime of some type (burglary, armed robbery, murder, etc.). The player thieves must "case" the scene of the crime, gathering information and formulating the plan of attack. During the actual robbery, they must remain constantly alert to avoid the potential perils posed by guards, traps, and unforeseen events. Even after the crime has been committed, the adventure is often not complete, for there may be prisoners to ransom, booty to fence or avenging pursuers to escape. To further their chances of success, the thieves may use game rules governing disguise or special combat tactics.

The play-testing sessions for Thieves' Guild indicate that the scenarios presented herein are a lively and entertaining challenge for small (3-8 player) playing groups. We are pleased to be able to offer a single package that provides both rules and scenarios for fantasy gaming, which allows the beginning gamer to start play almost immediately. However, we suspect that we have only scratched the surface of the potential in this area. The additional playing rules provided are of a nature that they can easily be made compatible with other role-playing systems (AD&D, C&S, Runequest), to add a new dimension to existing campaigns. We hope to receive feedback and suggestions from our users, so that future editions can be made even better.

TABLE OF CONTENTS

	page
Foreword	ii
Index of Key Abbreviations (TG2 &c)	iii
RULES OF PLAY	
Section I:	
CHAPTER 1 —	
Character Creation (TG1)	1-2
Inborn Advantages and Disadvantages (TG7)	1-10a
Lockpicking Expansion (TG3)	1-14a
Pickpocketing Expansion (TG3)	1-14a
Lockpicking Expansion 2 (TG7)	1-14b1
Chart for Quick Location of Inborns (TG7)	1-14b6
New Abilities: Spot Hidden and Sense Ambush (TG4)	1-14c
Sensory Abilities Expansion (TG4)	1-17
Rules of Play (TG1)	2-1
Tailing — Making and Breaking (TG4)	2-13
Scourge of the Seaways — Pirates in Action (TG6)	2-15
Outfitting the Character (TG1)	3-1
Awarding Experience (TG1)	4-1
CHAPTER 2 —	
Additional Rules	
A. Expanded Combat Rules (TG2)	5-1
Expanded Shield Rules (TG5)	5-2a
Revised Combat Method (TG5)	5-2d
Expanded Rules for Ranged Weapons (TG8)	5-2g
Other Experience Awards (TG2)	5-3
C. Obtaining Hirelings (TG2)	5-5
CHAPTER 3 —	
CHAPTER 4 —	
CHAPTER 5 —	
Section II:	
CHAPTER 6 —	
Bandit Scenarios and Highwaymen Adventures	
General Information for the Scenarios (TG1)	6-ii
A. Farmers (TG1)	6-1
B. Merchants (TG1)	6-3
C. Travellers (TG1)	6-9
D. Warriors (TG1)	6-17
E. Additional Encounters (TG2)	6-23
F. From the Prince of Thieves (TGS#1)	6-29
G. The Highwayman Encounters (TG8)	6-39
CHAPTER 7 —	
Cat Burglary Scenarios and Second Story Adventures	
A. Helligor's Jewelry Shop (TG1)	7-1
B. Magic Books and Scrolls (TG1)	7-11
C. The Tower of Tsitsiconus (TG3)	7-25
D. Into the Dragon's Jaws (TG4)	7-45
E. The House of Potiphar the Phat (TGS#1)	7-59
F. The Smithy of Vultar (TG7)	7-69
CHAPTER 8 —	
Armed Robbery Scenarios and Pursuit Adventures	
A. Waylaying the Couriers (TG1)	8-1
B. Stopping the Smugglers	
The Guild against the Black Hand (TG4)	8-13
The Caravan Route (TG4)	8-15
The River Route (TG4)	8-25
C. The Claw of Frit'h'nath (TG7)	8-35
D. The Secret of the Crystal Mountains	
Part One: Across the Golden Plateau (TG8)	8-53
CHAPTER 9 —	
Temple Looting Scenarios and Tomb Robbing Adventures	
A. The Tombs of Shale-Chuun (TG2)	9-1
Tomb 1 — The Magus (TG2)	9-8
Tomb 2 — The Merchant (TG2)	9-15
The Monastery (TG2)	9-25
Tomb 3 — the Scholar (TGS#1)	9-33
B. The Crypt of Illusions (TG5)	9-39
CHAPTER 10 —	
Pickpocketing Scenarios and Curpursing Adventures	
A. The Duke's Dress Ball (TG3)	10-1
CHAPTER 11 —	
Assassination Scenarios and Espionage Adventures	
A. The Radisha Must Die! (TG5)	11-1
CHAPTER 12 —	
Freebooting Scenarios and Ship Encounters for Piracy	
A. The Lands of the Southron Reelms (TG6)	12-1
Ship Encounters: Quarry (TG6)	12-5
Hostile (TG6)	12-23
CHAPTER 13 —	
Rescue Scenarios and Abduction Adventures	
A. Rescue from the Trolls' Hole (TG8)	13-1
Section III:	
(Various Issues)	near of book
MAPS, CHARTS and DIAGRAMS	near of book

The seventeen pre-rolled player-characters used in the Prince of Thieves tournament are presented on these pages. The first ten thieves listed are intended for use in the Highwaymen adventures, the next five for use in both the Tomb looting and burglary, and the final two for use in the Tomb robbery only. Players should draw characters at random, and to make the role-playing challenge equal, should not portray the same character in the Tomb and Burglary adventures.

Abbreviations used in the descriptions below are defined on the Table of Contents page. Trainings represent basic skills known by a character (ex., First Aid lets a character heal 1D4 wounds received by another character). Statistics on combat abilities are explained in the Guildmaster Speaks section.

NAME: GORIDATH LV:5 RACE: URUK HAI
HTK: 26 SOC. STAT.: YEOMAN

STR	16	SENSE TRAPS	25%
CDN	11	OPEN LOCKS	45%
REF	11	LOCATE TRAPS	20%
STM	14	DISARM TRAPS	30%
DSC	8	PICK POCKETS	55%
INT	10	SILENT MOTION	-5%
MGR	16	HIDE IN COVER	25%
MAG	9	CLIMB SURFACES	93%
APP	7	HEAR NOISES	30%

HP BONUS 0 TRAININGS
MISSILES 0 Mountaineering
DODGE 0/1 Cyphering
ARMOR TYPE: CHN Swimming
ARMOR CLASS: 8 Armory
MOVEMENT 6 Tracking
WEAPON HACO CHP DAM RANGE
BROADSWORD* 5 +10 4D4 CLOSE
MACE 8 +10 4D4 CLOSE
LONG BOW 3/7/10 +10 1D6 SPEC

NAME: HEUNIVERE # LV:7 RACE: ORC
HTK: 19 SOC. STAT.: YEOMAN

STR	7	SENSE TRAPS	43%
CDN	16	OPEN LOCKS	70%
REF	13	LOCATE TRAPS	45%
STM	15	DISARM TRAPS	60%
DSC	9	PICK POCKETS	90%
INT	8	SILENT MOTION	40%
MGR	6	HIDE IN COVER	50%
MAG	6	CLIMB SURFACES	88%
APP	4	HEAR NOISES	40%

HP BONUS 1 TRAININGS
MISSILES 1 R/W/C Locksmithy
DODGE 0/2
ARMOR TYPE: CLO
ARMOR CLASS: 3
MOVEMENT 10
WEAPON HACO CHP DAM RANGE
SHORT BOW 3/7/11 +10 1D6 SPEC
RAPIER* 4 +8 1D12 CLOSE

NAME: TIRIDATHA # LV:6 RACE: ORC
HTK: 22 SOC. STAT.: PEASANT

STR	8	SENSE TRAPS	30%
CDN	15	OPEN LOCKS	50%
REF	13	LOCATE TRAPS	40%
STM	13	DISARM TRAPS	35%
DSC	10	PICK POCKETS	80%
INT	9	SILENT MOTION	35%
MGR	10	HIDE IN COVER	45%
MAG	9	CLIMB SURFACES	86%
APP	8	HEAR NOISES	30%

HP BONUS 1 TRAININGS
MISSILES 1 Husbandry
DODGE 0/1 Tanning
ARMOR TYPE: CLO First Aid
ARMOR CLASS: 2 Netting
MOVEMENT 10 Swimming
WEAPON HACO CHP DAM RANGE
HORSE BOW* 2/5/10 +8 1D6 SPEC
DAGGER 10 +10 1D4 CLOSE

NAME: POLIKLIDOS LV:4 RACE: CENTAUR
HTK: 35 SOC. STAT.: SHOPKEEPER

STR	18	SENSE TRAPS	20%
CDN	13	OPEN LOCKS	40%
REF	15	LOCATE TRAPS	15%
STM	13	DISARM TRAPS	25%
DSC	4	PICK POCKETS	50%
INT	10	SILENT MOTION	15%
MGR	6	HIDE IN COVER	5%
MAG	11	CLIMB SURFACES	-15%
APP	9	HEAR NOISES	40%

HP BONUS 0 TRAININGS
MISSILES 2 R/W/C Calligraphy
DODGE 1/1 Bowry
ARMOR TYPE: CLO
ARMOR CLASS: 2 Fletching
MOVEMENT 18 First Aid
WEAPON HACO CHP DAM RANGE
LONG BOW* 2/6/9 +8 1D6 SPEC
LANCE 3/8 +10 2D12 CLOSE

NAME: HARKROTH LV:5 RACE: ORC
HTK: 26 SOC. STAT.: YEOMAN

STR	11	SENSE TRAPS	25%
CDN	19	OPEN LOCKS	55%
REF	11	LOCATE TRAPS	40%
STM	12	DISARM TRAPS	40%
DSC	13	PICK POCKETS	75%
INT	7	SILENT MOTION	40%
MGR	13	HIDE IN COVER	35%
MAG	11	CLIMB SURFACES	83%
APP	8	HEAR NOISES	30%

HP BONUS 3 TRAININGS
MISSILES 3 R/W Husbandry
DODGE 0/1
ARMOR TYPE: CLO
ARMOR CLASS: 2 First Aid
MOVEMENT 10 Tracking
WEAPON HACO CHP DAM RANGE
LONG BOW* 1/5/8 +8 1D6 SPEC
THROW KNIFE 2/6/10 +10 1D4 SPEC
SHORTSWORD 9 +10 2D3 CLOSE

NAME: FRUGNIRP LV:7 RACE: GOBLIN
HTK: 32 SOC. STAT.: YEOMAN

STR	14	SENSE TRAPS	45%
CDN	12	OPEN LOCKS	45%
REF	13	LOCATE TRAPS	55%
STM	12	DISARM TRAPS	50%
DSC	17	PICK POCKETS	90%
INT	7	SILENT MOTION	30%
MGR	11	HIDE IN COVER	55%
MAG	7	CLIMB SURFACES	94%
APP	7	HEAR NOISES	40%

HP BONUS 0 TRAININGS
MISSILES 0 Husbandry
DODGE 1/1 Blacksmithy
ARMOR TYPE: CHN
ARMOR CLASS: 8 First Aid
MOVEMENT 5 Fletching
WEAPON HACO CHP DAM RANGE
LONG BOW* 2/6/9 +8 1D6 SPEC
BROADSWORD* 5 +10 4D4 CLOSE
HALBERD 3/7 +10 2D6 1 HEX

NAME: POOF LV: 5 RACE: KOBOLD
HTK: 20 SOC. STAT.: PEASANT

STR	9	SENSE TRAPS	27%
CDN	16	OPEN LOCKS	45%
REF	13	LOCATE TRAPS	0%
STM	12	DISARM TRAPS	35%
DSC	1	PICK POCKETS	70%
INT	10	SILENT MOTION	45%
MGR	18	HIDE IN COVER	45%
MAG	5	CLIMB SURFACES	84%
APP	13	HEAR NOISES	50%

HP BONUS 1 TRAININGS
MISSILES 1 Blacksmithy
DODGE 0/1 Husbandry
ARMOR TYPE: LTH Swimming
ARMOR CLASS: 6 Diving
MOVEMENT 5 First Aid
WEAPON HACO CHP DAM RANGE
THROW KNIFE 4/8/12 +10 104 SPEC
BROADSWORD* 5 +10 304 CLOSE

NAME: SNIFFY # LV: 6 RACE: KOBOLD
HTK: 21 SOC. STAT.: SHOPKEEPER

STR	6	SENSE TRAPS	32%
CDN	17	OPEN LOCKS	55%
REF	12	LOCATE TRAPS	30%
STM	12	DISARM TRAPS	40%
DSC	7	PICK POCKETS	80%
INT	14	SILENT MOTION	55%
MGR	15	HIDE IN COVER	45%
MAG	7	CLIMB SURFACES	85%
APP	6	HEAR NOISES	50%

HP BONUS 0 TRAININGS
MISSILES 0 R/W/C
DODGE 0/1 Locksmithy
ARMOR TYPE: CLO Perfumery
ARMOR CLASS: 6 Swimming
MOVEMENT 6
WEAPON HACO CHP DAM RANGE
SHORT BOW 5/9/13 +10 106 SPEC
RAPIER 8 +10 108 CLOSE

NAME: ODANI-BOI LV: 7 RACE: HUMAN
HTK: 28 SOC. STAT.: MERCHANT

STR	12	SENSE TRAPS	40%
CDN	16	OPEN LOCKS	70%
REF	15	LOCATE TRAPS	50%
STM	9	DISARM TRAPS	55%
DSC	13	PICK POCKETS	80%
INT	8	SILENT MOTION	40%
MGR	12	HIDE IN COVER	40%
MAG	9	CLIMB SURFACES	89%
APP	13	HEAR NOISES	40%

HP BONUS 1 TRAININGS
MISSILES 1 R/C/W
DODGE 2/1 Locksmithy
ARMOR TYPE: LTH Armory
ARMOR CLASS: 6 Tracking
MOVEMENT 8 Trapping
WEAPON HACO CHP DAM RANGE
BROADSWORD* 4 +10 304 CLOSE
FRANCISCA 6 +10 303 CLOSE

NAME: PETROS LV: 4 RACE: HUMAN
HTK: 19 SOC. STAT.: GUILDSMAN

STR	10	SENSE TRAPS	20%
CDN	14	OPEN LOCKS	50%
REF	15	LOCATE TRAPS	30%
STM	12	DISARM TRAPS	35%
DSC	4	PICK POCKETS	45%
INT	13	SILENT MOTION	25%
MGR	6	HIDE IN COVER	25%
MAG	15	CLIMB SURFACES	83%
APP	10	HEAR NOISES	30%

HP BONUS 1 TRAININGS
MISSILES 1 R/W/C
DODGE 1/1 Comp. Mech.
ARMOR TYPE: LTH Jewellery
ARMOR CLASS: 6
MOVEMENT 8
WEAPON HACO CHP DAM RANGE
RAPIER 4 +10 108 CLOSE

NAME: FIMBARADOV # LV: 4 RACE: ELF
HTK: 25 SOC. STAT.: PEASANT

STR	8	SENSE TRAPS	20%
CDN	15	OPEN LOCKS	40%
REF	14	LOCATE TRAPS	30%
STM	15	DISARM TRAPS	10%
DSC	7	PICK POCKETS	55%
INT	16	SILENT MOTION	35%
MGR	9	HIDE IN COVER	40%
MAG	13	CLIMB SURFACES	82%
APP	22	HEAR NOISES	30%

HP BONUS 1 TRAININGS
MISSILES 2 R/C/W
DODGE 0/1 Entertaining
ARMOR TYPE: CLO Husbandry
ARMOR CLASS: 2 Service
MOVEMENT 10 First Aid
WEAPON HACO CHP DAM RANGE
RAPIER 3 +10 108 CLOSE
KNIFE 9 +10 104 CLOSE

NAME: PENNITOS LV: 5 RACE: HALF ELF
HTK: 18 SOC. STAT.: PEASANT

STR	9	SENSE TRAPS	25%
CDN	13	OPEN LOCKS	45%
REF	20	LOCATE TRAPS	35%
STM	11	DISARM TRAPS	30%
DSC	17	PICK POCKETS	55%
INT	13	SILENT MOTION	35%
MGR	10	HIDE IN COVER	45%
MAG	17	CLIMB SURFACES	92%
APP	18	HEAR NOISES	30%

HP BONUS 0 TRAININGS
MISSILES 0 R/W/C
DODGE 3/1 Tanning
ARMOR TYPE: CLO First Aid
ARMOR CLASS: 5 Cooking
MOVEMENT 10 Husbandry
WEAPON HACO CHP DAM RANGE
RAPIER* 4 +8 1012 CLOSE
MAIN GAUCHE 9 +10 106 CLOSE

NAME: KANLO LV: 4 RACE: DWARF
HTK: 19 SOC. STAT.: YEOMAN

STR	13	SENSE TRAPS	50%
CDN	16	OPEN LOCKS	45%
REF	14	LOCATE TRAPS	45%
STM	11	DISARM TRAPS	10%
DSC	5	PICK POCKETS	50%
INT	8	SILENT MOTION	30%
MGR	19	HIDE IN COVER	30%
MAG	6	CLIMB SURFACES	82%
APP	1	HEAR NOISES	30%

HP BONUS 1 TRAININGS
MISSILES 1 R/W/C
DODGE 0/1 Husbandry
ARMOR TYPE: CLO Magistry
ARMOR CLASS: 3 Tracking
MOVEMENT 7 Service
WEAPON HACO CHP DAM RANGE
BROADSWORD 5 +10 204 CLOSE
MACE 7 +10 304 CLOSE
JAVELIN 10/12 +10 403 CLOSE

NAME: KAZKAL LV: 5 RACE: DWARF
HTK: 26 SOC. STAT.: PEASANT

STR	15	SENSE TRAPS	55%
CDN	17	OPEN LOCKS	55%
REF	11	LOCATE TRAPS	55%
STM	13	DISARM TRAPS	45%
DSC	14	PICK POCKETS	65%
INT	8	SILENT MOTION	40%
MGR	13	HIDE IN COVER	35%
MAG	9	CLIMB SURFACES	84%
APP	13	HEAR NOISES	30%

HP BONUS 2 TRAININGS
MISSILES 2 Cyphering
DODGE 0/1 Blacksmithy
ARMOR TYPE: CHN Armory
ARMOR CLASS: 8 Husbandry
MOVEMENT 5 Mountaneering
WEAPON HACO CHP DAM RANGE
BATTLEAXE* 6 +10 305 CLOSE
BOARDSPEAR 4/5 +10 304 CLOSE

NAME: HONEY # LV: 6 RACE: HOBBIT
HTK: 16 SOC. STAT.: PEASANT

STR	6	SENSE TRAPS	30%
CDN	19	OPEN LOCKS	70%
REF	18	LOCATE TRAPS	55%
STM	10	DISARM TRAPS	45%
DSC	16	PICK POCKETS	80%
INT	6	SILENT MOTION	70%
MGR	16	HIDE IN COVER	65%
MAG	8	CLIMB SURFACES	90%
APP	10	HEAR NOISES	40%

HP BONUS 0 TRAININGS
MISSILES 0 Husbandry
DODGE 3/1 Bowry
ARMOR TYPE: NON Fletching
ARMOR CLASS: 4 Cyphering
MOVEMENT 7 Netting
WEAPON HACO CHP DAM RANGE
SHORT BOW* -1/3/7 +8 106 SPEC
DAGGER 7 +10 104 CLOSE

SECTION I

Rules of Practice

CHAPTER 1

CHARACTERS

Their Creation, Care, and Feeding

CHARACTER CREATION

Characters from any fantasy role playing (FRP) system may be used in Thieves' Guild, or players may use the character creation rules provided below.

In character creation, die rolls are used to determine the physical and mental attributes of each individual player-character. Although the various FRP systems on the market (Dungeons & Dragons, Runequest, Chivalry & Sorcery, etc.) differ in the names and total number of requisites that are rolled, all systems provide information about several basic categories of human (and near human) capabilities. These categories are:

1) **STRENGTH** - This attribute defines the player-character's ability to perform acts of brute force, such as bending metal bars, lifting a large crate, or shoving open a jammed door. It may also influence the ease with which various weapons can be wielded, the amount of damage done by a successful blow, or the total load (encumbrance) that the character may carry.

2) **DEXTERITY** - This attribute represents a character's basic skills of manipulation and agility. It influences the ability to hit a foe, pick a lock, or dodge out of the way of a sprung trap. In the Thieves' Guild scenarios, a distinction is made between actions requiring saving rolls against **COORDINATION** (intentional efforts) and those requiring saving rolls against **REFLEXES** (instinctive reactions). If characters from other FRP systems are being used, and such a distinction is not made, apply their single Dexterity rating to both types of actions.

Throughout Thieves' Guild, and the FANTASY SYSTEM, saving rolls will be frequently mentioned and used. A saving roll is an attempt to do something involving an inborn requisite in order to either prevent something dire from happening, avoid its result, or allow the character involved to accomplish something extraordinary (far beyond his/her normal capabilities). All saving rolls are made using a number of D12, usually 2, although some situations (such as breaking down a stoutly barred door) might call for the total of as many as 10 or 12. The total of the D12 is compared to the requisite involved. If the total is equal to, or lower than, the requisite the saving roll has been made. If the total is greater than the requisite, the saving roll has failed, and whatever dire consequences were about to descend upon the unlucky head of the feckless wight involved are descending. The GM must frequently use his own creative judgment in refereeing the outcomes of saving rolls. If, for example, a player character attempts to leap aboard a moving wagon, a **COORDINATION** saving roll would obviously be required. A badly missed saving roll might cause the player to fall beneath the wheels of the wagon, sustaining extensive damage, while a less severe failure might be interpreted as a headlong crash into a nearby hedgerow (injuring only the character's pride).

3) **STAMINA** - This attribute represents a character's overall constitution, his ability to resist disease and absorb damage from enemy blows, poisons, etc. The Thieves' Guild scenarios utilize an additional and separate requisite, **MAGIC RESISTANCE**, to indicate a character's susceptibility to spells and

magical artifacts. If the original system used for character generation does not provide a separate rating for **MAGIC RESISTANCE**, use the character's STAMINA rating for making **MAGIC RESISTANCE** saving rolls.

4) **INTELLIGENCE** - Measures of mental capability take several forms. The ability to absorb knowledge from books or teachers is referred to as IQ in the Thieves' Guild scenarios. An important second requisite, **DISCRETION**, is used to represent common sense and the character's ability to respond calmly in tense situations. **TALENT**, a third attribute, represents the innate magical potential of a character and determines his ability to learn spells and properly use magical items. If the system originally used for character roll-up does not include one or more of these requisites, IQ can be used as a replacement.

5) **ATTRACTIVENESS** - This attribute represents both physical beauty (**APPEARANCE**) and the presence of leadership qualities (**MAGNETISM**). These qualities govern a character's sexual allure, his ability to hire and maintain loyalty in followers, and may even greatly raise or lower his general believability when bargaining, telling a lie, etc. If the system used for character roll-up uses only a single measure of attractiveness, use this value for both **MAGNETISM** and **APPEARANCE**.

To assist in the process of converting characters from other systems to Thieves' Guild specifications, a reference chart has been provided, which may be found in Appendix A, **CHARACTER CONVERSION**.

NEW CHARACTER CREATION

Rules for character generation for Thieves' Guild are taken from the FANTASY SYSTEM, a set of comprehensive game rules designed by Gamelords, Ltd. for fantasy role-playing adventures. If the reader of this book is new to fantasy gaming, or a new character is desired for the play of these scenarios, the next few pages outline a set of steps for character creation.

Initially, the player must select the race and sex of his character. In the FANTASY SYSTEM, a player may choose from a wide number of races, including those often reserved for non-player characters (for example, nasties like kobolds and orcs). A player may choose to be a male or female member of any of the following races:

Human (HU)
 Elven (EL)
 Half-elven (/E)
 Dwarfen (DW)
 Hobbit (HO)
 Kobold (KO)
 Orc (OR)
 Uruk Hai (UH)
 Half-orc (/O)
 Goblin (GO)
 Pixie (PX)
 Centaur (CE)

Each of these racial types is described briefly below.

1) Roll 3D6 to obtain values for each of ten inborn requisites:

Strength (STR) ---
 Coordination (CO) ---
 Reflexes (REF) ---
 Stamina (STM) ---
 Discretion (DSC) ---
 Intelligence (IQ) ---
 Talent (TA) ---
 Magic Resistance (MR) ---
 Magnetism (MAG) ---
 Appearance (APP) ---

2) If an 18 is rolled, roll D1000 to determine if the character possesses a Super-Ability:

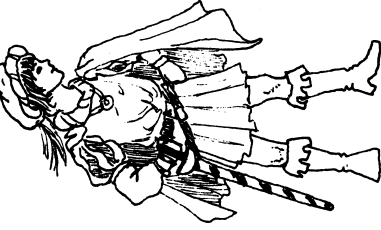
DIE ROLL
 001-725 No Change
 726-900 +1 to Characteristic
 901-975 +2 to Characteristic
 976-995 +3 to Characteristic
 996-000 +3 as above

& roll again

3) Make the appropriate Racial Adjustments to initial die rolls, based on the FANTASY SYSTEM chart, RACIAL ADJUSTMENTS.

FAMILY BACKGROUND

Characters receive certain advantages at the start of their careers (in the form of money, trainings, etc.) as a result of their family background. All player characters (whether newly rolled or adapted) should roll a D1000 or compare the result against FAMILY BACKGROUND.



Some races have restrictions placed on the types of family background they can have:

ELVEN - No Guild, No Rabble
 DWARVEN - No Rabble
 HOBBIT - No Nobility
 KOBOLD - No Nobility, No Guild
 ORC - No Nobility (except Royalty), No Guild
 URUK - No Nobility (except Royalty), No Guild, No Rabble
 PIXIE - No Guild, No Rabble
 CENTAUR - No Guild
 GOBLIN - No Nobility (except Royalty), No Rabble

After family background is determined, the player may roll to find his initial purse (e.g., a merchant rolls a 7 and a 2 on his 2D10, then multiplies the result by 50 GP/pip, equalling a total purse of 9 x 50 or 450 GP). He may then select his weapons and training fields, according to the procedures set forth later in this chapter. All social classes automatically receive types of non-weapon training; these skills are identified in the last column of the FAMILY BACKGROUND table.



4) Calculate the total damage the character can withstand before dying (referred to as hits to kill, or HITK). To compute HITK, add adjusted strength and stamina ratings; compare the total to the list immediately below. This is the hit die the player-character will use throughout his/her career. Now divide total adjusted strength and stamina by 2 (rounding up), and add a roll of the character's hit die.

TOTAL STRENGTH+STAMINA 10 or less	HIT DIE
11-19	D4
20-29	D6
30-35	D8
36-45	D10
45 or more	D12+D4 D20

(Note: characters receive additional rolls of their hit die as they gain experience; see Chapter 4.)

5) Identify any requisite bonuses that the character receives as a result of his rolled attributes, using BONUSES AND PENALTIES FOR REQUISITES.

THE RACES OF GATEWAY

HUMANKIND is the most populous civilized race on the world of Gateway. Mortal men and women, like their Earth-dwelling counterparts, come in a vast assortment of character types -- from Conan the barbarian to Sam the librarian. As thieves, humans possess no inborn advantages (or disadvantages) in various thievery skills. However, the very commonness of humankind is in itself a benefit, because a human thief can appear almost anywhere, in almost any guise, without arousing suspicion.



HOBBITS are the small, furry footed people described by Tolkien. They have exceptional natural ability in a number of thievery skills (such as Silent Movement and Hiding in Shadows), and also receive an automatic +3 bonus to basic hit probability with



thrown missiles (sling, rocks, knives, bolts, etc.). Hobbits are in some respects quintessential thieves; they survive by stealth, and are often doomed when stealth fails and they are caught up in face-to-face combat. In mixed parties, hobbits will usually get along with almost everyone; however, because of their small stature, they seldom assume a leadership role within a group. Hobbits are extremely fond of food, drink, and pipeweed, all of which they consume as many times a day as possible. On any adventure, they will usually carry a well-stuffed pack, and will insist (loudly) on regular breaks for sustenance, even in the midst of criminal activity.

ORCS are similar to humans in height and weight, but they tend to have wolfish facial features and mean-spirited dispositions. Some legends contend that they are "fallen" descendants of the ancient elven kindreds, punished by the gods for their evil deeds through the loss of their immortality. Whatever the truth of such legendary, the orcish peoples and the elven peoples share a mutual hatred that frequently erupts into war, and not uncommonly leads to individual murders and blood feuds. Orcs in general disrespect all organized authority (with the exception of the military authority of the Uruk Hai), and resent those who live in "proper society"; as a result, many become thieves, although they possess no particular aptitudes for thievery skills. A group of orcs may sometimes band with humans, kobolds, or goblins, to create a formidable band of highwaymen; but orcish tempers are short, and internal squabbling is always a threat if one or more feel they are not receiving their fair share of the booty. Orcs do possess hypervision; their other sensory abilities are average. Since many orcs are socially outcast, they receive substantial penalties if they attempt to disguise themselves in certain roles.



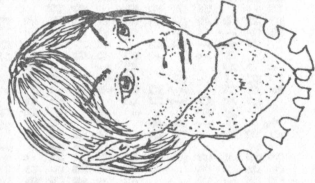
The **URUK HAI** were originally an interbred strain of the orcish peoples, designed to produce an evolved warrior class. The experiment was successful, to an extent, for the Uruk are larger and stronger than their lowly brethren, the orcs. However, the Uruk Hai tend to exophilia (and intensity) the orcish personality weaknesses. They are terrible bullies, particularly in respect to ordering and commanding their smaller cousins. In addition, Uruk have such foul and quick tempers that orcs seem patient in contrast. Nonetheless, an Uruk Hai will grudgingly give respect to those who have proven their fighting competence. Uruk are not subtle or stealthy; as thieves, they function best as brigands on the open road, especially when there are orcs along to do the menial jobs. The Uruk Hai do possess hypervision, but are otherwise unexceptional in sensory or thieving abilities.

DWARVES are a short, sturdily-built people that frequently reside in immense underground cavern complexes that they have constructed beneath the mountains of Gateway. The dwarves are a proud, artisan race, who rejoice in crafting and owning fine material possessions of iron, silver, and gold. It is this love of wealth that



drives the dwarven tribes into contact with other parts of civilization, as fighters, merchants, and (frequently) as thieves. All dwarves receive an automatic 30% bonus to their ability to sense the presence of traps in their vicinity. They possess hypervision and receive a +1 to basic hit probability when using hammers and axes. All dwarves automatically receive two artisan trainings from the Merchant category (see Training Fields below), regardless of their family social status. Dwarves make good additions to almost any thieving band; they are reasonably stealthy, and often have the physical strength and weapons ability to make good highwaymen. On the debit side, dwarves are notoriously greedy and will usually demand extra shares of a treasure in return for hazardous duties performed during a robbery. Dwarves have a deep and abiding hatred of horses, and few can willingly ride even a mule for an extended period of time. The dwarven peoples have shared a deep enmity with the goblins for many thousands of years, due to their perennial struggle for control of the subsurface areas of Gateway.

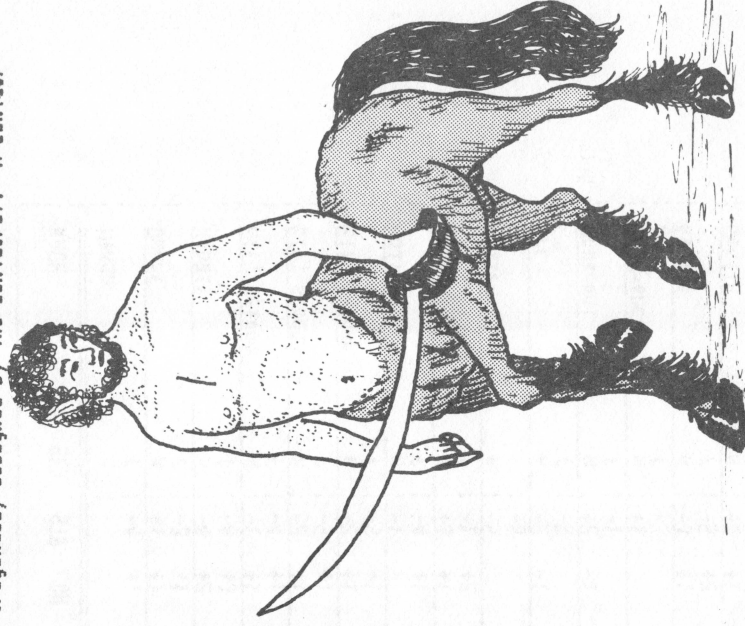
There are three ELVEN kindred present on Gateway: the Sylvan (wood elves), the Sindar (grey elves), and the Mador (high elves). If a player chooses to portray an elf, he must roll a D10 to identify the kindred represented (1-6 = Sylvan, 7-9 = Sindar, 10 = Mador). All elves receive an automatic +1 to their basic hit probability with swords and bows; they have a 30% chance of sensing the presence of secret doors or panels, and a 60% chance of locating such objects if a careful search (requiring 1 minute per 5' square area) is made. Elves are virtually immune to disease; they do not age by human standards, though they can be killed through combat, misfortune, etc. They also possess hypervision (the ability to see up to 60' in nighttime conditions). Although the elves portrayed in Tolkien's trilogy are almost uniformly high-minded and noble, elven rogues are not at all uncommon on Gateway (particularly among the Sylvan tribe). Elven thieves do, however, tend toward the more subtle forms of crime, such as cat-burglary; they should not (if avoidable) be played as common alley-bashers or hired killers. All elves have great hostility toward members of the Orcish races and will rarely tolerate their presence; conversely, elves and dwarves, although unlikely to become boon companions, have little difficulty co-existing and co-operating in the same party.



Goblins are a short (about 4' tall), sturdy people with greenish skin and pointy ears. For millennia, they have battled with the dwarves for supremacy in the subsurface realms of Gateway, and these two races display an enmity that may erupt into a vicious fight "on sight." Goblins have a matriarchal society (because of the great disparity in magical ability between the males and females; the goblinettes are unusually adept in arcane matters), and a group will usually have a female leader, or at least a female director. Goblins do have hypervision, and receive moderate bonuses to many thieving abilities.



CENTAURS are, as in Greek mythology, creatures with the upper torso and head of humankind and the body of a horse. In outdoor adventures in relatively open terrain, centaurs have several advantages, including great speed of movement, keen eyesight (+20% to daylight vision), and an automatic +2 to hit probability with bows (it is rumored that the bow was originally designed by the centaurs). A centaur



indoors, however, is a walking disaster area, and it is virtually impossible for one to descend stairs without falling. Consequently, centaur thieves are limited in the types of "jobs" they should undertake. They are well suited to the role of highwaymen, and can usually play a useful, even valuable, part in a pursuit and robbery adventure; unfortunately, second story work is effectively ruled out.

PIXIES are small (18"-24" tall), intelligent (though many may dispute this), winged creatures who are descended from insectile ancestors. With their flying ability and diminutive stature, they are physically suited for a number of thievery tasks, such as trailing a potential victim. Unfortunately, pixies tend to have an extremely short attention span, and are easily distracted; a band of thieves which sends a pixie through an open second story window to unlock the back door of a



domicile targeted for a burglary may have a loooooonggg wait. They have a very limited carrying capacity while airborne (5lb. or less), and are well known as regards their fondness for tall tales, particularly concerning their own exploits. Because of this propensity, they suffer a 25% penalty to their general credibility and have substantial difficulties when trying to operate in disguise. Positively, pixies receive an automatic +2 dodge added to their effective armor class while on the ground, and +3 when airborne; they also receive a bonus to Silent Movement.



KOBOLDS are a form of degenerate hobbit, of smaller stature but with a greenish-brown complexion. Most kobold communities dwell in underground complexes; as a result, their senses of hearing and smell are normally heightened, while their daylight vision is decidedly poor. Nearly all kobolds are sneaky, skulking etc. However, since excellent pickpockets, backstabbers, Gateway knew this, kobolds are universally distrusted (there is only a 25% chance that anything a kobold says will be taken at face value). For the fantasy gamer, this race provides a rich opportunity for innovative role-playing, since they are capable of committing extremely senseless acts of vandalism with minimal provocation.

Mating between the various racial types on Gateway is a fairly common occurrence; not all racial combinations, however, can successfully produce offspring. The two most common products of interbreeding are HALF-ELVEN (elves and humans) and HALF-ORCS (orcs and humans); these half-breeds inherit some characteristics from each of their parental races. Half-elven children receive a limited ability to sense the presence of secret doors or panels (20%), and when carefully searching their chances of locating such objects are 40%. Half-elves seldom have trouble assimilating into society, so they have reasonably good basic chances of operating in disguise. Half-orcs, on the other hand, are usually the product of a forced union, and in these cases, they are usually outcast by their families at an early age; many harbor deep resentment toward all orcs as a result. Both half-breeds inherit all sensory abilities from their fathers; in elven-human unions, there is a 60% chance the father was human; in orc-human, there is a 90% chance the father was orcish.

RACIAL ADJUSTMENTS

RACE	SEX	STR	CDN	REF	STM	DSC	INT	TAL	MGR	MAG	APP
Human	M	-4	+1	+1	+1	+1					+2
	F	+1	+1	+1	+3	-2	-1		+2	-4	-3
Dwarf	M	-2	+1	+1	+3		-1		+2	-6	-5
	F	-4	+2	+2	-1	+2		-4	+2	-2	+1
Robbit	M	-6	+3	+3	+3		+3		-4	+2	+3
	F	-1	+1	+1	-1				+2	-1	+2
Elf, Sylvan	M	-4	+1	+2	+1				+2	-1	+4
	F	-2	+1	+1	-1			+1	+2	-1	+2
Elf, Noldor	M	-5	+1	+2				+1	+2	-1	+4
	F	-2	+1	+1	-2	-1		+3			+3
Half-elf	M	-1	+1	+2	-2			+3			+5
	F	-1	+1	+1	+1						+1
Centaur	M	-4	+1	+1	+1				-1		+3
	F	+3	+1	+2	+1	-3			-1	-1	-1
Pixie	M	-1	+2	+3	+2				-2	-2	+3
	F	-5	+5	-6	-4				-2	+3	-6
Orc	M	-6	+6	-5	-4				-2	+3	+6
	F	-2	-1	-1	+2				-2	+1	-3
Orc-Hal	M	-5	+3	-3	-2				-2	-3	-5
	F	+2	-1	-1	+2				-2	-2	-1
Half-orc	M	-1	+1	+3	-1				-2	-2	-4
	F	+1	+1	+2	-1				-1	+1	-1
Kobold	M	-3	+1	+1	-2				-1	+1	-2
	F	-3	+1	+2	-6				-1	+1	-3
Goblin	M	-5	+2	+2	-1				+1	+1	-2
	F	-2	+1	+1	+3				-2	+4	-4
	M	-4	+2	+1	+3				+3	-2	-5
	F										-1

BONUSES AND PENALTIES FOR REQUISITES

Range	Strength Damage	Co-ordination Hit Prob	Reflexes Dodge	Intelligence to EP	Range	Strength Damage	Co-ordination Hit Prob	Reflexes Dodge	Intelligence to EP
-1-	-3D10	-10	-7	-90Z	20	+1D12	+3	+3	+20Z
0	-3D6	-8	-6	-90Z	21	+2D8	+4	+4	+25Z
1	-2D8	-6	-4	-75Z	22	+2D10	+4	+4	+35Z
2	-1D12	-5	-3	-50Z	23	+2D12	+5	+5	+50Z
3	-1D10	-4	-3	-35Z	24	+3D8	+6	+6	+75Z
4	-1D6	-3	-2	-20Z	25	+4D6	+7	+7	x2
5	-1D4	-2	-1	-10Z	26	+3D10	+8	+8	
6	-1D2	-1		-5Z	27	+4D8	+9	+9	
7-13					28	+3D12			
14	+1D1	+1	+1	+5Z	29	+6D6			
15	+1D2	+1	+1	+5Z	30	+4D10			
16	+1D4	+1	+1	+5Z	31	+4D12			
17	+1D6	+2	+2	+10Z	32	+7D8			
18	+1D8	+2	+2	+10Z	33	+6D12			
19	+1D10	+3	+3	+15Z					

FAMILY BACKGROUND

Die Roll	Family Social Level	Money Dice	GP /Pip	Weapon Trainings	Training Points	Automatic Trainings†
NOBILITY (E)						
991-000	High Nobility	2D6	100	6	10	1, 3, 19, 20(50Z)
971-990	Nobility	2D6	50	6	16	1, 3, 19, 20(50Z)
901-970	Aristocracy	2D10	25	6	20	1, 3, 19, 20(50Z)
GUILD (D) (all guildsmen receive mastery of any 1 skill)						
881-900	Guildmaster	1D8	100	1	16	19, 20, 31, +1
851-880	Guildsman	1D10	25	1	12	19, 20, 31, +1
MERCANTILE (C)						
801-850	Merchant	2D10	50	2	20	19, 20(50Z), 31, +1
701-800	Shepherd	1D10	20	2	12	19, 20(50Z), 31, +1
YEOMANRY (B)						
601-700	Yeoman	2D6	20	3	8	26, 19(40Z), 20(50Z), 31(20Z), +2
551-600	Landed Peasant	1D6	20	2	6	26, 19(20Z), 20(50Z), 31(10Z), +2
151-550	Peasant	1D10	10	2	4	26, 19(10Z), 20(50Z), 31(10Z), +2
RABBLE (A)						
131-150	Freedman	1D100	1	1	2	35, 19(20Z), 20(50Z), 31(6Z), +2
121-130	Gypsy	1D10	5	2	0	41, 42, 31(40Z), +2
001-120	Serf	1D6	5	1	0	35, +1

(†) The numbers in this column correspond to the numbers assigned to each of the various training fields; percentages in parentheses indicate the chance of having the training; do not check for Writing [420] unless Reading [419] has been given or successfully rolled for; "+" indicates fields [not points] that may be freely chosen from the applicable social listings.)

WEAPONS TRAININGS

Thieves tend to favor small, easily concealed, and controlled weapons and mechanisms that can snare and entangle their potential victims. They will normally seek to use stealth to attack with surprise, and will otherwise avoid potentially dangerous foes. Highwaymen are somewhat of an exception to this general rule, as they will use normal fighting weapons (such as broadswords and bows), but even they prefer to attack from ambush and avoid hand-to-hand combat whenever possible.

b) If the character has an adjusted strength rating of 16 or more, he automatically receives an additional weapon training. If the same character is also a member of either the Nobility Class or Yeomanry subclass, he may expend this special one and one other (a total of two weapon trainings), to become an expert in any one weapon. These provisions reflect the fact that outstanding physical specimens of these subclasses would be likely to receive solid military training.



Each character receives the number of weapons trainings associated with his family background. Additional trainings may be obtained in three ways:

- They may be purchased in the same manner as other training skills, through the expenditure of training points. It costs 5 training points to learn to use a commonly available weapon at normal effectiveness.

NOTE

Weapons expertise cannot be purchased with training points, with the exception of one situation, outlined below. Expertise is the ability to use a particular weapon at more than normal effectiveness. It comes at the attainment of certain levels of experience (4th, 8th, 12th etc.), and represents the additional effectiveness learned with long usage. All expertise includes a bonus of 1 to hit probability (particular weapons may specify a greater bonus), and, usually, an increase in the damage inflicted upon an opponent with the weapon in the use of which one has become expert.

Characters that satisfy both of these conditions are the only individuals who may start the game with weapons expertise. All other characters must start with normal weapons knowledge, and can obtain expertise only by gaining experience.

c) After the start of the game, a player may learn weapons from anyone who has both weapons expertise and knowledge of such training skill teaching. If such a character is encountered, and a deal can be arranged (prices to be determined based on the GM's discretion), learning requires that the player spend 8 game weeks in intensive training sessions (no other activity permitted). As noted above, a player may only attain normal weapon effectiveness as a result of purchased training.

The list of weapon trainings available to thieves is presented in WEAPONS SPECIFICATIONS. A player may choose either close range (contact) or missile (ranged) weapons. Weapons marked with an asterisk (*) can be used for both contact or ranged combat, but each type of use is counted as a separate training.

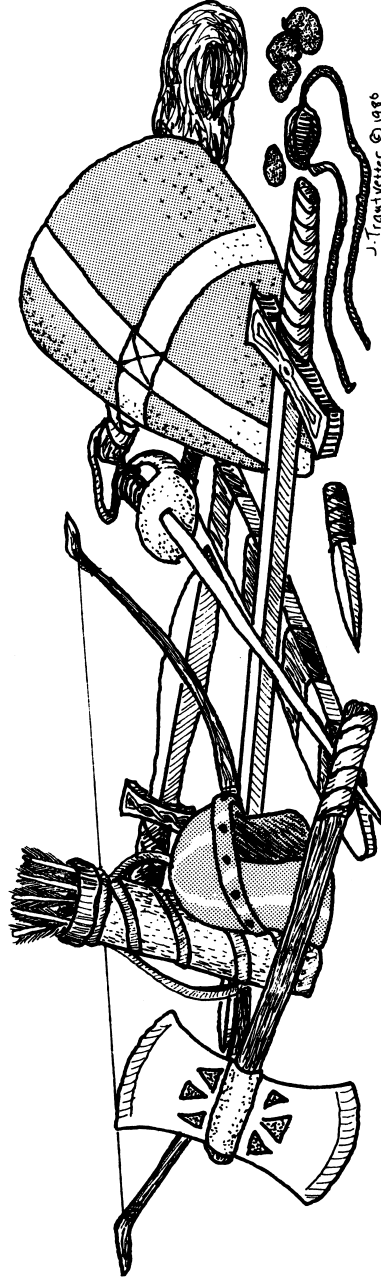
For each weapon type, the following information is provided:

- Basic Hit Probability (HACB). This represents the ability of the character to score a damaging blow on an unarmored foe (armor class 0 in the FANTASY SYSTEM). HACB stands for HIS armor class, and is used throughout Thieves, Build and the FANTASY SYSTEM to denote the minimum roll on a D20 with which a player-character, an NPC, or a monster can cause damage to an active but unarmored foe. For each attack made, the player rolls a D20. If the result is equal to or higher than his hit probability, after the effects of an opponent's armor, dodge, etc. are factored in, a damaging hit is scored (e.g. if a player has a HACB of 7 with a broadsword, and is attempting to hit a man in chain armor (AC6), he must roll a 13 or higher on D20 to hit). Note that, with some weapons, expertise will improve a character's hit probability by more than the normal bonus of 1. For missile weapons, three separate hit probabilities are listed, representing the weapon's effectiveness at short, medium, and long range. For pole weapons (e.g., spear) used in close combat situations, two hit probabilities are provided; the first is weapon accuracy at initial contact, while the second represents the effectiveness of all subsequent attacks on the same foe.
- Damage. This indicates the die roll used to determine the effects of a successful blow. For many weapons, the amount of damage inflicted by a successful blow increases when expertise is attained.
- Minimum requirements for weapon use. Weapons may require a certain minimum level of strength, co-ordination and/or reflexes in order to be used properly. Characters who do not meet the minimum requirements for a weapon may still receive training and use the weapon, but will do so at the effectiveness of an untrained user (see below).
- Range Limitations. For missile (ranged) weapons, the accuracy of the weapon differs at short, medium, and long ranges. Range limitations define the maximum distance in feet for each category of weapons fire. A weapon fired at a target outside the long range limit can never hit, regardless of the accuracy of the user.
- Special abilities. (if any).

WEAPONS SPECIFICATIONS

Close Weapons

Weapon Type	Basic Hit Prob (HACO)	Damage		Minimum Requirements			Notes
		Normal	Expert	STR	CD	REF	
Dagger	11	1D4	1D6	-	11	9	
Knife	11	1D4	1D5	-	8	-	
Stiletto	10	1D3	1D4	-	11	-	a
Pointed	10	1D5	1D8	-	9	-	
Bowie Kladet	8	1D8	1D10	6	13	11	b
Main Gauche	9	1D6	1D8	6	13	9	c
Shortsword	9	1D6	1D8	5	-	-	
Rapier	7	1D8	1D12	3	13	13	
Broadsword	8	1D10	2D6	7	9	-	
Hand Axe*	9	1D6	1D8	3	-	-	
Cudgel	8	1D3	1D4	-	-	-	
Nace	8	1D4	1D8	-	-	-	
Hammer*	9	1D4	1D8	7	-	-	



Ranged Weapons

Weapon Type	Basic Hit Prob (S/M/L)	Damage		Minimum Requirements			Range Limits (in feet)			Notes
		Normal	Expert	STR	CD	REF	Short	Medium	Long	
Short Bow	5/ 9/13	1D6	1D6	5	-	-	60	150	300	
Horse Bow	5/ 8/13	1D6	1D6	8	-	-	60	180	400	
Long Bow	4/ 8/11	1D6	1D6	9	-	-	100	250	600	
Sling (with windup)	3/ 8/13	1D4	1D6	-	13	-	50	100	250	
Sling (flat) 2/1	8/13/17	1D4	1D6	8	13	-	30	60	90	
Knife* 3/2	5/ 9/14	1D4	1D4	-	8	-	30	75	120	
Bowie Kladet	4/12/17	1D6	1D6	6	13	11	30	60	90	d
Hand Axe	6/11/15	1D6	1D6	3	-	-	15	45	90	
Hammer*	5/ 9/13	1D4	1D4	7	-	-	15	50	120	e
Bolo 1/2	4/ 9/14	1D6	1D8	7	11	-	30	60	100	f
Boomerang	5/11/16	1D6	1D10	6	9	11	40	120	240	g
Net 1/3	8/ -/ -	Tangle	-	-	-	-	20	-	-	
Blowgun 3/2	5/10/15	1D2	-	-	-	9	20	40	60	

Notes: (Weapons marked * can be used as either a close weapon or a ranged weapon; note, however, that if a weapon is used in ranged combat on a given melee round (MR), it will be virtually impossible to use it for close combat on subsequent MR.)

- a) Expert has +2 to hit prob
- b) Expert has +2 to both hit prob and defense
- c) Expert has +2 to defense
- d) User has +2 for criticals
- e) Expert has +3 to hit prob
- f) User may elect to tangle
- g) (CD+40)% return if miss

A character can use a weapon without training in it, but will suffer a penalty of adding 4 to the listed basic hit probability of the weapon (e.g., a character untrained in dagger would have a HAD of 15 rather than 11). A character who has had weapon training, but does not satisfy the minimum physical requisites for the weapon he/she is using, suffers the same penalty. If a character is both untrained and physically inadequate for the demands of a weapon, the penalty to base hit probability is 8.

If a character possesses a high strength, he may do additional damage to his opponent on a successful attack; on the other hand, characters with low strength may have a penalty placed on the amount of damage inflicted on their opponents by their weaker blows. Damage adjustments are determined by a special die roll made once per melee round (regardless of the number of blows successfully landed) and are then added to, or subtracted from, the normal damage inflicted by the weapon. Damage bonuses or penalties are not applied to missile attacks.

Similarly, a character's basic hit probability with all weapons (contact or ranged) may be adjusted as a result of a high or low co-ordination rating. Refer to the BONUSES AND PENALTIES FOR REQUISITES chart on the previous page to see if a character receives any requisite adjustments to fighting skill. Some character races also receive automatic bonuses to their fighting skills with certain types of weapons; the character descriptions provided earlier in this chapter explicitly note these inherent abilities.

TRAINING OPPORTUNITIES

Die Roll	3 or less	from 4-5	from 6-7	from 8-9	from 10-11	from 12-13	from 14-15	from 16-17	18 & over
1	0	0	0	1	2	3	4	5	6
2	0	0	1	2	3	4	5	6	7
3	0	0	1	3	4	5	6	7	8
4	0	1	2	4	5	6	7	8	9
5	0	1	3	5	6	7	8	9	10
6	1	2	4	6	7	8	9	10	12
7	1	3	5	7	8	9	10	12	14
8	2	4	6	8	9	10	12	14	16
9	3	5	7	9	10	12	14	16	18
10	4	6	8	10	12	14	16	18	20
11	4	7	9	11	14	16	18	20	23
12	5	7	10	12	15	18	20	23	26
13	5	8	10	14	16	20	22	25	30
14	6	9	12	15	18	20	24	28	35

Note: although this roll is made on a D10, discretion adjustments can raise the result as high as 14.

OTHER TRAINING AREAS

Most players will also begin play with some training in non-military skill areas. These trainings can in some cases enhance a character's thieving abilities. In other cases, they may provide the character with a knowledge of the value of various types of goods, or improve his chances of disguising his true identity.

Characters acquire skills through the expenditure of training points. They receive training points from two sources:

- 1) As a result of their family background: the family background chart indicates the training points received by each social class. In addition, all classes automatically receive training in certain fields, as detailed on the chart.

- 2) Each character receives a die roll on the TRAINING OPPORTUNITIES chart; a D10 is rolled, and the result matched against the column corresponding to the character's intelligence (IQ). The die roll and/or the result may be modified if the character possesses a high discretion (DSC):

DSC 13	normal roll
DSC 13-14	add 2 to initial die roll
DSC 15-16	add 2 to initial die roll +2 pts to result
DSC 17-18	add 4 to initial die roll +4 pts to result
DSC 19-20	add 4 to initial die roll +4 pts to result, and move one column to the right
DSC 21+	add 4 to initial die roll +4 pts to result, and move two columns to the right

Once training points have been determined, players choose particular trainings for their characters from the list of 44 fields provided below. Trainings are organized under the five major social classes of the feudal era, as described in the family background chart: Nobility, Guild, Merchant, Yeoman, and Rabbie. Each character can purchase trainings from his social class and below at normal cost. He may purchase training in skills commonly reserved for higher social classes, but must pay double the normal cost.

Characters from the Nobility or Guild classes may also choose to achieve mastery of any Mercantile Yeoman, or Rabbie class skill. If mastery produces special privileges, these are detailed in the descriptions of each field. Where no specific information is provided, mastery doubles all bonuses

INBORNS

ADVANTAGES AND

DISADVANTAGES

001-120	Horsemanship
121-150	Oratory (a1)
151-165	Captaincy (a2)
166-235	Weaving (b1)
236-265	Tailoring (b2)
266-275	Carpentry (b3)
276-320	Silversmithing (c1)
321-345	Glassblowing (c1)
346-355	Jewellery (c2)
356-385	Masonry (d1)
386-390	Architecture (d2, i2)
391-440	Tanning (e1)
441-465	Dyeing (e2, f1)
466-475	Perfumery (f2)
476-520	Carpentry (g1)
521-550	Coopery (g2)
551-565	Furniture-making (g3)
566-610	Blacksmithry (h1)
611-635	Armory (h2)
636-660	Locksmithy (j1)
661-670	Complex Mechanics (j2)
671-710	Bowry and Fletching
711-770	Calligraphy (k1)
771-810	Cartography (k2)
811-840	Artistry (k2, d2)
841-890	First Aid
891-980	Entertaining
981-000	Teaching

(GM's Note: This section outlines a number of new ideas and describes improved methods of handling certain character traits already included in the TG rules. Even if GMs decide not to include inborns into their present campaigns on a wholesale basis, the material covered is definitely worth reading and considering.)

It is obvious that all adventurers do not start their careers with precisely the same native physical and intellectual abilities. The tables given in this section are designed to provide characters with a means of determining their own inborn skills, and offer a further means of personalizing an individual beyond the labels of thief, fighter, or mage. Some of these inborn qualities are quite advantageous, while others are burdens the character must bear; the ratio has been tilted slightly in favor of

advantages (approximately 55%:45%).

In order to determine one's total number of inborns, roll a D10 and consult the small chart on the left - if a 10 should be rolled, reroll, adding the next result to the previous total. If any similar advantages/disadvantages are rolled, they are cumulative, and may cancel each other out. Once the total number of inborns has been determined, roll D1000 below to get the individual inborns.

(GM's Note: Some of the die rolls described below call for the use of a new dice convention, a graduated die, abbreviated "g" [e.g., D%g, D4g]. These graduated dice rolls are designed to concentrate the results at the lower end of a range, while the higher results become very rare. To use:

D3g - [roll D6] 1-3 = 1; 4-5 =2; 6 = 3

D4g - [roll D10] 1-4 = 1; 5-7 = 2; 8-9 = 3; 10 = 4

TABLE OF INBORNS

001-030 Natural mastery of a skill

The character performs well above his training level when engaged in using the skill at which he is a natural master. Such a person may function at 1/2 normal trained levels in a skill even when he is totally untrained in that skill, and will function as a master if he is trained; if there is no level given for a master on a skill, multiply the percentage ability ratings and/or any bonus numbers given by 1.5. Roll D1000 to determine the character's natural talent:

SKILLS

(Note: A number of the masteries of skills are allied - talent in a given area frequently implies talent in one or more others. If an inborn mastery has a letter-number combination (a2, k3) following, it includes all other skills with the same letter and lower numbers - numbers of equal value are not included in this progression.)

031-066 Good relations with an animal genus
067-099 Bad relations with an animal genus
100 The character is a **Beastmaster**

Good or bad relations with a particular type of animal will affect (to a moderate degree) an animal's reaction roll when it encounters the character or a party of which he is a member. (GM's Note: In the Thieves' Guild/Fantasy System rules, animal reaction rolls are normally made on a D20 with high results representing friendly reactions and low results frightened or hostile responses. A roll of 8-12 will generally represent a neutral reaction, although this range is lowered or raised for species of beasts which are inordinately timid or aggressive. Reaction rolls are also modified for other factors, such as the relative sizes of the party and the animal group encountered, the presence of young in the animal group, etc. These rules will be explained in detail in a future issue of Thieves' Guild, or in Naked Sword, the Warrior and Wilderness section of the Fantasy System.) Roll D100 on the list below to determine the animal genus for which the character has special empathy or antipathy; then roll a D4g to determine the +/- reaction roll adjustment to be made.

"Beastmaster" is a special inborn skill, available to characters in no other fashion (i.e., there is no training field which will impart this ability). It manifests itself as a special bond of empathy (almost telepathy) with from 2 to 4 species (1D3g + 1) of animals; the overall genus of each species is determined on the chart below (roll D100, rerolling and ignoring any result of 90-00). The GM is responsible for deciding which species is represented and how many of that species will be included, but he should remember two general principles:

1) the smaller the size of the creature, the greater the number of creatures that can be "controlled" at once; and

2) the larger the creature, the more tenuous the degree of control the Beastmaster is capable of exerting.

The GM may wish to arrange various "meetings" with assorted creatures so budding Beastmasters can begin to acquire their companions.

There is a 10% chance that a Beastmaster will already have one of his best companions at the outset of his adventuring career; there is also a 25% chance per week of wilderness travel that such a companion beast will be encountered. Once "attuned" to the Beastmaster, an animal will not abandon its master unless it is killed or incapacitated, released by mental command, or mistreated callously and cruelly over an extended period.

An attuned beast will attempt to perform any relatively natural action that its master directs it to accomplish, regardless of the lawfulness or morality of that action (for what would a ferret or a panther know of Good or Evil?). Conversely, a Beastmaster will not be able to compel his beasts to perform any actions beyond their normal comprehension (to open a door using the handle, use a rope, etc. - for, though the Beastmaster may see through his creature's eyes, the latter cannot use its master's brain). An attuned beast will often fight to the death to defend its master if the occasion arises, depending on the treatment it has received. Of course, any self-respecting Beastmaster will feel compelled to defend his creatures in the same way, if they are ever attacked.

If one of a Beastmaster's animals should happen to be killed, it will not normally be automatically replaced; the offspring of mated pairs of the companions (or attracted mates for companions) may join the bonding already established. If creatures are killed in a fight to save their master, replacements which are not offspring or mates would be possible; the GM should look at the record of the character involved, in regard to general career as well as animal treatment, and decide whether the gods wish him to have such a replacement.

ANIMAL GENERA

Roll	Genus	Members
01-20	Equines	Horses, mules, camels, etc.
21-30	Avians	Birds of all kinds
31-34	Rodents	Rats, weasels, rabbits, etc.
35-51	Canines	Dogs, wolves, foxes, etc.
52-64	Felines	Cats, both great and small
65-68	Bovines	Cattle, oxen, buffalo, etc.
69-72	Ungulates	Deer, moose, antelope, etc.
73-76	Anthropoids	Apes, monkeys, lemurs, etc.
77-80	Ovines	Sheep, goats, rams, etc.
81-84	Porcines	Boars, elephants, rhinos
85-89	Ursines	Bears, Wolverines, etc.
90-91	Reptiles	Snakes, lizards
92-93	Amphibians	Frogs, toads, etc.
94	Arachnids	Spiders
95	Insects	All other "bugs"
96-97	Saurians	Dinosaurs, very large lizards
98-00	Cetaceans	Whales, dolphins, etc.

101-110 Eagle-eyed: visual acuity +40% in light
 111-130 Excellent sight: visual acuity +25% in light
 131-165 Good eyes: visual acuity +10% in light
 166-195 Weak eyes: visual acuity -10% in light
 196-215 Near-sighted: visual acuity -25% in light
 216-219 Myopic: visual acuity -40% in light
 220 Totally blind in light
 221-225 Acute hypervision: visual acuity +50% in dark
 226-235 Hypervision: visual acuity +20% in dark

236-250 Nightblind: cannot see at all in dark

All sight inborn adjustment rolls subtract from or add to racial norms. Should a character roll "Totally blind in light", there is a 60% chance he has been blind since birth, and is allowed to roll on the chart below for possible bio-compensation:

BIOCOMPENSATION FOR BLINDNESS

Roll result

01-20 (#1) No compensation
 21-45 (#2) Increase in hearing (+10%)
 46-65 (#3) Increase in hearing (+20%)
 66-80 (#4) As #3, plus increase in touch (+15%)
 81-88 (#5) As #3, plus increase in touch (+30%)
 89-95 (#6) As #5, plus increase in smell (+15%)
 96-98 (#7) As #5, plus increase in smell (+30%)
 99-00 (#8) As #7, adding "Clairability"
 (see PSI-POWER 848)

251-255 Extremely sensitive hearing: +40%
 256-280 Sensitive hearing: +20%
 281-325 Acute hearing: +10%
 326-355 Poor hearing: -10%
 356-380 Bad hearing: -20%
 381-395 Nearly deaf: -40%
 396-400 Effectively deaf: -60%

Hearing rolls affect racial norms, and may be cumulative with biocompensation rolls for a character who is blind. Any negative total for hearing indicates extreme difficulty in hearing or understanding others; negatives below -30% tend to indicate total deafness. Those who do possess hearing ability in excess of 69% will have a tendency to "shush" others even at most normal conversational levels; their hearing is so acute that almost all noises are painful.

401-410 Excellent sense of smell: +60%

411-440 Good sense of smell: +30%

441-465 Bad sense of smell: -15%

466-470 No sense of smell: -50%, nose is dead

Sense of smell affects both smell and taste, taste being affected at half the smell result. These senses may be used to notice (possibly identify) odors in the ambient air, or to test substances by taste.

471-472 Extremely sensitive touch: +25% as applicable

473-482 Sensitive touch: +12% as applicable

483-489 Poor skin sensation: -10% as applicable

490 Totally insentive: -50%, no skin sensation
 Adjustments for touch may be applied to situations involving the picking of locks and pockets, and the setting and/or disarming of various traps. Should a character be totally insentive, the GM should keep track of damage done to him, for this person does not have pain nerves to inform him of the landing of blows (or the damage he is receiving). On the bright side (?), a character lacking pain sense will seldom have to make STM saving rolls to move or continue fighting after a serious injury.

491-496 Rapid healer: twice normal rate

497-500 Slow healer: half normal rate

A character normally heals damage at the rate of STM/4 hits per day (rounded up). Rapid and slow healers will naturally heal STM/2 hits and STM/8 hits per day, respectively. Similar bonuses and penalties apply to time required for mending of broken bones, recovery from disease, etc. in regard to spells and other arcane first aid, a fast healer gets a 50% bonus, and a slow healer a 50% penalty, on the actual healing delivered by the spell. The

skill of First Aid applied by another will not be affected by this inborn, since hits "healed" in this manner are actually a measure of the other person's skill in binding wounds, setting bones, etc.

- 501-503 Tremendous arcane ability: excellent at magic - bonus of 6 to IQ for spell-learning and skill-increase checks for given spells classes or types (see chart below); bonus of 50% of result on each roll of Iau die
- 504-511 Good arcane ability: above average at magic - bonus of 3 to IQ, as above; 25% bonus on roll of Iau die
- 512-518 Poor arcane ability: below average at magic - penalty of 3 to IQ; 35% penalty on Iau roll
- 519-520 Kidiculous arcane ability: terrible at magic - penalty of 6 to IQ; 65% penalty on Iau roll

The TAL bonus/penalty for the Iau die applies in all cases. Spell bonuses should be individualized - a person will be better (or worse) with some types of spell than with others; use the chart below (roll D1000) to determine such. Multiple results are considered cumulative, whether for spells or Iau rating.

SPELLS, TYPES AND CLASSES

- 001-090 Missile Spells
- 091-113 Weather Spells
- 114-115 Elemental Spells
- 116-215 Healing Spells
- 216-299 Repair Spells
- 300-335 Control Spells
- 336-435 Animal Spells
- 436-525 Protective Spells
- 526-595 Fire and Energy Spells
- 596-695 Detection Spells
- 696-738 Plant Spells
- 739-838 Communication Spells
- 839-843 Transformation Spells
- 844-880 Transportation Spells
- 881-883 Spirit Spells
- 884-885 Dimension Affecting Spells
- 886-907 Spells of Illusion
- 908-977 Spells of Artificing
- 978-990 Sight and Invisibility Spells
- 991-995 Reroll: double bonus/penalty
- 996-000 Reroll twice

- 521-524 Linguistics ability high - +5 points
- 525-536 Linguistics ability fair - +2 points
- 537-548 Linguistics ability poor - -2 points
- 549-550 Linguistics ability bad -

may speak only milk tongue (birth race)

To develop general linguistic abilities for already established characters, make one die roll on the Training Opportunities chart in T&I, and divide the result by 3, dropping all fractions. If the character comes from a highly (racially) mixed area, add 2 to the final roll. This is the base number of points that a character has to spend on language skills; the inborns above are used to modify this base figure. The list of various tongues spoken in the world of Haven and the Empire include:

- | | | |
|----------|-----------------|-------------------|
| Elvish | Hobbit | High Elvish *** |
| Orcish † | Uruk * | Giant Speech **** |
| Centauri | Dwarven † | Krindorean ** |
| Goblin † | Kobold | Trollish ** |
| Ogre *** | Pixie * | Dragon ***** |
| Namori | Common Tongue † | |

Tongues marked with stars (*) tend to be more difficult to learn by the average individual, and cost an extra language point per star to acquire. Those languages which are marked with

daggers (†) usually tend to have large numbers of dialects, which differ somewhat from the base language (65% chance for understanding any dialect; this chance can be increased by 10% increments, up to a maximum of 95%, by the expenditure of an additional language point).

- 551 Incredible skill with 1 weapon(s type); natural expert, +5 bonus (including expert's bonus) to Hit Prob with specified weapon(s)
- 552-553 Superb skill with 1 weapon(s type); natural expert, +4 bonus (including expert's bonus)
- 554-565 Excellent skill with 1 weapon(s type); +3 bonus
- 566-600 Very good skill with 1 weapon(s type); +2
- 601-660 Good skill with 1 weapon(s type); +1
- 661-750 Poor ability with 1 weapon(s type); -1 penalty
- 751-780 Bad ability with 1 weapon(s type); -2
- 781-790 Atrocious ability with 1 weapon(s type); -3

weapon(s types) should be determined on the list below. If a weapon or a class happens to be rolled twice, adjustments are cumulative (to a maximum adjustment of +/- 5). If a category is followed by a pair of letters in brackets - [] -, it denotes a general class of weapon. These class notes may be found after many of the specific weapons, in parentheses with an asterisk; a hyphen between two notes means "either-or". When a character rolls a general class of weapon, he is considered to have the level of ability rolled with all weapons of that class (i.e., all types of sword, etc.). If a weapon is used two-handed, it's included in class [GW] (Great weapons).

WEAPONS

- 01-07 Daggers and knives (* PW-MW, TW)
- 08-12 Pointed swords (* SD, PW)
- 13-21 Edged swords (* SD, EW)
- 22-27 Great swords (* SD, EW, GW)
- 28-33 Axes (* EW, TW [GW])
- 34-38 Maces (* BW, TW [GW])
- 39-42 Hammers (* BW [GW])
- 43-45 Quarterstaves (* BW, PA, GW)
- 46-48 Flails (* BW, FW, [GW])
- 49-54 Spears (* PA, PW-MW)
- 55-60 Polearms [PA] (* PW-EW-BW, GW)
- 61-70 Self bows (* MW, FW)
- 71-76 Crossbows (* MW, FW)
- 77-80 Thrown missiles [TM] (* MW)
- 81-85 Fired missiles [FM] (* MW)
- 86-88 Cast missiles [CM] (* MW)
- 89 Whips (* FW, TW)
- 90 Nets (* CM, FW)
- 91 Bolos (* CW, FW)
- 92-93 Swords [SD]
- 94 Pointed weapons [PW]
- 95 Edged weapons [EW]
- 96 Great weapons [GW]
- 97 Blunt weapons [BW]
- 98-99 Missile weapons [MW]
- 00 Flexible weapons [FW]

- 791-793 Sincerity very evident: credibility +35%
- 794-800 Sincerity evident: credibility +20%
- 801-807 Sincerity not evident: credibility -20%
- 808-810 Obviously insincere: credibility -35%

A character's sincerity rating is used primarily to determine whether a story will be believed or not, but also affects a character's skill at bargaining, lying, and disguise. Normal sincerity rating is 50%, and is adjusted by such factors as obvious truth, demonstrable evidence, or prevailing public opinion.

- 811-812 Very charismatic as leader -
MAG +4 when commanding others
813-819 Good reputation as leader - MAG +2
820-825 Poor reputation as leader - MAG -2
826 Bad reputation as leader - MAG -4

Leadership is a quality which can vary greatly from race to race and from person to person within races. It is usually the ability to yell "Follow me!" and not be alone when one charges across the field into the teeth of the other army. It can also be a determining factor in attracting followers.

- 827-831 Character is light-footed
832-836 Character is heavy-footed

Footedness, in this respect, means the tendency a person has to walk lightly or heavily, to make little sound or to make much sound, when stepping. A character will have a bonus or penalty to Silent Movement, depending on the weight of his step. Use the small chart on the left to determine the amount of the bonus or penalty applicable. If the character is light-footed, the amount will be a bonus; if he is heavy-footed, a penalty. Any additional rolls of this ability are cumulative, but the total ability to Move Silently cannot exceed 95% - there is always a 5% chance of being heard.

- 837-855 Character possesses inborn PSI talents

GM's Note: In the following special powers, the GM, rather than the player, makes and interprets all ability rolls. Many of these rolls have success chances that are dependent on the character's distance from the target; the various columns of the Range table below are used to derive these results.

RANGE-PERCENTAGES

Range	A	B	C	D
Hands on	99%	90%	99%	99%
<= 10'	95%	80%	95%	95%
<= 20'	90%	65%	90%	90%
<= 50'	65%	40%	65%	85%
<= 100'	45%	25%	45%	65%
<= 200'	30%	10%	25%	45%
<= 500'	20%	5%	10%	25%
<= 1000'	10%	1%	5%	10%
<= 2000'	5%	-	1%	5%
<= 5000'	1%	-	-	1%

In some talents, additional rolls of the talent will cause the ranges to be adjusted favorably; when such adjustment is specified, move the percentages for the talent down one step [i.e., in Column A, <= 10' would become 99%, <= 20' 95%, etc.]

- 837 PSI POWER (01-07) - Trap sensing
Adds +30% to the character's chances of sensing a trap. This ability normally functions in automatic fashion; it can, however, be focused consciously upon some specified area. Additional rolls may cumulatively increase this ability by +20% to a maximum of 95% for the total ability (including racial and requisite bonuses).

- 838 PSI POWER (08-13) - True Sight

Allows the character a 65% chance to see the true shape of any object or person, whether the object has been illusioned, shape-changed, disguised, or transformed. The assumed shape will be seen as a faint ghostlike outline

around the true shape. Additional rolls will increase this ability by 10% to a maximum of 95%. This ability is not automatic, and must be actively focused by the player to be effective.

- 839 PSI POWER (14-19) - Truthsense

Gives characters a 65% chance of knowing whether another entity is lying or telling the truth. Additional rolls increase this ability by 5% to a maximum of 95%.

- 840 PSI POWER (20-24) - Empathy

Allows the character to read the general emotional climate of a specified other being (i.e., fear, hunger, anger, etc.). This does give a bonus to healing and psychological magic, since it will allow the user to assess the receptivity of the victim (first aiders and magics with this power may add 50% to healing they do). Additional rolls increase the number of beings readable at one time by doubling for each additional roll.

- 841

PSI POWER (25-31) - Mental Map

The character is always able to retrace his steps (exactly). A saving roll against IQ will allow the character to make generally correct inferences about shortcuts if one is available, and has been located (i.e., both sides of a connecting door have been seen, even if the door was not opened). Additional rolls do not increase the power, and are lost.

- 842

PSI POWER (32-36) - Life Detection

Will allow the character to concentrate and receive a chance to derive a reading of 0 to 10 on the amount of life-force (in terms of both numbers and vitality) available within the specified range, in the direction the user is facing. Use column D of the Range chart above to indicate the percentage chances of obtaining such a reading at various ranges; if the percentage roll fails, the reading received is 0 (zero). Additional rolls of this ability will each move the percentage chart down one step.

- 843

PSI POWER (37-43) - Dowsing

Allows the character to concentrate on sensing the earth around him, and be able to sense the presence of various materials (roll D100 below for types) within a given range.

01-60	Water
61-75	Precious gems
76-80	Monetary metals
81-90	Water and gems
91-95	Water and metals
96-98	Gems and metals
99-00	Water, gems, and metals

A clean-peeled willow fork aids in the user's concentration, and will give him a bonus to his chances. The power functions in the direction the user concentrates upon (or points the fork, which will quiver if something is found), and the chances depend on the distance: column C of the Range-Percentages chart above if he is using a fork, column B if not. Additional rolls may be used to reroll the materials table (you're stuck with the result of the new roll), or to move the range percentage chart down one step.

- 844

PSI POWER (44-46) - Heightened combat ability

Gives the character a better over-all ability to fight and defend. This bonus applies to either or both blows struck and/or parrying.

- Chances for types are:
Striking only 01-43
Parrying only 44-94
Both abilities 95-00
00
- Bonus values are:
01-15 +1
16-60 +2
61-95 +3
96-99 +4
00 +5
- Additional rolls may be used to increase the effect by +1 or to reroll the ability; maximum allowed is +5.
- 845 PSI POWER (47-51) - Magic Detector
Allows the character a chance to detect the presence of enchantment or arcane power use within specified ranges, rated from 0 to 10 for strength of power. If magic use is active, use column A; if the magic power is simply present, use column B. If the percentage roll fails, the reading is 0 (zero). Additional rolls move the range percentage chart down one step.
- 846 PSI POWER (52-58) - Absolute Direction
Allows the character always to know north, regardless of circumstances, even when he is otherwise disoriented, or is in darkness with nothing in sight. Any additional rolls do not affect this power, and are lost.
- 847 PSI POWER (59-65) - Clock
The character always knows the time, under any and all circumstances. It does require one day of 24 hours to set the person's internal clock to local time, however. Additional rolls do not affect this power, and are lost.
- 848 PSI POWER (66-70) - Clairability
Will allow the character to see or hear or both through the eyes and ears of one living being (with a maximum INT of 7 - this applies to animals in most cases) within the radius of his power. Roll D100

Type	Roll Range
Audience	01-40
Voyance	41-95
Both	96-00

Once each for both type and range, using the small chart on the right. Additional rolls of this psi-power may be used to reroll given portions of this power, but the person is stuck with the new result, whatever it might nappen to be.
- 849 PSI POWER (71-76) - Warning
There is a 50% chance that the character will receive a warning of some sort if some action he is about to perform is likely to have an extremely unfortunate effect (e.g., walking down a corridor which eats people, riding into an ambush, etc.). This power is stronger than Trap Detection, which functions only if a trap of some physical description is actually present. Additional rolls add +10% to a maximum of 95%.
- 850 PSI POWER (77-81) - Psi-invisibility
The character is invisible to all forms of psi-type location, such as ESP, clairvoyance, crystal ball scans, etc. For these forms of scrying, the character simply does not exist - this could be a disadvantage if his friends happen to be looking for him when he's lost. The same effect applies to those with a Talent rating of 0. Additional rolls do not affect this power, and are lost.
- 851 PSI POWER (82-84) - Healing
The character is able to perform healing acts by sheer power of mind and/or the laying

on of hands. There are a number of different modes for this power:

01-50 The healer transfers the wounds of the other to himself, healing that person instantly (GMs should not inform the healer of the total number of HTK which are involved); if less than 75% of his own HTK are used up in this process, he may heal himself at the rate of 1/hour afterward - if more than 75%, the healing rate is normal. It is possible for the healer to take a few too many wounds upon himself, and expire.

51-85 The healer transuses life energy (hit points) from himself into the other. This is a controllable process, but weakens, and will not function more than 5 times in one 24 hour period.

86-93 The healer may transuse life energy into the other from any source, provided only that the source is willing. No source may donate more than 3 times in one 24 hour period.

94-98 The healer may transuse life energy into the other even from an unwilling source. Should a source be used more than 3 times in one 24 hour period, it will die.

99-00 The healer may pour life energy into the other drawn from the basic life force of the universe. This function requires a saving roll against STM for the healer to function as the funnel for the power; a missed SR means that the ability will not function for the remainder of the day.

If this function is paired with empathy, there is no chance for the healer to kill himself or another using the healing power; also, the healer would be capable of working at a ratio of 5 for 4. Additional rolls allow rerolls for greater efficiency, but the character is stuck with the new result.

852 PSI POWER (85-87) - Eidetic Memory

The character has perfect and total recall of everything learned or experienced. This adds a bonus of 15% to experience earned. Additional rolls do not affect this power, and are lost.

853 PSI POWER (88-90) - Empathic Projection

The character may project his choice of emotions (ones which he himself has experienced at some point) against a single being. A saving roll against IQ is required for the prospective victim to ignore the projection, else he reacts to whatever emotion is being laid upon him. Additional rolls of this power increase by doubling the number of beings against whom the user may operate at one time.

854 PSI POWER (91-95) - Chameleon

The character is able to blend easily into his surroundings; this power gives a 30% bonus to Hiding in Cover, and functions (to a certain extent) on the basis of "You don't see me - I am not here!". Additional rolls add 10% to the ability, to a maximum of 99% (for the whole ability).

855 2 PSI POWERS

Roll D100; use the numbers in parentheses after each power's name to determine which of the various PSI powers are received. If the result of the initial roll is 96-00, reroll to select a power which is automatically double strength (twice rolled).

856-862 Recognized special friend to intelligent race
863-864 Special friend to monster species
865-869 Recognized enemy of intelligent race
870-871 Dire enemy of monster species

The GM should select the intelligent race or species of monster involved. Friends of an intelligent race are usually given some token by which they are recognized easily, by enemies of that race as well as the race itself. Racial or species enemies will usually (85%) be sensed by the group involved, and attacked.

872-876 Excellent judge of intelligent beings
877-885 Excellent judge of mundane value
886-887 Excellent judge of arcane value
888-901 No sense of value: DSC -8

In most cases (75%), the character will know whether the person is trustworthy, or the piece of goods is shoddy or decent (and worth the price asked), or whether the "magic" object is a fake or actually capable of performing at least half of what is claimed for it. If the character has no sense of value, he is just as likely to believe that a pot-metal sword with paste gems is worth 10,000 GP as 10 GP (the DSC penalty only applies to saving rolls on value).

902 The character is a were-creature
903-906 The character is a special friend of weres
907-910 The character hates were-creatures

Should the character be a were-creature, he will have certain advantages in regard to rapid healing, and certain disadvantages with regard to requisite nighttime activities at the time the full moon(s) shines. While he is in were form, healing will proceed at a rate of STM/4 per hr (even if battered beyond his normal damage potential while in beast form, a were cannot be killed by purely normal weapons; all of the damage sustained must be healed at the given rate, but it will eventually heal - permanent damage will result only from silver or magical effects - this must heal normally, and weres may die from such cumulative damage); in normal form, healing rate is the same as for **Rapid Healing** (see 491-500 above), even for magical or silver damage. However, most weres tend to have problems with control of the beastial side of their natures; when in were form (activated by the light of the full moon[s], or a Moonlight spell), the beast controls, not the man, and it will tend to do beastly things.

If the person is a special friend, weres will sense this, and at least avoid attacking him; at times, they will even be friendly and helpful. If the character hates weres, he will be able to sense that another being is a were, and will tend (85%) to attack. If this area is rolled more than once, the additional rolls are lost, and the first inborn rolled controls.

911-915 Particularly resistant to arcane effects -
MGR = 22 (if not already equal or higher)
916-925 Very highly resistant to arcane effects -
MGR = 18 (if not already equal or higher)
926-934 Highly susceptible to arcane effects -
MGR = 8 (if not already equal or lower)
935-938 Particularly susceptible to arcane effects -
MGR = 4 (if not already equal or lower)

"Arcane effects" refers to magic spells or the effects of prepared magic items or scrolls. GMs should remember that all of the various healing spells are arcane effects as well.

939-941 Very resistant to undead: bonus of 4 to SR
942-948 Resistant to undead: bonus of 2 to SR
949-954 Susceptible to undead: penalty of 2 to SR
955-956 Very susceptible to undead: penalty of 4 to SR

Saving rolls against those creatures deemed to be "undead" are normally made against a character's STM. This differentiation does not affect the actual value of STM; it simply adjusts it for purposes of saving rolls against undead creatures.

957-962 Resistant to petrification: bonus of 3 to SR
963-966 Susceptible to petrification: penalty of 3 to SR

Saving rolls against petrification (being turned to stone) are made against MGR. This ability does not affect the actual MGR value; it simply adjusts it for purposes of saving rolls against petrification. If a character is petrified, he may be restored by application of any one of a goodly number of depetrifying powders and/or salves; most villages or towns in areas where petrifying creatures abound have a reasonable supply of such items; application to a stoned character will cause immediate depetrification; a saving roll against STM must be successfully made at this time to enable the revived character to withstand the shock of being dstoned and returned to flesh, else he dies. Stoned characters are conscious of most activity within their general area (radius of 20'), but are quite unable to act in any manner whatsoever; communication may be established only through the agency of a spell (or power) like ESP or its close relations.

967 Virtually immune to poisons and venoms: SR +8
968-973 Highly resistant to poisons and venoms: SR +4
974-984 Resistant to poisons and venoms: SR +2
985-994 Susceptible to poisons and venoms: SR -2
995-999 Very susceptible to poisons and venoms: SR -4
000 Highly susceptible to poisons and venoms: SR -8

Saving rolls against poisons and venoms are made against one's STM, at current rating. Poisons and venoms are rated in levels from 2 to 100, and work against the character's STM, reducing it - if STM reaches 0 (zero), the victim is dead. If the save is successful, the recipient of the dose is able to shrug off some 20%-80% [2D4 x 10]% of the effect of the poison or venom; the remaining effect of the dose is applied against STM, reducing the requisite from its current value to a new, lower value. If the dose is applied again (within relatively short time, before the victim's body is able to throw off the dose of poison and to recover completely), the new value would be used as the current value.

associated with normal training. The cost of mastering a skill is double the normal cost of training. (Note: members of the lower three social groups cannot master a skill at the start of the game.)

All purchases of training using training points must be done at the start of the character's career. If additional trainings are desired, they can only be obtained by locating a Master willing to sell his services. Costs run from 5CP to 100CP per day (depending on the rarity of the skill). The player-character must roll 2D12 under his intelligence each day in order to successfully absorb the training. For each successful roll, knowledge increases by 5%. If for any reason the training is interrupted before the character gains 100% understanding, knowledge of the skill decreases by 3% each game day of interruption.

TRAINING FIELDS AND THEIR EFFECTS

Numbers in parentheses (8) represent the normal cost, in Training Points, of acquiring Journeyman level training in the desired field. Training Fields in parentheses (Reading) indicate skills that must be known before a particular field can be learned.

MOBILITY SKILLS (E).

01)HERALDRY (6), automatically received by nobles). Gives 50% chance of knowing identity of person from his coat-of-arms; if known, 25% chance to know some background on person. (While this is a Noble skill, it is not limited only to those of the Nobility; any player-character may take this as one of his/her trainings, providing the training cost is paid.)

02)ORATORY (10). Adds 15% to base chance for successful Disguise. Adds 20% to response if pleading a case before the court.

03)HORSEMANSHIP (8), automatically received by nobles). Gives 70% chance that animal will obey simple commands, 75% chance of remaining on horse in a crisis situation - sudden stop, rearing, etc. (without horsemanship, chance of remaining on horse during a crisis is 25%). This skill may be learned by any player-character, at a cost multiplier equal to the number of degrees he/she is socially below

the Nobility (e.g., x 1 for Guilds, x 2 for Mercantile, etc.). However, the medieval Nobility owed their positions in the world to the fact that, on horseback, they sat taller than the rest of the world. Consequently, they are not eager to teach common riff-raff to ride, particularly to ride well.)

GUILD SKILLS (D)

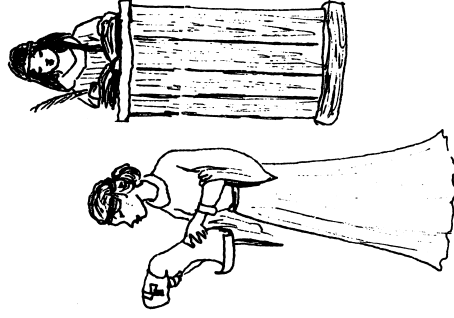
04)COMPLEX MECHANICS (6). Can design and construct intricate devices (GM's discretion as to time required, availability of materials, etc.). Adds 10% to chances of picking locks or disarming traps.

05)CARPETRY (9). Make and judge the value of rugs, fine carpets and tapestries. 15% chance of recognizing if piece is enchanted.

06)GLASSBLOWING (8). Make and judge the value of glass items, crystal, etc. Can make fake gems; detectable by other characters at 5% x their level. Adds 40% to own chances of detecting fake gems.

07)JEWELLERY (12). Make and judge value of jewelry and gems. Add 60% to chances of detecting fake gems.

08)CARDIOGRAPHY (4, must have Reading, Writing). Can draw clear, easily followable maps. 25% chance of remembering path to current location if without map.



09)ARCHITECTURE (6, must have Reading, Writing). Can design and supervise construction of buildings and fortifications. Have 30% chance of guessing purpose of ruins; if successful, have 15% chance of deducing floor plan of the structure. Adds 20% to a character's chance of locating secret doors by searching.

10)FINE ARMORY (4, requires Armory). Can make or repair any type of

armor if forge available. When working with plate or chain, have 15% chance of producing armor of unusual strength (roll D100, 01-90 Add 1 to normal armor class, 91-100 add 2). Have 30% chance of recognizing magical armor, and 15% chance of recognizing magical weapons. Have 30% chance of recognizing mithril or orichalcum in refined form.

MERCANTILE SKILLS (C).

11)DYEING (8). Dye fabrics to any color, 60% chance of judging value of clothing or other dry goods. Adds 10% to sense of smell.



12)TAILORING (6). Make and judge the value of clothing and quilted armor. Can judge general social status of others from their attire if they are not disguised. Adds 5% to chances of any Disguise.

13)PERFUMERY (10). Make and judge value of perfumes and other fine scents. Adds 25% to sense of smell.

14)CALLIGRAPHY (8, must have Reading, Writing). Can produce documents in fine script. Recognize any written language. Have 80% chance of correctly copying information (including spells) from books.

15)SILVERSMITHING (8). Can make and judge value of household and decorative items made from gold, silver, bronze or pewter. Expenditure of an additional 4 points adds GOLDSMITHING abilities; the player can then make loans to other characters charging interest of 10-60% (roll D6) per month. Defaulters may be placed in prison, with liens placed on their estates. Can judge general wealth of other characters, if they are not disguised. Adds 10% to chances of successful Merchant Disguise.

16)CAPTAINCY (8). Learn proficiency at command. Add +4 to Magnetism when giving orders while in charge. Adds 10% to chances of successful Military Disguise.

17)LOCKSMITHY (9). Can construct simple locks and traps. Adds 15% to a player's chances to pick locks or disarm traps. In addition to doubling these bonuses to thieving

abilities, Mastery enables character to construct high complexity locks and traps (See section on Thieving Abilities for explanation.)
19) BOOKKEEPING (4). Must have Bookkeeping. Enables character to keep basic business accounts. If Master, adds 1% per character's level to % of total value he will receive when selling or fencing stolen goods.

YEOMANRY SKILLS (B). Can read any self-spoken language.
19) READING (3). Can read any self-spoken language.
20) WRITING (1). Must have Reading. Write any self-spoken language.
21) CARPENTRY (4). Make and judge value of furniture, other wooden items. Have 15% chance of knowing if piece enchanted. Mastery brings knowledge of cabinetmaking and fine woodworking.
22) TANNING (7). Make leather goods and armor from skins, recognize value of leather items. Have 10% chance of recognizing enchanted leather. Mastery adds ability to make leather boots and other footwear.

elapsed since tracks were made; have only 15% chance of tracking during or after storms.
Underground - Base chance 30%, add 2% for each extra member of tracked group, subtract 10% for each hour elapsed. Have 10% chance of following trail that leads through secret or trap doors, chimeys or slides, etc. Have 50% chance of identifying found tracks as that of man-type or monster; have 25% chance of identifying found tracks as to exact type, if successful on previous roll.

26) HUSBANDRY (3). Can train and manage most mammals of smaller than human size. 40% chance of having animals obey simple commands. Mastery increases chance of understanding to 60% and adds ability to train larger mammals (bears, lions, etc.) There is a 5% chance that a player will die attempting to learn Mastery of husbandry.
27) BOWRY (4). Can make and recognize value of bows and crossbows. Have 15% chance of recognizing enchanted bows and arrows. Master bowyers can balance bows to improve base hit probability by +1.



23) BLACKSMITHRY (6). Can forge metals, make and recognize value of metal tools and weapons. Have 20% chance of recognizing magical metal weapons, 10% chance for magical armor. Mastery adds helm making and the ability to make weapons of unusual sharpness (Roll D100, 01-90 add +1 to weapon hit probability, 91-99 +2, 00 +3).
24) ARMORY (6). Make and repair quilted, leather and scale armor. Can repair chain armor. Have 15% chance of recognizing magical armor and helms, and a 10% chance of recognizing magical weapons.
25) TRACKING (4). Can follow the trail left by men or animals. Success chances vary by situation: Outdoors - Base chance 45%, add 2% for each extra member of tracked group, subtract 10% for each day

RABBLE SKILLS (A). Can perform simple arithmetic calculations. Without cyphering, all sums of money over 500 represent countless treasure.
32) COOKING (1). Can prepare hearty meals both in a kitchen and on the road, given proper utensils, fire and foodstuffs. Mastery adds banquet preparation. Knowledge of cooking adds 15% to the success chances of a Cook disguise.
33) NETTING (2). Make, weight and balance nets. May increase hit probability of nets by +1.
34) WEAVING (1). Make blankets and simple articles of clothing. Have 20% chance of judging the value of cloth or clothing.
35) SERVICE (1). Learn to perform housekeeping or maintenance chores, to the specifications of an employer. Adds 15% to chances of Servant disguise. Mastery permits character to learn a specialized role - butler, nanny, etc., and adds additional 5% to disguise chances.

36) TRAPPING (2). Can construct and conceal outdoor traps (snares, pits, cages). Have 20% base chance of capturing desired animal (adjusted by GM to reflect rarity of animal, appropriateness of terrain, etc.) For successfully concealing trap from human-types, have base chance of 90% - (5 x DSC of potential victim).

37) SWIMMING (2). Can successfully navigate calm waters or normal currents. Maximum distance in miles that can be covered without rest is = .25 x STM of character. Mastery doubles distance limits, and adds lifesaving and some ability to swim against the current.

38) DIVING (1). Must have Swimming. Enables character to hold his breath underwater for 1/2 x STM melee rounds. There is a 2% chance that the character will die attempting to learn this skill.

39) MOUNTAINEERING (2). Can follow path or find easiest route through rough terrain. Adds 10% to player's ability to climb sheer surfaces without falling. There is a 5% chance the character may die attempting to learn this skill.

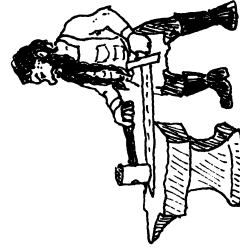
40) BREWERY (2). Can make and judge value of beers, ales and stouts. Mastery adds wine-making.

41) ENTERTAINING (2). Skill teaches character stage presence, and the ability to attract a crowd by performing. Adds 15% to chance of producing a diversion. Gives 60% chance of judging profession of others. Adds 10% to chance of successful Disguise.

28) FLEICING (3). Can make arrows and other missile devices from raw materials. Have 10% chance of recognizing magical arrows. Mastery provides skill to balance arrows to +1 hit probability (non-magical).

29) COOPERY (3). Make and recognize value of chests, barrels and other containers. Add +20% to chances of sensing and locating traps on these items. Mastery gives +20% chance of locating secret panels on such an item.

30) MAGISTRACY (4). Represents knowledge of the common law. Add 20% to the reaction of judges when representing oneself or another before the court.



42) MUSIC (3). Can competently play any common musical instrument. Adds 15% to the chances of charming (if Bard or Troubadour). Mastery adds ability to compose music, and another 10% to charming.

43) FIRST AID (5). Can attempt to assist other wounded individuals (cannot heal oneself). For normal damage, can heal 1D4 hits per set of sustained wounds, provided aid is given within one hour of game time. Can successfully splint and/or reset broken bones. Have 40% chance of knowing how to save a life in emergency situations (including bleeding). Masters can cure 1D6 hits of damage, automatically know how to stop bleeding, and have a 60% chance of lifesaving in other emergency situations. They also recognize naturally occurring drugs.

44) TEACHING (5). Character can teach any weapon he has learned to others (and receive payment for such services). May also teach any skills in which he has a mastery. Adds 10% to chances of disguise in any field the player is qualified to teach.

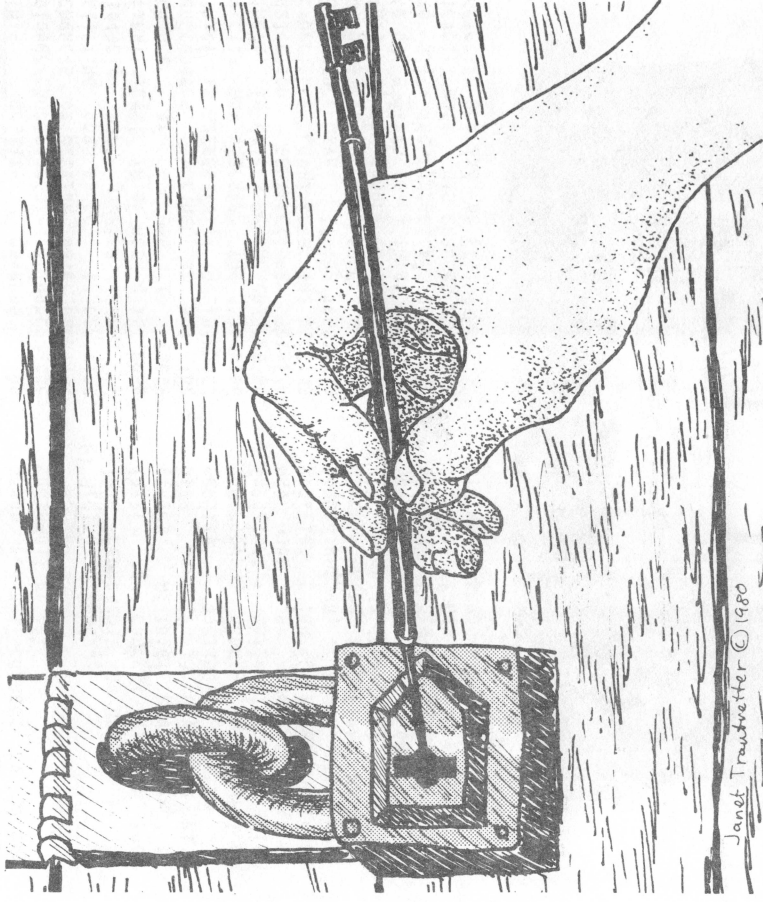
THIEVING ABILITIES

In addition to weapon and general trainings, thieves also receive ratings for several skills that are especially useful in their activities. There are eight Thieving Abilities used in the Thieves' Guild scenarios:

trap sensing,
trap handling
(locating and disarming),
lock picking,
pickpocketing,
moving silently,
hiding in shadows,
climbing, and
listening.

A thief's ability in each of these areas is expressed in terms of a percentage chance of success (rolled on D100).

1) Trap Sensing. If successful, the character is aware if there is a trap set somewhere in the 10 foot cubic area around him. If desired, the player may focus his trap-sensing abilities on a single object like a door, chair or chest. All Trap Sensing rolls are made secretly by the GM, so that the player will not know the difference between a failure to sense traps and a successful determination that no trap is there. At 1st (or starting) level, a thief has a 5% base chance of Trap Sensing.



2) Trap Handling.

There are two distinct phases to this activity:

- locating the trap
- disarming it.

The thief must first make a successful Trap Location roll to find the precise location of the trap. Each player-character may roll only once per trap to attempt to locate it; however, any character may attempt to locate the trap, whether he originally sensed it or not. Similarly, once one of the members of a party has located a trap, anyone can try to disarm it. A thief may keep making rolls to disarm until he is successful or sets off the trap. Each trap handling roll accounts for 1D10 melee rounds of game time, whether for location or disarming. A 1st level thief has a 10% base chance of locating and/or disarming a trap. Any thief (regardless of level) has a 5% chance (96-100 on a D100) of setting off a trap when attempting to disarm it. This chance of error may increase in two ways:

- add 15% chance of misfire for each previous unsuccessful attempt made (reflecting general abuse to the trap setting mechanism)
- each 5% chance of failure for each level of Trap Complexity (expressed as a scale of 1-6).

NOTE

Only master locksmiths or those characters knowing complex mechanics can construct Level 2 to Level 6 locks or traps. Where such locks or traps are included in the Thieves' Guild Scenarios, their complexity levels will be clearly specified.

3) Lock Picking.

First level thieves have a 20% base chance of opening a lock without the proper key. This base chance may be reduced, however. If the thief does not own a set of lockpicking tools (see Outfitting the Character), his chances of success are halved. Success chances are also reduced when a lock greater than Complexity Level 1 is being picked. For complex locks, adjusted success chances are equal to the thief's base ability divided by the lock's Complexity Level (hence a 1st level thief with proper tools would have a 10% chance of picking a Level 2 lock, a 5% chance on a Level 4 lock, and so on). As in the case of traps, complex locks will be clearly identified when they appear in the scenarios in this book.

4) Pickpocketing. This ability governs the player-character's percentage chances of picking outer pockets, slitting open purses, or removing loosely worn jewelry items. A first level thief has a 1% base chance of success in these endeavors. Whether or not the thief is successful, the intended victim may discover the attempted theft. To determine the chances of detection, subtract the thief's Experience Level from the victim's Experience Level. If the result is a positive number, square it and this is the chance of discovery. (e.g., a fifth level thief attempts to slit the purse of an eighth level trader. His chances of being detected are 3x3, or 9%).

armor he is wearing, as leather armor reduces chances by 5% and chainmail by 30%.

6) Hiding in Shadows. This represents the ability of the thief to conceal himself from others. A thief may attempt to hide himself in any area with readily available cover - underbrush, shadows, a roofful of furniture. While hidden, a thief may make minor movements - shift position slightly, fire an already loaded weapon, or reach into a belt pouch. More significant movement will require the thief to make a Move Silently roll, or lose the benefit of his concealment. A 1st level thief has a 5% base chance of hiding in shadows.

position; if he fails to do this, he falls, taking 106 damage for each 10 feet fallen. A 1st level thief has a 75% chance of climbing each 10 foot section successfully.

8) Hearing.

A thief consciously uses his hearing ability to try and detect noises down a corridor, behind a closed door, or the sounds of approaching animals or other humanoid in the wilderness. If successful, the player will be aware of sounds within a maximum range of 60 feet indoors and 250 yards outdoors. However, his ability to clearly distinguish what he has heard may vary according to circumstances (volume and duration of the sound, thickness of the intervening walls, etc.). A 1st level thief has a 20% chance of successfully using this listening ability. As in the case of trap sensing, the GM should always make hearing rolls so that the player does not know whether he has failed to hear sounds or successfully determined that there is nothing to be heard.



A player-character's base chances of performing thieving abilities may be adjusted to reflect any applicable racial or requisite bonuses. Dwarves, for example, are born with a substantial Trap Sensing ability, while hobbits and kobolds can Hide in Shadows more easily than their taller colleagues. Similarly, thieves who have rolled a high Coordination (CO) rating will also possess better than average ratings for manipulative thieving skills such as Lock Picking. See RACIAL AND REQUISITE THIEVING BONUSES. These adjustments should be applied to both newly created characters and to those being converted over from other FRP systems.

In addition to these initial adjustments, a player-character's Thieving Abilities also improve as he gains experience in his trade. In the FANTASY SYSTEM (as in many other FRP rules), characters grow by earning Experience Points for certain actions. At certain specified intervals (1500 EP, 2500 EP), the character is considered to have advanced to a greater level of expertise. The experience chart for thieves (including the effects of advancement on Thieving Abilities) will be found in Chapter 4 of this book, along with rules governing the award of experience.

5) Moving Silently.

This represents the ability to move quietly for the purpose of sneaking up to or away from opponents. If successful, a thief's movements will be undetected by others, regardless of their hearing ability. A first level thief has a 5% base chance of Moving Silently. A thief's ability to Move Silently may be hampered by the type of

7) Climbing.

This represents a thief's ability to scale a substantial height through the use of ropes and/or hand and footholds. Climbing rolls should be made every 10 feet of vertical movement along sheer or relatively sheer surfaces. If unsuccessful, the thief has an opportunity to make a saving roll against reflexes to maintain his

New Treatments
and
Interpretations

LOCKPICKING

As described in Thieves' Guild, lockpicking is a simple affair involving only the complexity of the lock and the ability of the thief. This expansion allows for a bit more realism in the process, involving time taken to pick a lock, and the possibility that a particular lock is simply beyond the capabilities of the thief involved.

Time

Using the new method, there is no limit to the number of times a thief may attempt to pick a lock. Each attempt simply requires time. This time is measured in mr, and depends on the level of the thief and the complexity of the lock.

Thief Grade	Levels	Melee Rounds Required
GR	1-2	4
INT	3-5	3
VET	6-8	2
EL	9+	1

To adjust for the complexity of the lock, simply multiply the mr required by the complexity of the lock, and divide by 2, rounding up. Thus a INT thief picking a lock of complexity 4 would require $[(3 \times 4) / 2]$ or 6 mr for the lockpicking attempt. This time would be spent whether the thief was successful or not.

Lockpicking Success

The new method utilizes a die roll on D100, but includes a chance for total failure. The chance for total failure is dependent both on the thief's abilities and the complexity of the lock; total failure is always the high end of the percentage roll. The failure percentage is the high $(5 + [5 \times \text{complexity}])\%$ of the non-success result. For example, a 3rd level thief with a lockpicking chance of 45% is trying to pick a lock of complexity 3. His working chance of success is 15% $(45\% / 3)$; his chance of total failure is 20% of 85%, or 17%. So the rolls would be 01-15 success, 18-83 no success this attempt, 84-00 the lock is totally beyond the capability of the thief.

ADDITIONS to
PICKPOCKETING RULES

1. Chances of Detection by Victim

In IG1, a method for determining whether a victim has noticed a pickpocketing attempt was described. Using this method, the GM made a Detection roll for the victim after any successful or unsuccessful attempt; the percentage chances of detection were calculated by subtracting the thief's experience level from the victim's experience level, and squaring the result.

These rules have now been expanded to consider a somewhat more complete range of possible outcomes. If the thief's attempt has been Successful, the procedure outlined above is still used. Unsuccessful attempts are now divided into two categories, Missed and Botched. A Missed attempt means that the character has failed to complete the theft because of some unique circumstance - the victim shifting his body position, the entrance of a potential witness, etc. Therefore a Missed chance very likely involves no real risk of detection to the thief, and no roll is made. A botched attempt represents just the opposite situation, where the thief may literally have his hand in another man's pocket when the unforeseen occurs; in such circumstances, detection is much more likely than usual. If a thief has Botched his attempt, he is assumed to be operating at half his normal experience level (rounded down) for Detection purposes. Detection chances are recalculated using the formula presented above, and a D100 roll made.

To determine if an unsuccessful attempt is Missed or Botched, subtract the thief's currently effective Pickpocketing Ability from 100, and divide by 5 (rounding up). The result represents the percentage chance, on a D100 roll, that the thief will Botch his attempt.

Example: A 6th level thief is attempting to pickpocketing Ability is 60%. His chances of Botching the attempt are $(100-60)/5 = 8\%$. Therefore on a die roll of 01-60, he is successful; on 61-92, he misses; and on 93-00, he Botches the job. On a Successful attempt, the chances his victim will Detect his efforts is equal to 9-6 squared, or 9%. On a Botched job, Detection chances are equal to 9-3 squared, or 36%; no Detection roll is made on a Missed attempt.

Regardless of a thief's Pickpocketing Ability (even if it is greater than 100%), a roll of 00 always represents a Botched attempt. For Green thieves, a 00 Botch is always Detected; for Intermediate thieves, 75% Detection chance; Veteran, 60%; Elite and above 40%. (Note: These percentage chances of detection do not apply if the normal Detection chance of the victim would be greater than that stated.)

2. Chances of Detection by Other Witnesses

Pickpocketing is a subtle thievery art, most often practiced in large, milling crowds, and with the theft accomplished by one quick inobtrusive motion. Consequently, chances of a proper pickpocketing being witnessed by a third party are usually very small. (This is not to say that if the victim detects the theft and cries out for help, that others will not see and be able to describe the thief; only that the latter group's likelihood of independently observing the crime in progress is slight).

Only Successful and Botched pickpocketing attempts may be witnessed. Chances of third party detection of a Successful attempt are dependent on the thief's experience level: Green 3%, Intermediate 2%, Veteran and Elite 1% each. On Botched attempts, the general chance for a witness is 20%, regardless of the thief's level (since on a Botched attempt, a high level thief has obviously failed to utilize his greater proficiency).

There are, of course, situations in which a player-character can virtually guarantee that no third parties will witness his misdeeds; but cases where the thief has such absolute control over his environment are rare. In any event, the GM should require that the pickpocket exhibit the careful planning and attention to detail necessary to ensure such a situation. Never let a thief tell you, "I walk over to where I can't be seen, and..." Instead, describe the scene of the crime in detail, indicating the placement of other characters in area, and have the player show you what he is doing. Be fair, and reward good role-playing; but also be willing to increase the base witness chances listed here if the thief makes an obvious mistake, or simply is careless in observing his surroundings. Indeed, sometimes circumstances will exist that conspire against a thief's desires to operate unseen. For example, if the thief's target is a good-looking man or woman, the chances of other eyes being on the victim are much greater than usual.

3. Using Pickpocketing Abilities to Steal Other Items

In the Duke's Dress Ball scenario in this issue, the player-thief will have the opportunity to steal jewelry, weapons and other decorative adornments from the other guests at the ball. A thief's skills in pilfering such items are based on his pickpocketing Abilities. However, the thief will find it more difficult to steal certain of these items than it is to simply slit a pocket or filch a purse, because these other possessions may be in closer body contact with the victim, or highly visible to other potential witnesses.

The table below indicates the special properties of the various personal effects likely to be worn during this time period. Although this information should be specifically used by the GM in moderating the Dress Ball scenario, items are included on this list that are not present at the ball in order to make the table more generally applicable. For each item on the list, a numerical rating from 1 to 4 indicates the relative complexity involved in stealing the item, with Level 1 representing an item that is equivalent in difficulty to a simple pickpocketing, and Level 4 an item in tight contact with the person's body and difficult to remove. If a player attempts to steal an item more difficult than Level 1, he will suffer the following adjustments to his base Pickpocketing Abilities:

- Level 2 - Thief functions at 90% of normal ability.
- Level 3 - Thief functions at 70% of normal ability.
- Level 4 - Thief functions at 40% of normal ability.

Each item has also been assigned a letter rating representing the item's visibility to potential witnesses. Three descriptive forms are used:

Hidden (H) - the object is not in plain sight, and its absence can not normally be noticed.

Noticeable (N) - the object is partly or completely in plain sight, but is not the type of item that attracts attention if it is not in its usual location.

Visible (V) - the object is in plain sight, and is of such a size or physical magnificence that its absence would be readily noticed.

If the object being pilfered is in the noticeable class, the chances of a third party witness to its attempted theft are 1.5 times the normal chances (rounded up). For visible items, there is double the normal chance of witnesses; for particularly special and/or valuable items, the GM may even wish to triple these chances.

PROPERTIES OF ITEMS FREQUENTLY STOLEN BY CUTPURSES

Item	Difficulty	Visibility to Public
Pockets (and small in-pocket items)	1	H
Tiaras, Hair Combs	1	V
Headbands, Coronets	3	V
Headresses	4	N
Hat Trims (Hatpins, etc.)	2	N
Earrings (Clip)	2	H(a)
Earrings (Pierced)	4	H(a)
Brooches, Pins, Awards	2	N
Necklaces, Medallions, Pendants	2	N(b)
Collars	4	V
Bracelets	3	H(c)
Armlets	4	N
Cufflinks	1	H
Ring (personal)	4	H
Ring (decorative)	3	H
Reticules	3	N
Sticks, Canes, other in-hand items	4	N(d)
Belt Buckles	4	H
Weapons, Pouches, other on-belt items	2	H
Knee Buckles	1	N
Shoe Buckles	1	V
Anklets	3	H

Notes

- (a) if extremely large and gaudy, class as N
- (b) if large or flashy, class as V
- (c) presumes item is worn under long-sleeves; otherwise class as N
- (d) if laid down, class as 1 - H

AN EXPANSION OF LOCKPICKING NEW LOCK TYPES AND LOCKPICKING EXPERIENCE

lock can be constructed and installed by locksmiths of journeyman qualification, and are usually readily available, although they are seldom seen in quantity.

Dragon Claw (D)

Time Factor: 6.0

This complicated lock gets its name from its multi-pronged appearance, both key and lock itself; such locks resemble a small dragon's claw. Thieves as a class, however, have their own story, saying that the name comes from the fact that all Dragon Claw locks are trapped - when one springs the trap on such a lock, it feels like one has been ripped by a dragon's claw. Dragon Claw locks are seldom found in lower or middle class domiciles, and not even that frequently in upper class homes, for they are quite expensive and very difficult to install, and require a fair amount of maintenance; presence of a master locksmith is required for proper installation, and a competent journeyman is needed to maintain it. Low Complexity Dragon Claw locks can be constructed by Journeyman locksmiths of decent competence, but only a master locksmith can construct Dragon Claw locks of Complexity 4 or greater; these locks are never seen in mass-production, and there is often a backlog of orders for these fiendish devices.

A Quick (and Fairly Spurious) History of Locks

Ages ago, people noticed that certain prized objects, usually those of value to other people, tended to disappear. People sought to prevent this by various crude methods of concealment, such as burying their treasures in the back yard, hiding them in mattresses, etc. - but the toll of theft remained high. Then along came the invention of the lock, solving the problem of where to hide one's valuables, and ending the grief of missing treasures or other items. This happy state of affairs pleased the owners of the valuable items, but provided no small amount of inconvenience to those who wished to practice appropriation without compensation - it now required a key (and a specific key, at that) to get to the desired items.

Eventually, some smart appropriator realized that one didn't necessarily need a key to open a lock - just a piece of metal (or hard substance) to manipulate the lock's mechanism in the same manner as a key; this one started the art of lockpicking. The contest between thieves and locksmiths has been going on ever since, and continues even today, with now the locksmiths, and now the thieves, alternating on top, as new types and styles of locks are first developed, and then solved.

Types of Locks

At present, five major types of locks, produced by a variety of locksmiths and artificers, dominate the market: some companies mass produce only one specific type of lock. The five lock types, and their basic characteristics, are:

Cylinder and Pin Lock (P)

Time Factor: 1.0

These are everyday locks, uncomplicated to build, use, or pick; they are by far the cheapest to purchase and the most commonly found. A reasonable quality Cylinder and Pin lock can be constructed by any locksmith of more than minimum competence (including even some rank apprentices); this lock style is frequently mass-produced. Almost any mechanically inclined individual can install one himself in a matter of minutes; a good thief, unfortunately, can often break any but the most complex locks in the line in seconds.

Wheel Lock (W)

Time Factor: 2.0

The wheel lock uses a number of keys, inserted and turned in a precise preset pattern to open the bale of the lock. This style of lock is one of the most difficult to pick with skeleton keys (or copies of the original set), since there is seldom an obvious guide to the order of key use - however, it tends to succumb easily to lockpicks, since the inner pieces and workings of the lock must be relatively heavy to allow for multiple keys. These locks are much larger than Cylinder and Pin locks, especially in thickness front to back, and are correspondingly tougher to install - a locksmith is required. Wheel locks are a bit costlier than Cylinder and Pin locks, about the same as Combination locks, but are inexpensive when compared to Dragon Claw and Mage locks. While not as plentiful as Cylinder and Pin locks, they are often found, even in lower and middle class homes. A wheel

Combination (C)

Time Factor: 2.0

Combination locks are similar to wheel locks in many ways, even general design; however, instead of using a set of keys in proper sequence, a small dial must be pointed to some number of proper positions in a given sequence; in many cases (about 35% of all locks of this style, about 85% of those combination locks which are trapped), a small key is necessary to unlock the dial on the lock's face before the combination of numbers can be dialed. Combination locks cost about the same as wheel locks, possibly a little more, but they have much more delicate mechanisms, making necessary the presence of at least a journeyman locksmith for installation. Combination locks are not yet very plentiful, but the style seems to be coming into vogue, and these locks are replacing the older, less secure types. Competent journeyman locksmiths can construct and install most combination locks of low Complexities, but a master's touch is required for construction of Complexities 5 or higher.

Mage Locks (M)

Time Factor: 5.0

Mage locks are the most secure locks around; those who own them claim that if a Mage lock can't keep an item safe, nothing can. Mage locks are loved by the upper crust, who think the world of them; however, thieves often refer to them in terms not spoken in polite company (or written by decent writers). A Mage lock is very expensive and extremely difficult to install, requiring both an artificer and a master locksmith to be present; maintenance requires the services of a competent artificer, since the moving parts inside a Mage lock may not be touching the other portions they are supposed to move. The traps embedded in Mage locks are almost invariably vicious.

Mage locks require an enchanted key (or in illegal pursuits, enchanted lockpicks) to get the lock to function properly and to prevent (hopefully) traps (if present) from going off. Use of unenchanted tools or keys will cause the thief to work at one-half (1/2) normal efficiency, and will triple the normal chances of the trap being sprung. Only a master locksmith can construct a Mage lock; an artificer of competent level is required to finish the enchanting-and-construction process.

The Time Factors given with each of the lock types above are a measure of complication in regard to picking. In T63, time for picking locks (measured in in-melee rounds, a 15 second time span) was discussed; the factors presented here should be used to multiply those time scales to reflect the relative difficulty of picking a given style of lock.

A thief will be able to recognize Dragon Claw and Combination locks on sight because of their peculiarly designed mechanisms and cases. Other lock types require a percentage roll for recognition, using the following formula:

$$\left(\frac{2}{3} \text{DSC} + \frac{\text{INT}}{3}\right) \times \text{Level}$$

Any lock can have a trap, either mechanical or magic. Those locks with magical traps will usually have some tiny runes engraved on them, normally hidden and hardly noticeable except when carefully searched for; make percentage rolls for the Spot Hidden ability (PER [Perceptiveness: DSC +1/IQ > 12, -2/IQ < 8; plus the modifiers for sight, character race, training fields, and experience level]; see T64, page 1-14c, for full discussion) to locate such markings. Few mechanical traps will have any runes to identify them, but may have other markings (tiny holes on a faceplate for an acid spray, a metalized floor for an electrical charge, etc.) that may be located by the same methods as above. Additionally, such runes as those mentioned above may be found on all Mage locks (again, if searched for).

Experience

Under the expanded lockpicking rules, thieves maintain separate ability ratings for picking each of the five kinds of locks. Upon advancement to the next experience level, the thief may advance in skill in each lock category, dependent upon intelligence and the number of times he successfully picked during the lock type during the current level.

When a player starts a new thief character, he may choose to become a specialist in one type of lock, or a Jack-of-all-locks (his picking percentages will tend to be correspondingly low in all five categories, most likely). At first level, all characters will have the base abilities outlined in the chart at the left. (GM's Note: Even if the percentage listed for a given style of lock should be 0 [zero], any thief will always have a small chance [1% - 01 on CD100] to get lucky, and be successful in his attempt.) The player will add bonuses and subtract penalties according to the character's abilities, requisites, and inborns. Any modifiers due to CDN are applied to base percentages of all lock types, as are touch modifiers;

however, Combination and Mage locks receive only half of the normal CDN and touch bonuses, or penalties. Hearing modifiers are applied only to the Combination base percentage. The small chart to the right shows the modifiers due to TAL which are applied only to the base percentages for Mage locks. After these modified base chances have been calculated, the player has forty (40) additional points of picking percentage to assign to whichever categories he desires.

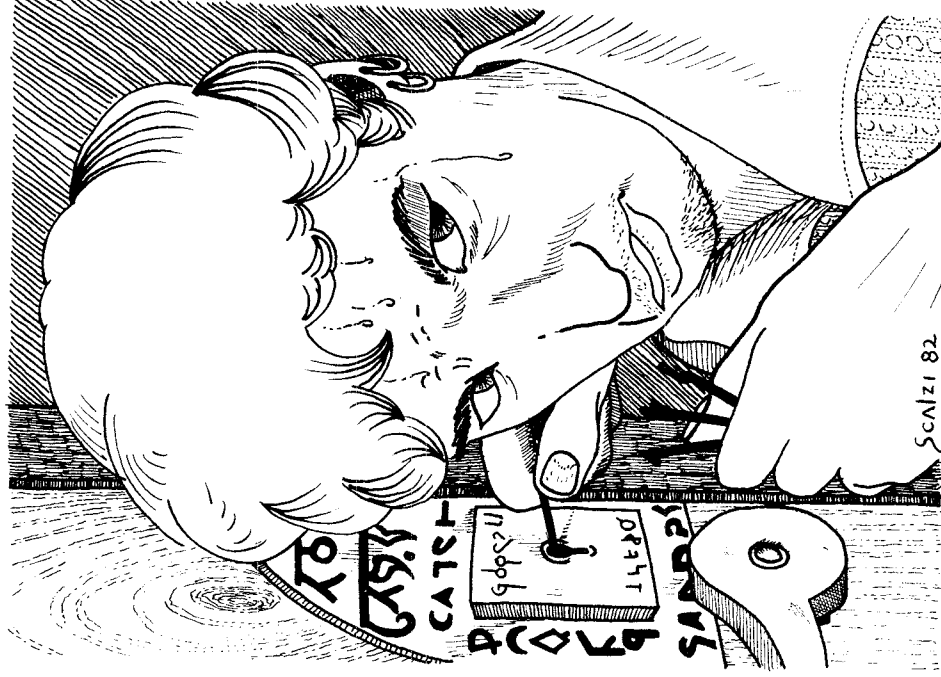
Whenever a character advances an experience level, he is given a chance to improve his lockpicking skill with each category of lock (note that experience bonuses to these skills are no longer guaranteed, as in

the charts in T61). To improve in a category, the thief must make a saving roll against IQ. If he has not successfully picked a particular type of lock during a level, this saving roll is made at a penalty of 6. The number of times the thief has successfully picked a particular type of lock (practice in stable situations - non-crisis environments - does not count) also influences the saving roll, as shown in the chart above and left. The amount by which the thief successfully makes his saving roll determines the amount of increase in picking skill for the category (see the small chart to the right for the amounts of the percentage increases).

Number	Mod
None	-6
1	0
2-5	+1
6-10	+2
11-20	+3
21-40	+4
41 up	+5

Range	Base
Just - Half	+204%
Half - Fourth	+304%
Fourth - "3"	+306%
"2"	+308%

When keeping track of successes for each category, Complexity levels of locks picked should be factored in (i.e., a Complexity 4 lock, if it is successfully picked, counts as 4 successes in the particular lock category). Complexity levels for both locks and traps, as stated in T61 and T63, represent the number by which a thief's current lockpicking percentage is divided to derive his chances for that particular specimen of lock, or multiplied by 5 to get the penalty subtracted from the thief's current trap locating-and-disarming percentage. Should a thief not pick a given lock category for 2 consecutive levels, he must make a successful saving roll against INT (no modifiers), or lose 205% from his ability in that lock category. In the case of saving rolls described in this section, regardless of the modified INT total, 24 is always a



Scalzi 82

miss, and 2 is always a make; however, if a 2 is rolled in a situation where a result just above, or possibly below, that number is virtually necessary for success (i.e., a 7 or less), none of the additional bonuses (for rolling a 2) are allowed.

It may appear that a thief has a good chance to increase his skill with each of the five types of lock every time he advances a level. However, only those categories in which a thief has actually picked a lock are at all likely to produce a successful saving roll, and the "no pick" penalty (for two consecutive levels) will quickly reduce a thief's efficiency in categories which he does not use with regularity.

Special Training

In major population centers like Haven, members of the local Thieves' Guild will periodically offer an intensive 2-4 week training course in a particular style of lockpicking. Such courses are available only to Guild members. The costs for voluntary participation in such a course may be quite steep (from 500 GP to 5,000 GP, depending on the relative difficulty of the lock type); frequently, however, the Guild will waive these costs for a particularly promising young lockpick (CDN > 14 and IQ > 11).

The chance that a course for a particular lock category will be offered is 5% per week. The daily regimen of such a course consists of ten hours of heavy training under a master lockpick, and four hours of individual practice using the new techniques learned from the master. Taking a course such as this tends to allow one no spare time (nothing but studying, eating, and sleeping) while the course is in session. The Guild provides practice locks and the proper tools for picking them, but will take back all equipment at the end of the course (and will charge triple normal cost for all non-returned paraphernalia - it's not nice to steal from your Uncle Sulemon!). At the end of the course, the thief receives a saving roll against INT to find out how much, if any, he has learned; the only modifier used in this situation is a penalty for missed or skipped classes - each day missed equals a penalty of 1 to INT for the saving roll; and the thief must attend at least half of the course's class and practice sessions for the training to have any effect at all, regardless of intelligence.

REVISING EXPERIENCED CHARACTERS AND

EXISTING CAMPAIGNS

Integration of the expanded lock and lockpicking system into an existing campaign will require a bit of work on the part of both players and GM. The conversion of existing player characters requires three simple steps:

- 1.) determine the thief's base percentages, after including his various and sundry modifiers. Add forty percentage points whenever desired.
- 2.) make a saving roll against INT once per level attained over first for each lock category. No modifiers are allowed to this saving roll, since there is no easy method of estimating the number of prior successes a character has had. It is assumed that thief characters have picked a few of each lock type during each level.
- 3.) Add the results obtained to the base percentages for each character.

GMs may wish to convert locks in their campaigns either in a grand flurry of erasing and scribbling, or as players happen upon them. Conversion is a simple matter of deciding type of lock, Complexity, and, if a trap has been installed, its form and Complexity. A suggested form for this information is:

where Llc/T##/tc

"L" is lock type (P, W, D, C, M);
"lc" is the Complexity of the lock (01-10);
"T" is the trap type, if any (*, M);
"##" is the trap number (as applicable, see the trap lists, below);
"tc" is the trap's Complexity (01-10).

To indicate a padlock rather than a built-in, circle the information on the individual lock.

Examples:

D03/*11/02

This would be a installed Dragon Claw lock, Complexity 3; a magical trap, Transform, is built into it - the trap's Complexity is 2.

W01/ - / -

This indicates a very plain Wheel padlock with no trap of any kind (this should drive most thieves wild with frustration, searching for various indications of traps or magic).

This system provides for quick identification of locks, and allows easy reference on maps and in notes.

Lock Dispersal Patterns

It is highly unlikely that a Complexity 6 Mage lock with an acid trap will be found on the door of a peasant's cottage. It is also unlikely that a treasure vault will be padlocked with a Complexity 1 Cylinder and Pin lock which is altogether bare of trapping. In most cases, the class of neighborhood will help decide the category, and, to a certain extent, the Complexity of lock used on a given door, chest, etc., while the value of the guarded item(s) will aid in determining a trap's Complexity, as well as its viciousness. The Lock Dispersal chart given below can be used to check for presence and category of locks randomly, as necessary, or as a guide to the likelihood of a given type of lock being found in a particular situation. Of course, if the GM feels that a lock and/or trap should definitely be present in a given situation, his discretion should rule. As always, these guidelines should be used as aids, rather than as hide-bound, hard-and-fast rules from which there is no variance - the charts are most useful in those situations where there is not adequate preference or knowledge.

LOCK DISPERSAL

Lock Type	Monied	Neighborhood		Slum
		Quality	Common	
N	01-20	01-25	01-50	01-85
P	21-28	26-40	51-73	86-92
	a:30%	b:30%	d:20%	d:10%
W	29-42	41-60	74-92	93-97
	a:30%	b:20%	d:20%	d:15%
D	43-60	61-70	93-94	98
	b:95%	b:95%	d:95%	c:95%
C	61-86	71-88	95-98	99
	b:40%	b:50%	d:60%	c:90%
M	87-00	89-00	99-00	00
	b:60%	a:60%	d:75%	c:90%

"Monied" refers to fabulously wealthy guild, merchant, and noble neighborhoods; "Quality" indicates noble, or well off guild or merchant; "Common" is normal business or industrial areas or the neighborhood where the middle classes live; "Poor" refers to less affluent common neighborhoods; "Slum" means beaten down poverty. If the die roll result is "N", no lock is present. GMs may wish to add +10 to the roll if the object being examined for locks is a chest or other container of valuables. Letters on the second line indicate which column of the Complexity chart below to use in determining a base level of Complexity for the lock, and the chance of this style of lock having a trap.

LOCK AND TRAP COMPLEXITY

Rating	a	b	c	d	Traps
0	001	001-002	001-005	001-010	001-040
1	002-100	003-120	006-270	011-400	041-130
2	101-240	121-280	271-500	401-680	131-270
3	241-410	281-510	501-680	681-810	271-490
4	411-610	511-690	681-820	811-900	491-690
5	611-780	691-840	821-905	901-950	691-820
6	781-890	841-920	906-955	951-975	821-910
7	891-950	921-960	956-980	976-990	911-960
8	951-980	961-985	981-993	991-996	961-985
9	981-993	986-996	994-998	997-999	986-997
10	994-000	997-000	999-000	000	998-000

Lock Complexity 0 (zero) indicates a lock so poorly constructed that it gives a bonus of half his current skill in that style to the thief lucky enough to encounter, and attempt to pick, it. If the GM does not wish to have this type of lock available for his thieves to encounter, he may simply include it in Complexity 1.

Traps tend to be more complex and more vicious when guarding something of great value; add (Complexity of lock - 1) x 3 to the base probability percentage when rolling to determine presence of a trap. Traps tend to be: 01-65 - mechanical (M), 66-95 - magical (*), 96-00 - reroll for type, but the trap is inoperative due to lack of maintenance (it'll still scare any thief juiceless). The more valuable the item of treasure guarded by the lock and trap, the greater the Complexity of the trap will be. GMs may use the Lock Complexity chart given above to determine trap Complexity.

Traps seldom respond well to rough treatment - they go off, with disturbing effects. Attempting to disarm a trap gives it rough treatment, and may set it off. Whenever someone attempts to pick a lock with a trap on it, or attempts to disarm a trap, the GM should roll a D6 (or a D10, if he's feeling generous); if the result of the roll is less than or equal to the number of the picking attempt, the trap is sprung. GMs may wish to keep track of the number of times a given lock or trap has been attempted.

A listing of possible traps and their usual effects is provided below; these trap descriptions are numbered, for use with the lock ID system described above. GMs are welcome to use these, or they may wish to dream up their own lists; in the latter case, it is suggested that they number their creations for ease of reference.

TRAPS

Mechanical (M)

(The traps given below are a random sampling of some of the more vicious mechanicals in use; all tend to be built into the lock. It is expected that GMs have their own lists and definitions of the various alarms, cages, pits, etc., which are set off by trip wires or other brute force mechanical apparatus; it is suggested that rolls for Spotting Hidden be allowed in these cases.)

Poison Injector - will cause injection of poison into any person attempting to open the lock. Warning about the needle is unlikely, since it is normally hidden in the keyhole. The strength of the poison will tend to increase with the trap's Complexity.

Acid Spray - will spray strong acid in an approximate 1' diameter pattern up to three feet from the lock. Suggested damage is 1D6 per Concentration level of the acid used, and temporary blindness is quite likely (allow a saving roll against 1/3 REF to move out of the way). There will usually be a barely discernable pattern of small holes in the faceplates of those locks containing this trap, with a possibility of some small burn marks on the ground in front of the lock. If these are noticed (Spot Hidden roll), allow 2/3 REF for the saving roll above.

02 Dart Shooter (possible poison) - will shoot a few (1D4) small darts that will do 1D3 hits each if they strike (HAC0 4). This trap requires one or more small openings to be present on the faceplate of the lock.

03 Hand Trapper (possible poison) - will fold around and entrap the picker's hand until a release button is hit; many fish-hook-like barbs will dig in and hold the hand quite firmly. The release button is usually located on the inner plate of the lock, next to the trapped hand, and is very difficult to trigger; it requires the aid of a second person to even attempt such a feat (usually with a lock pick - GMs take note!). Attempts to pull one's hand free will cause 2D5 points of damage, and render the hand useless until healed (saving roll against STM allowed daily after 4 days). This trap usually requires a very ornate faceplate in order to disguise the interior mechanism; it also has a pattern of small holes.

04 Hand Chopper - is similar to the trapper above, except that its object is to remove, or at least very seriously damage, rather than trap, the thief's hand. The springing of the trap causes 3D4 damage, and allows a saving roll against REF to avoid having the hand rendered useless for many months (saving roll against STM allowed on a weekly basis after 2D3 months of healing); a successful roll indicates sufficient damage to disable it for only a few weeks (saving roll as above after 1D4 weeks). If a 23 or 24 is rolled on the attempted save, the hand has been amputated; if a 2 is rolled, the thief has managed to avoid the trap entirely. The faceplate of this trap is usually extremely ornate.

05 Pick Crusher - will frequently turn that portion of the pick that is in the lock into a small metal pancake, jamming the lock until the spring is reset. Access to the spring is from inside the back cover. There is no visual warning to this lock, and it is a very common form of trap. The pick in use at the time of the trap's release is, of course, destroyed.

Magical (*)

(The traps below are a bare sampling of the possibilities for magical traps embedded within the locks. In all cases, they will be identifiable - as magical traps on the locks, not as the given type of trap - by the tiny runes used to inscribe and embed the spell in the lock. Noticing such runes would require, of course, a successful Spot Hidden roll.)

06 Hot Shot - A small fireball shoots out of the lock, usually straight into the thief's face. It causes 2D6 points of damage and has a 5% per point of damage inflicted chance of causing blindness for many days (saving roll against STM allowed daily after Damage / 2 days to regain sight; a miss on a 24 at any time indicates permanent blindness in one or both eyes). An initial saving roll against 1/3 REF is allowed to get one's head out of the way.

Zapper - An electrical current flows from the lock, down the lockpick, and into the thief. If the thief is grounded (a very likely occurrence, since this form of trap frequently has metal plates in the floor or other adjacent areas to promote such current flow), he will take 306 points of damage; current will flow if any circuit is completed. The thief (and anyone touching him at the time of the current flow, all of whom take the same amount of damage as is rolled) is allowed a saving roll against STM to retain consciousness and release the pick.

Sticky Strands - The thief, and anyone else within ten feet of the lock, will be encased in a mass of gluey, gooey, web-like strands. Breaking free of the mess requires four successful saving rolls against STR, allowed at one per mr only. Strands will usually melt away in about fifteen minutes, but this trap is usually combined with some sort of very loud noise maker (see above).

Screams and Whistles - This will do exactly what it says, make a tremendous racket, usually at a level of about 100 decibels (about what an jet would sound like taking off 50' away), for 3010 minutes. A saving roll against STM is required to avoid temporary deafness (saving roll against STM to regain hearing allowed hourly after the number of hours by which the original roll was missed; a miss on a 24 at any time would indicate permanent deafness). Springing of this trap has a very good chance of alerting anyone within a quarter mile to the fact that something untoward is going on.

Stasis - When this trap is sprung, the thief engaged in picking the lock which contained it must make a saving roll against MGR, or be rendered completely static and immobile by the powerful magic of the spell. This stasis usually lasts for one day (a miss on a 23 or 24 on the saving roll extends the duration to 204 days), making the affected thief resemble a statue for the duration; the poor guy is also completely static mentally, and will have no recollection of events occurring around or to him during the time involved. Stasis is usually (65%) combined with a noise maker.

Coma - When sprung, this spell requires that all within 10' of the lock make a saving roll against MGR to avoid falling into a dreamless sleep so deep it resembles a coma. Additional saving rolls against MGR are allowed hourly to awaken, after the number of hours by which the original roll was missed; victims may also be awakened by 10 mr or more of shaking - a saving roll against MGR is allowed each mr of shaking thereafter to arouse. This trap, as are many others, is generally combined with a noise maker.

Confusion - When this baby goes off, anyone within ten feet of the lock must make a saving roll against MGR or become befuddled and confused; this state of confusion will last for the number of hours by which the original roll was missed. During this time, those people afflicted cannot do or say anything coherent themselves, but must be closely supervised by someone else.

Charm - If the person attempting the picking fails a saving roll against MGR when this trap springs, he will immediately stop what he is doing, and report to the nearest guard unit, saying "I am a thief. I was picking a lock. Please arrest me, officer." (This statement is mostly given in total monotone, similar to that utilized by various mechanical speakers.) If restrained by his colleagues from turning himself in, a saving roll against MGR can be made by the victim each 48 / DSC hours (round

down to a whole number of hours - no minutes are used). The person affected remains charmed until a successful saving roll has been made.

Wham - This trap delivers a smashing blow, pure kinetic energy, doing 208 points of damage to the thief engaged in picking the lock; an initial saving roll against I/3 REF is allowed to get out of the way entirely. If the blow would strike the thief's head (and it usually will, if he was picking a lock - you gotta look at what you're working on!), a saving roll against STM is required to retain consciousness - the thief will be out cold for the number of 10 minute periods by which the STM roll was missed plus another 10 minutes for each point of damage suffered. Even should the thief retain his wits, the blow will knock the wind out of him for 30 - STM melee rounds.

Light - Springing of this trap will produce a blazing light effect equal to a giant flasbulb going off in front of the thief's face. Anyone within 10' must make a saving roll against REF at a penalty of 6 (the thief picking the lock has a penalty of 10) or be blinded for the number of hours by which the saving roll was missed; a miss on a 24 means permanent blindness for the affected character.

Transform - When this powerful trap is sprung, a failed saving roll against MGR indicates that the thief engaged in picking the lock will be turned into one of the following animals:

1. Frog
2. Housefly
3. Cat
4. Mouse
5. Dog
6. Dragon
7. Butterfly
8. Canary
9. Crow
10. Bull

The Transformed state will last until the person is Transformed again, or until a Release spell of some variety has been successfully cast upon him. GM's Note: when a being is Transformed, his total mass does not change, only appearance, abilities, and size; density does change to match the beastie he is becoming - he may become a dragon, but he's only a 180 pound dragon, and very small, since dragons are quite dense; as a butterfly, a man would be huge, since butterflies have a very low density).

Itch - When this spell shoots off, a failed saving roll against MGR by anyone within 10' of the lock will result in that person beginning to scratch. The victims will continue scratching to the exclusion of any other event until a saving roll against I/2 STM is made; this saving roll may be made each mr after the number of mr by which the original saving roll was missed.

Repulsor - This trap, when sprung, will result in the springing thief being thrown many feet away from the lock; the distance he is tossed is equal to 10' times the number by which the original saving roll was missed. If any hard or unyielding surface (such as a wall) should intervene, the thief will take 206 damage from the abrupt stoppage of his flight, and must make a saving roll against STM to retain consciousness; if the saving roll is missed, the victim will be unconscious as outlined in Wham, above.

GMs should, of course feel free to add to the list above. Remember however, traps should be particularly deadly only when whatever treasure they're guarding is fantastically valuable. Most traps should allow at least some possibility for ingenuity (or a lucky saving roll, occasionally) to obviate their effects partially, if not entirely. It is no fun for a party to get wiped out completely by traps, however ingenious the GM may save been in setting them up.

TABLE OF INBORNS

In order to determine one's total number of inborns, roll a D10 and consult the small chart on the right - if a 10 should be rolled, reroll, adding the next result to the previous total. If any similar advantages/disadvantages are rolled, they are cumulative, and may cancel each other out. Once the total number of inborns has been determined, roll D1000 below to get the individual inborns.	Number of Inborns	Roll	Result
	1	2-4	None
	5-8	9	One
	10		Two
			Three
			Three
			& roll again
001-030 Natural mastery of a skill			
031-066 Good relations with an animal genus			
067-099 Bad relations with an animal genus			
100 The character is a Beastmaster			
101-110 Eagle-eyed: visual acuity +40% in light			
111-130 Excellent sight: visual acuity +25% in light			
131-165 Good eyes: visual acuity +10% in light			
166-195 Weak eyes: visual acuity -10% in light			
196-215 Near-sighted: visual acuity -25% in light			
216-219 Myopic: visual acuity -40% in light			
220 Totally blind in light			
221-225 Acute hypervision: visual acuity +50% in dark			
226-235 Hypervision: visual acuity +20% in dark			
236-250 Nightblind: cannot see at all in dark			
251-255 Extremely sensitive hearing: +40%			
256-280 Sensitive hearing: +20%			
281-325 Acute hearing: +10%			
326-355 Poor hearing: -10%			
356-380 Bad hearing: -20%			
381-395 Nearly deaf: -40%			
396-400 Effectively deaf: -60%			
401-410 Excellent sense of smell: +60%			
411-440 Good sense of smell: +30%			
441-465 Bad sense of smell: -15%			
466-470 No sense of smell: -50%, nose is dead			
471-472 Extremely sensitive touch: +20% as applicable			
473-482 Sensitive touch: +10% as applicable			
483-489 Poor skin sensation: -10% as applicable			
490 Totally insensitive: -50%, no skin sensation			
491-496 Rapid healer: shorter time, better spell effect			
497-500 Slow healer: longer time, reduced spell effect			
501-503 Tremendous arcane ability: excellent at magic - bonus of 6 to IQ for spell-learning and skill-increase checks for given spells classes or types (see chart below); bonus of 50% of result on each roll of <u>Iau die</u>			
504-511 Good arcane ability: above average at magic - bonus of 3 to IQ, as above; 25% bonus on <u>Iau roll</u>			
512-518 Poor arcane ability: below average at magic - penalty of 3 to IQ; 35% penalty on <u>Iau roll</u>			
519-520 Kidnicious arcane ability: terrible at magic - penalty of 6 to IQ; 65% penalty on <u>Iau roll</u>			
521-524 Linguistics ability high - +5 points			
525-536 Linguistics ability fair - +2 points			
537-548 Linguistics ability poor - -2 points			
549-550 Linguistics ability bad - may speak only milk tongue (birth race)			
551 Incredible skill with 1 weapon(s type); natural expert, bonus of 5 (including expert's bonus) to Hit Prob with specified weapon(s)			
552-553 Superb skill with 1 weapon(s type); natural expert, bonus of 4 (including expert's bonus)			
554-565 Excellent skill with 1 weapon(s type); +3 bonus			
566-600 Very good skill with 1 weapon(s type); +2			
601-680 Good skill with 1 weapon(s type); +1			
681-750 Poor skill with 1 weapon(s type); -1 penalty			
751-780 Bad skill with 1 weapon(s type); -2			
781-790 Atrocious with 1 weapon(s type); -3			
791-793 Sincerity very evident: credibility +35%			
794-800 Sincerity evident: credibility +20%			
801-807 Sincerity not evident: credibility -20%			
808-810 Obviously insincere: credibility -35%			
811-812 Very charismatic as leader - MAG +4 when commanding others			
813-819 Good reputation as leader - MAG +2			
820-825 Poor reputation as leader - MAG -2			
826 Bad reputation as leader - MAG -4			
827-831 Character is light-footed			
832-836 Character is heavy-footed			
837-855 Character possesses inborn PSI-talents			
837 PSI POWER (01-07) - Trap sensing			
838 PSI POWER (08-13) - True Sight			
839 PSI POWER (14-19) - Truthsense			
840 PSI POWER (20-24) - Empathy			
841 PSI POWER (25-31) - Mental Map			
842 PSI POWER (32-36) - Life Detection			
843 PSI POWER (37-43) - Dowsing			
844 PSI POWER (44-46) - Heightened combat ability			
845 PSI POWER (47-51) - Magic Detector			
846 PSI POWER (52-58) - Absolute Direction			
847 PSI POWER (59-65) - Clock			
848 PSI POWER (66-70) - Clairability			
849 PSI POWER (71-76) - Warning			
850 PSI POWER (77-81) - Psi-invisibility			
851 PSI POWER (82-84) - Healing			
852 PSI POWER (85-87) - Eidetic Memory			
853 PSI POWER (88-90) - Empathic Projection			
854 PSI POWER (91-95) - Chameleon			
855 2 PSI POWERS (Roll D100 and use the interior numbers; 96-00 equals double-strength power.)			
856-862 Recognized special friend to intelligent race			
863-864 Special friend to monster species			
865-869 Recognized enemy of intelligent race			
870-871 Dire enemy of monster species			
872-876 Excellent judge of intelligent beings			
877-885 Excellent judge of mundane value			
886-887 Excellent judge of arcane value			
888-901 No sense of value: DSC -8			
902 The character is a were-creature			
903-906 The character is a special friend of weres			
907-910 The character hates were-creatures			
911-915 Particularly resistant to arcane effects - MGR = 22 (if not already equal or higher)			
916-925 Very highly resistant to arcane effects - MGR = 18 (if not already equal or higher)			
926-934 Highly susceptible to arcane effects - MGR = 8 (if not already equal or lower)			
935-938 Particularly susceptible to arcane effects - MGR = 4 (if not already equal or lower)			
939-941 Very resistant to undead: bonus of 4 to SR			
942-948 Resistant to undead: bonus of 2 to SR			
949-954 Susceptible to undead: penalty of 2 to SR			
955-956 Very susceptible to undead: penalty of 4 to SR			
957-962 Resistant to petrification: bonus of 3 to SR			
963-966 Susceptible to petrification: penalty of 3 to SR			
967 Virtually immune to poisons and venoms: SR +8			
968-973 Highly resistant to poisons and venoms: SR +4			
974-984 Resistant to poisons and venoms: SR +2			
985-994 Susceptible to poisons and venoms: SR -2			
995-999 Very susceptible to poisons and venoms: SR -4			
000 Highly susceptible to poisons and venoms: SR -8			

NEW ABILITIES FOR THIEVES

This section describes two new additions to the thief's arsenal of personal capabilities: Spot Hidden, and Sense Ambush. These abilities may also be used, at reduced capabilities, for non-thief characters.

SPOT HIDDEN

A thief may make a Spot Hidden roll if he wishes to perform any of the following actions:

- search a wall, floor, or corridor for secret doors;
- examine an object for secret compartments; or,
- search for a hidden or camouflaged object.

A player may choose to make either a Perfunctory or a Detailed search attempt.

A 1st level thief's base chance of successfully spotting a hidden or concealed object is equal to his Perceptiveness rating. Character Perceptiveness is derived from DSC and IQ, and is equal to DSC, +1 point for each point of IQ greater than 12 and -2 points for each point of IQ less than 8. (Thus a character with a DSC of 11 and an IQ of 16 would have a Perceptiveness rating of 15.)

Additional adjustments are made to the base rating for Spot Hidden:

- 1) Character Eyesight - if the character has Excellent eyesight, add +15% to success chances; add +10% for Very Good, +5% for Good, -5% for Poor, and -10% for Bad.
- 2) Character Race - if the character is elfen, add +15% to success chances; kobolds add +10%, dwarves +5%, and pixies -20%.
- 3) Training Fields - if the character knows Architecture, add +15% to success chances when searching for secret doors; if the character is a Cooper, add +10% (+20% if a master) to success chances when attempting to locate secret panels on barrels, chests, boxes, etc.
- 4) Experience Level - for each level of experience attained, increase success chances by 2.5%, rounding up (or, more simply, add 3% for even levels - 2, 4, 6, etc. - and 2% for odd - 3, 5, 7, etc.).

A non-thief character may also attempt to Spot Hidden objects. Non-thief base chances are considered to be 5%. All bonuses for eyesight and race are halved (rounding up) when applied to non-thieves, and all penalties are doubled.

Non-thieves do not receive automatic increases in Spot Hidden abilities for experience level advancement; they may, however, receive an increase to their abilities for successful attempts. Whenever a non-thief successfully Spots Hidden on his first attempt (see below), he may make a saving roll against IQ on 2D12; if the saving roll is successful, the Spot Hidden chances of the non-thief character are increased by 1%.

All chances described so far represent the character's chance of locating a desired object through Perfunctory search, a rapid examination of the area or object in question. Both thieves and non-thieves may increase their chances of Spotting Hidden by undertaking a more Detailed search. If a player

declares that he is making a Detailed search, multiply his normal success chances by 1.5 (rounding up); multiply the time required for a Perfunctory search by 4. To give the GM some guidelines for time requirements for searching, some examples are provided (the times are given in the number of 15 second meleé rounds required):

Object	Perfunctory	Detailed
5' sq section of wall, floor	11mr	41mr
Drawer in desk or bureau	2-3mr	10mr
Small chest, coffer, or chair	2mr	8mr
Large chest	4mr	16mr
Entire desk or bureau	10mr	40mr
Door	1-2mr	6mr

A player may attempt only one Perfunctory search of any area for hidden objects; he can, however, continue to make Detailed searches of an area for as long as he wishes. Remember that, for a non-thief character, the experience roll is made only if the character is successful on his 1st search attempt of an area, whether it be Perfunctory or Detailed.

If the first search attempt of an area made by a character is in Detailed mode, he may not later make a Perfunctory search of the same area.

The GM may elect to allow the "Hey, you just noticed something!" roll for his players. This roll functions at one-half (Perceptiveness plus racial and eyesight bonuses only), and can handle the situations of glancing into rooms, down halls, etc., or just wandering along (effectively, the player's luck was in that time).

SENSE AMBUSH

Thieves and fighters both have an ability to sense the presence of other beings who have hidden themselves in the vicinity of the characters. A player may elect to make a Sense Ambush roll if:

- 1) he wishes to determine whether the area around him is currently inhabited by beings other than his own party; or,
- 2) he is attempting to locate another individual who is believed to be Hiding in Cover.

For both thieves and fighters, the base chances of Sensing an Ambush are equal to the character's Perceptiveness rating (DSC + the IQ bonuses and penalties outlined under the Spot Hidden ability). The following adjustments are made to the base ability, if relevant:

- 1) Character Hearing - Characters may receive bonuses for their hearing abilities if the concealed party of ambushers contains functionally active individuals who are of Green or Intermediate levels (if the concealed group is comprised of monsters, monsters of up to 8 hit dice - 1 to a maximum of 56 HTK - are considered equivalent to Green, and those of up to 16 hit dice - a maximum of 112 HTK - equivalent to Intermediate). If the character attempting to Sense Ambush has Excellent hearing, add +5% to his chances of Sensing if there are Intermediates in the concealed group; add +2% if his hearing is Good. If the concealed group contains Green level beings, double these bonuses. These bonuses are given only if the Green or Intermediate level beings are active in the current situation; a group comprised primarily of Veterans

does not get scored for having a Green level if they have a Level 2 confederate watching the horses 400 yards away from the proposed ambush. The GM may wish to adjust these bonuses upward or downward to reflect the role-playing initiatives actually taken by the Sensing and/or Ambushing parties.

2) Character Sense of Smell - Characters may receive bonuses to their Ambush Sensing if they have an above average sense of smell, and the wind is blowing the scent of the concealed group toward the sensing player(s). To determine wind direction, roll a D10, using the table below:

- | | |
|--|-------------------|
| 1) North (N) | 5) South (S) |
| 2) Northeast (NE) | 6) Southwest (SW) |
| 3) East (E) | 7) West (W) |
| 4) Southeast (SE) | 8) Northwest (NW) |
| 9-10) Winds are too light to carry a scent in any direction. | |

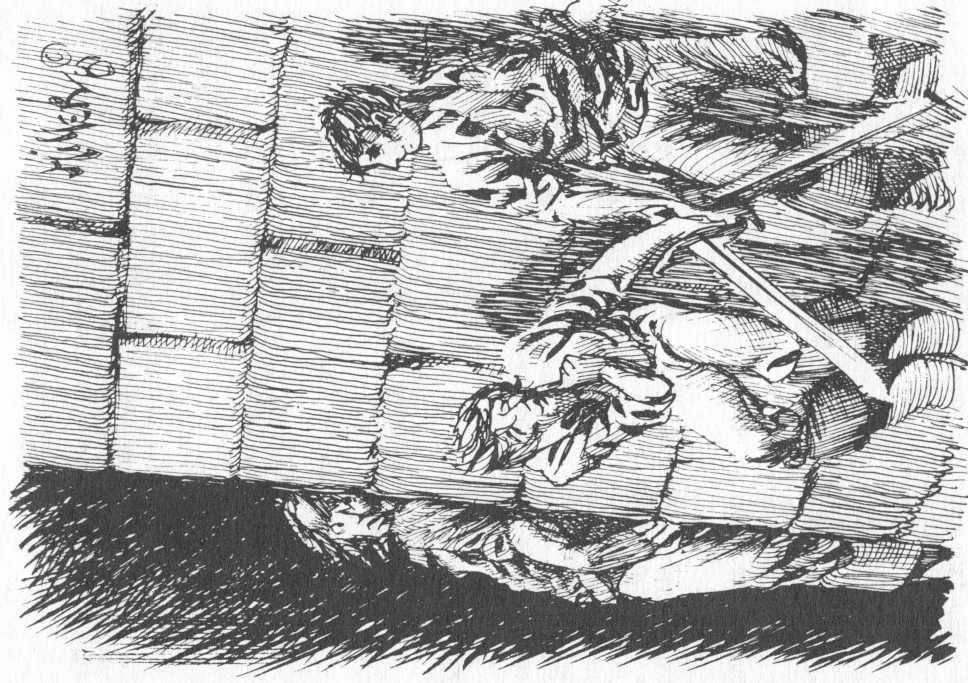
If the sensing player is downwind of his hidden opponent(s), add +15% if he has an Excellent sense of smell, +10% if Very Good, and +5% if his sense of smell is Good.

3) Requisites - Thieves and fighters attempting to Sense an Ambush receive bonuses if they possess above average TAL ratings. These are awarded at: 12-13, +3%; 14, +5%; 15, +8%; 16, +12%; 17, +16%; 18, +20%; 19 and above, +25%. These bonuses reflect the character's innate ability to "sense" that something is wrong.

4) Distance - To operate at full effectiveness, a character who is attempting to Sense Ambush must be within 120' of a foe waiting in ambush (60' if indoors or underground), or within 60' of an opponent who is Hidden in Cover (30' if indoors). If a character attempts to Sense an Ambush beyond these maximum distances, reduce his success chances by -5% for each additional 10' of distance (5' if indoors) between the sensing character and his nearest target.

5) Training Fields - If the Sensing character has been trained in Tracking, add +15% to his Sense Ambush chances. If he has been trained in Trapping (and the ambushing party is using traps or snares), add +15%.

6) Paranoia - Players who wish to have their characters act with extreme caution in potential encounter situations may improve their Ambush Sensing capabilities by choosing to exhibit paranoid sensibilities. A paranoid character may add +20% to his normal success chances for Sensing Ambush; however, on any successful Sensing roll, he will always be positive that impending danger is nearby, whether or not a foe is actually present in the area.



PACIAL AND REQUISITE THIEVING BONUSES

Intelligent Race	Sense Traps	Pick Locks	Locate Traps	Disarm Traps	Pick Pocket	Silent Motion	Shadow Hide	Climb Hide	Hear Noise
Human									
Druk Hal	+30%	+5%	+10%	+15%	+5%	+5%	+5%		+10%
Half-Orc		+10%	+5%	+5%	+5%	+25%	+25%		
Dwarf					+5%	+10%	+15%		
Hobbit					+10%	+5%	+5%		
Elven					+10%	+10%	+10%		
Half-Elf					+10%	+10%	+10%		
Orc			+5%						
Centaur			+10%		+5%	-10%	-20%	-98%	+10%
Kobold			+5%		+10%	+15%	+15%		+20%
Pixie	+10%	-20%	-35%	-20%	+15%	+15%	-40%	+20%	
			M+30%	M+15%					
Goblin	+10%	-10%	+5%	+10%	+10%	+15%	+15%	+5%	
Requisite	Talent	Coord	Coord	Disc	Coord	Coord	Reflex	Reflex	Reflex
3 or less	-30%	-45%	-40%	-30%	-35%	-40%	-40%	-20%	-20%
4-5	-20%	-20%	-20%	-30%	-20%	-20%	-20%	-10%	-10%
6-8	-10%	-10%	-10%	-15%	-10%	-10%	-10%	-5%	-5%
9-12									
13-14	+2%	+5%	+5%		+5%	+5%	+5%	+1%	+1%
15	+4%	+5%	+5%		+5%	+5%	+5%	+2%	+2%
16	+5%	+10%	+10%	+5%	+5%	+5%	+5%	+3%	+3%
17	+6%	+10%	+10%	+5%	+5%	+10%	+10%	+4%	+4%
18	+8%	+5%	+15%	+5%	+10%	+10%	+10%	+5%	+5%
19	+10%	+10%	+15%	+10%	+10%	+15%	+15%	+7%	+7%
20	+12%	+10%	+20%	+10%	+15%	+15%	+15%	+9%	+9%
21	+15%	+15%	+20%	+15%	+15%	+20%	+20%	+11%	+11%
22	+18%	+15%	+25%	+15%	+20%	+25%	+25%	+13%	+13%
23	+22%	+20%	+30%	+20%	+25%	+30%	+30%	+15%	+15%
24	+27%	+25%	+40%	+25%	+30%	+35%	+35%	+20%	+20%
25 or more	+35%	+30%	+50%	+30%	+35%	+40%	+40%	+25%	+25%

If the player desires to use an existing character from another FRP system, he should recalculate Thieving Abilities to FANTASY SYSTEM equivalents. Methods for making this character conversion have been designed for four comparable FRP systems (Advanced Dungeons & Dragons, Chivalry & Sorcery, Runequest, and Tunnels & Trolls), and these methods are described in Appendix A of Thieves' Guild.

NORMAL
SENSORY
ABILITIES

A player-character's sensory perceptions can alert him to potential danger, allow him to get his bearings in unfamiliar surroundings, or enable him to locate a sought-after item. Base sensory abilities for sight, smell, taste, and hearing are listed below, along with any racial or training modifiers that should be applied to these skills. Base chances may of course

also be affected by circumstances arising in the course of play (weather effects such as changing wind direction or fog, effects of camouflage, etc.).

1) Daytime Sight.

Sighting abilities refer only to persons or objects within the player's current line of vision (as represented by facing, stated intentions, etc.). At distances up to 50' away, the average player-character can identify such objects 90% of the time. Between 50 and 150', this percentage chance drops to 60%; over 150', to 30%. Players should receive pluses to these percentage chances when in familiar surroundings, or if looking for a person or thing known to be in the area; conversely, penalties should be assessed if the sought object has been deliberately camouflaged.

Racial Adjustments: Elves +10%
Kobolds -20%
Centaur +20%
Training Adjustments: Tracking +10%

2) Night Sight.

Night vision abilities refer to a character's chances of identifying shapes, movement, etc., in dim light (such as moonlight or firelight). Many character races (all but Humans, Hobbits, and Centaurs) possess "hypervision" which permits them to see up to 60' in any conditions except absolute darkness. Characters without hypervision have a 30% chance of identifying shapes within a 50' radius, a 10% chance of identification at a range of 50 - 150', and only a 1% chance at further distances. For those with hypervision, success chances at these ranges are 80, 30, and 10%, respectively.

Racial Adjustments: races having hypervision are Elves, Dwarves, Kobolds, Orcs, Uruk-Hai, (Half-elves and half-orcs inherit night sight abilities, if any, from the father of the union).

Training Adjustments: None

3) Smell

Player characters begin their careers with a 10% base chance to identify nearby smells. The character receives a 20% bonus to these chances when attempting to identify a smell he/she has successfully recognized in the past. Chances of smell identification should be adjusted to reflect the number of sources of the smell (the smell of ten ghouls is more pronounced and easier to recognize than the smell of one), wind direction, etc.

Racial Adjustments: Centaurs +10%
Dwarves +10%
Kobolds +30%
Training Adjustment: Dyeing +10%
Perfumery +25%
Husbandry +20%

4) Taste.

Player characters have a base 15% chance of identifying a substance through taste analysis. A 20% bonus to these chances is given whenever a previously tasted substance is tested. Chances of taste analysis diminish if a character attempts to sample several different substances in a single sitting.

Racial Adjustments: Dwarves -10%
Orcs -10%
Uruks -10%
Hobbits +10%
Training Adjustments: Cooking +15%
Brewery +10%

5) Hearing. Characters have a base 10% chance of identifying nearby sounds (within 60' indoors and 250' outdoors). Note: Thieves receive an automatic 10% bonus to hearing chances at 1st level; their hearing abilities also improve with experience, as described in Chapter 4.

Racial Adjustments: (See THIEVING BONUSSES table above).

Training Adjustments: None

CHARACTER SENSORY ABILITIES

In Thieves' Guild I, players were provided with brief descriptions of the possible uses of, and limitations on, a character's basic sensory abilities (Sight, Hearing, Smell, and Taste). In this section, those rules are expanded to identify further sense-related skills, and a set of tables are provided to be used in generating an individual character's sensory talents.

1) DAYTIME SIGHT.

In TGI, base Sight identification chances are stated categorically to be 90% if the player is within 50' of his target, 60% between 50' and 150', and 30% beyond 150'. In actual practice, Sight identification chances and ranges cover a broad spectrum (pun intended), depending on the type and size of the object being scrutinized. If the sighted object or person is humanoid-sized or larger, chances of general identification (measuring the total number of objects in a group, distinguishing men from dwarves, or griffons from eagles, etc.) are 90% within 150', 60% between 150' and 300', and 30% between 300' and 500'.

If more exact identification is sought (distinguishing man from orc or elf, determining whether a party is in battle dress, robes, or peasant garb, etc.), the range maximums from TGI (50', 150', and a maximum of 300' for the 30% sighting range) should be used. These same ranges and percentages of success can be used if a character is attempting to generally identify a clearly visible object of at least the size of the famous bread-box or larger (for those who have never seen a bread-box - and there should be a plethora of you - it's about 1' by 1.5' by 1.5', or 2.25 cu') - examples might be a chest, an openly displayed weapon, or a 100' coil of rope.

To identify somewhat smaller items, or to obtain a still more complete picture of an approaching figure's attire (identifying the insignia on a guard's shield or uniform, locating the telltale bulge of a purse beneath a man's garments, etc.), success chances are considered to be 90% within 30', 50% between 30' and 80', and 20' from 80' to 150'. Finally, at the most minute level of detail (reading an engraved inscription - assuming one can read, determining the general type and/or number of gems set into a piece of jewelry, etc.), success chances are 90% within 15', 50% between 15' and 50', and 10% from 50' to 100'.

A GM should award pluses to stated identification chances if a player is in extremely familiar surroundings (like his own home), or if he is looking for a person or thing known to be in the area. In the wilderness, add +10% to Sight identification chances if the player has been trained in either Tracking or Trapping. If the object being sought has been deliberately camouflaged, a character must make a successful Spot Hidden roll in order to "see" the object (see Thieflly Skills, page 1-14a, for details of this ability). If the character is attempting to locate a person who is Hiding in Cover, a Sense Ambush roll rather than a Sight roll should be made.

To determine an individual character's Sense of Sight, roll D1000, and cross-reference the result in the chart for ADJUSTMENTS TO BASE SIGHT IDENTIFICATION CHANCES on the row corresponding to the character's racial background.

2) HEARING.

Player-characters have a base 10% chance of Hearing, and perhaps identifying, nearby sounds (within

60' indoors and 250' outdoors). Thieves will receive an automatic 10% bonus to Hearing chances at 1st level; their Hearing abilities also increase by 10% for each 3 levels of experience gained - these bonuses are gained at 4th, 7th, 10th, 13th levels, etc.

If a character is listening at a door, or is otherwise personally concealed while attempting to make a Hearing roll, add +5% per being to his base success chances if there are more than 2 beings in the group within listening range. If a character is making a Hearing roll while members of his own party are talking (this should include player-characters), reduce his conversations between player-characters), reduce his success chances by one-half (rounding up).

To determine an individual character's Sense of Hearing, roll D1000, and cross-reference the result in the chart for ADJUSTMENTS TO BASE HEARING CHANCES on the row corresponding to the character's racial background.

3) SMELL.

Player-characters have a 15% base chance to identify nearby smells and odors. A character receives a 20% bonus when attempting to identify an aroma s/he has successfully identified in the past. Chances of smell identification may be adjusted to reflect the nearness and intensity of the odors being analyzed (the smell of ten wolves, for example, would be more pronounced and correspondingly easier to recognize or identify than the odor of one).

In outdoor encounters, smell identification chances will also be highly affected by the positions of the character and the producer of the odor; if the character is downwind of the smelly object or being, he may be able to notice the aroma, while there is little chance he will even be aware of it if he is upwind. If one is to the side, the presence of the smell will be affected by the wind speed, with more pheromones being available to tickle one's nostrils in calmer conditions. Wind direction may be established by rolling a D10 on the chart below:

- | | |
|---|-------------------|
| 1) North (N) | 5) South (S) |
| 2) Northeast (NE) | 6) Southwest (SW) |
| 3) East (E) | 7) West (W) |
| 4) Southeast (SE) | 8) Northwest (NW) |
| 9-10) Winds are too light to carry
a scent in any direction. | |

Wind speed may be simulated a 100 point scale, with 01 being a hurricane, and 00 being dead calm. Initial speed for the day may be generated by rolling a D20, adding whatever amount the GM feels reflects the prevailing wind velocity in that particular area, and then subtracting from 100. Wind speed has a 35% chance of changing (about every 10 minutes in encounter situations), but will seldom rise or fall more than a 10% increment. Roll a D10 and a D6; if the D6 shows 1, 2, or 3, add the result of the D10 to the current wind speed, reflecting an increase in velocity; if the D6 shows 4, 5, or 6, subtract the result of the D10, reflecting a fall in velocity. For situations when a character is to the side of the odor-producer, the GM may elect to allow success chances to be to the nearest 10% of the character's base skill (rounding up), using the wind speed as the percentage.

To determine an individual character's Sense of Smell, roll D1000, and cross-reference the result in the chart for ADJUSTMENTS TO BASE SMELL IDENTIFICATION CHANCES on the row corresponding to the character's racial background.

If one or more characters in a party have an Excellent or Very Good sense of smell, GMs should award these individuals a saving roll to detect the presence of dangerous odors (poison gas, smoke, etc.) in sufficient time to organize defensive action. Conversely, characters with Excellent senses of smell may have to make saving rolls against Stamina (STM) when assaulted by powerful foul odors (decomposing flesh, a sulfurous stench, etc.) in order to retain the ability to function at normal physical levels.

Add +10% to the character's base chances of smell identification if s/he has been trained in Dyeing (fabrics); add +25%, if the character has been trained in Perfumery.

4) TASTE.

Player-characters have a base 15% chance of identifying an edible or liquid substance through taste analysis. A character receives a 20% bonus when testing a previously tasted substance (this bonus may be increased to as high as 60% for extremely common substances like beer or wine). Chances of successful taste analysis will deteriorate rapidly if a character attempts to sample several different substances in a single sitting (if these substances happen to be alcoholic, just about everything about the character in terms of requisites may deteriorate rapidly).

Player thieves who regularly use poisons as part of their modus operandi (on weapon tips, as a murder method, etc.) will have some chance to identify poisons through taste analysis. A thief who has experience with poisons is assumed to have a base chance of 25% of identifying a substance as a common poison by taste testing (this assumes veerry tiny sips, of course - any poison is dangerous, and can kill quickly with a minor overdose); success chances improve by 5% for each level of experience the thief has attained (using poisons - a 10th level thief does not have a 70% chance of identifying poison by taste unless he has been using poisons for the time involved in acquiring those 10 levels). If the poison is exotic (e.g., curare, caymanite), the same thief would receive a 5% base chance of identification by taste, and +2% for each level of experience attained.

Add +15% bonus to taste identification if the character has been trained in Cooking, and +10% if s/he is a Brewer.

To determine an individual character's Sense of Smell, roll D1000, and cross-reference the result in the chart for ADJUSTMENTS TO BASE TASTE IDENTIFICATION CHANCES on the row corresponding to the character's racial background.

ADJUSTMENTS TO BASE SIGHT IDENTIFICATION CHANCES

Race	Blind -60%	Nearsighted -40%	Bad -20%	Poor -10%	Fair 0%	Good +10%	Very Good +20%	Excellent +40%
Humanity	001-002	003-035	026-090	091-180	181-780	781-890	891-970	971-000
Hobbits, Orcs, Half-orcs	001-002	003-015	016-060	061-130	131-870	871-930	931-980	981-000
Elves, Half-elves	001	002-005	006-025	026-075	076-200	201-800	801-950	951-000
Centuars	-	001-002	003-015	016-060	061-175	176-300	301-900	901-000
Dwarves	001-003	004-040	041-100	101-300	301-850	851-925	926-990	991-000
Kobolds, Goblins, Pixies	001-005	006-075	076-525	526-800	801-940	941-980	981-998	999-000
Uruk-hai	001	002-010	011-075	076-160	161-760	761-920	921-975	976-000

ADJUSTMENTS TO BASE HEARING CHANCES

Race	Deaf -60%	Say What? -40%	Bad -20%	Poor -10%	Fair 0%	Good +10%	Very Good +20%	Excellent +40%
Humanity	001-003	004-015	016-090	091-220	221-765	766-900	901-985	986-000
Elves, Half-elves, Dwarves, Goblins	001-002	003-020	021-085	086-170	171-810	811-915	916-980	981-000
Orcs, Half-orcs	001-003	004-020	021-100	101-225	226-850	851-930	931-990	991-000
Pixies, Uruk-hai	001	002-010	011-085	086-180	181-800	801-900	901-980	981-000
Hobbits, Centuars	001	002-010	011-060	061-120	121-280	281-790	791-950	951-000
Kobolds	001	002-005	006-040	041-100	101-230	231-400	401-900	901-000

ADJUSTMENTS TO BASE SMELL IDENTIFICATION CHANCES

Race	None -30%	Poor -10%	Fair 0%	Good +10%	Very Good +30%	Excellent +50%
Humanity	001-008	009-100	101-855	856-915	916-965	966-000
Elves, Half-elves, Orcs, Half-orcs, Uruk-hai	001-005	006-070	071-910	911-950	951-980	981-000
Centuars, Dwarves, Hobbits, Goblins	001-003	004-040	041-340	341-880	881-955	956-000
Pixies, Kobolds	001	002-025	026-175	176-500	501-820	821-000

ADJUSTMENTS TO BASE TASTE IDENTIFICATION CHANCES

Race	Bad -40%	Poor -10%	Fair 0%	Good +10%	Very Good +20%	Excellent +30%
Humanity	001-005	006-065	066-930	931-965	966-985	986-000
Elves, Half-elves, Centuars, Goblins	001-002	003-035	036-960	961-980	981-995	996-000
Hobbits, Pixies	001	002-015	016-460	461-940	941-975	976-000
Orcs, Half-orcs, Dwarves, Kobolds	001-010	011-520	521-965	966-990	991-998	999-000

CHAPTER 2

RULES OF PLAY

Movement, Combat,
Magic Disguise,
and other Thievish Pursuits

MOVEMENT

During the various Thieves' Guild scenarios, players will find it necessary to make movement on three different scales: overland, encounter, and melee.

Overland movement is measured on a daily basis, and rates are normally about 12 miles a day for an unarmored character walking through relatively clear territory; travel averages about half that in rough territory, and about one quarter in mountainous

terrain. Most riding animals that will be used in the game can travel about 30 miles a day in relatively clear terrain, half that in rough country, but may be slowed to as little as one tenth that when traveling in mountainous areas. It is suggested that the GM handle overland movement on his basic campaign maps by having each hex represent a 5 mile grid.

Encounter movement is measured in one minute turns. On an encounter grid, a hex measures 20 yards across.

In Melee situations, movement is measured in 15 second intervals, and the hexes on a melee grid are 5 feet across.

Individual character movement rates are primarily based on size and the type of armor the character is wearing. The MOVEMENT RATES tables below indicate normal Encounter and Melee Movement Factors for the various character races used in the Thieves' Guild scenarios.

MOVEMENT RATES

ENCOUNTER SCALE MOVEMENT FACTORS (In hexes per turn)*

Race	=>CLO	Armor worn		
		LTH	CHN	SCA
Human, Elven, Orcish	3	2	5/3	3/2
Dwarven	5/2	3/2	4/3	1
Hobbit, Kobold	2	3/2	1	2/3
Pixie	f 6	3	1/8	0
Centaur, Riding Animal	w 3/2	1	1/2	1/8
Draft Horse, Mule	5	3	5/2	3/2
	4	4	N	N

*For fractional EMFs, use the specified pattern, and repeat each set of turns:

5/2	Move 3, then 2;
3/2	Move 2,1,2;
3/2	Move 2,1;
4/3	Move 1,2,1;
2/3	Move 1,0,1;
1/2	Move 1,0;
1/8	Move 0,0,0,0,1,0,0,0

MELEE SCALE MOVEMENT FACTORS (In 5' hexes per turn)

Race	=>CLO	Armor worn		
		LTH	CHN	SCA
Human, Elven, Orcish	10	8	6	5
Dwarven	7	6	5	4
Hobbit, Kobold	f 6	5	3	2
Pixie	w 18	12	1	0
Centaur, Riding Animal	5	4	2	1
Draft Horse, Mule	12	18	16	12
		10	N	N

EFFECTS ON EMF RATES FOR:

TYPE OF TERRAIN	2-LEGGED	4-LEGGED	FLYING
Rough/Thilly/rocky	1/2	3/4	NE
Steep Incline	1 hex/turn	NA(1)	3/4
Heavily Wooded	NE	1/2	NA(2)
River (at ford)	1/2	3/4	NE
River (no ford)	1/4	1/4	NE

Key: 1/2, 3/4, etc. - fraction of normal EMF permitted.

NE - No Effect

NA - Movement thru this terrain not permitted.

(1) Burros are exempted from this restriction;

may move 1 hex/turn.

(2) Pixies are exempted from this restriction;

may move at 3/4 normal rate

The various scenario maps in the back of this book are keyed to either Encounter or Melee movement, depending upon the locale. Most daily activity is represented by encounter scale movement, particularly the initial maneuvers of a chance meeting (or a GM planned not-so-chance meeting). On the encounter grid, several characters can share the same hex during the movement and/or combat phases of a turn. Movement should be transferred from an encounter scale grid to a melee scale grid whenever two groups are within two encounter scale hexes of each other; when transferring to the smaller scale (approximately 12 melee hexes across an encounter hex), place each character on a melee hex at or near the center of the appropriate encounter hex.

On the melee scale grid, only one character may occupy a hex at the end of a movement phase. If two characters from opposing sides are adjacent to one another at the end of a Melee Movement phase, they are considered engaged for combat purposes, provided that one of the two is facing the other. It is difficult for two enemies who are back-to-back to fight, but it is not totally impossible.

Adjustments to basic Movement Factors may be made to reflect three circumstances:

- 1) running,
- 2) terrain effects, and
- 3) excessive encumbrance.

1) **Running.** doubles the normal Encounter or Melee movement speed of a character. A character may run no more than a number of Melee movement phases equal to 2x his STR rating (and 1/2 as many Encounter movement phases, rounded up). Thus a character with a STR of 16 can run for up to 32 consecutive Melee rounds (or 8 Encounter turns). If a character totally exhausts his stamina in running away, he must immediately spend an equal number of turns in complete rest (no other action possible).

2) **Terrain Effects.**
Certain types of terrain limit Encounter movement speed for some or all character classes. These effects are identified above, described separately for 2-legged, 4-legged, and flying creatures.

3) **Effects of Encumbrance.**
It is an obvious general conclusion that the more weight a

character attempts to carry, the slower he will move. The Fantasy System rules try to incorporate these effects without introducing elaborate calculations of encumbrance. Assume that each race can carry the following maximum weight load in addition to armor, weapon and shield, and one small backpack full of food and equipment:

Human, Uruk-Hai	120 lbs
Elf, Half-Elf	100 lbs
Orc, Half-Orc	100 lbs
Dwarf	160 lbs
Hobbit, Kobold	60 lbs
Pixie	10 lbs
Centaur	300 lbs

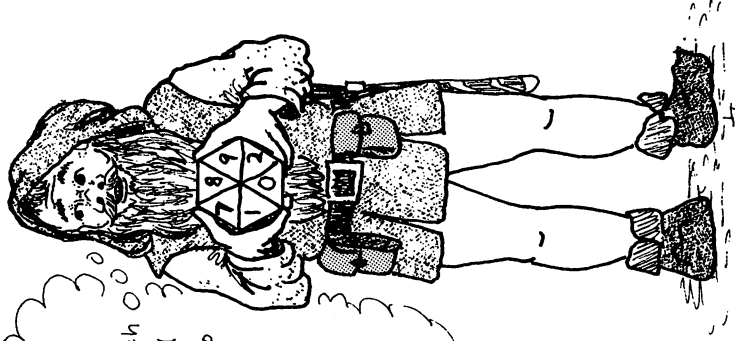
If a particular character has a natural (before racial adjustment) STR rating of 15-17, increase base carrying capacity by 25%; if STR is 18 or higher, add 50% to encumbrance limits.

Whenever a character is carrying more than 1/2 of his maximum load, move one column to the right on the MOVEMENT RATE charts (that is, a man in leather armor carrying 70 lbs of extra load would move at the same rate as an unencumbered man in chainmail). If a character carries more than 3/4 of his maximum load, adjust his movement rate two columns to the right.

COMBAT RESOLUTION

At the end of any movement phase, characters can participate in combat if the character has either a ready close range weapon (and a foe is positioned in one of his three adjacent front hexes) or a ready missile weapon (and a foe is within his range and line of vision). (Spells may also be thrown during the combat phase of a melee round.) All combat is assumed to occur simultaneously; thus each character or monster entitled to make an attack may do so even if he has suffered fatal damage during the course of the current combat phase. Some weapons may be fired more than once during a single combat phase; however, all shots in a round must be directed at a single foe.

All attacks are resolved through the roll of a D20. Each character or monster is assigned a base hit probability for each weapon he uses. Base HP (called HACO) represents the die roll that must be equalled or exceeded for the character to successfully strike an unarmored man (Armor Class 0). The HACO for a particular weapon may differ among player-characters, due to differences in their inborn physical capabilities



Lessee... I hit AC 0 with a shortsword on a 9, and this guy's wearing chain, which is AC 6, and using a shield for +1, so I'd need a 16 to hit him, but my sword has a +2 sharpness bonus, so I can clobber him on a 14, critical him on a 24, and fumble on a 4... Maybe I'll run.....

or beginning trainings and skills. HACO will also improve over time as a character gains experience and/or acquires weapons expertise.

To determine whether a player-character has successfully hit a foe with an attack, the opponent's effective armor class (hereafter abbreviated as EAC) is added to the attacker's HACO for the weapon he is using. EAC represents both the defined protective value of the armor, shields and helm worn by a character, and the added protection provided by the player's instinctive reactions (referred to as his Dodge ability). If the attacker's die roll equals or exceeds his HACO + opponent's EAC, a hit has been scored.

Example: Dwarf in, a 1st level dwarven thief with no HP bonuses for coordination, has a HACO of 9 with a shortsword. He attacks Sledge, a human fighter wearing leather armor (armor class 4), carrying a small shield (+1 to AC) and possessing a +2 Dodge (totalling an EAC of 4+1+2 or 7). Dwarf in needs a 16 (9+7) or greater on a D20 to hit Sledge.

If a hit is scored, the successful player then rolls to determine the amount of damage inflicted by the blow. All damage is measured as numbers of HITS, which in turn are compared against a character's total HITS TO KILL (HTK). The dice rolled to determine damage differ according to the weapon used, the degree of training the character has received in that weapon, and the character's STR rating (see WEAPONS SPECIFICATIONS AND BONUSES AND PENALTIES FOR REQUISITES FOR DETAILS). Armor and shields, if worn, will absorb a portion of this damage, as described in Chapter 3 under Armor.

Critical Hits.

If a player-character's die roll on an attack is 10 or more points greater than the minimum needed to hit the foe being attacked, he is considered to have inflicted some sort of "critical" wound. In the case of Dwarf in, the thief in our earlier example, he would score a critical hit using his shortsword against an unarmored man on a die roll of 19 or greater. Against Sledge, his foe in the example, Dwarf in would need a 26 (16+10) for a critical hit, a die roll clearly impossible on a D20. However, Dwarf in still has some chance to critically wound Sledge. If Dwarf in rolls a 20 on a D20, he rolls an additional D10 and adds this result to 20. If the result exceeds 26, a critical hit would occur.

CRITICAL HITS AND FUMBLES

CRITICAL HITS

<u>DIE ROLL</u>	<u>TYPE OF WOUND</u> <u>Knocked Breathless</u>	<u>MULTIPLIER</u>	<u>DAMAGE</u>	<u>OTHER EFFECTS</u> <u>Stripped 1D4 MR</u>
1	Limb Damaged	1		If weapon arm, HP -4; if leg, MA 1/2
2	Limb Broken	1.5		Limb useless
3	Internal Injury	2		HP -2
4	Massive Internal Injuries	1.5		Make STM saving roll or unconscious from shock
5	Cash	2.5		Lose 1 pt of STM every 2 MR from blood loss
6	Severe Gash	1		Lose 2 pts STM each MR from blood loss
7	Instant Death	1.5		Foe dies at end of MR
8		10		

FUMBLES

<u>DIE ROLL</u>	<u>TYPE OF FUMBLE</u>	<u>EFFECTS</u>
1	Drop Weapon	Takes 1 MR to retrieve
2	Break Weapon	Must draw new weapon (takes 1 MR)
3	Hit Ally	Roll to hit as for opponent; do normal damage if successful.
4	Hit Self	Automatic hit; roll normal damage
5	Stumble	Lose next MR regaining balance
6	Fall	Lose 1D6 MR getting up
7	Sprain Ankle	Reduce MA by -2
8	Dislocate Shoulder	HP -2

Key: HP = Hit Probability
MA = Movement Allowance
MR = Melee Round

Once it has been determined that a critical wound has been scored, roll a D8 on the Critical Hit table to identify the type and effect of the damage inflicted. If a limb has been injured, roll a D4 to identify the limb affected: 1 = weapon arm, 2 = shield arm, 3, 4 = legs. Where the result indicates a loss of blood, such losses continue until a character knowing first aid can successfully administer emergency treatment. If a player's STM rating drops to 0 as a result of blood loss, he dies. If a character's STM rating falls to 1/2 its original level, he may only attack once every 2 melee rounds; at 1/4 STM, once every 3 melee rounds.

Effects of critical hits frequently last for beyond the immediate battle, even when (if) the

affected player survives. STM loss is recovered at a rate of 1 point per game day; while STM is below normal, reduce the character's total HTK by the ratio of:

$$\frac{\text{current STR} + \text{STM}}{\text{normal STR} + \text{STM}}$$

If bones have been broken, they will require 4-6 game weeks (3 + 1D3) to heal. If a character is forced to use yet unhealed limbs in a stress situation, there is a 60% chance of a refracture.

Fumbles.

Just as a character can have above average success on a given attack, he may also commit awkward (and sometimes ultimately fatal) errors. A character or monster is considered to "fumble" if the roll of

this is precisely the type of fight that a thief wants to avoid, since it gives the other party such a fair chance to win. The following tactics may therefore be employed by any thief to attempt to improve his advantage.

1) Backstabbing.

In order to stab an opponent in the back with a bladed weapon a thief must make Move Silently rolls until he reaches a hex adjacent to the rear of his opponent. While Moving Silently, the thief may move his entire movement allowance. Once in position, the thief may strike with a +3 to basic hit probability and a further +4 to Critical Hit Probability. A successful backstabbing attempt does double the normal weapon damage.

Example: Gudgeon, an average 1st level thief, is attempting to backstab a victim with a dagger; he has a HACO of 8 (instead of the usual 11) and scores a critical hit on his unarmored victim (AC0) with a 14 or greater (rather than the usual 18). He is successful (rolling a 12), and the blow does double the normal damage for the weapon used; however, no critical wound is scored.

For the next Melee round (if the victim is still alive), the thief loses his special hit probability and damage bonuses, but his opponent cannot strike back due to surprise (even if he has a weapon ready).

2) Cashing.

Cashing is a specialized form of rear attack designed to temporarily disable rather than kill a foe. The weapon used is often a blackjack, or some other relatively soft blint weapon (such as a sock filled with sand), which is intended to concuss the victim rather than kill him. As in the case of backstabbing, a player must successfully Move Silently to get into position for an attack. A blow is then aimed at the back of the opponent's head. If successful, the victim is knocked unconscious (no saving roll). The chances of success depend almost entirely on the headgear worn by the opponent. Base hit probabilities are identified in the chart below; they already include the +3 bonus thieves receive for striking from behind, but may be further improved if the player-character has general bonuses to hit probability received for high coordination or gained experience. (Note: In Thieves' Guild scenarios, assume all non-player characters wear the helms normally associated with the type of armor they wear - Norman



the die is 10 or more points below the minimum needed to hit the foe being attacked. In the case of Dwarf vs. Sledge, the dwarf would fumble on any die roll of 6 or below; thus, he actually has a slightly better chance of fumbling than he does of hitting Sledge (which suggests that if this fight were Dwarf's foe, he should have his head examined if it hasn't already been handed to him by the end of the battle). Regardless of a character's effective hit probability, however, a character or monster will always fumble if he rolls a 1 on a D20. If a character is using a weapon that enables him to make multiple attacks and fumbles at any point, no further attacks are permitted in that combat phase.

As in the case of Critical Hits, characters roll a D8 and consult the Fumble table to determine the exact fate that has befallen them. If melee rounds (or) are indicated to be lost as the result of a Fumble, the character may not move or fire during those rounds. Ankle or shoulder injuries sustained from Fumbles are assumed to take 1D12 game days to properly heal; all of the attacks and

movements made during the healing period should be made at the adjusted rates indicated in the Fumble table.

Recovery from Non-Critical Wounds.

After a battle situation is resolved, several player-characters may be alive but injured. Each character who has sustained damage during that combat may receive one (and only one) application of first aid from any one (and only one) character with training in this skill for a given set of wounds (one battle's worth). Non-critical hits that are not healed by first aid are recovered on the following basis: each player-character naturally heals wounds at the rate of 1/2 his current STM per day, until fully recovered. Healing ability may be temporarily reduced if the player has suffered damage to his STM from poison, blood loss, etc.

ADDITIONAL COMBAT TACTICS FOR THIEVES

The general rules of combat are designed to deal with situations of face-to-face combat. In many cases,

helm for chain, Roman helm for scale, and great helm for plate armor)

CUSHING PROBABILITIES

Headgear of Victim	Base Hit Prob
Cloth coif	6
Hat	6
Leather helm	10
Roman helm	14
Roman helm	17
Great helm	20

- 3) Use of Poison-Tipped Weapons. When possible, thieves may want to improve their fighting effectiveness by applying a systemic poison to the cutting edge of their weapon. Assume that each application of poison will be totally injected into the victim on the first successful blow struck by that weapon. Poisons will retain their potency for 4-48 (AD12) game hours; if unused in that time they are wasted. No more than 1/4 ounce of poison may be placed on a weapon at one time; if this constitutes less than a full dose of a particular poison, remember to reduce the effective level of the poison accordingly. Damage produced by poison is subtracted directly from a character's stamina rating; if this value falls to 0, the victim dies. If a character's stamina falls to 1/2 its original level, he may only attack once every 2 melee rounds; if 1/4, every 3 melee rounds. If a character dies from being poisoned, the thief responsible receives 25% of normal combat experience (see Chapter 4).

- 4) Striking from Concealment. In some situations, a thief may be able to wait for a potential victim in an area offering natural cover - a dark alleyway, behind a full-length curtain, etc. If the thief successfully makes a Hide in Shadows ability roll, he gains the advantage of surprise on his first melee round of attack. With surprise, the thief receives a +2 to his normal hit probability, and his opponent does not get a return strike. Note that if the victim does not already have a weapon drawn when attacked, he will be unable to ready that weapon until the 2nd melee round, and unable to use it until the 3rd melee round.

SAVING ROLLS

In the Thieves' Guild scenarios, player-characters and NPCs alike often face potentially fatal dangers other than man-to-man combat, in the form of sprung traps, magical enchantments, etc. In many of these situations, characters may have a specified opportunity to avoid or reduce the severity of adverse consequences by successfully making a saving roll [see also the first note in SECTION I] against one of their basic requisites (REFLEXES, STAMINA, MAGIC RESISTANCE, etc.). Saving rolls are made on 2D12; to be successful, the die roll must be equal to or lower than the character's adjusted rating for the requisite being tested.

These same principles are employed in situations where a character voluntarily attempts an action requiring above average skill. Examples of actions that might require saving rolls would include leaping aboard a moving wagon or jumping from rooftop to rooftop to elude pursuit (both requiring saving rolls against coordination), attempting to batter down a locked door (STR saving roll), or dodging out of the way of a falling object (REF saving roll). The GM may assign pluses or minuses to the saving roll to reflect the relative difficulty of the action attempted (e.g., a slender elf unencumbered by a great deal of weight might be given pluses when attempting to leap between rooftops under normal circumstances, but might receive substantial minuses for the same action on an icy, windy winter's night).

THE ROLE OF MAGIC

Although the player-characters generated for use with the Thieves' Guild scenarios are not designed primarily to be spellcasters, thieves may use magic in the form of scrolls or enchanted artifacts (potions, rings, etc.). At 6th level, all thieves with a TAL rating of 9 or better can use scrolls without threat of user-induced backfire (although, like all other magic-users, they may suffer adverse consequences if the spell has been incorrectly copied onto the scroll). Lower level thieves may also use scrolls, but there is a 10% chance of backfire per level of experience lacking (i.e., a 5th level thief has a 10% chance of failure, a 1st level thief 50%, etc.).

Spells used in these scenarios are taken from the FANTASY SYSTEM magic rules. These rules are not printed fully here due to lack of space. However, all individual spells that appear in the scenarios will be fully described so that the GM can incorporate magical combat into these adventures, and so the thieves have some opportunity to acquire some arcane assistance in their activities. For the purposes of balanced play when experienced characters from other FRP systems are being used, it is desirable to limit the number of enchanted items they can bring into these adventures.

A thief may also choose to sell scrolls or other magic items obtained through theft. These items have a base value of 100GP x the level of spell squared (e.g., a 4th level scroll is worth 160x4x4 or 1600GP). Spell levels for the enchantments contained in the scenarios are indicated in their descriptions.

RANSOMING PRISONERS

When the fortunes of war clearly turn against a character or party, many a traveler (including hired guards) will surrender to the mercies of his opponent rather than fight to the death. If you the player are bold and successful in planning your thieving activities, you may have the opportunity to decide the fate of vanquished foes. This section describes some options for dealing with prisoners.

A character's social status and financial position will determine whether or not he can possibly be ransomed. There are six levels of ransomability:

Level 1 -	worth 1-100,000 (D100 x 1000)
Level 2 -	worth 2-20,000 (2D10 x 1000)
Level 3 -	worth 1-10,000 (D10 x 1000)
Level 4 -	worth 500-2500 (D5 x 500)
Level 5 -	worth 100-1000 (D10 x 100)
Level N -	never ransomable

The status of each social subclass in the ransoming structure is indicated as:

SOCIAL CLASS	WEALTHY AVERAGE	POOR
NOBLE	1	5
GUILDSMAN	2	5
MERCHANT	3	N
YEOMAN	4	N
RABBLE	N	N

Although a captured individual may belong to a class that is generally ransomable, the percentage chance that his family or associates will actually pay out such a sum must be determined on a case-by-case basis. Some characters will be beloved by all, while others will be social outcasts while loss will be grieved by none (and perhaps welcomed by some). For relevant characters in the scenarios presented in this book, the percentage chances of successful ransom are identified.

For prime ransom targets such as merchants or traders, the scenarios also indicate whether the non-player characters are local or long-distance travelers. If large distances must be covered to bring the prisoner to an area where a ransom demand can be delivered, the thieves will have to obtain adequate supplies to make such a journey, select a means of transport and a reasonable disguise for the prisoner, etc. Remember that the thieves party should also be subject to random encounters (with other travelers or wandering monsters) while they travel.

The Revenge Factor.

There is always a possibility that a prisoner (or his family) may decide to seek revenge against his captors. To determine whether revenge is sought, roll a D6 after the prisoner's release and compare it to his ransom level. If the die roll is greater than the ransom level, revenge will be sought. Certain conditions may modify this die roll. If the captive is a female, add 1 to the die roll. For each game month that the prisoner is held captive, add 1 to the die roll. If the prisoner was well-cared for (i.e., fed well and regularly exercised, not physically tortured or sexually abused) during his captivity, subtract 1D2 from the die roll.

If the die roll indicates that revenge will be sought, roll a D10 to determine the type of action taken.

a.) On a roll of 1-7, 1D4 fighters will be hired to bring the captors to justice (dead or alive). Their period of service will be 1 game month, and their chance of locating the thieves successfully will be 30% if the thieves remain in the same area where the prisoner was taken, 10% if they are still practicing highway robbery in another location, and only 2% if they are residing in a city or laying low.

b.) On a roll of 8-9

An assassin will be hired to murder the captors. His period of service will be 1D3 game months (depending on wealth of victim), and his chances of locating the thieves will be 50% if they are in the same area, 20% if committing highway robbery in another location, and 10% if they are in a city or laying low.

c.) On a roll of 10

The prisoner or a member of the prisoner's family embarks on a personal vendetta that will continue until the death of either the thieves or the vendettist. His chances of locating the thieves will be 5% per month.

Other Alternatives.

Even for those captives who are not ransomable, it is generally not wise for thieves to leave a widening trail of death behind them. If rumors begin to circulate that merciless killers stalk the highways, this can have many negative consequences. Passes may be formed to hunt down the villains, and the rate of mercantile and other traffic through the immediate area is likely to be reduced. Those groups intrepid enough to travel will probably hire a greater number of guards, and these travelers will also be more likely to fight to the death if attacked. For all these reasons, other options should be considered where possible.

Poor folk, such as low class or peasant farmers, should probably just be released, unless they have unusually good physical requisites. Some of the stronger or more beautiful captives can be sold as slaves, either privately or through a slave trader. The base price for a slave is 10-200GP (D20x10). However, add the roll of an additional D20 for each of the following outstanding requisites:

STR > 14
STA > 15
DSC < 7
MAG < 6
APP > 14

If a character fulfills all these requirements, his/her price on the trading block would be 60-1200GP (6020x10). If thieves conduct slave sales through a trader, they will receive 50% of the final sales price.

DISGUISE

There are a number of situations in which a thief may wish to obscure his true identity. Such

circumstances include attempts to gain entrance to a building in order to "case" the premises, attempts to confuse or elude pursuit, etc. The chances that a particular disguise will be successful are principally dependent on a character's IQ, but are also influenced by the individual's magnetism, appearance, racial background, and the type of role being attempted.

The initial success chance of any disguise attempt is 50%, the same as the percentage likelihood that any story will be believed. Adjustments are then made to this base probability:

1) Add or subtract 5% for each point of difference between the character's IQ and the IQ of the individual to whom the disguise is being presented. This reflects the role that intelligence plays in making a person aware of the important details of an impersonation; (e.g., proper insignia, knowledge of local courtesies, familiarity with well-known names or "catch phrases.") When dealing with groups, character intelligence is compared to the average IQ (rounded down) of the group. This is done mainly for the purpose of simplifying the number of die rolls required, but also simulates the fact that a disguise gains credibility once it is believed by a few "known" individuals. For purposes of this die-roll, all crowds are assumed to have an average IQ of 8 (below normal, reflecting the decreased opportunity for close personal interactions that might reveal flaws in an impersonation).

2) For every point of MAGNETISM above 14, add 5% to the base success chance. Since MAGNETISM reflects a character's general ability to favorably influence people, a high personal MAGNETISM enhances the believability of any disguise. Similarly, a very low MAGNETISM (less than 5) indicates that a character will be disliked on sight, and receives minuses of 5% per point. (All MAG bonuses and penalties are doubled in situations where the disguise requires the character to act in a command or leadership capacity.)

3) For every point of APP above 14, add 5% to the chances of successful disguise whenever dealing with members of the opposite sex. In this case, physical attractiveness is presumed to reduce the subject's

interest in finding fault with your disguise. Conversely, subtract 5% for every point of APP above 14 when dealing with members of the same sex (reflecting the likelihood of a jealous reaction).

4) The family background of a character may restrict or enhance the types of roles that he can successfully play. Most peasants are totally unaware of the rituals of daily court life, and almost none can feel comfortable impersonating men of station. Conversely, a nobleman impersonating a peasant or serf will almost always exhibit an

inappropriate amount of self-esteem in his hearing. Basic success percentages are downwardly adjusted 30% whenever such unfamiliar roles are attempted. (Family background can also have positive impacts on the credibility of disguise. Add 10% to the success chance whenever the role chosen is from the same class as the character's upbringing. Additionally, guild members receive a 10%, and merchants a 5%, bonus to their chances of successfully portraying any non-military role, because of the wider range of contacts they have made.)

5) Adjustments must also be made to reflect the compatibility of the role selected with the racial background of the character. Hobbits and pixies do not make realistic captains of the guard, and centaurs or Uruk Hai are unlikely jewel appraisers. Non-humans will almost always have more difficulty representing themselves as local officials. The adjustments made in any particular case should be subject to the discretion of the GM. The table, BASE SUCCESS CHANCES FOR DISGUISES, is designed to provide general guidelines for this purpose.

BASE SUCCESS CHANCES FOR DISGUISES

ROLE \ RACIAL ATTEMPTED \ TYPE	HUMAN	DWARF GOBLIN	HOBBIT	ELF 1/2ELF	ORC 1/2ORC	URUK	KOROLD	CENTAUR	PIXIE
BEGGAR	+10	-30	-30	-50	+50	-30	+40	-30	-30
SERVANT	+10	-50	+20	-40	-50	-50	-40	+10	-30
CONSTRUCTION WORKER	0	+25	-40	-15	+15	+25	-30	+20	-50
COOK/CHIEF	+10	-40	+30	-10	-30	-40	-30	-40	-40
CONSTABLE	+15	+10	-25	F-15 /E 0	0-50 /0-10	-30	-50	+10	-50
PRIEST	0	-20	0	-30	0 0 /0-20	-30	0 0	0	-10
ENTERTAINER	+5	-30	+5	+25	-30	-50	-10	0	0
COMMON GDS MERCHANT	+15	+20	+20	-15	-20	-10	-15	-10	-40
FINE GDS MERCHANT	+10	+25	-10	0	-40	-30	-40	-30	-25
MEDICAL (HEALER)	+10	0	0	+20	-30	-35	-30	-10	-20
ARTISAN	+10	+25	0	+20	-30	-15	-30	+15	-40
MAGE	0	-15	-40	+20	-30	-40	-30	-25	+25
MILITARY (WARRIOR)	+15	+15	-30	0	-10	+15	-40	+15	-50
NOBILITY	+10	0	-50	+20	-50	0	-30	-10	-10

Once all adjustments are made, the GM makes a D100 roll secretly to determine the effectiveness of the player's disguise. If unsuccessful, the NPC may openly indicate his disbelief, or may "play along" with the impersonation to learn what is really going on. If successful, the NPC will believe the disguise completely until and unless a crisis situation occurs.

A "crisis situation" may result through circumstances beyond the player's control, or may be due to a misstep made by the player. In the event of such a situation, it is presumed that the character's disguise has been challenged. The effectiveness of a player's response to such a challenge is a function of his DSC rating (representing common sense in a panic situation) and his

MAG rating (ability to take control of a situation), based on the formula:

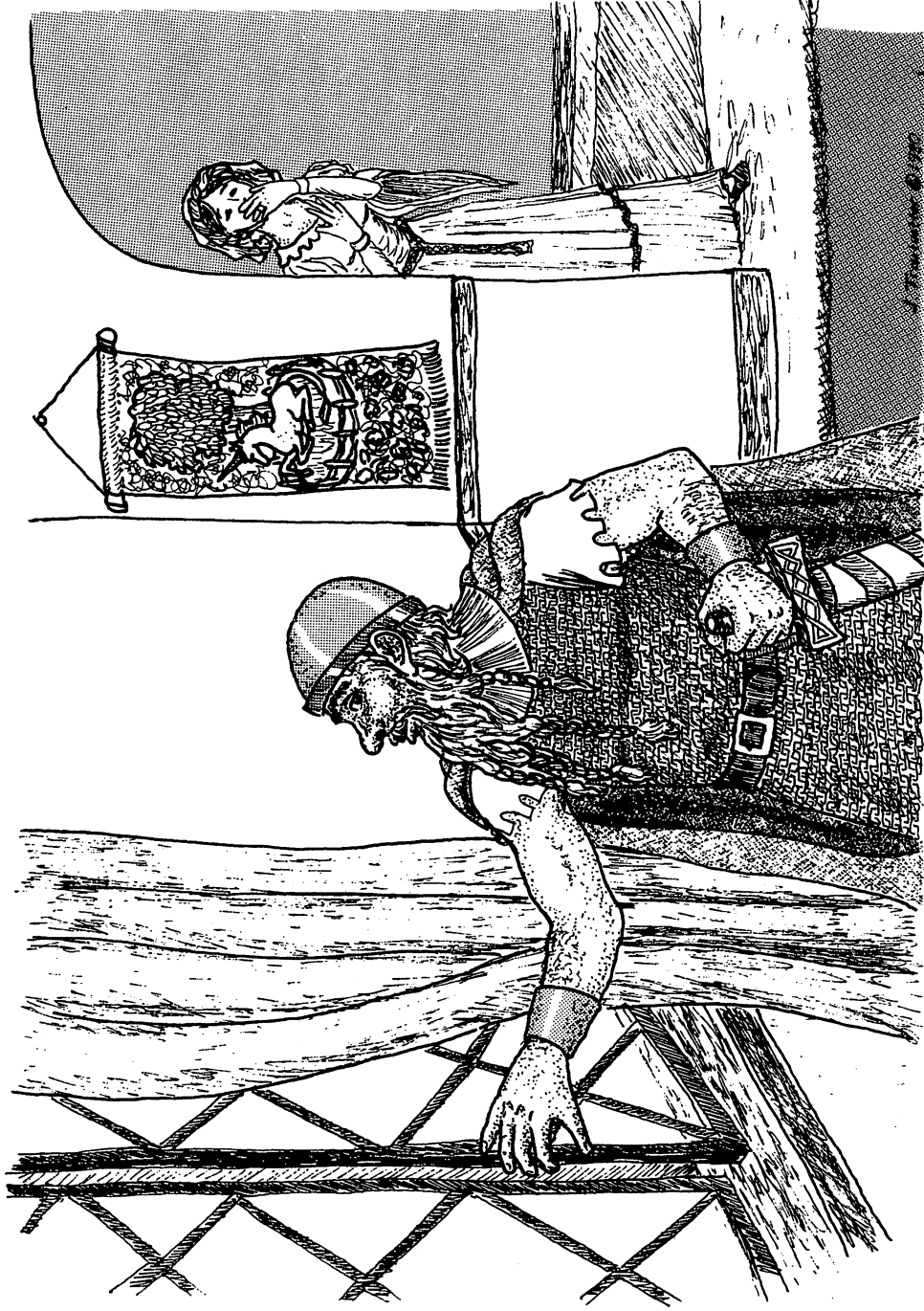
$$10(\text{base chance}) \\ + 5(\text{each pt DSC} > 8) \\ + 5(\text{each pt MAG} > 11)$$

This gives the percentage chance (roll D100) that control of the impersonation can be reestablished.

A sample application of the disguise rules is provided to clarify their use. Damien the dwarf wants to gain access to the upper floor of Baron Egbert's urban townhouse to determine the location of his wife's jewelry box. Damien's relevant attributes are as follows: IQ 15, DSC 10, MAG 8, APP 11, Family Background - Merchant. He decides to impersonate a member of the city guard, searching the house for an escaped convict seen in the vicinity.

This disguise, if believed, should enable him to enter all rooms of the house, including the upstairs bedrooms most likely to contain the jewels. He comes to the house late in the afternoon, when only Lady Catherine and her servants are present. The Lady's IQ rating is 11.

Damien's chances of convincing the Lady of his disguise are 80% (base 50% + 4x5% for the difference in intelligence between Damien and Catherine + 10% racial bonus). He receives no bonuses for MAG or APP, and does not receive the 5% bonus normally assigned to Merchants because the role selected is military in nature. The GM rolls a 54, and Damien is inside, methodically examining each room.



After ten minutes, Damien is almost ready to depart, having noted a number of potential hiding places for valuables and having unlatched an upstairs window to facilitate his later reentry. Just at that moment, however, the Baron returns home. Encountering the dwarf and his story, the Baron expresses puzzlement that he was not informed of the search, since he had spoken to the chief constable less than an hour earlier. Thus, this confrontation represents a crisis situation that Damien is ill-prepared to face. He has only a 20% chance of rescuing the situation (Base 10Z + 5(2 pts of DSC)81 + 0 pts for MAG). Luckily for Damien, the GM rolls an 07 and the dwarf is able to fabricate an acceptable excuse for the Baron. As he pauses to calm his jangled nerves in a nearby alleyway, Damien soothes himself with thoughts of the great treasure that will soon be his . . .

FENCING STOLEN GOODS

Let's rejoin Damien on the morning of the following day after the successful completion of the

robbery. His haul consists of: 1000GP in coins; 5000GP worth of small gems; 2 emerald bracelets worth 1000GP each; a diamond-encrusted tiara, engraved and custom-made for Lady Catherine, valued at 15,000GP; a bundle of tapestries worth 1200GP total; and a set of crystal glassware worth 2500GP.

Does this mean that Damien is 26,700GP richer than yesterday? Not bloody likely! With the exception of the coins and small gems he has taken, all the other items from the robbery must be converted into cash through resale. Whether he takes these goods to a reputable trader or "fences" the items through underworld contacts, Damien may actually receive only a fraction of an item's stated market value. Furthermore, a personalized, highly recognizable item like Lady Catherine's tiara may be considered so "hot" that few will purchase the item from the thief at any price.

Matters become further complicated by the fact that the player-character must have received training in various skills (in this

case jewelry, weaving and glassblowing) in order to have an accurate concept of the value of his booty. If no character in the thieves' party has training in a particular skill area, they will believe that the item is worth anywhere from 10Z to 10x its actual value (GM rolls a D6 high-low and a D10. If high, multiply actual value by the result of the D10 roll; if low, by the D10 roll x 10Z. The result is the thief's estimate of an item's value.)

To sell stolen goods, (or any property, including treasure from a dungeon), the thief must locate one or more potential buyers. The chances of finding an appropriate individual increases according to the size of the town in which the thief is attempting to fence his goods, and may be enhanced by Thieves' Guild Membership (see next section). If the GM using these scenarios does not have a permanent campaign with cities and towns already designed, die rolls can be used to lay out situations. Roll a D100 and consult the chart below to identify the size of the nearest town; then make a second D100

roll and read across that row to determine the number of traders in the town.

For each trader, six characteristics must be established:

- 1) What is the size of his total purse? (These assets may be in the form of coins, gems, or letters of credit from moneylenders in the community.)
 - 2) What trainings does he have? (This identifies the types of goods for which he can accurately estimate value).
 - 3) For these known commodities, what is his initial offering price for normal items (expressed as a % of true value)? His maximum offering price (also expressed as a % of true value, seldom greater than 50%)?
 - 4) Will the trader deal in goods from outside his training fields? If so, what method does he employ to arrive at a price for these goods?
 - 5) What is the trader's reaction to obviously "hot", notorious property?
 - 6) Will the trader try to rob the thief if he thinks he can get away with it? If yes, will he attempt to do so by force or by deception? (This usually occurs when the item or items being sold are of extraordinary value.)
- A small number of pre-rolled trader characters are presented for the GM's convenience. GMs should use Merchant or trader characters from their own campaigns as well, if desired, or a GM may develop traders and fences of his own using the method below.

Procedurally, the GM plays the prospective buyer, and makes his initial offer. The GM and the player-character then may dicker over a final price. The trader will continue to haggle until

- a) agreement on a price is reached,
- b) the trader's price reaches the maximum offer indicated in the table, or
- c) the GM rolls a 90 or above on percentile dice, indicating a negative response to the player's bargaining tactics.

The player may then accept or refuse the NPC's offer, ending the fencing process. The price actually paid to the player is the treasure "value" used in calculating experience (see Chapter 4).

TRADER CREATION

The creation process for traders and fences expands the questions posed above for characteristics.

AVAILABILITY OF TRADERS AND FENCES

INITIAL SIZE OF TOWN (POP.)	# OF TRADERS PRESENT				
DIE ROLL	0	1	2	3	4
01-10	50-100	76-95	96-99	100	5 plus
11-30	101-250	01-20	21-45	46-80	81-95
31-60	251-500	01-10	11-20	21-35	36-50
61-90	501-1000	01-02	03-05	06-10	11-15
91-99	1001-5000	-	-	01-02	03-05
100	>5000	-	-	-	06-100
					01-100

TRADER CHARACTERISTICS

Name	Total Purse	Training Fields	Dealing Outside	Minimum Offer	Maximum Offer	"Hot" Goods	Sting
1. Briggs	84,000	Tanning Silversmithy Fine Armory Calligraphy Perfumery	12%	20%	40%	Outrage - Will call constable	N
2. Farnth	8,600	Weaving Cooper	10%	20%	40%	Fearful - No deal	N
3. Ornead	2,500	Glassblowing Perfumery Bowry	20%	30%	80%	No effect	N
4. Belwyn	490	Silversmithy Tanning Jewelry	5%	5%	30%	No effect	N
5. Shell	100,000	Jewelry Mechanics	5%	10%	60%	Maximum - 40%	N
6. Craven	2,000	Glassblowing Perfumery	5%	5%	40%	No effect	N
7. Janna	600	Armory	15%	15%	50%	Maximum - 50%	N
8. Avon	7,100	Tailoring Mechanics	20%	20%	80%	Maximum - 40%	Force (1)
9. Lodon	410	Tailoring Carpetry Perfumery Jewelry	15%	30%	70%	Fearful - No deal	N
10. Thrush	4,600	Fine Armory Glassblowing Silversmithy	12%	15%	50%	Maximum - 80%	Guile (2)
11. Popi	6,200	Bowry Jewelry Glassblowing Mechanics	10%	10%	70%	Outrage - Will call constable	N
12. Britt	7,500	Carpentry Carpetry Cooper	10%	15%	50%	Outrage - Silence for bribe	N

* indicates Mastery of the skill

- (1) Avon employs three fighters; there is a 65% chance he will order an attack if they outnumber the thieves.
- (2) Thrush will attempt to substitute glass and paste fakes on hot items of jewelry, or gems, that are brought to him for appraisal; thieves must roll Locate traps percentage to detect switch (only one try, from the highest percentage in the group).

- 1) Determine family background and financial status:
- 40% Guild
 - 30% Wealthy
 - 50% Average
 - 20% Poor
- 60% Merchant
- 20% Wealthy
 - 40% Average
 - 40% Poor

- 2) Determine the size of the total purse:
- Wealthy - 1000 x 1D100 GP
 - Average - 100 x 1D100 GP
 - Poor - 10 x 1D100 GP
- (Guild receive 2 rolls)

- 3) Determine number of Training Fields in which the trader or fence is knowledgeable (roll D10):
- 1 1 field
 - 2-4 2 fields
 - 5-7 3 fields
 - 8-9 4 fields
 - 10 4 fields and roll again

Determine which Training Fields; if a field is rolled twice, the trader or fence is a Master in that field (roll D20):

- | | | | |
|-----|-----------|-------|-------------------|
| 1 | Tailoring | 12-13 | Glassblowing |
| 2 | Carpentry | 14 | Weaving |
| 3-4 | Tanning | 15 | Complex Mechanics |
| 5-7 | Jewelry | 16 | Perfumery |
| 8 | Coopery | 17-18 | Silversmithy |
| 9 | Carpentry | 19 | Calligraphy |
| 10 | Bowry | 20 | Fine Armory |
| 11 | Armory | | |

- 4) Determine the percentage chance that the trader or fence will deal in goods outside his normal fields of interest (this is based solely on the DSC rating of the character):
- DSC less than 11 20% chance
 - DSC 11 15% chance
 - DSC 12 12% chance
 - DSC 13-14 10% chance
 - DSC 15-16 5% chance
 - DSC 17 or more 1% chance

- 5) Determine the size (percentage of actual value) of the minimum and maximum offers the trader or fence will make:
- Minimum: 5% x 1D6
 - Maximum: 10% x 1D8
- Obvious inconsistencies (minimum greater than maximum) should be either re-rolled or adjusted. It is possible for the offers to be exactly equal; this means he makes only one offer and does not haggle.

- 6) Determine the trader's reaction to obviously "hot" merchandise (roll D12):
- 1 Outrage - will call for consabable bribe
 - 2-3 Outrage - offers silence for bribe
 - 4-5 Fearful - refuses deal
 - 6-7 Blase' - reduces maximum offer by 1/2
 - 8-9 Blase' - reduces maximum offer by 1/3
 - 10-11 Blase' - No effect
 - 12 Piqued - raises maximum offer by 5-30% (5% x 1D6)

- 7) Determine whether the trader or fence will attempt to "sting" the thieves. Roll a D12; on a 1, the trader will attempt to do so by force; on a 2, the attempt will be through trickery or guile.

THIEVES' GUILD MEMBERSHIP

ADVANTAGES AND

DISADVANTAGES

In any sizable town (population > 500), thieves are likely to be organized into the equivalent of a Guild or secret society. The Guild will seek to control all thieving activity going on in the city, and will view those who operate successfully outside of their control as targets for destruction. Guild membership, therefore, may be a desired item for player-character thieves to obtain.

Entry Requirements. Normally, the Guild will not be interested in recruiting a thief for membership until he has reached 3rd level. Exceptions are made for individuals with extraordinary coordination and/or reflexes (>16), who will be accepted at 1st level. The initiation fee for all is 1500GP, which must be paid during the first month of membership. The thief must also agree to give the Guild 25% of the total value of any theft made in the city, and to undertake specific jobs for the Guild if requested.

Advantages of Guild Membership.

As outlined above, joining the Guild will cost you some of your freedom of action, and quite a lot of money. Against these disadvantages, Guild membership does offer a number of benefits:

- 1) The Guild has a well-established

network of connections for selling stolen goods. A thief may pass his goods to the Guild for resale and improve his chances of receiving top value.

- 2) The Guild has access to many of the local Magistrates, and make regular payoffs to insure leniency for their membership when on trial.
- 3) The Guild can usually provide members with a safe hiding place or passage out of town when they need to escape pursuit.
- 4) In major cities (pop.>500), the Guild will provide free of charge improved sets of burglar tools as they become necessary through character advancement (at Levels 5,9,13,etc.)
- 5) Perhaps most importantly, Guild membership eliminates the possibility that the character will be harassed by both sides of the law. Although a thief may be able to operate independently within a city for a long time if he plans carefully, is not seen, does not brag about his accomplishments excessively, etc., there is always a chance that the Guild will become aware of his activities. The Guild's response, depending on the amount of revenue it believes it has lost, may range from threats to beatings to assassination. The player may wish to avoid these risks through membership.

Guild Organizational Structure.

The structure of each local guild is likely to vary according to the size of the membership, the amount of revenue being taken in, and the general hierarchical tendencies of the society. However, all thieving Guilds are likely to be presided over by a master thief who, with the assistance of one or more trusted lieutenants, is responsible for overall decision-making. The Master will set down the regulations that his subordinates must follow, mete out punishment to those that betray the Guild, and plan thefts and other activities to enrich the coffers of the group. The location of the Guild treasury will be his well-guarded secret, and its contents will be well protected. However, conspiracies and coups are commonplace in the underworld, and the Master must be ever vigilant if he hopes to avoid challenges to his leadership. If player-characters become Guild members, we recommend that the GM develop some concept of the organization of the local Guild, as this can serve as a source of additional adventures (as players try

to move up in the ranks to positions of importance, or are sent out on Guild Missions.)

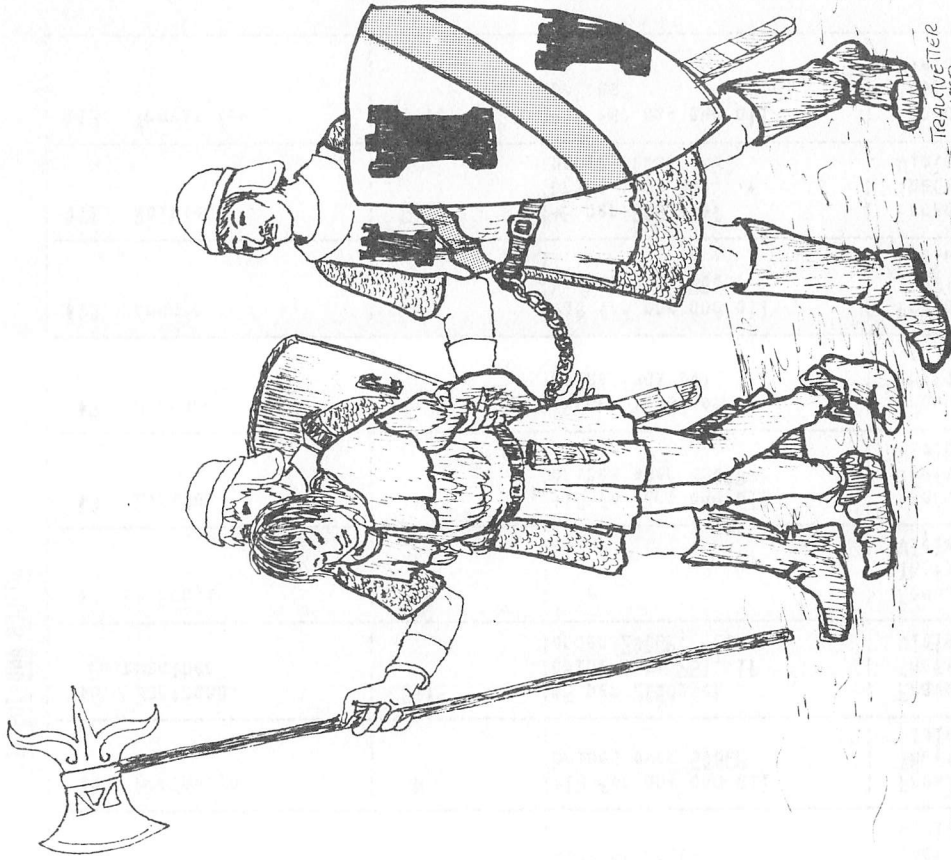
GOTCHA, THIEF!

SIMULATING THE MEDIEVAL JUSTICE SYSTEM

Even for successful thieves, there are times when the best laid plans go astray, and the players find themselves face to face with the local constabulary, a posse, or some other defenders of law and order. In such a situation, the thieves may try to make a run for it, or fight their way to freedom. These responses can be handled through the normal movement and combat rules. The thieves may also try to gain their release by bribing their captors. The GM should use his own discretion in deciding the effectiveness of bribery attempts, based on the number of lawmen present, their greed and/or their sense of responsibility to their job, the amount of money offered, and whether or not there are other witnesses present. Remember of course that a quick-thinking guardsman can pocket a bribe and then continue straight on to prison with his captives.

The thief's final option is to take his chances with the medieval courts. Under this option, the thief pleads his case before one of the local magistrates. The trial can end with any of five results:

- 1 Death Sentence
Carried out within seven days in the manner customary in the province (hanging, drawing and quartering, etc.). There is no appeal, but for nobles, the sentence is normally carried out without torture; commoners usually get displayed for the edification and enjoyment of the mob. Very rarely, the ruling noble of the region may step in with a last minute pardon, but usually . . .
- 2 Mutilation.
As in Islamic custom (ask your local Ayatollah). The accused might lose a hand, or his tongue, or . . .
- 3 Imprisonment.
Sentences range from 10 days to 10 years, depending on the severity of the crime and the nature of the judge. If a player is poor, prison may prove a cruel fate, since prisoners had to purchase their own food while in jail . . .



TRAVELER
1980

- 4 Fines.
Fines levied by the court are usually very moderate, ranging from 50-100GP (50 x D20). Those without the necessary capital either went straight to the local Shylock to borrow it at 60% interest per month, or to result +3 above (Debtors' Prison).
- 5 Acquittal.
Complete exonerated.

Player-characters may attempt to improve their odds of a favorable verdict in three ways. Two of the training fields available to players, oratory (+20%) and magistracy (+20, or +40 for mastery) improve a character's reaction dice in pleadings before the court. If the player-character belongs to the local Thieves' Guild, the guildmaster can often exert favorable influence on the decision through his contacts with local judges. Finally, judges also may be offered bribes by the confederates of the captured thief. Bribes are the riskiest method of influencing the judicial process; some judges (10-25%) are totally honest and would be deeply offended

by a bribe attempt, while others may become insulted if the bribe offered is low by their reckoning. However, in some cases, a player with large capital reserves can virtually guarantee his freedom through a generous bribe, since for some judges, the positive effects of a bribe increase incrementally with the total amount being spent.

JUDGES AND JUSTICE, the table presented on the next page, contains all relevant data for 12 NPC judges. To simulate a court proceeding, roll a D12 to determine the magistrate presiding. (Note: the higher the die roll, the more lenient the judge.) If the thief is a member of the local Thieves' Guild, he receives the additional advantage of rolling a D10 and adding 2 to that result (consequently, they can only draw judges 3-12). The thief then makes any attempts at influencing the judgement he wishes. A D100 is then rolled and appropriately adjusted, and the verdict is handed down.

JUDGES AND JUSTICE

Magistrate's Name	Guild Contacts	Effects of Bribery Offers	Type of Crime	Death Sentence	Mutilation	RESULT OF TRIAL	
						Prison Term	Assessment of Fine
#1. Heydrich "the hangman"	N	N	Fraud Theft Violence	01-10 01-25 01-50	11-40 26-70 51-75	41-65 71-80 76-90	66-80 81-85 91-100
#2. "Maximum" Jon Srycch	N	-20 regardless of size of bribe	Fraud Theft Violence	01-25	01-05 01-25 26-40	06-60 26-70 41-80	61-75 71-80 81-85
#3. Agon Stern	N	N	Fraud Theft Violence	01-05 01-30	06-25 31-40	01-35 26-60 41-70	36-65 61-75 71-80
#4. Onnesaab	G+10	-20 regardless of size of bribe	Fraud Theft Violence	01-25	01-20 26-40	01-30 21-50 41-65	31-65 51-70 66-75
#5. Horddelyn	N	+10 for any and all bribes over 500GP	Fraud Theft Violence	01-25	01-05 01-25 26-35	06-35 26-45 36-65	36-65 46-70 66-75
#6. Bertrand Fairweather	G+15	+5 per 200gp of bribe (max 25), if under 200GP, -20	Fraud Theft Violence	01-05 01-25	06-25 26-35	01-35 26-50 36-65	36-65 51-70 66-75
#7. De Scayls	G+5	N	Fraud Theft Violence	01-20	01-20 21-30	01-30 21-45 31-55	31-60 46-65 56-70
#8. Evridai	N	+10 for any and all bribes over 250GP	Fraud Theft Violence	01-20	01-20 21-30	01-25 21-40 31-55	26-55 41-60 56-70
#9. Oannd	G+20	+5 per 100GP of bribe (max 30)	Fraud Theft Violence	01-10 01-15	11-30 16-25	01-25 31-45 26-50	26-50 46-60 51-65
#10. Kraatr	N	+10 for any and all bribes over 500GP	Fraud Theft Violence	01-15	01-15 16-25	01-20 16-35 26-50	21-50 36-60 51-65
#11. Roibien	G+20	+5 per 200GP of bribe (max 50), if under 200GP, -20	Fraud Theft Violence	01-10	01-15 11-25	01-20 16-35 26-45	21-45 36-55 46-60
#12. Travis Tee	G+10	+10 for any and all bribes	Fraud Theft Violence	01-10	01-10 11-20	01-20 11-30 21-45	21-40 31-50 46-60

TAILING, MAKING, & BREAKING

In the course of a thief's underworld activities, he will occasionally be called upon to follow another person in order to find out where the latter is going, the activities he intends to engage in, or the others with whom he is associating. Conversely, the thief may find himself the quarry, being trailed by a person or group. This section attempts to provide some guidelines which the GM can use to moderate tailing situations (such as those presented in the pursuit adventures from Thieves' Guild volumes I & IV).

Terminology in trailing is relatively simple. The target (the one being trailed or followed) is the "quarry"; the person doing the following or trailing is referred to as the "tail". When a tail is first set up or established, the watch for the proposed quarry is referred to as "staking the tail". If the quarry spots the tail, it is called "making the tail" - the quarry has identified or "made" the person following him. If the quarry succeeds (purposefully or accidentally) in evading the scrutiny of the person following him, he "breaks the tail". (Yes, the terms rhyme, but that's accidental, not purposeful.)

In the tailing operation, the GM should encourage (require, if necessary) the players to role-play as much as possible, with careful descriptions of the actions they are using or contemplating to keep the quarry in sight, or, if one of them is the quarry, what actions they consider important in "breaking the tail". As the quarry and tail wind through the streets of a city, or the corridors of an underground complex, or even the trees of some great forest, many opportunities for good role-playing will present themselves (ducking behind a tree or a building to avoid the eyes of a suspicious quarry, the quarry enters a tavern or disappears into some crevice - what does the tail do now, etc.); the GM should make use of all of these situations.

Normal distances for tailing are 25' indoors, or 60' outdoors (read yards for feet if in a wilderness, rather than an urban, environment). At these distances, the base chances for spotting the tail are 8% and 5%, respectively (these reflect the "rising of the hairs on the back of the neck" that some people get when under surveillance). The chances are modified to reflect a number of different circumstances: perceptiveness of the quarry and the tail, distance, density of crowds, lighting conditions, the quarry's personal knowledge of his tail, the number of people in the parties of both tail and quarry, cover availability for both body and sound, and the relative experience levels.

If the player is acting in the position of tail, the GM should set up the situation, and allow the player to begin his operation at the outset (the quarry's home, notorious haunts, etc.), using the options and modifications in Staking the Tail. The GM should also make checks for the quarry spotting the tail, once the tail has been established; this should average each 2 minutes in an underground or other indoor situation, each 5 minutes in an urban (outdoor) situation, and each 15 minutes in the wilderness; he may wish to use the modifications in Making the Tail. If the quarry does spot the tail, the player (or the GM) may wish to exercise the options in Breaking the Tail; the check for losing the tail should also be made whenever any random encounter affects the tail, or whenever the quarry leaves the immediate line-of-sight of the tail (if he rounds a corner, enters a doorway, etc.). The possibility of losing the quarry can also

depend on the actions of the tailing player; "a clever and witty plan staveeth off the wrath of the GM."

Staking the Tail

When the quarry's present whereabouts have been determined, the tail may stake out the area near this location so he can pick him up easily when the quarry leaves. This may require considerable hanging around or loitering. There is a 35% chance someone will become suspicious of the tail, depending on how circumspect the actions of the player have been (GM's discretion). Such suspicions can lead to questioning of the tail, a warning being given to the proposed quarry, or even a descent on the poor tail in force, culminating in a severe beating and a warning not to return. The player should have a ready story or excuse to explain his presence if such a crisis should develop; disguises are also possible (even recommended), and the GM should adjust the chances of suspicious reaction according to the player's handling of the situation. If the quarry should appear (apparently totally unaware of the presence of a follower), the chase is on!

Making the Tail

There is always a small chance that the quarry will happenstance spot his tail; this is a base 8% indoors, and a base 5% outdoors. If the quarry is suspicious, and is searching for a possible tail, the chances rise to 20% and 30%, respectively. All chances of making the tail are subject to various and sundry modifications:

Perceptiveness: add the result of quarry's rating minus tail's rating to the base chance (i.e., the result is subtracted if the tail's rating is higher than that of the quarry).

Distraction: If the tail has provided himself with a reasonable cover, or a distraction which will draw the quarry's attention away from the tail (window shopping, another tail with whom to play at being lovers walking hand-in-hand, accomplices willing to make some sort of disturbance, etc.), the GM should subtract 1% to 20% from the spotting chances depending on the efficacy of the distraction.

Distance: For each 5' of additional distance between quarry and tail indoors (10' or 10 yards outdoors), subtract 1% from the quarry's chances of spotting. For each 5' closer indoors (5' or 5 yards outdoors), add 3% to the spotting chances.

Density of Crowds: Subtract 5% to 20% (using an increment of 5%) from the spotting chances depending on the crowd density.

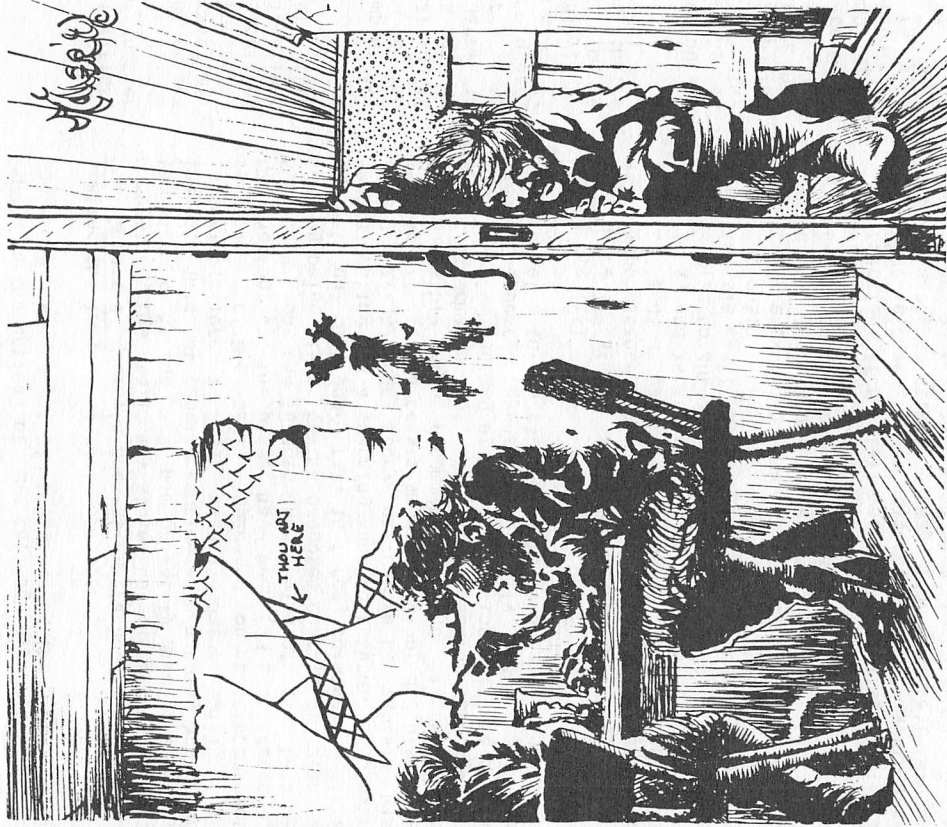
Light Conditions: Subtract 2% to 10% (increments of 2%) depending on the amount of light visible to the quarry.

Personal Knowledge: Add 15% to the spotting chances if the tail is personally known to the quarry.

Number in Party: Add 1% to the spotting chances if there are 2 in the tail, 3% if 3, 6% if 4, 10% if 5, 15% if 6, etc. (assuming the following party is not using one of the multi-person tails described in Special Tails, below).

Adequate Cover: If there is adequate cover and the tail can hide in cover while maintaining the tail, subtract 5% from the spotting chances; if he can, in addition, Move in Silence, subtract an extra 10%. If the tail can only Move in Silence (there is no cover for hiding, or the attempt fails), subtract 5% from the spotting chances. If the tail misses either roll in the upper 10% of his failure percentage (i.e., a 60% success chance leaves a 40% failure rate; the upper 10% is the top 4 - 97 to 00), add 40% to the spotting chances - it is assumed that the tail has managed to make himself particularly conspicuous.

Relative Experience: Add the result of quarry level minus tail level to the spotting chances.



Density of Crowds*: Add 5% to 25% to the chances of breaking the tail depending on the density of the local crowds.

Light Conditions*: Add 10% to the break chances if the chase is at night. Subtract 2% to 10% (in steps of 2%) depending on the light visible to the tail in the vicinity.

Personal Knowledge*: If the quarry and his habits are personally known to the tail, subtract 10% from the chances of breaking the tail. Personal knowledge means some form of intimate contact.

Number In Party*: as for spotting chances, but the number in the quarry's party determines the factor.

Adequate Cover*: If adequate cover is available, and the quarry is taking precautions by Hiding in Cover and/or Moving Silently, apply the same percentages as for spotting chances. The same penalties apply to the quarry as for the tail in the case of an extreme miss.

Relative Experience: as for spotting chances.

The chances of breaking the tail can never exceed 99%; there is always that lucky chance that the tail can manage (through some miracle) to maintain contact. In addition, the chances of losing the tail cannot fall below 1% (again the lucky, or unlucky, chance).

Arcane Bugging

It is possible that a thief doing a job tracking and tailing may have access to various small devices produced by some of the mages and enchanters of the local area. These devices allow a person to be trailed using such magical adjuncts as crystal balls or other skrying pieces. It requires a reverse pickpocketing job to plant the bug on the suspect; the usual chances are halved, however, to reflect the difficulty of placing something on a person (it needs to be put in a secure place, or it will be easily lost). Use normal methods to determine success or failure; a critical miss means that the quarry is now aware that "something funny is going on", or that he has spotted the plant attempt and may take special precautions to avoid being followed.

Special Tails

There are some special methods of tailing which use multiple tails. One such is an exchange tail, which may use three or more people, who can drop off and be replaced by each other, as they feel the quarry may have spotted them; the exchanges are worked by hand signals, and the members of the tail are usually about half-a-block apart. This one is normally used on city streets, although the tail may function underground if the quarry does not expect the area to be deserted.

Another special tail is the "obvious" tail, in which one member of the tailing team makes himself very obvious to the quarry as a pursuer, eventually allowing himself to be shaken. The other member(s) of the team, meanwhile, keep up a normal exchange tail with frequent changes. This may lull the quarry into believing that he is safe, and may proceed to his destination with no further interference.

The least chance of spotting the tail is 1%; this is to account for the Murphy Factor, since something can go wrong with even the most careful plans by the most skilled follower. Should the adjustments result in a negative of zero chance of spotting the tail, treat the final chance as 1%. Also, the chances of spotting can not exceed 99% (unless the tail makes it plain that he is being an "obvious" tail).

Breaking the Tail

If the quarry should spot the tail, the GM may wish to roll for the chance that the quarry eludes the tail. The base chance for an aware quarry to "shake his tail" is 15% outdoors, and 25% indoors (the base chance for a quarry unaware of the tail is 0%; only those options indicated by an asterisk [*] apply in this instance). Many of the modifications applying to this action are the same as those which apply to the chances of spotting the tail:

Perceptiveness: as for spotting chances.

Distraction*: If a random encounter occurs to the tail (for an unaware quarry), there is a 5% to 30% (using an increment of 5%) add to the chances of breaking (unless the encounter is sufficiently devastating to cause the immediate breaking of the tail) depending on the depth of the distraction. If an aware quarry has accomplices who can create a distraction, they may be able to shake the tail completely; in any case, add 35% to quarry's chances of breaking the tail if he can, in any way, take advantage of a random encounter, or create some distraction or disturbance.

Distance*: Add 2% for each 10' over 100' (10 yards over 100 yards) that the tail is behind the quarry outdoors. Add 3% for each 5' over 40' indoors.

SCOURCE OF THE SEAWAYS

PIRATES

IN ACTION

LIFE ON THE BOUNDING MAIN

One of the most fascinating aspects of the roguish existence is piracy - shipboard camaraderie, the thrill of combat, buried treasure, and life in the pirate towns and hideouts that abound in any area where heavy sea traffic and commerce bring out the freebooters and the Brotherhood of the Red Coast. In these guidelines, piracy will be treated in a special manner, to allow players to bring their characters aboard ship for a series of adventures, or for a "short but full life". Most of the major aspects of the freebooters' trade will be covered, including outfitting a ship, crewing, sea movement and chase, and combat (including closing on the prey and suspense-filled boarding actions). Combat rules are set in a general format to allow both general as well as individual actions, and a simplified method of handling crew capabilities is given.

The rules in this book tend to emphasize the role-playing aspects of piracy and sailing far more than the technical aspects; as a result, these rules are nowhere near historically correct. For those who wish considerably more detail (and a lot more historicity) in the actual handling of the ships themselves, and much more complicated chase and combat mechanics, we recommend any of several fine games (all currently on the market) which do provide a good deal more detail in these areas than we are able:

"Wooden Ships and Iron Men"

Avalon Hill Co., Baltimore, MD;

"Bireme and Galley"

Fantasy Games Unlimited, Ithaca, NY;

"Don't Give Up The Ship"

TSK, Lake Geneva, WI;

"Beat to Quarters"

Command Perspectives, San Diego, CA.

There are many others which can be used, but these are the ones which we have used and with which we are familiar.

Economics in Piracy

The economics of trade is one aspect that should be thoroughly discussed to put piracy and freebooting into some reasonably understandable perspective. It is likely that the value of a cargo on a merchant ship (quite a number of which are described in the sailing encounters section of the scenarios, including their cargos and aggregate values) will seem excessive when taken at first glance - many cargos will be valued at sums ranging from 300,000 GP to 500,000 GP, with some of them exceeding 1,000,000 GP. (GM's Note: For the purposes of this game, a gold piece, abbreviated GP, is assumed to have a purchasing power equivalent to \$5.00 US, 1980; there are 10 silver pieces [SP] to a GP, and 5 copper pieces [CP] to a SP. Some countries and city-states use an additional coin, made from iron, called a bit [BT]; there are 10 bits to a CP, and it has a purchasing power equivalent to a penny.) However, one must remember that there are some fairly high expenses involved in owning, crewing, maintaining, and sailing a cargo vessel, and that, in many cases, the ship's owner and/or captain does not own the merchandise in his holds - he simply provides a means of transportation for the real owners (and charges well for this service).

If a merchant ship is to make a profit, either the captain must be relatively rich himself (in excess of the cost of the vessel - no small sum in itself) so that he can buy the types of merchandise that take his fancy (this means he must carry a good portion of this wealth in his ship with him), or he must carry cargo for others. The transport charges on a cargo valued at its original port of embarkation at 250,000 GP will be in the neighborhood of 25,000 GP (about 10%), if the voyage is scheduled to be of short duration; they will surely be correspondingly higher for longer trips (a rate of 50% of loaded value would not be unusual for an extremely long trip - a year or so - and the loaded value for a cargo on such a ship would likely be quite high, perhaps as much as 2,000,000 GP). The expenses a ship's captain must pay for upkeep and crew on his ship are not low, particularly when the ship's captain/owner is also expected to provide supplies (food, water, etc., for the passengers and crew, as well as sail material, cordage, etc., for the ship herself) for as much as a year; in nearly all of these situations, the supplies must be paid for before they are delivered to the ship - handlers are notoriously tight-fisted, and most of them seem to be of the firm opinion that any ship which sails out of their sight will never come back (and any money lent to supply such a ship has just sailed, permanently, over the horizon).

It is expected that a cargo will generally bring a net profit of 100% of loaded value for shorter voyages, and might bring 250% to 1000% net profit if sent to an area where it is truly in demand (such areas, however, are never right next door). Most merchant captains are provided with instructions (if acting as agents) to procure some commodity for the return voyage which will provide an equally handsome profit; if the captain is a principal, he gets to make the decision for himself, when he sees what is available at whatever port he sails to. Taking bulk ivory (or ivory objects d'art) to a country which has no elephants, and returning with a cargo of luxury items or non-perishable food-stuffs (such as spices) is an excellent way to turn a profit (almost ridiculous in comparison to the investment made).

Many of these same costs apply to the captain or owner of the pirate ship which lurks the seas seeking to capture one of the merchants we have just outlined. He also must provide supplies for crew and ship, meet the costs of general ship's upkeep (careening, dockage, retarring, restraking, etc.), and, of course, make appropriate recompense to his crew - particularly when the latter have risked life and limb for whatever is loaded on the ship they have just taken.

To boot, a pirate captain will only get a fraction of the actual value of the cargo when he puts it up for sale. A return of about 25% of the cargo's manifest value is a reasonable price. The captured vessel may herself also bring a fair price, if sold in a port in which she is not known (of course, there is always the risk that a given ship will be recognized, and some one will wonder "whatever could have happened to that competent young Captain, name of Beefhanger, who used to sail her?"). Occasionally, a ship and her cargo can be sailed to a major seaport and sold on the "white" market, with the pirates assuming the guise of the merchant seamen they have replaced. In such an event,

they may realize a much greater percentage of their booty's value - but only at great risk, for a slip of the lip while carrying out such an impersonation can get a good pirate hung.

Given such circumstances, an individual pirate captain is not likely to become rich. Some rare figures do, but these are the lucky (or very skillful) ones who get a number of very rich cargos, or who get cargos containing lots of gold and gems. A captain of means will frequently either buy more ships or convert captured ships for use as corsairs, and gather more wealth and power - occasionally, they become very well known, and may eventually succeed in gaining some measure of civilized prominence (Sir Henry Morgan, of the Spanish Main, for instance). In most cases, however, life for a pirate is adventurous, lively, and very short, allowing for frequent debauches in which the profit of a year is spent in a week.

Getting Started in Piracy

To engage in piracy as a profession (or even as a one time fling) requires getting out on the seas, in an area where there is likely to be a fair amount of water traffic - this means either having a ship of one's own or finding one in need of fresh crew.

Players may check local shipyards, or the dock areas of major cities for ships which are for sale, or they can order one built (and wait around a year or so while she's constructed). Obtaining a ship in the first place is neither an easy nor a cheap proposition. Ships available will seldom be well fitted for piracy. If the ship is a merchant vessel, she will normally be too slow; if she is a swift-sailing smuggler or corsair style, she has likely been captured from other pirates, and will be in need of massive amounts of repair (due to battle damage), or, if in reasonable condition, was probably confiscated from smugglers, and will be under the eye of the local authorities. A good ship will tend to cost in excess of 100,000 GP as she sits; repairs, if necessary, and outfitting would be extra. Ships selling for much less than this amount are likely to be barely seaworthy, and purchasers may take their lives in their hands by setting sail. (**GM's Note:** There should be a percentage chance - high in the case of unscrupulous dealers - that any vessel purchased may have hidden defects; the buyers may receive saving rolls against IQ to find these defects. . . and perhaps haggle down the price accordingly - if they have the appropriate seagoing or builder's skills.)

Crew must be hired (or, in some cases, may merely be shanghaied), and some of them (the skilled people - sailing master, surgeon, first officer, master-at-arms, etc. - no ship can function well without) will require

certain amounts of money before they leave on the voyage (support for lovers or wives being left behind). The major expense for the crew is paid after the voyage has been successfully concluded - the shares one pays to each survivor (or the amount that goes to the heirs of the decedents). Basic supplies for crew and ship need to be procured for the voyage, and delivered for stowage. These are basic expenses, payable before each voyage, and GMs should enforce such expenses rigorously on players who do have their own snips, using price rates consistent with the money system in their own campaigns. Again, if players buy these items at bargain rates, the GM may wish to determine if the goods are of inferior quality (e.g., spoiled grain, sail canvas very susceptible to tearing) - if so, the players may not discover their problem until they are 500 miles from the nearest chandler. In most cases, the players will be signing on as crew (indeed, in most cases, as crew who are pretty low on the roster, since they do not have much in the way of experience with which to claim higher places - or higher numbers of shares). Crewmen will seldom require much more than basic equipment. Ways in which employment can be sought are outlined in the section on "**Crewing**".

SHIP DESIGN

For those who decide to commission a snip from scratch, or to recondition an existing vessel, a ship design must be settled upon. The Thieves' Guild rules treat this as a relatively simple process, involving only a few steps: selection of a hull style; selection of the number of masts the ship will mount, and the number of sails carried on each mast; outfitting of on-board weaponry (ballistas, catapults, and the like); and selection of special features. Each of these steps will be discussed in greater detail below.

Hull Styles

For purposes of this game, all ocean-going sailing vessels can be categorized into one of five basic hull styles:

Heavy Cargo - a large ship with a very broad beam (width), in many cases a ratio of only 3 to 1, length to beam. This hull style is very stable even in the roughest weather, but slow in the best wind conditions; adaptable for rowing, but would require many banks of oars (four or five - e.g., a quadreme or quinquireme) - can be towed by her boats; will usually mount some sort of defensive capability (catapults of one type or another).



Light Cargo - a smaller version of the hull above, generally a ratio of 4 to 1, length to beam; it is not quite as stable in rough weather, but is a bit faster in most wind conditions than its heavier sister. This style is also adaptable for rowing, and would require fewer oar banks (trireme), and will be more easily towed by boats. Light cargo vessels will occasionally mount some defensive armament (light catapults).

Cruiser - the basic hull for most warships, with a relatively broad beam for a faster ship, usually a ratio of 4-1/2 to 5 to 1, length to beam; larger versions tend to be more stable in heavy weather, and slower, but can still develop a fair turn of speed with the proper wind conditions. Cruisers will carry more crew and have much less storage capacity than cargo ships, and are frequently adapted for rowers, with two (bireme) or three (trireme) banks of oars. They are usually well armed, with heavy ranged weapons (catapults of many types) and boarding equipment.

Corsair - the basic pirate vessel; with a slenderer hull, a ratio of 6 or 6-1/2 to 1, length to beam, this style is not well fitted to carry much below decks. The stability is low, but the ships are quite fast; they are occasionally adapted for rowers, usually only in a single bank. When outfitted as pirates, they generally carry ranged weapons (light catapults) and boarding equipment.

Smuggler - primarily a racing ship with a very slender hull, normally a ratio of 7 or 8 to 1, length to beam, they tend to be very unstable in heavy weather, but extremely speedy in most wind conditions. Frequently adapted for rowers, they will seldom carry more than a single bank. Such vessels are only occasionally fitted as pirate ships, and are usually only lightly armed (light catapults, and some boarding equipment).

The hull style of a ship will greatly affect her speed and the amount of damage she can sustain. Speeds given below are in a general "distance units per time unit" form (usually miles per hour for chase scales, sixty yards per two minute sailing round, or ten yards per 20 second combat round for closing scales), and represent the sea speed of the ship at full normal sail with the wind blowing from the ship's best point for sailing (usually the sternquarters) - this is discussed at more length below in the section on "The Chase".

SHIP STATISTICS

Wind Condition	Heavy Cargo	Light Cargo	Warrior Cruiser	Pirate Corsair	Racing Smuggler
Calm	0/1.1 .2	0/1.3 .2	0/1.4 .2	0/1.5 .2	0/1.6 .3
Soft	1/1.0 .1	2/1.2 .2	3/1.4 .2	3/1.4 .2	4/1.5 .2
Moderate	2/1.0 .1	3/1.1 .1	4/1.3 .2	5/1.3 .2	7/1.4 .2
Brisk	4/1.0 .05	5/1.0 .1	6/1.1 .1	8/1.1 .1	10/1.2 .1
Strong	7/0.9 .05	8/0.9 .05	10/1.0 .05	12/1.0 .05	14/1.0 .1
Galeforce	9/2.0 5	10/2.5 5	12/3.0 5	12/4.0 4	12/5.0 3
Storm	1/1.5% 15%	2/2.0% 20%	1/3.0% 25%	2/4.0% 30%	50% 4/35%
Damage	350p 25	250p 25	400p 80	175p 40	100p 15
Crew	60	50	240	80	35
Masts	3-5	2-4	2-4	2-3	1-2
Draw	12-18	10-15	11-18	9-13	7-11
Cargo	50	30	0	8	5
Cost (new)	160	120	250	130	90

Speed figures for "Calm" through "Strong" winds under the various types of hull are expressed in the following format:

maximum sailing/
towing(for ships with oar banks)
towing(for ships carrying boats)

These speeds can be modified by the abilities of the crew and the captain/sailing master (see the section on "The Chase" for these adjustments). Towing is seldom done on ships mounting oar banks, but is commonly used on sailed ships when the wind is dead or the ship has been dismasted or had her sails destroyed or rendered ineffective in some manner; the speeds given are the maximums attainable - no crew or officer adjustments are ever made.

On the "Galeforce" line, the higher sailing speed is the maximum speed attainable under this condition; the lower speed is the maximum safe speed - there is a chance of a ship capsizing if she exceeds the maximum safe speed (and capsized ships sink!) of 10% for each point of speed by which the safe speed is exceeded. The percentage figure represents the overall chance per hour that some mishap (man overboard, lots of water in the hold, etc. - capsizing is a bit extreme) will occur if rowers are used in this situation.

On the "Storm" line, the sailing "speed" indicated is the amount of drift suffered by a ship (in the storm's direction, of course) per hour. The first percentage is the overall chance of the ship capsizing or sinking during the storm; the second is the chance of other non-sinking mishap. (**GM's Note:** The first chance is rolled only once for the whole storm, not once a turn.)

The "Damage" line gives the number of points of damage (from catapulted rocks, fire, ballista bolts, etc. - smaller missiles like arrows inflict no damage to something as massive as a ship's hull) that a hull can sustain before it is completely destroyed. (**GM's Note:** A hull may become unseaworthy before this point is reached. See the section on "Ship-to-Ship Combat" for further details.) Ship's designers may choose to have the hulls of their ships reinforced. Reinforcing increases the amount of damage that can be sustained by one-fourth (at a rise in cost of 15%), but also results in a speed drop of 15%. (**GM's Note:** This adjustment is made before any crew or officer speed adjustments are applied.)

The "Crew" line lists two numbers. The top figure represents the minimum number of men needed to run the ship adequately, while the bottom number indicates the maximum number of crew that could be used effectively. A given ship may carry passengers up to 1/4 the maximum crew (except Cruisers, which seldom are equipped to carry passengers of any description). A light cargo vessel can carry up to 200 passengers/teams (in addition to crew) if no cargo, other than normal ship's supplies, is carried, a heavy cargo vessel up to 300.

The figures in the "Draw" line refer to the number of feet of water that the ship needs beneath it to avoid scraping bottom, effectively the minimum depth of water in which she can move; if the water depth is less than needed, the ship will either run aground (if the ship is moving slowly) or rip her keel out (if she is moving rapidly, and hits something like a coral reef). See the section on "Seamen's Tricks" for methods of refloating a grounded ship. The ship's draw will usually assume importance only when a ship is sailing into a harbor or river, or when she is passing over a reef; on the high seas, with anywhere from 50 to 1,000 fathoms of water under her keel, a ship is not likely to have problems with water depth. The two numbers represent the average draw for a smaller ship of this type and for a large ship of this type. A heavily laden vessel (one whose cargo capacity is three-quarters or more filled) draws more water, and will require a depth 50% greater than these base figures.

"Cargo" figures are expressed in terms of cargo units, a mythical volume/weight measurement used to describe the capacity of a ship for general cargo other than the necessary supplies (food, water, extra sails, extra cordage, etc.) for an extended voyage. Additional cargo capacity may be purchased at 2,000 GP per cargo unit; each additional 10% cargo capacity added to a ship will slow her by 5%. No ship may have her cargo capacity more than double the base capacity; this will slow her to 50% of her best original speed in any case.

"Cost" figures are expressed in 1,000s of GP, and refer to a new ship, basic construction only, fully rigged and sailed, with the minimum number of masts indicated on the "Masts" line (masts with sails can be added - up to the maximum - at an approximate cost of 20,000 GP each), but empty of supplies and crew. GMS may also use these figures to estimate costs for used ships - ships in good condition will command 65-80% of these prices; fair condition, 50-60%, and so on.

Masts and Sails

The numbers given on the "Masts" line in the chart above represent the bowsprit plus the normal number of major deck masts for a ship of the type indicated; a ship's sailing capacity is measured from these masts. Sails are the most commonly used means of motive power for a ship (oars are seldom used for voyages of any length, and there are only a verrrry few magically powered ships in the known world). Consequently, sails are a prime target for attackers and defenders. A ship's speed is determined by the area of sail she has spread to catch the wind. The snip speeds in SHIP STATISTICS assume full normal sail. The standard prices assume 100 pts. of sail for bowsprits, 150 for foremasts, 180 for mainmasts, 160 for mizzens; these amounts can be increased, at a cost of 100 GP per point of sail capacity added, to maximums of 150 points for bowsprits, 200 for foremasts, 250 for mainmasts, and 220 for mizzenmasts.

As a ship loses sail area through blow-outs (see below), her movement will diminish accordingly, by an amount equal to the percentage loss of sail area. For this purpose, percentage adjustments are always rounded to the nearest whole number.

Example:

A small cargo hull with three masts carries 600 points of sail area (further reading will explain how a ship's sails and sail area are calculated), and moves at 5 in a brisk wind. Under attack by a pirate vessel, she loses 150 points of sails (25% of her sail area). The ship's maximum speed would be reduced by $.25 \times 5 = 1.25$, which would be rounded to 1, for a resultant speed of 4. If another 30 points of sail were lost, the speed would drop to 3 (180 = 30% of 620; $30\% \times 5 = 1.5$ - closest whole number is 2).

Many of the forms of attack detailed in the section on "Ship-to-Ship Combat" have the express purpose of destroying the opposition's sails, so the ship can be either outrun or captured. Sails may be destroyed either by firing them (some care is required by the piratical attackers here; most ships are given some sort of arcane fireproofing, but a fire out of control at sea is a dangerous thing - and can easily destroy the valuable cargo the pirates are striving for, and even the ship herself), or by shooting them full of holes so they no longer hold the wind - usually a strong breeze will blow ripped sails to tatters in a matter of seconds. The chart below gives the percentage chance that a given sail will "blow out" (becoming completely useless) after it has taken a certain amount of its total damage under various wind conditions. Rolls are made on this table whenever the sail damage first exceeds each of the percentage limits identified.

BLOW OUT CHANCES

Damage	Wind Speed				
	Calm	Soft	Mod.	Brisk	Storm
0%	00	00	00	00	05
15%	00	00	00	05	10
30%	00	05	10	15	25
45%	00	10	20	30	50
60%	00	20	40	45	80
75%	00	40	60	65	95
90%	00	60	80	95	100

Sails can be - and often are - "taken in" during storms and gales, to avoid blowouts. During tempestuous conditions such as these, any sail which remains out takes damage at the rate of 1 point per minute during gale conditions, and 3 points per minute during Storm. It takes the same number of men to take in a sail as it does to remount it (see below), but only 1/3 the time indicated on the chart.

Almost all ships - except pure galleys - carry an extra set or two of sails (sails usually cost 2 GP per point of sail size); even if they are destroyed, a new set can be mounted, but it does take a good bit of time! The better the average ability of the crew, the more quickly these sails can be mounted; the less sails, or the smaller, that need to be remounted, the faster the job is done. The time is given in 2-minute sailing rounds (sr) and 20-second combat rounds (cr), and the number of men is the optimum crew to do the remounting - less will increase time necessary, of course, but more will not decrease the time, and, in fact, will probably increase it since too many men tend to get in each other's way. The full mast bonus applies only when a set of sails is being worked on the same mast, not for a single sailed mast.

SAIL REMOUNT TIME

Crew Quality	3 men			5 men			8 men			12 men		
	Small	Medium	Large	Small	Medium	Large	Small	Medium	Large	Small	Medium	Large
Green	20p/45p	50p/90p	95p/130p	24sr(72)	28sr(84)	32sr(96)	24sr(72)	28sr(84)	32sr(96)	40sr(120)	40sr(120)	40sr(120)
Int.med.	20sr(54)	24sr(72)	28sr(84)	25sr(75)	29sr(87)	33sr(99)	25sr(75)	29sr(87)	33sr(99)	36sr(108)	36sr(108)	36sr(108)
Veteran	15sr(45)	18sr(54)	22sr(66)	15sr(45)	18sr(54)	22sr(66)	15sr(45)	18sr(54)	22sr(66)	24sr(84)	24sr(84)	24sr(84)
Elite	12sr(36)	15sr(45)	18sr(54)	12sr(36)	15sr(45)	18sr(54)	12sr(36)	15sr(45)	18sr(54)	24sr(72)	24sr(72)	24sr(72)

The number of sails on a mast will primarily depend on the technological level of the campaign society. In Earth's history, most vessels designed up to the early 1600's operated on the principle of one large sail per mast. At that time, as square rigging was introduced, sailmaking became more sophisticated, and the single sail was replaced by a number (anywhere from 2 to 7) of smaller ones (down to a minimum of 2 p). The "Ship Encounters" section of this book assumes that most of the vessels abroad at sea still fall into the former category, but that multi-sailed vessels have begun to make their appearance in some of the merchant-oriented island cultures. GMS designing vessels should match their ships to the general technological level of their own universe.

Rowing and Towing

As was mentioned before, some ships are equipped with oar banks, for propulsion when the wind dies or is too soft to propel the vessel. Most ships carry some form of ship's boats; these provide transportation when it is not feasible to use the ship, and some motive power when towing is necessary.

Few merchant ships use oars as a primary or even secondary means of propulsion - the number of rowers required drastically reduces the amount of hold space available for cargo or supplies; occasionally, however, one will mount an oar bank for use as emergency escape

route. Corsairs and smugglers frequently employ rowing as a secondary propulsion system, and cruisers will be occasionally fitted as galleys.

If a ship is fitted with sweeps, it will require one man to pull each oar (oars are mounted in banks, usually 20 to a side; half banks are used in some instances), and a half bank of oars, fully equipped (reinforced thole ports, plugs, and sweeps), will cost 2,000 GP. If a ship desires to use its rowing ability, it will require time to get ready; half an hour will be occupied in clearing the ports, unplugging them, and running out the oars, before the first stroke can be taken. A half bank of oars will allow the rowing speed given in **SHIP STATISTICS**; the speed is additive, and will increase per half-bank of oars added. Use of a half-bank of oars requires space equivalent to 2 cargo units; storage of same requires no cargo space at all.

Towing is accomplished by setting out the ship's boats (fully manned) with cables fastened from the ship to each of the boats; the men in the boats attempt to move the ship by rowing their boats (this does not always work). A ship's boat costs a base of 800 GP, plus 100 GP for each person it is capable of holding; this price includes all ancillary equipment, such as oars, rowing pins, etc. Boats are usually stored on the deck of their ship (upside down to prevent accumulation of water from spray and weather), and are lashed into position; a number of small boats may be stacked one on top of the other to conserve space. Regardless of the skill used in lashing boats to the deck or hatch they occupy, there are still chances for them to break loose and be washed overboard during storms; the chance is 15% base for each boat, with an additional 10% for each additional boat in a stack - if a stack breaks loose, all of the boats in that stack will be lost. The towing speeds given in **SHIP STATISTICS** can be attained for each 6 men in a boat, rowing; this speed is decreased by 1/3 if the wind is dead ahead or on the bows, or increased by 1/5 if it is dead astern or on the stern.

Major Weaponry

Catapults and ballistas constitute major weaponry on most ships; other weapons used by freebooter crews, cutlasses, swords, bows, etc., fall into the class of minor and personal weaponry. There are other types of equipment which could be considered major weaponry in addition to the artillery pieces; warships may mount ram-beaks and corvi in addition to their catapults and ballistas, and any ship desirous of attaching itself to another will usually carry grapples.

The mounted weapons must be firmly and solidly installed (usually on fore- and aft-decks) before they can be used; one of the simplest ways to mount a piece of artillery also aids in aiming it. A turntable (with locking pins along the edges) is built into the deck of the ship, and the catapult is mounted directly onto this turntable. Such construction should normally cost about 3,500 GP for light catapults and ballistas, and 5,000 GP for heavy. Major weapons themselves will run about 1,500-2,500 GP for light catapults and ballistas, and 2,500-3,500 GP for heavy; additional pieces may be purchased as replacement parts - catapult throwing arms run 500-750 GP and 800-1,200 GP for light and heavy, respectively, and load cups would cost 350-500 GP and 450-650 GP dependent on size; bow springs for ballistas should cost around 700-1,000 GP.

Ammunition for catapults is fairly cheap; ships may simply pick up rocks of the proper shape and weight along the seashore, or at a quarry or ruin; these rocks can function as ballist (helping to keep the ship on an even keel) until they are needed for combat. This form of ammunition can generally be recovered from target

ships when they are captured; misses, of course, sink like rocks into the sea. Ballista bolts are costly (compared to free rocks), about 8 GP for the light ones and 12-15 GP for the heavy bolts; they, however, can generally be recovered if the other ship is captured - there is only a 10% chance that a given bolt will fall off the ship it is stuck in. As with rocks, misses are lost forever.

Other equipment of use in shipboard combats can be found manufactured by the same people who produce the artillery, but, in some cases, there are a few special conditions attached to their use.

The bracing for a ram-beak must be built into the ship at the time of her construction; the beak is not something that can be added as afterthought - the ram, a large construction of tempered steel with a sharpened and piercing edge, would run about 1,200-1,500 GP, and the bracing to sustain it would add 2,000-2,500 GP to the cost of the ship. Few ships other than warships or commerce destroyers would wish to use a ram, since it tends to do massive damage beneath the waterline of the target ship when it hits, which will usually result in the sinking of the target. There is also little reason to install a ram-beak on any ship which is not equipped

Ship _____
 Captain _____
 (Type _____)

Winds:	Calm	Soft	Moder.	Brisk	Strong	Gale
Speeds:	_____	_____	_____	_____	_____	_____
Adjust:	_____	_____	_____	_____	_____	_____
Officers	Hull:	Speed:	Sail			
Capt.	Draw:	Turns:				
F. O.	M:		t:			
S. M.	M:		t:			
M.-A.	M:		t:			
Mage	M:		t:			
Charge- kating	Petty PO	MA	SM	PO	PO	PO
GR	Crew	Off.	Arty	Arch	Helms	Sail
INT						
VET						
EL						
Men						
points						
Average						
Adjust						
Letter						
SR Base						
Ship's weaponry:						
Catapult Ammo:						
Magical Ammo:						
Special Effects:						
Cargo:						
Passengers:						
Mage Spells:						

Permission granted to photocopy for personal use.

for rowing, since there will be no way to extract it from the other ship's hull using sails alone; it's just not seemly to win a battle by ramming one's foe, then sink because his badly damaged ship drags one's own down with it. Despite a ram's weight, it does not slow the ship carrying it, since the provisions for its use have been designed into the basic hull structure of the ship; those ships mounting rams not installed at the time of their construction will suffer a 15% loss of speed due to unhandiness (the ship is not balanced), and a penalty of 10% of their hull damage points (the bracing necessary to sustain the ram at all would have to be cobbled up on the keelson and bows of the ship; such construction would considerably weaken the overall integrity of the hull).

Corvi (meaning crows' beaks) are boarding planks, about 10-15 feet long, with a grapple built into either end. These are mounted along the side of the attacking ship and are dropped when the sides of the two ships are touching. These constructions cost about 100 GP each, and function exactly as a grapple with respect to number required (see the section on "Seaborne Combat" for grappling and ungrappling techniques); once firmly attached, corvi are virtually impossible to detach quickly - however, it's a bit difficult to throw a corvus over the 10 or 20 yards frequently separating ships. Grapples are relatively inexpensive, about 10-15 GP each, and most ships which plan a career of freebooting would do well to carry a number of grapples far in excess of the number needed immediately; they are lost in amazing numbers on a corsair's voyages.

Special Effects

There are a number of ways to provide a certain amount of magical protection for the sails on one's ship. Frequently they are fireproofed, and occasionally they are given arcane strengthening to resist arrow rips. Rarely, the sails may be embedded with missile repulsion spells; occasionally, the helmsman's area on the aft-deck will be protected with these repulsion spells as well. These processes are, however, fairly expensive, so they are not done as a matter of course - generally, only a ship with a particularly valuable cargo will have all her sails protected. The effects of these protective measures, their costs, and their longevity (not great) are discussed in detail in the section on "The Arcane Connection".

CREWING

A sailing ship needs quite a few people working in co-operation to keep her afloat and on course. In the interests of simplicity, all the positions on the crew will not be detailed here. Suffice it to say that the ship needs at least the minimum crew listed for her hull type, and that hiring more than the maximum is usually foolish since it leads to overcrowding (with no increase in work efficiency), and provides much higher potential for disease and crew unrest. Petty officers (chiefs of the various ship's companies and the heads of the various details) should comprise 10-15% of the crew.

Crewmen

There are 4 general experience ratings for seamen. For purposes of determining the crew's skills at fighting or accomplishing other actions aboard the ship, each of the ratings is assigned a point value. The ratings are:

Green	Levels 1 to 2	2 points
Intermediate	Levels 3 to 5	4 points
Veteran	Levels 6 to 8	6 points
Elite	Levels 9 up	7 points

Most player characters will begin as Green seamen. If a character was born and raised in a port city, there is a 25% chance that he garnered enough at-sea experience before becoming an adventurer to be rated intermediate as a crewman (if so, there is a further 10% chance that he was good enough to become a Veteran seaman). Note, however, that if a player character is assigned to a combat or shipboard detail for which he has appropriate training (a experienced fighter on boarding, a tinner with bow training on Archery detail, a carpenter on repair, etc.), he is rated, only for that category of activity, at his normal experience level as a tinner, fighter, etc.

The chances for finding crewmen of these various experience ratings will vary with the size of the town and the area of the port in which one looks (it is highly unlikely that large numbers of seamen of any description will be found in a mountain town, or one in the middle of the desert, or a large farming area):

Class	General	Shang'd	* Seamens	Taverns
Green	01-50	01-85	01-10	01-20
Int'med.	51-75	86-95	11-60	21-70
Veteran	76-90	96-95	61-85	71-95
Elite	91-00	99-00	86-00	96-00

General refers to advertising or hiring booths set up in the general areas of the port.

Shang'd should be obvious - shanghaied - bopping a man over the head and kidnapping him onto the ship; the victims usually wake up 50-100 miles out to sea. Those recruited by this method frequently will be totally Green non-seamen who have to be taught from puke and scratch (like withstanding seasickness, or the difference between fore and aft, or port and starboard). If a good portion of a ship's crew is made up of shanghaied men, additional penalties will be applied to the general Morale Rating of the crew: if more than 2/3, -2.0; if more than 1/3, -1.0. This will reflect the general dissatisfaction of men who have been snatched from normal walks of life.

GM's Note The percentages given (marked *) apply if an individual is shanghaied randomly. If it has first been established through talk or other method that the prospective victim is a sailor, the chances change to: Green 01-55, Int'med. 56-90, Veteran 91-96, Elite 99-00.)

Seamens refers to men hired from the local hiring hall found in most port towns. A fee is charged by the hall - 1 GP per man hired from the hall; however, men hired by this means are usually quite reliable.

Taverns means setting up drinks in the local bars for groups of seamen and offering jobs; a session of this method will cost 2000 GP for drinks, and those hired will generally be useless until the hangover wears off.

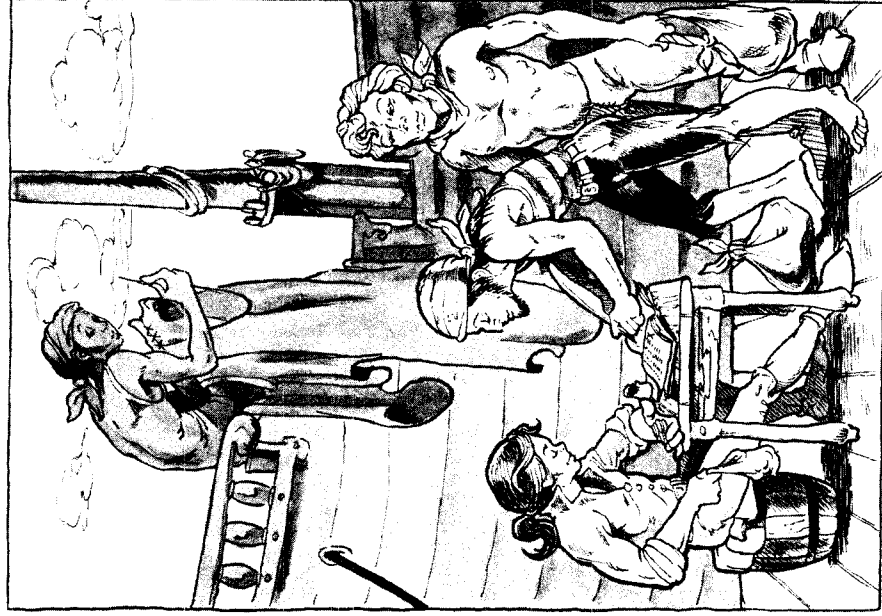
There is a chance (5% on General and 10% on Taverns) that a given man hired will have some kind of problem (a physical ailment, alcoholism, malcontent, etc.) that will affect his actual value to the ship and on the crew. The GM may wish to treat this man, depending on the seriousness of the affliction, as a lower grade of seaman (INT instead of VET), or as one who affects the general Morale of the rest of the crew, until a cure has been found for his problem. Additionally, it is possible for up to 205% of the (NPC members of the) crew to be female; these ladies of the sea are treated in all respects as are the other crew members.

In any of the above cases (except Shanghaied), players may attempt to improve their chances of finding good experienced crewmen by offering bonuses in the

form of extra shares, prepayment (for the care of wives, etc.), or other emoluments. GMS must determine exactly what die roll adjustment a particular bonus offer should engender; however, no offer below 100 GP or two extra shares is likely to generate much interest among the more experienced men.

The following method is suggested for use in any general recruitment of crewmen by the players. The GM should determine how many seamen of each rating are in port and available at the moment. There are D20 seamen in a seaside village (up to 500 population), 5U20 seamen in a small port town (1,200 to 1,800 population), 10U20 in a mid-sized port (2,000 to 3,000 inhabitants), 20U20 in a large port (4,000 to 8,000 people), and 40U20 in a port city (6,000 to 15,000 population); of these men, 15% will be Green (but 2nd level), 50% are Intermediate, 20% of Veteran levels, and 15% Elite; these are experienced seamen (at least one trip on the briny). Different methods of crew recruitment will not only attract different grades of experienced seamen, but will affect the number of potential seamen who are attracted. The bases are: General - D8/day; Shang'd - no limit; Seamen's - 4D10; Taverns - D6/session. These results should be modified by a factor for the size of the given population center: Village - 0.25; Port Town - 1.0; Medium Port - 2.0; Large Port - 3.0; City - 5.0. Additionally, there will be a number of men equal to half the number of experienced seamen available, who are completely Green but very eager (they have not yet experienced being green from the sea). Whenever a man is hired or interviewed, check off one from his general rating; if a rating is indicated and all of the men allotted to that rating have been accounted for, use the next lower rating with men still available.

It is, of course, unreasonable to assume that every man available in every port will be willing to



turn pirate if the price is right. In most instances, in fact, it is highly unlikely that an experienced seafarer would have any thoughts at all of steering such a course. There is a 5% chance that even a well disguised (including ship's papers, etc.) ship will be recognized as a corsair; the GM should alter these chances upward if the players are not careful in their deception. If the ship hiring is not a known pirate vessel, and poses as a merchant vessel of some sort (her master may have to accept some cargo assignments to keep up the deception - but that's just extra profit for the corsairs), the hiring chances are normal. If there are hints of "abnormality", the chances for given seamen hiring on depend on their knowledge of the ship's reputation; the word would spread about the town at a rapidly increasing rate: 1st day - 5% chance of knowledge, 2nd day - 15%, 3rd - 35%, 4th - 65%, 5th and after - 95%. Even if the rumors of the ship's unsavory occupation have reached the prospective sailors, there is still a 10% chance a given seaman does not care and will hire on anyway. If rumors of the ship's notoriety are flying through the town, the Captain will not be able to avail himself of the Seamen's Guild facilities for hiring. A check should also be made daily for local authorities hearing the rumors; if so, there probably will be some action taken against ship and crew.

Players seeking to hire on as crew can follow any of the above routes. We suggest that GMS place player characters on one of the three pirate vessels outlined in the section on "Ship Encounters": Impala, Captain Morgan Silver, Kapier, Garrett Parker, or Swift Wind, Tembal Pegleg.

Ships' Details

Once the ship has been crewed and is ready to set sail, the GM and the players should develop the general GIVE rating (from Green-Intermediate-Veteran-Elite) for the crew and the various details. A given crewman can be assigned to only one of the special details listed on the Ship Form. The functions of the various special details are:

Artillery - those crewmen charged with aiming and firing any catapults and/or ballistas kept on board. 3-4 crewmen must be assigned for each weapon in use; a vessel may wish to assign additional competent crew to this detail as replacements for men injured in combat. A player character with Complex Mechanics or Mathematics training can choose this detail and be rated at his normal experience level.

Archery - those crewmen assigned to provide bowfire during ranged assault. Player characters with weapon training in bow can choose this detail and be rated at normal experience level. Because long-time archer sailors have a certain ease and familiarity with the ship's masts and tops, they can be pressed into duty on the sail detail at a rating only one lower than normal (e.g., a Veteran archer would be Intermediate on sail).

Helm - those men who assist the Sailing Master during normal vessel operation. Men on this detail also command any tow boats used by the vessel in calm seas. If one of these men must step in because of death or injury, his rating decreases by one rank for each of the requisite skills he lacks (see the requirements for Sailing Master, below). All player characters assigned to this detail are considered Green.

Sail - those men charged with such maneuvers as trimming, taking in, remounting, or wetting sails, and general operation and maintenance of the ship's main motive power. They also man the ship's regular watches, and supply the crews for the ship's boats. Men on Sail detail will never work Repair, and vice versa.

Repair - those crewmen charged with the maintenance of the below-decks portion of the ship, including patching holes, manning the pumps, preparing the ship for conversion to rowing, etc.

The individual rating value for each man on the overall crew or detail (the higher officers' ratings are not included in this; those of the petty officers assigned to each detail are) is summed, and the result divided by the number of active crew members, or men assigned to the detail, to obtain an average rating for the crew or detail.

GIVE Ranges

2.00 to 3.65 = GR
 3.66 to 5.50 = INT
 5.51 to 6.45 = VET
 6.46 to 7.00 = EL

Once the average overall rating has been determined for the crew or detail, it may be compared to the small table at the left to get the crew/detail's GIVE rating. The crew rating can be used for all purposes involving the general handling and sailing of the ship; separate GIVE ratings should be developed for each detail on the ship, to cover the functions that are handled by smaller portions of the crew (the catapult, bowfire, etc.).

Officers

If the players do have (or should happen to get) their own ship, there are a number of major crew positions that need to be filled with skilled and experienced personnel (the GM decides the competency of the officers on any non-player-owned ship upon which the players may sail as crew). The important crew positions are:

Captain - the chief of the ship, the man responsible for running the whole vessel, and, short of mutiny, the voice of absolute law. This position requires at least Navigation, Seamanship, and Captaincy; a solid knowledge of Mathematics is quite helpful, but not necessary. Few attain the status of Captain at a youthful age, unless they have bought a ship for personal use; proper fulfillment of the duties of the Captain requires many years of experience on the sea.

First Officer - the Captain's understudy, the First Officer's responsibility is to get the Captain's general orders carried out, and to provide liaison between the captain and the other ship's officers. This position requires Seamanship and Captaincy at the very least, and both Mathematics and Navigation are helpful; more than anything else, a few years of experience with lower officer (or warrant officer) status on various ships is desirable.

Sailing Master - the one in charge of getting the ship to her various destinations. This position requires Navigation, mathematics, and Seamanship at a minimum; Captaincy would be a desirable training also, but is not necessary. A Sailing Master will usually have a large collection of maps, charts, and rutters, and is frequently blessed with an (almost) encyclopedic knowledge of the various ports and their peculiarities.

Master-at-Arms - the man responsible for seeing that the orders given by the Captain, the First Officer, and the Sailing Master are carried out by the various crew members. A strong arm and a knowledge of men and how to work them (Leadership, high MAG) is of utmost importance; experience of this type is only gained in practice - functioning as mate to another Master-at-Arms is about the only sure way to attain it. On large ships, there may be a Chief Master-at-Arms, commanding other Masters-at-Arms under him.

Petty Officers - the men who fill the intermediate positions on the ship, between the officers and the

crew. Practical experience on the sea is the only requirement for these positions, and it is not uncommon to fill a low-level vacancy from among the crewmembers, sometimes even at the beginning of a voyage. Petty officers head the various details and work groups on the ship, and affect the overall efficiency rating of that detail.

If the players own their own ship, they may wish to fill the officer positions with their own characters. If the player-characters (or even the NPC officers) are not fully experienced (with the exception of the Captain; many ships have been successful with Green Captains - as long as the other officers were very good!), there are likely to be adverse morale effects on the crew - and an unhappy crew does not function at full efficiency. The table below gives modifications to the crew's overall rating caused by various levels of competency on the part of the ship's officers.

MORALE EFFECTS

Officer *	Green *	Inter. *	Vet'n	Elite
Captain *	-1.25	-0.50	0.00	+0.25
First Officer	-1.00	-0.75	-0.10	+0.10
Sailing Master	-1.50	-0.90	-0.20	+0.05
Master-at-Arms †	-1.00	-0.40	0.00	+0.10
Petty Officers †	-0.75	-0.30	0.00	+0.15

* - If the ratings for the other officers average at least Veteran, the Captain's morale effect at this rating is 0.00.

† - This bonus applies only to the detail to which the petty officer is assigned.

The morale effects above are cumulative and are applied to the crew's and/or detail's overall average (decimal number) GIVE rating. This may raise or drop the final GIVE rating for the crew in the process.

Shares

The men on a pirate ship are seldom "paid" any sort of regular salary; instead, they work on the ship for "shares", and for the room and board (a hammock swinging from one of the beams in the fo'c'sle or the tweendecks, and rum, lime juice, salt pork, salt beef, dry peas, weevily hardtack, and other such seafarers' delights) provided by the ship's owner and/or captain. Shares are paid at the end of a voyage, when the loot has been sold; the men receive their shares of the treasure at payoff, when the ship settles into a yard for a refit, etc. The different positions on the ship will receive different portions of the loot:

Owner	one-third
Captain	10
Major Officers	6
Petty Officers	4
Able seamen	2
Helpers	1
Deceased crewmembers	(*)

* = whatever shares were due

The ship's owner (whether he be the captain or someone else) receives a third of the treasure, off the top. The remainder is divided into a number of shares equal to the number totaled by the ship's company, and paid off to them. Each crewmember receives shares only for the battles in which he took part; if a new crewman joins the ship, he will receive shares in whatever loot is accumulated from that point, but not in loot which had been previously garnered. Monies which are due to deceased crewmembers are paid to their wives or other next-of-kin (if they can be located) or to the old seaman's home in whatever port the ship calls home. The

bookkeeping for this may be involved, but the sailors generally accept as right whatever they're paid (as long as it doesn't seem too paltry - and few captains are greedy or stupid enough to cheat their crewmen); it's safer than being paid after each raid or boarding, and having to worry about losing all the booty one has accumulated over the voyage. **(GM's Note:** It might be easier for the players to figure their shares based on 25% of the value of any looted treasure, at the time it is pillaged. This figure is the portion most likely to be realized as profit by all the members of the ship's company. Each player-character can figure the shares he has coming and keep track until the end of the voyage.)

SEABORNE ENCOUNTERS

Encounter Chances

Out on the high seas, there are four basic types of encounter (something that appears within sighting distance of the ship) the crew of a ship can have - land, natural, quarry, and hostile. The chances for having any encounter at all differ with the type of seaway; an encounter should be checked for about each hour of game time (since few ships are moving rapidly at night, make encounter checks at 4 hour intervals):

Seaway	None	Land	Natural	Quarry	Hostile
Uncharted	001-800	801-815	816-995	996-998	999-000
High Seas	001-850	851-860	861-985	986-997	998-000
Sea Lanes	001-880	881-882	883-982	956-984	985-000
Coastal	001-400	401-880	881-900	901-950	951-000

The various seaways are defined as:

Uncharted - distant waters which are unknown and for which the ship carries no charts or maps; seas very far away from those normally sailed.

High Seas - waters very far from charted lands; seas between the normal sea lanes and trade routes.

Sea Lanes - heavily traveled trade routes; these waters may be dotted with small islands or wind their way between many land masses.

Coastal - waters within 20 miles of a major land mass.

There are certain circumstances under which some of the results on the encounter table may be altered. If there are rumors of war in surrounding areas, for instance, or if pirate activity in the area has been particularly high, the incidence of "Hostile" will likely be much higher; likewise, if pirate activity is non-existent or very low, "Quarry" will be much more plentiful. The chart below gives the changes to the chart above for the circumstances cited.

Seaway	Rumors of War "Hostile"	High Pirate "Hostile"	Low Pirate "Quarry"
Uncharted*	001-005	001-005	001-015
High Seas	001-010	001-005	001-025
Sea Lanes	001-050	001-030	001-050
Coastal	001-150	001-100	001-200

(* - We realize that knowledge of these conditions in uncharted waters is very likely limited to the GM.)

The GM should determine direction to and distance from the pirate ship of any possible encounters before checking on the probability of sighting. For general direction, roll 1D12 - use the compass indicator below. Roll 3D8 for the distance of encounter from the pirate ship in miles; this will be used unless the distance is superceded by a limit in the encounter itself. If the encounter is land or natural, the GM may check the general description (an island, a volcano, a storm, a school of whales, etc.) on the table below; 'twould not be considered unreasonable for him to give players some

small warning of the encounter (a branch floating in the water, a smell of hot sulfur drifting on the wind - if it's blowing in the right direction, a freshening of the wind with just a hint of moisture, the blowing of many columns of smoke on the horizon, etc.).

Land Encounters

(add 60 for coastal)

01- 03 Continental Coast	01-02 Merpeople (2D3)
04- 07 Archipelago	03-05 Herd of Whales (2D5)
08- 13 Atoll	06-09 Porpoises (2D4)
14- 23 Large island	10-19 Sharks (1D4)
24- 40 Medium Island	20-25 Seaweed Island (2D4)
41- 65 Small Island	30-33 Albatrosses (1D4)
66- 75 Islet	34-41 Seagull Flock (1D4)
76- 90 Visible Reef/Shoal	42-56 School of Large (1D3)
91-100 Hidden Reef/Shoal	57-79 School of Small (1D3)
101-110 Seaside Cliffs	80 Sea-serpent (2D4)
111-115 Rocky Shores	81 Siren's Call
116-127 Heavy Slope/Shores	82-85 Becalmed
128-134 Light Slope/Shores	86-87 Phosphorescence (1D8)
135-140 Cove or Inlet	88-90 Will'o'wisps
141-146 River Mouth	91-92 Waterspout (3D10)
147-155 Gentle Sand/Beach	93 Maelstrom (2D4)
156-160 Harbor/Fjord	94-95 Lightning (5D20)
	96-97 Iceberg (3D4)
	98 Volcano (3D10)
	99-00 Hurricane (5D20)

If the players have purchased charts, the GM may wish to award chances of foreknowledge of the local land areas, based on the quality of the charts and the skill of the cartographer. If the charts cover the area in question (people have been known to buy bogus charts and maps), it is suggested that there be a chance of

20 + (5 per skill level of chartmaker)%

for over-the-counter charts; add 15% if the chart is specially commissioned.

Sighting

Whenever a privateer or corsair is at sea, she'll usually be looking for commerce to raid, and will tend to have one or more crewmen assigned to watch, scanning the horizon for anything of interest. At exact sea level, the horizon for a normal man is approximately 11 miles; in the crow'snest, 40' to 60' up the mast, the horizon can stretch to nearly 40 miles (however, it is very difficult to distinguish any object, even a huge one like a ship, further away than 20 miles; distance blurs details considerably - at more than 20 miles, everything seems to become blue). At night, however, lights can be seen for incredible distances, although such distances cannot be judged readily (if at all).

If no one is in the nest, it is unlikely that any encounter more than 8 miles distant will be sighted. If the crow'snest is occupied by a watcher, any encounters within 15 miles will likely be sighted; should this watcher be equipped with a spyglass, telescope, or some arcane means of vision amplification, the GM should allow all encounters within 25 miles to be sighted. Islands and other massive objects (such as fog banks, etc.) should be sightable within the limits of the horizon (up to 50 miles possibly). Storms and other atmospheric phenomena may be sighted at distances up to 150 miles.

The ranges given above apply only in clear weather during the daylight hours. Inclement weather conditions in the immediate vicinity of the ship may curtail these sighting ranges. Cloudy or overcast weather will reduce the visibility ranges to 2/3 of normal, rain or drizzle will reduce it to about 1/4 normal, and fog will make sighting at much over 1/2 mile a virtual impossibility (a range that may decrease substantially if the fog is at all thick).

Once a sighting has been made, the GM should determine the exact description of the encounter. If it is land, the players may be told that land has been sighted in such a direction (if the ship is sailing along a coast, this is unnecessary, but the general terrain description should be given - after all, the ship is within 20 miles of the coast at this point); if it is a natural encounter, the GM may wish to give the players some small indication of the encounter if it is distant (even a herd of whales is hard to identify at anything over 10 miles), and add more description as the ship draws closer (if it does).

If the encounter is a ship, the GM should simply tell players that sail has been sighted. Determination of a probable merchant ship's location should send the pirate craft flying in swift pursuit. It is not assumed that all sightings will occur simultaneously; quarry may sight corsair at appreciably the same time corsair sights quarry, or either may fail to sight the other. Lookout duty and sightings are the responsibility of the Sail detail, and the chances of missing a sighting are related to the GIVE rating of that detail: Elite - 5%, Veteran - 10%, Int'med. - 20%, Green - 35%. The GM should check for both ships' Sail details when there is possibility of a double sighting. If both ships fail to sight, use the same encounter for the next hourly check unless the two have sailed completely out of sight of each other.

COMPASS

12	1	2	3	4	5	6	7	8	9	10	11
(NNE)	(N)	(NNW)	(ENE)	(E)	(ESE)	(SSE)	(S)	(SSW)	(W)	(WSW)	(WNW)
01	02-18	19-65	66-95	96-00	-	-	01	02-18	19-65	66-95	96-00
Calm	Soft	Moderate	Brisk	Strong	Gale	Storm	Flat	Flat	Small	Medium	High
Wave	Flat	Flat	Small	Medium	High	Heavy	Tidal	Flat	Flat	Small	Medium

WIND and WAVE

Direction of the wind should be determined, using the compass (see the indicator above left), as well as wind speed (see the table above right). These will help decide the speed of the pirate ship at the start of its chase, as well as the speed of its quarry. The current direction of the quarry should be determined; a ship will attempt to sail as closely toward its specific destination as direction of the wind allows. If, for instance, a ship is sailing generally to the east, and the winds are blowing to the north, the ship will tend to be heading ENE, to take advantage of one of her best points of sailing; if she is sailing generally south, and the wind is blowing WNW, she'd likely be sailing SSW in a leisurely fashion or WSW at a more rapid clip. Known land masses in the area will also influence the direction of sailing. The GM should assume that wind and weather conditions will hold the same for a radius of approximately 50 miles around the pirate vessel.

Land Encounters

Land encounters fall into two classes, those which occur when known land is in close proximity (coastal), and those where no land is known to be in proximity. When rolling (100) for a land encounter, if land (a continental coastline, an island, etc.) is in close proximity (within a few miles), add 60 to the roll. GMs are encouraged to interpolate and extrapolate the various rolls on this table to create the continents and other land masses of a oceanic area and their

coastlines, if they so desire; it is suggested that this method only be used, however, when ships are sailing in "uncharted" waters. If a coastal terrain should be rolled (as opposed to the smaller islands and "reefs and shoals" rolls, which overlap both sea and coastal sections), that terrain will continue until superseded by another description; if a river or harbor mouth, or cove or inlet, should occur in the middle of a type of coastal terrain, the terrain will resume after the break.

THE LAND ENCOUNTERS

01-03 Continental coastline

If there is already a continent or other large land mass in the general area of the encounter, the GM should use that, and simply extend the sighting range to conform (continents can be seen one hell of a long way away). The point sighted on a continental coastline may be a cape, a promontory, or simply the normal coastline. The continent's major dimension will extend 204 * 1000 + 1D10 * 100 miles (direction is 1D12 on the compass) and 2D10 x 5% of that in the minor dimension (perpendicular on the compass). In the local area, it will run in a given direction for 106D6 miles, and will then turn; this pattern may be followed in subsequent determination of its course - it is possible that the coastline may rapidly approach the ship's course, or draw away. The general outline of the continent should be decided and adhered to. If the ship moves to within 5 miles of the coast, begin to add 60 to the die roll.

04-07 Archipelago

The archipelago will either (01-35) tend to run straight in a given direction (roll D12 on the compass) or (36-00) curve gently (roll D12 on the compass, roll D6 - 1-3 = curve left, 4-6 = curve right); there will be 1D6 twists or turns (always tending to return to the major direction). It will consist of 1D6 atolls, 2D6 large islands, 2U8 medium islands, 2D8 small islands, and 1D100 islets; the individual sizes of these may be determined using the sections below. Since archipelagos are usually the tops of undersea mountain ranges, the entire archipelago will extend a distance equal to the diameters of the large islands and atolls plus 2 miles for each medium or small island and 1 mile for each islet.

08-13 Atoll (island chain around lagoon)

An atoll is frequently formed by an eroded or blown off mountain top; it will be 2U6 x 2D5 miles in diameter, and will consist of a large island (65% chance), 2D3 medium islands, 2D4 small islands, and 2D8 islets. There is always a reef formed around the atoll, protecting the lagoon, and there is a 40% chance of a break in the reef large enough to sail a ship through.

14-23 Large island

A large island may be very large (as a single island) or relatively large (if part of a chain). Any islands generated by this and the following sizes are not perfectly round - the measurements given below are the major dimension (locate direction as above), and the minor dimension is 2D5 * 10% of the major in length. The table below can be used for the sizes of all islands; "*" indicates multiplication.

There is a chance equal to (100 - diameter)% that any island will be surrounded by a reef, unless it is part of an atoll (already reefed) or an archipelago (35% chance of the whole archipelago being reefed); if so, the reef will follow the island's coastline at a distance of 1D6 / 2 miles, and the chance that there are (square root of the diameter) breaks in the reef is (square root of the diameter) x 5%.

24-40 Medium island

41-65 Small island

66-75 Islet

ISLAND SIZES

Size Roll	Single Large	Chain Large	Medium	Small	Islet
2D10*2D10	01-04.M				01-10.Y
2D10*2D8	05-12.M				11-25.Y
2D8*2D8	13-24.M		01-30.T		26-40.Y
2D8*2D6	25-40.M		31-55.T		41-55.Y
2D6*2D6	41-60.M		56-65.T	01-10.T	56-65.Y
2D6*2D5	61-76.M		66-75.T	11-20.T	66-75.Y
2D5*2D5	77-88.M			21-35.T	76-80.Y
2D5*2D4	89-96.M	01-05.M		36-50.T	
2D4*2D4	97-00.M	06-15.M		51-65.T	
2D4*2D3		16-30.M		66-80.T	
2D3*2D3		31-50.M		81-90.T	81-85.T
2D3*2D2		51-80.M	76-85.M	91-00.T	86-90.T
2D2*2D2		81-00.M	86-00.M		91-00.T

M = miles; T = tenths of miles; Y = yards

76-90 Visible reef or shoals

A line of breakers and the pounding of surf indicate the presence of (01-40) a reef or (41-00) shoals (an area which is very shallow). If a reef, it will extend for 2D8 miles (D12 on the compass for direction), and there is a 25% chance each mile that it will turn (roll D6, 1-3 = left, 4-6 = right; roll D20, 1-6 = 30°, 7-11 = 60°, 12-15 = 90°, 16-18 = 120°, 19-20 = 150°). If shoals, the phenomenon will cover an area: (out at sea) 2D6*2D6 square miles (near shore) 2D3*2D3 square miles

The major dimension of the area is the larger of the two rolls. If a ship hits an encountered obstruction (which will be at a depth of 2D3 feet), she will ground herself (on shoals and 35% of the reefs) or rip out her keel and sink (the other 65% of the reefs).

91-100 Hidden reef or shoals

This is the same phenomenon as above but the tide has risen and is covering it to a depth of 2D6 + 2D3 feet (the tides run about 2 to 12 feet). The same conditions apply if a ship hits the obstruction, and draws too much water to clear it.

101-110 Seaside cliffs

A line of cliffs, varying from 75° to 120°, runs along the shore. The height will also vary but starts at 3D20*10'. The GM should check approximately each mile for height variation; roll D10, 1-3 = drop, 4-7 = stays same, n8-10 = climb - in each case, 1D6*10' variation. Angular variation of the cliff is at the whim of the GM. The cliffs can be of various materials 31-45 granite (roll d100 on the small chart to 46-65 sandstone the right), and there is a chance 66-85 basalt (35%) if the cliffs are chalk that 86-95 shale there will be a large bed of flint 96-00 pumice with nodules at some point along the obsidian nodules length of the cliff line.

111-115 Rocky shores

The shoreline is very rocky, with sharp spurs and crags of rock sticking up (and out) all over. Such shores may only be approached by small boat. If there is high wind, brisk or rougher, and the shore is not protected (with the wind blowing from the land, rather than toward it), it will be unapproachable due to heavy surf. If the length exceeds 20 miles or so, there is a 15% chance of a village somewhere along the shore.

116-127 Heavily sloped shores

The shoreline slopes at angles of 30° to 60° up from the sea. It is both landable and climbable. If the length of terrain exceeds 20 miles or so, there is a 25% chance of a village somewhere along the shore.

128-134 Lightly sloped shores

The shoreline slopes at angles of 0° to 30° up from the sea. The area is very likely settled (75%), and here is a 50% chance of a village each 15 miles of length.

135-140 Cove or inlet

A small cove or inlet, 1D6 / 2 miles deep, breaks the prevailing terrain. The cove has 3D8' water depth, and can usually provide some sort of reasonably safe anchorage. There is a 40% chance that there is a village or small town located in the inlet.

141-146 River mouth

A river mouth outpours through the prevailing terrain. There is a 15% chance of a delta, an area of built-up river carried dirt, overgrown with reeds and cattails and other vegetation, and cut into numerous small swampy islands by the outflow. If there is a delta, the delta is 3D8 / 2 miles wide, and the river mouth that feeds it is 2D6 / 2 miles wide with a depth of 2D10'; otherwise, the river mouth is 1D8 / 2 miles wide, and 4D8' deep. There is a 10% chance of a city near the mouth of the river; if there is no city, there is a 65% chance of a village or town.

147-155 Gentle sandy beaches

Gently sloping beaches line the shore; the gentle slope (5° to 15°) will continue 1D4 / 2 miles out to sea, making it hazardous for ships to approach the shore closely. Depth will shoal out rapidly, with a maximum of 2D3 feet at 1/4 mile out.

156-160 Harbor or fjord mouth

A deep indentation (1D6 / 2 miles wide and 3D8 miles deep) in the prevailing terrain frequently (65%) leads to a small town or village. The water depth in the area is 6D10', and the entire fjord or harbor should be treated as heavily sloped shores.

NATURAL ENCOUNTERS

Natural encounters involve both the creatures and the forces of nature. The GM may roll (D100) or may select an encounter possibility from the list below. Remember, however, that things like volcanos and storms are uncommon occurrences. The sighting distance is the range at which the encounter appears. A listing of the various creatures listed in the encounters follows this section.

There are a number of encounters below involving omens or superstitions of one sort or another. The GM may wish to check to see if the crew generally knows and/or believes in the omens of the given situation; chances depend on the overall experience of the crew:

Elite - 95% chance of knowledge, 65% belief

Veteran - 85% chance of knowledge, 75% belief

Intermediate - 50% chance of knowledge, 65% belief

Green - 35% chance of knowledge, 50% belief

If the crew should disbelieve, it will usually be in the case of the good omen (Murphy's Law).

THE NATURAL ENCOUNTERS

01-02 Merpeople

Sighting Distance: 2D3 miles

A group of 2D3 merpeople are seen, swimming on the surface. They are headed (01-25) toward the ship, (26-75) parallel to the ship, (76-00) away from the ship. There is a 35% chance, if they are headed toward the ship, that they will have valuable information or merchandise to trade. If pursued, there is a 50% chance they will respond in a friendly manner, providing some information (for a price - see Merhouse on the web in "Lair of the Freebooters") about other local natural and land features; otherwise they will submerge and flee. The merpeople are swift swimmers, and can usually make up to speed 20 for short periods of time; out of the water (they will occasionally come on ships), they are slow-moving and seem to be very tired and weak.

03-05 Herd of whales

Sighting Distance: 205 miles

A herd of (roll) 0100: 01-50, Sperm; 51-80, Blue; 81-00, Grey) whales is spotted. There are a total of 308 whales in the herd, 20% bulls, 50% cows, and the rest (30%) young. The herd can move at speed 12, but there will be calves left behind (maximum speed 8). At sighting time, the herd will be loafing along at about speed 5, probably feeding. If the ship sails into the herd, there will be no trouble unless one of the calves is attacked; if such trouble arises, there is great likelihood that the ship will be rammed by one or more of the whales (a bull whale is capable of delivering a blow to the side of a ship for 10010 of hull damage), and sunk.

06-09 School of porpoises

Sighting Distance: 204 miles

A school of 2020 porpoises nears the ship. If these creatures enter the same hex the ship occupies (35% chance they will head toward the ship, otherwise they must be intercepted), it is considered a good luck omen for the ship, and will provide two benefits over the next 48 hours: a bonus of .50 to the GIVE average of the crew and all details, and any 001-050 result on the encounter table will become "quarry" rather than "None". If a seaman should fall overboard while the porpoises are pacing the ship, they will rescue him. Porpoises can move at speed 24, but will be moving at a leisurely pace of about 8 when encountered. If any porpoises are killed (by crewmen, not by other sea creatures), this will become a bad omen: a penalty of .50 to the GIVE rating, and 001-050 will become "Hostile" encounters. (Note: The crewman responsible for this act is likely to be flayed within an inch of his life, if he is not killed outright by an outraged fellow crewman.)

10-19 Sharks

Sighting Distance: 104 miles

Sharks are feared and hated by seamen, and there will for a period of 2012 hours. During that time, they will swim in the same hex the ship occupies, but may be originally sighted at a short distance. There will be:

- 01-15 1 giant great white
- 16-45 204 large tiger sharks
- 46-80 306 medium mako sharks
- 81-98 3010 small blue sharks
- 99-00 roll twice

Sharks are feared and hated by seamen, and there will be a drop of .25 in the GIVE average of the crew and all details while the sharks are trailing. Sharks can move at speed 20, and can swim at great depths. There is a 65% chance that they will attack any man or small craft in the water around them, swimming at a depth of 106 - 2 feet when so doing. There is a 25% chance that a school of porpoises will be attracted by the sharks, and will drive them off; this will occur after 204 hours, but this school of porpoises will not count as a good luck omen, as above. If sharks are fired upon using bows, apply a penalty of 1 to HP for each foot of depth at which the shark is swimming in the water; when not attacking (see above), they will tend to be at depths of 405 feet - unless they are feeding, when they will be found at depths of 108 - 3 feet. If a shark is wounded when other sharks are around, there is an 85% chance that his fellows will turn on him.

20-29 Seaweed island

Sighting Distance: 204 miles

A large pad of seaweed is sighted (it appears to be a darker spot on the surface of the sea). It covers an area the size of (01-25) a small island or (26-00) an islet (use the island chart above), and may be comprised of one or more of six various types of weed. (Note: From distances inside 1 mile, any Naturalist with at-sea experience should have about an 80% chance to identify the type of weed encountered.)

01-30 Sargasso

Sargasso is a thick weed, usually brownish green that grows in very large islands, laced with many passages of open water. Each major passage formed by the weed has a 35% chance of dead ending, and will branch off into minor passages at 204 - 2 points along its length; there is a 35% chance that a minor passage will branch at one point along its length. Major passages will run completely through the pad if they do not dead end; minor passages will run 306 * 100 yards in length.

The portions of the pad are very heavy, and are nearly impossible to move intentionally. However, passage of a very large object (such as a ship) may cause the sides of open water ways to swing together behind it (85% chance). If a ship becomes surrounded by weed in this way (it is at a dead end, and there are no available minor passages), it is thoroughly trapped, since the vine is very thick and resists cutting, even by the sharpest of edges; only edged weapons of +2 sharpness or better do damage to it, and this would be an arduous task requiring a day or more to complete. Magical lightning spells can also be used to shrivel the vine (the weed has a MGR of 8 against lightning) and untrap the vessel, but it requires repeated blasts (one per 5' of sargasso thickness surrounding the ship), and there is a 10% chance of setting fire to the ship's hull, unless it has been fireproofed in some way.

Sargasso is not edible; it will grow to 3012' thickness, and may be walked upon when in very thick masses (14' or more). There is a 10% chance of a trapped ship in any patch 3 miles in diameter or larger. Somewhere, legends have it, there is a huge island of sargasso weed over 200 miles in diameter, in which many, many ships have been trapped; the GM may wish to allow the players to find this area - give a 1% chance that any sargasso pad encountered is the Great Sargasso Island (it contains 4010 ships - there is a 5% chance of any given ship having some sort of treasure).

31-55 Kelp

Kelp is much the same as sargasso in its island configuration, but is seldom capable of trapping a ship, since it is a slender vine and easily cut. Kelp is edible (it can be boiled, or even shredded and eaten raw after drying), and will provide a tasty and reasonable filling meal. In some areas, it is valued as a health supplement, and can be sold for 35 GP to 50 GP a ton; it is usually dried and packed into bales of about 200 lbs. An island will provide 50 tons of prime kelp per square mile.

56-70 Soapweed

Soapweed is used in the preparation of a large number of soaps and cosmetics. It grows in a very thick island (4020' - more than enough to walk on with no problems), and is considered quite tasty by sea creatures like the giant squid (if the ship's crew ventures onto the weed island, there is a 40% chance they will encounter one). The weed is even more capable of trapping a ship than (and in the same manner as) sargasso (edged weapons of +3 sharpness or better to damage; the weed has a MGR of 10 against lightning), but soapweed is distinctive enough in color (a vivid blue-green) that all know what it is; any ship sailing into an island of soapweed deserves to get trapped. The weed is normally harvested (when found) from the edges of the pad, where the best is located; it will bring 250 GP to 350 GP a ton, dried and packed into 200 lb. bales. The edges of an island will provide 5 tons per linear mile of shore.

71-85 Stranglevine

This weed is indistinguishable from soapweed, except for the color (a vivid green-blue). It seems almost malevolently intelligent, and is capable of

moving (at a speed of 4) and shifting its mass very rapidly to twist slimy tendrils around a man's legs and drag him under. A trapped crewman will drown in about 3 minutes if not freed; normal weapons are effective, but an attacking segment will take about 50 points of damage from edged weapons before it is sufficiently shredded to permit escape. The only natural enemies stranglevine appears to have are the blue whales, which have a fondness for the flavor of the weed, and will consume it in large quantities; whenever a pod of stranglevine is located, there is a 60% chance of one pair of blue whales present within 10 miles of the pod.

86-90 Healer's weed

Healer's weed is the most valuable by far of the weeds. It grows in the same configuration and thickness as sargasso, but is much more tangled and can be walked on at any thickness greater than 8'. The most important parts of the weed are the pods, found just at the end of the stems, and the newest leaves, easily identifiable since they are a much lighter green than the rest. The pods are used in many of the drugs and medications produced by healers (hence the name), and, indeed, are capable of inducing rapid and extra healing if simply consumed raw (4 oz. chewed and swallowed will double the natural healing rate for a period of one week, and will cure an extra 6 hits during the first day - proportional to time, of course, not immediate); one 4 oz. dose will do all healing possible - additional amounts have no effect. Properly prepared doses are capable of much greater healing feats - the weed pods are a virtually essential ingredient in any healing potion of rapid effect. The new leaves are used in preparation of the bases for healing salves, and will increase the efficacy of a salve by 50% if used. The pods are worth 75 GP to 100 GP a pound; 10 lbs. can be gathered from a square mile of weed. The leaves must be kept lightly moist with seawater when picked, and will bring 50 GP to 80 GP a pound; a square mile of weed will provide up to 20 pounds of new leaves.

91-95 Poisonvetch

This bright orangish weed contains one of the most virulent poisons known to man. It is frequently sought by assassins to aid in their job, since it produces all the symptoms of death by heart attack if ingested, involving a first attack of relative severity (within half-an-hour of ingestion by the victim), and a second (and very fatal) one 3010 days later, if the poison has not been diagnosed and an antidote taken. The problem is that poisonvetch must be kept alive until preparation of the poison is begun, and it is so virulent that simply touching it can cause the poison to be absorbed through the skin, with all the above reactions; a saving roll against STM at a penalty of 6 will instead place the victim in a coma so deep that it will appear all life has fled - it will last for 101000 days, and requires constant care, as with any patient in a coma. There is an antidote known by most healers; if it definitely ascertained that poisonvetch is the cause, the antidote (a very expensive preparation) will alleviate the coma within 206 days - the victim, however, will suffer the loss of 2 points from STM, and will appear weak and sickly for the rest of his life. It requires 10 lbs. of vetch to prepare one dose of poison, and the weed (if still alive on delivery - it must be kept in fresh seawater to grow) will bring 1,000 GP to 1,200 GP per 10 lb. batch.

96-00 Roll twice for type

It is possible to have all the different weeds mixed together in one island. Rolling this effect once does not bar its reappearance.

30-33 Small flock of albatrosses

Sighting Distance: 104 miles

A small flock (204) of albatrosses flies over the ship; this is a good omen (handle as porpoises), but there is a 15% chance one will land on the ship (high on a mast or spar) and this is an even better omen (+.75 to the GIVE average for 72 hours, and 001-075 as "Quarry" instead of "None"). The albatross will perch for 304 hours; if the bird dies (15% chance) or is killed by one of the crewmen, it becomes a very bad omen (-1.00 to the GIVE average until a ship has been sighted, caught, and looted - that could be a long, long time!).

34-41 Flock of seagulls

Sighting Distance: 104 miles

A large flock of gulls flies over the ship, headed (1012 on the compass for direction); if land is not already in sight in that direction, it will be found within 60 miles, even in areas where land masses are normally thought to have been completely charted.

42-56 School of large edible fish

Sighting Distance: 2 miles

Sighting Distance: 2 miles

The sea is suddenly filled with flashing silver backs, as a huge school of edible fish is found. These food fish may be caught with a net or a line. If one is using a hand cast net, 306 small fish or 104 large fish can be caught per cast; a man may make 1 cast for each full 6 points of CDN he possesses before the school of fish disappears. If a crew is using a drag net or seine (these are seldom found except on fishing vessels), 10010 small fish or 2010 large fish will be caught per man on the net; only one cast or set is allowed. If baited hooks and lines are being used, there is a 65% chance per cast that a bite will occur; a man may make a maximum of one cast per point of CDN in the time the school takes to pass. A large fish weighs about 10 lbs. and will feed 3 men; it requires 2 small 1 lb. fish to feed one man. In warm weather, fresh fish will become unrefresh rather rapidly; in most circumstances, there is a 40% chance of ptomaine poisoning (saving roll against STM to avoid death; lose half STM - saving roll against current STM daily to recover rapidly - 2 points of STM on that day instead of 1) if eaten unpreserved on the day after they were caught, an 85% chance on the second day, and 100% thereafter. Fish may be scaled, gutted, salted, and packed to preserve them longer, but it requires 1 lb. of salt per 10 lbs. of fish; once packed in barrels (a task requiring 20 man hours per 200 lb. cask of salt fish, from scaling to packing), fish will last for up to 3 years. They may also be magically preserved, but it requires the services of a competent mage working with the packing crew. There is a 35% chance sharks will appear in pursuit of the school, as above, and a 65% chance they will appear within 3 hours after the offal from fish preserving starts being washed and swept overboard; do not treat sharks in this instance as a bad omen.

80 Sea Serpent

Sighting Distance: 204 miles

A (01-65) lone sea-serpent or (66-00) a school of 306 sea serpents is sighted. If headed into the ship's hex, there is a 65% chance for serpent curiosity and investigation (otherwise, the serpent[s] will submerge and disappear); if not, pursuit is possible. Serpents may move at a speed of 20, but usually loaf along at about 6. There is a general superstition stating that possession of a serpent's tooth will protect one from shipwreck. Sea-serpents tend to be colored in a mixture of various shades of red and orange; they are very long lived, and grow all their lives - older serpents may measure as much as 350'. Mature adults (30% of a school) extend 50 + 30100' in length; younger adults (50% of a school) will usually measure 20 + 2020', and

direction. As the ship nears the funnel (within the last 2 miles), a roaring as of a huge waterfall can be heard (over the edge of the world?), and escape will get progressively harder. At 3 miles, freeing the ship from the current drift will require a saving roll against the Sailing Master's GIVE rating plus double the overall crew's GIVE rating (this saving roll may be repeated each third sailing round until successful, in which case the ship has managed to escape the danger, or until the ship is within 1/2 mile of the funnel); the drift rate is 3, toward the maelstrom. At 2 miles, the drift rate goes up to 6, and the saving roll is against the Sailing Master plus the overall crew rating. At 1 mile, the drift rate rises to 9, and the saving roll is made against 1/2 the previous value. At 1/2 mile, the drift rate becomes 15, and there is little that can be done to save the ship from being swallowed by the vortex.

If a ship locates and survives a maelstrom, her surviving crewmembers can usually sell the information regarding the location of the vortex to the local chartmakers. Items of this nature, when accompanied by decent latitude-longitude bearings are worth 50-100 GP, dependent on the generosity of the cartographer (it would probably be wise to bargain for one's money before giving out the info).

94-95 Lightning storm

Sighting Distance: 5020 miles

The wind (01-50) drops or (51-00) rises (roll D10: 1-4 = 1 level, 5-7 = 2 levels, 8-9 = 3 levels, 10 = 4 levels), and the sky clouds over and begins to flicker with great streaks and bolts of lightning. The storm will travel in (roll D12 on the compass) at a speed of 10 miles per hour for each level of wind (count calm as 1 level); it covers an area 2010*2010 miles square. If the ship comes underneath the storm, there is a 15% chance for each hex of storm that passes over that lightning will strike the ship:

- 01-60 - no effect;
- 61-90 - person struck (determine decedent randomly);
- 91-00 - fire set (fire-fighting rules are given in the combat section under "Fire Arrows").

96-97 Iceberg

Sighting Distance: 308 miles

An iceberg (roll for size on [D6]: 1-4 = small island, 5-6 = medium island on island size chart) is sighted. There is frequently a drop in temperature in the vicinity of one of these floes, and there is a 35% chance that there will be animal life present on the iceberg (yes, **01-25 Polar bear** and **26-30 Female with ID3 cubs** it's just a large ice cube). The **31-65 408 Penguins** chart to the right may be used to **66-90 304 Seals** determine numbers and type of the **91-00 104 Walrus** inhabitants of the floe. If players

desire, hunting expeditions could be organized onto the surface of the iceberg. The only danger from the berg occurs at night; if there is no moon, bergs are almost impossible to see, and it is very easy for a ship to collide with one (remember the Titanic?) - collision with a berg will do 50 + 5020 points of damage to the hull of a ship.

98 Underwater volcano

Sighting Distance: 3010 miles

This will be a miniature Krakatoa (01-15), create a new island (16-40), or cause a tsunami (41-90). The cause of the effect is usually at 3010 miles, and there may be little or no warning before the effect strikes the ship; the direction of the epicenter is (roll D12 on the compass).

Krakatoa will darken the sky, limit visibility, and throw big rocks (205 will hit the ship; treat like accurate shots from a catapult, 106 * 50 pounds each - see below) and burning cinders (3010 will hit the ship; treat like fire arrows, but each will have the effect of 6 fire arrows).

The new island will, of course, be completely uninhabitable, a puddle of lava thrown up by the active volcano (there is a 5% chance that the volcano is in the same square mile hex as the ship, in which case there is little that can be done to save the vessel - she will be destroyed); there will be half the effects generated by Krakatoa. There is a 25% chance of 108 "floating islands" (masses of air-filled pumice that actually float; occasionally these islands contain gems - 10% chance of 1010 diamonds) being created; these drift before the wind for 203 days before becoming waterlogged and sinking.

The tsunami (a great tidal wave) will have little effect if the ship is in mid-ocean or not in immediate coastal waters; within 5 miles of a coast, however, the great wave generated by the earthquake shock can do a number of harmful things - beach a ship up to 3 miles from the sea, capsize the ship, smash her against the rocks, etc.. The only warning will be a sudden drop in the surrounding waters, and a great rushing roaring sound. A saving roll against two times the GIVE average of the crew plus half the officers' total GIVE average will allow them to get the ship into bow-on position to the wave; she can then ride out the tsunami in relative safety (1% chance of being wrecked anyway, but it will be tossed onto land, not sunk or smashed).

99-00 Hurricane

Sighting Distance: 5020 miles

Generate this storm as for the lightning storm above, but the wind always rises (unless the ship is in the exact center of the storm - highly unlikely). If the ship is caught by the storm, saving rolls apply as in the twister.

The lists of ships for use as quarry or hostile can be found in Chapter 12, "Ship Encounters", and both are keyed for die rolls, though the GM should feel free to pick as an encounter whatever ship strikes his fancy. Those two designations are strictly for the convenience of the GM to determine which list of ship encounters to use, and should not be used in any descriptions given to players.

ANIMAL STATISTICS

In this section is presented a listing of all the various animals mentioned in the section on "Natural Encounters". They are in alphabetical order, and follow the general form shown below.

	<u>ANIMAL NAME</u>	
<u>AC</u>	- animal's armor classification (equivalent artificial armor, including absorption)	
<u>LD</u>	- a plus or minus factor, for defensive purposes	
<u>HTK</u>	- the base number of hit points (delivered) required to slay the average member of this animal species (any animal should have the "fudge factor" applied - roll D6 and D6:	

D6 Results	D8 Results
1-3 Adjustment positive.	1-2 0%
4 No adjustment made.	3-5 10%
5-6 Adjustment negative.	6-7 20%
	8 40%

This accounts for such variations among the animals as "boss of the pack [herd, etc.]", recent fights, sickness, or superb shape.)
 - the speed at which the animal moves (given in 5' increments or hexes per mr for land or air; if given as water speed, first figure is in 60 yard hexes per 2 minute sr or 10 yard hexes per 20 second cr - second figure is 5 foot hexes per 15 second mr)

Move

Attacks - number, class, HACØ, armor critical, clean critical, damage; specials or explanations (the combat system being used is described in Thieves' Guild V; GMs should feel free to use their own system for combat if they wish - it is not difficult to adapt the statistics of the various animals to fit any other combat method).

Comments and additional information are provided in a separate paragraph at the end of the statistics. This may contain discussion of odd habits, etc., on the part of the beast in question, economic factors for the animal in terms of hide value or values for other parts (gargoyles' gallbladderst), herd composition, etc.

ALBATROSS

AC - medium feathers (hard leather, 3 hits)

Dodge - -5 on ground, +3 in air

HTK - 20

Move - 3 on land, 20 in air

Attacks - 1 beak, 5, 203, 20, 19; only in defense

Albatrosses are probably the most ungainly bird alive when on the ground, and one of the most graceful fliers aloft. Referred to as "gooney birds", these soarers can cover hundreds of miles in their flights. They do not attack unless provoked.

BEAR, POLAR

AC - thick fur (cuirboilli, 4 hits)

Dodge - none, -4 if standing

HTK - 80 (adults), 36 (cubs)

Move - 6, 3 if standing, 12 in charge, on land,

2-9 in water

Attacks - 2 paws, 3, 303, 17, 13; if both paws strike, victim must make a saving roll against STR to avoid being knocked down

- 1 hug, 6, 604, 19, 17; attempted on any mr following one in which both paws have struck and the victim has remained standing

- 1 bite, 4, 304, 18, 15; attempted only after a successful hug

There is a 15% chance that a polar bear sighted will have 103 cubs with her. Bears in general are most protective of their cubs, and polar bears are no exception; if a cub is threatened, double all damage delivered by the enraged momma-bear. Bears will usually charge on all fours, but prefer to fight in standing position. Polar bear hides do have commercial value when properly preserved and tanned.

GULL

AC - light feathers (soft leather, 2 hits)

Dodge - -3 on ground, +4 in air

HTK - 14

Move - 5 on land, 20 in air

Attacks - 1 beak, 4, 202, 19, 17; only in defense or by accident if feeding off someone's hand

Gulls are usually a sign of land somewhere in the vicinity. They are generally tentative in relations with man, but can be lured to feed from one's hand on occasion.

PENGUIN

AC - light feathers and fat (soft leather and

quilted cloth, 3 hits)

Dodge - -8 on land, +4 in water

HTK - 24 (emperor-10%), 20 (standard adult-55%),

16 (young adult-30%), 8 (chick-5%)

Move - 2 on land, 6-26 in water

Attacks - 1 beak, 10, 103 (104 if emperor), none, 20; only in defense of self or nest

The only reason for bothering penguins is to get meat. Their flesh is very greasy (thick layers of fat overlay the bird's musculature), and not very tasty.

PORPOISE

AC - thick hide and fat (hard leather and quilted cloth, 4 hits)

Dodge - +3 in water, -10 on land

HTK - 50

Move - 24/108 in water

Attacks - 1 ram, 2, 404, 17, 13; only deliverable in water

- 1 bite, 12, 204, 20, 19; can be delivered on the fly to a distance of 15' in the air; it requires 2 mr of swimming to build up speed porpoises are quite intelligent, and frequently have good relations with the various humanoidst; there are theories that they are one of the intelligent races. porpoises travel in herds of 5010, and are quite well organized, with posted look-outs and scouts, as well as a standard guard about the females and young.

SEAL

AC - medium hide and thin blubber (two layers of

soft leather, 4 hits)

Dodge - +3 in water, -4 on land

HTK - 60 (bull-10%), 45 (cow-40%), 15 (pup-50%)

Move - 3 on land, 12/54 in water

Attacks - 1 bite, 8, 204, 19, 17

- 1 tail swat, 4, *, none, 20; only used if the opponent is in the seal's back area; a successful swat requires a STR saving roll on the part of the victim to retain his feet

Seals usually travel in herds; occasionally, lone seals can be found, usually young bulls driven from the herd by the older harem-masters. A herd will consist of 6020 seals, and frquently can be found riding ice-bergs.

SHARK, BLUE

AC - thicker hide (cuirboilli, 4 hits)

Dodge - +4 in water, -7 on land

HTK - 50

Move - 20/90 in water

Attacks - 1 bite, 3, 404, 18, 15

- 1 sideswipe, 4, 203, none, 20

SHARK, GREAT WHITE

AC - super thick hide (scale, 7 hits)

Dodge - +4 in water, -8 on land

HTK - 140

Move - 16/72 in water

Attacks - 1 bite, 2, 8010, 15, 9

- 1 sideswipe, 4, 204, none, 20

SHARK, MAKO

AC - very thick hide (studded leather, 5 hits)

Dodge - +4 in water, -4 on land

HTK - 80

Move - 22/99 in water

Attacks - 1 bite, 3, 408, 17, 13

- 1 sideswipe, 4, 203, none, 20

SHARK, TIGER

AC - extra thick hide (banded armor, 6 hits)

Dodge - +4 in water, -6 on land

HTK - 110

Move - 18/81 in water

Attacks - 1 bite, 2, 608, 16, 11

Sharks tend to swim singly (in the case of the Great White and occasionally the Tiger) or in herds which are comprised of sharks of approximately the same size (the smaller ones get eaten by the bigger ones). If a shark brushes by a swimmer, the rasp-like skin of the shark can abrade and tear skin and draw blood. Sharks have excellent smelling apparatus, and can be drawn to the scent of blood from as far as two miles away. If there is much blood, torn flesh, or other edible matter in the water around a group of sharks, there is a 35% chance they will fall into feeding frenzy, at which time it is even possible for a shark to eat itself.

SEA-SERPENT

- AC** - thick scale, underskin, and fat (plate armor with soft leather and quilted cloth, 12 hits)
Dodge - +3 in water, +6 in air
Move - 18/81 in water
HTK - 1 per foot of length
Attacks - 1 bite, 3, 2D12-young/5D12-adult/6D20-mature, 15, 9; if bite does 22/45/85 points of damage or more, 65% chance victim has been swallowed
Larger specimens of the sea-serpent or "sea-dragon" can do vast amounts of structural damage (4D8 per coil) by throwing coils around the ships they attack. A serpent can make one coil per 100' of length.

SQUID, GIANT

- AC** - thin skin body (naked, 0 hits)
medium hide tentacles (soft leather, 2 hits)
Dodge - body, -4 in water, -14 on land
tentacles, +2 in water, +6 in air or on land
Move - 1 on land, 10/45 in water, 20/90 jetting
HTK - 240 for the whole squid, 20 for a tentacle to be chopped through
Attacks - 1D8 tentacles, 9, *, none, 20; all damage to the squid's victim is done from immersion in the water and lack of air (he drowns!)

The giant squid is very rare, usually found only around the great seaweed islands. The favorite form of attack is to sieze a victim and drag him under water to drown.

WALRUS

- AC** - very thick hide and medium blubber (studded leather and 2 layers of soft leather, 9 hits)
Dodge - -2 in water, -8 on land
HTK - 60 (bull-10%), 50 (cow-60%), 24 (calf-30%)
Move - 3 on land, 5 charging, 8/36 in water
Attacks - 2 tusks, 7, 3D4, 17, 13
- 1 waddle, 14, 2D6, none, 20; bulls will attempt to flop forward and onto their opponent, using their great weight to pin him for savaging with the tusks; if this is successful, the victim will be subject to automatically successful tusk attacks until he has managed to wriggle (etc.) free

A walrus herd will usually consist of 6D10 individuals. Normally only the great harem-master bulls will attack. Walrus ivory is used for decorative purposes (scrimshaw work), and finished properly has a value of 40-60 GP per tusk (there are two per walrus).

WHALE, BLUE

- AC** - extra thick hide and very thick blubber (banded leather and 5 layers of soft leather, 16 hits)
Dodge - -8
HTK - 360 (adults-70%), 150 (calves-30%)
Move - 12/54 in water
Attacks - all special, see below

WHALE, GREY

- AC** - very thick hide and thicker blubber (studded leather and 4 layers of soft leather, 13 hits)
Dodge - -8
HTK - 300 (adults-66%), 120 (calves-35%)
Move - 12/54 in water
Attacks - all special, see below

WHALE, SPERM

- AC** - super thick hide and super thick blubber (banded leather and 8 layers of soft leather, 22 hits)
Dodge - -8
HTK - 420 (adults-80%), 180 (calves-20%)
Move - 12/54 in water
Attacks - all special, see below
Whales seldom attack individuals. However, angry whales can deliver ramming attacks that will stove in the side of a ship (50% of current HTK equals hull damage).

THE CHASE

There are two methods that can be used for the chase, one very quick but lacking in the excitement a sea chase can engender, the other longer but much more exciting (at least it is more exciting to the authors of these rules!).

The quick method involves maximum speeds possible for both ships (or fleets) involved. For purposes of chase, the ship speeds given in **SHIP STATISTICS** may be treated as miles per hour. Simply calculate how many hours it will take the pursuer to overhaul the quarry merchantman, assuming maximum speed for both ships, using all adjustments given below for sailing speed, and check to see if the merchantman can reach any safe port in that time. If so, the quarry has eluded the hunter.

If the group desires to use the more complicated method, the players should act as the various officers of the ship (if the players are not already the aforementioned officers) and make the decisions involved in sailing her, while the GM sails the encountered vessel. The GM should check both his maps and random encounter appearance chances during the chase, since it is possible for a quarry to escape the pursuit in many different situations. Moves are usually made on an hourly basis (game time) until the two ships are within a mile of each other; the GM should check each hourly move for wind and weather changes, as well as for other encounters.

WIND and WEATHER CHANGES

(roll D100)

Roll Result

01-05 Major change in the weather (roll D10)

1-2 Sudden rain squall

A squall blows up (roll D12 on the compass for direction of appearance) and sweeps in over (01-50) pursuer, (51-00) quarry, or both ships if they are within 2 miles of each other. It will last for one hour, and covers only the hexes around the ship(s) affected; after its time, it will blow out and disappear. Visibility limits will drop dramatically, and sea speeds should be handled for the affected ship(s) on the Gale line of **SHIP STATISTICS** - reductions in canvas and sailing speed are generally necessary for the ship to avoid capsizing.

3-5 Clouds appear or disappear

If the sky is clear, clouds roll in, and the sky darkens; visibility ranges decrease by 1/3. If the sky is cloudy, breaks appear in the clouds, and it is soon clear; limits of visibility return to normal. The entire area (a full 50 mile radius around the pirate ship) is affected.

6-7 Fog appears or disappears

A fog bank appears (roll D12 on the compass for direction) at a distance of 2D6 miles from the pirate vessel; it extends for 2D8 miles, centered on the appearance point. If there is already fog, it either clears up or blows away. Fogs will usually last until the wind conditions reach brisk; if this is rolled with any wind condition greater than moderate, treat as one step wind increase.

8 Wind speed increase - 2 steps

9 Wind speed decrease - 2 steps

Wind can have many vagaries, and sudden changes in speed are not uncommon. The effect covers the area of (roll D20):

Die Roll
01-02 Area of Effect
03-05 Lead ship(s)
11-20 Following ship(s)
Both ships or fleets

If the ships or fleets in the chase are within 5 miles of each other, the effect will automatically cover all.

10 Storm line appears

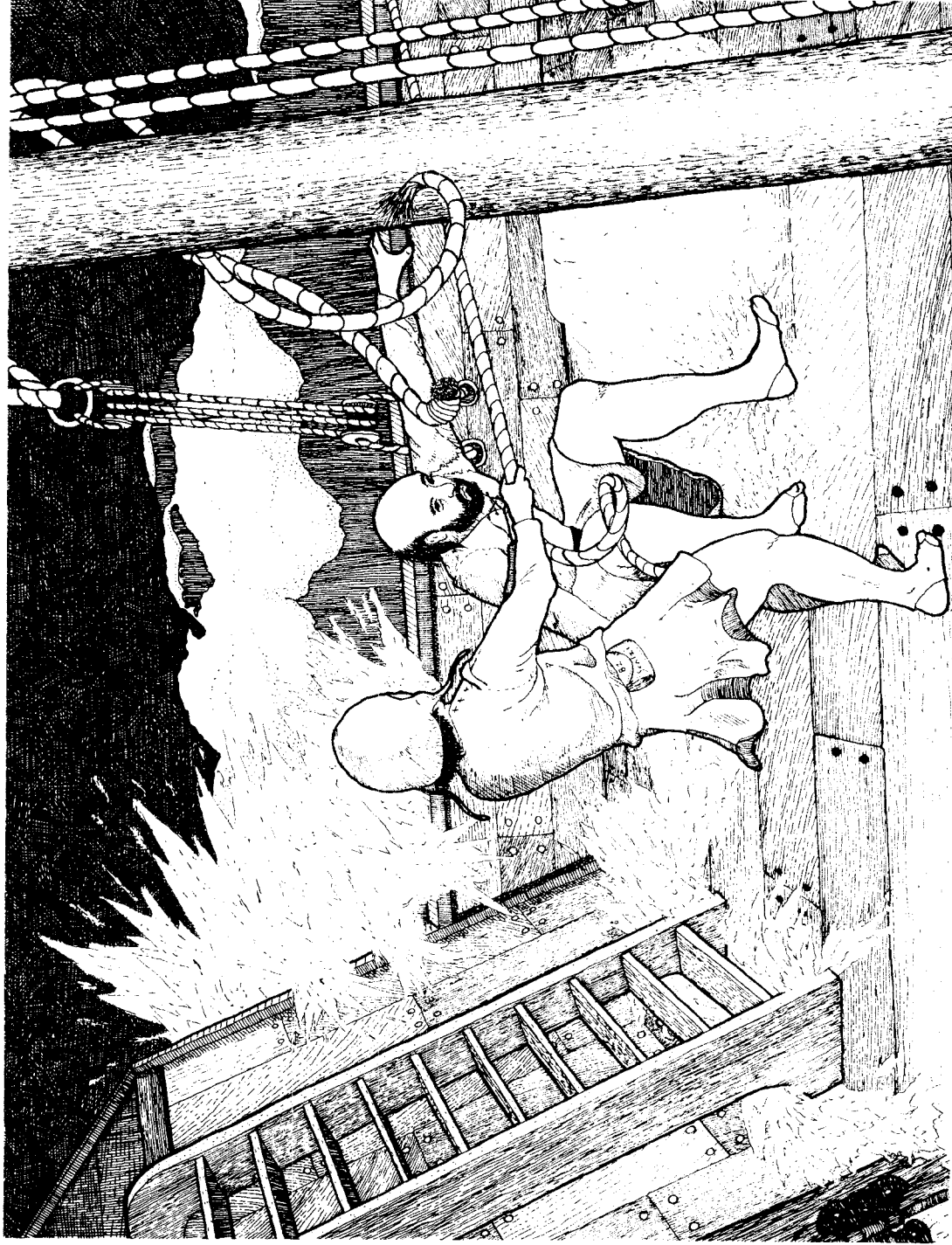
A line of thunderheads appears at 3D20 miles distance from the pirate ship; the line extends 4D10 miles perpendicular to the wind direction, with the center point at the sighting distance (roll D12 on the compass for direction), and will travel in the direction of the wind at a speed of 30 miles per hour; the wind conditions around the ship will increase by one level per hour, until the actual storm reaches the ship, or until Storm conditions are reached - the storm will last 3D12 hours. If the storm will pass the ship without hitting it, wind conditions will increase one level per hour up to Strong until the storm passes, then drop by one level each two hours until the wind has dropped to its original level.

- 06-63 No change in wind or weather conditions
- 64-77 Change - trend (rise or fall) continues
- 78-80 Change - trend reverses (rise <=> fall)
- 81-92 Veer - wind direction swings 30°
- 93-97 Veer - wind direction swings 60°

- 98-99 Veer - wind direction swings 90°
 - 00 Veer - wind direction swings 120°
- Roll odd-even for clockwise/counterclockwise on the wind direction swings.

Once the ships involved in the chase have drawn to within 1 mile (1 hex) of each other, scales for time and distance should be altered from hours to sailing rounds (sr - a time scale of 2 minutes) and from miles to 60-yard intervals (set the ships 30 hexes apart to begin at this scale); this will keep the rates of speed approximately in scale. At 1/2 mile (15 hexes), ship to ship combat is feasible, and occasional catapult shots will start splashing about the hulls of the opponents. At 1/16 mile (about 2 hexes), it is suggested that scales be altered again, to combat rounds (cr - a time scale of 20 seconds) and from 60-yard hexes to 10-yard hexes. When the ships are again within 3 hexes of each other (20 yards apart), the grapples may start flying, and the ships can be pulled together. Boarding must wait until the ships are hull to hull.

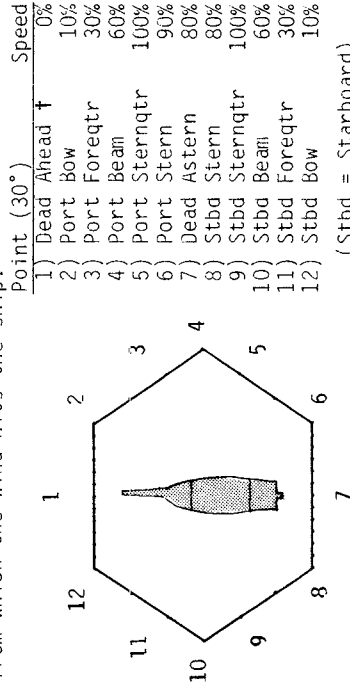
As the chase time lengthens, the quarry may either draw closer to the pursuer or begin to pull (slowly) away; seldom will two ships make exactly the same sea speed. Sea speeds for both ships may be modified by the abilities of Captain, Sailing Master, First Officer, Master-at-Arms, and Crew, as recommended in the chart below. The first figure given is possible percentage increase or decrease in speed for a given level of experience; the second is the increase or decrease in handling for the ship (amount one may turn) in degrees.



RATINGS and ABILITIES

Level	Captain	Sailing Master	First Officer	Master at Arms	Helm/Sail Crews
Green	-15/-10	-35/-20	-10/-5	-10/-10	-30/-30
Int'lined.	-5/0	-15/-10	-5/0	-5/-5	-15/-10
Veteran	+5/+5	0/0	+5/0	0/0	0/0
Elite	+10/+15	+5/+10	+5/+5	0/0	+5/+15

Speed may only be maintained at maximum for the wind condition if the wind is blowing from one of the sternquarters; a ship's speed is governed by the amount of sail she presents to the wind - a wind from dead astern does not catch as much sail as one on either port or starboard sternquarter. Sudden veers in wind direction could virtually bring one or both ships in a chase to a complete halt. The diagram and chart below indicate the percentage of the ship's adjusted maximum speed available, depending on the general direction from which the wind hits the ship.



(Stbd = Starboard)

† Ship may either drift one hex, or turn 60°.

Turns with ships are made as the ship enters the new hex, so that she is pointing in the direction she wishes to go for her next move. Because of the 12-point compass, it is quite likely that a ship will be moving along one of the hex sides; in all cases, movement for the ship will be into the next full hex along the line. If a 60° turn is made as a hex side is departed, point the ship along the line of the next hex side, after her move; if a 30° turn is made from a hex side, the ship will be placed in the next full hex, but facing at a hex side. Turning the ship more than a certain angle in a given time will result in lessened speed. Deduct 1 unit from the ship's speed for each turning angle increment by which the ship exceeds the limits in the chart given below.

TURNING and SPEED ADJUSTMENT

Time Scale	Maximum Turn without Loss	-1 Movement per Turn of
Hour's sailing (hr)	120°	60°
Sailing round (sr)	60°	30°
Combat round (cr)	30°	30°

To prevent a problem with one side gaining an advantage from knowing the sailing moves of the other, it is suggested that sailing moves be made effectively simultaneously. For instance, if side A has a movement of 13 and side B has 6, the movement should be made as follows:

A1, B1, A2, B1, A2, B1, A2, B1, A2, B1, A2

Most movement patterns can be handled in this fashion, by intermixing small portions of each side's sea speed. It is suggested that this allotment be made as evenly as possible.

Night Movement

At night, movement (particularly when the Captain is cautious, or when the ship is sailing in uncharted

waters) is a bit slower than the speeds maintained during the daylight hours. If there is sufficient light (if the moons are high and visible), there is little problem in seeing one's way and spotting dangers before one runs into them; on dark nights with no moonlight, however, many ships will choose to heave to and wait for dawn.

If a chase should continue into the night hours, it is quite possible that the quarry will be lost (few of the Captains on the high seas are stupid enough to keep their ship's lights burning when they know they are being actively pursued); if a ship's lights are lit, the vessel's direction can be easily marked from many miles away. When the moons are high and bright, sighting ranges will drop to about 1/2 normal, but it may be possible to continue the chase. If the area is not totally familiar to their Sailing Master, however, not many Captains would care to risk their ships by blundering about in darkness; one may be able to find a hidden reef or an ice berg (particularly on a dark night) the hard way - by wrecking one's ship on it. Should the quarry be lost, it can probably be easily relocated in the morning - if the pursuer is not eager to continue the chase at night, likely neither is the quarry and it is probable that she will not have sailed far from her last reported position during the night (unless her Captain is more afraid of the hunter than the unknown).

SHIP TO SHIP COMBAT

Some ships will mount weapons capable of firing a load of ammunition (or something) a great distance, while others will begin their combat (usually missile fire) at a distance of no more than 1/4 mile (8 hexes). Missile fire of some description will constitute the major factor of almost any combat until the ships have closed and boarding is possible. The major types of missiles are:

- § arrows, both normal and incendiary,
- § catapult loads (stones, enchanted flasks with bolts embedded, fireball missiles, ballista bolts, etc.), and
- § arcane effects (mage cast fireballs, lightning bolts, sleep spells, etc.).

Each of these types of missile will be treated separately, but it is not uncommon for all these types to be used in a single conflict. Missile combat is designed to halt the opposing ship(s) so that boarding parties can "swarm over the rails and subdue the crew of the other ship" to capture her - and that is one of the most exciting parts of the pirate process; the mechanics of boarding are described in the section on "Boarding Actions". (GM's NOTE: In many cases, it will be necessary to calculate the GIVE rating for a group engaged in some form of combat activity. In almost all instances, it will be simpler and easier to calculate these numbers well in advance, and write them into the space provided on the Ship Form, as shown in the section on "Ship Design".)

General Arrow Fire

The chart below is for use in general arrow fire situations. The percentage numbers represent those portions of a group of bowmen firing at a ship at a range of approximately 120 yards, who do one of three things:

- 1.) hit the target they aimed at (HT);
- 2.) hit something of value on the other ship (HS); or,
- 3.) either miss the other ship completely or hit something of little or no value (MX).

Roll a D20; make adjustments to the die roll according to the following criteria, and use the column of the results chart corresponding to the GIVE rating of the Archery detail:

Targeting: at general sails +0
 at specific mast's sails -5
 at specific sail -7
 at general deck area -2
 at specific deck area -8

Wind conditions: calm +1
 soft breezes +0
 moderate wind -2
 brisk wind -5
 strong wind -9
 gale force wind -15

Distance: within 60 yards +2
 within 120 yards +0
 within 180 yards -2
 within 240 yards -5
 within 300 yards -8
 within 360 yards -12
 over 360 yards -20
 Using fire arrows -2

Note that an arrow aimed at the deck (unless it is a fire arrow) is assumed to do no tangible damage. Therefore, if players choose the deck as a target, they assumed to be shooting at crewmen. The GM should figure the portion of the group that missed, or hit something, or hit their target; all numbers should be rounded in favor of the target (i.e., if 3.67 members of a group hit the target, 3 would hit - the decimal is dropped; if 7.13 missed, 8 missed - always round in favor of the target). It is possible to have a hit shown by the percentages (20% on a group of 4, for instance), but have the rounding show a total miss. Only whole numbers should be used as results. An exception to the above occurs when HT and HS combined total greater than 1; score as one hit and roll odd or even to see whether the shot was HT or HS.

ARROW FIRE

HT = Hit Target
 HS = Hit Something other than target
 MX = Missed or hit unimportant(X)

HT	HS	MX	GR	INT	VET	EL	HT	HS	MX
(percentages)			(percentages)						
00	00	100	or less	!	or less	!	00	00	100
05	05	90	6	3	-8	-10	05	05	90
10	05	85	7	4	-5	-7	10	05	85
15	05	80	8	5	-2	-4	15	05	80
20	05	75	9	6	!	0	20	05	75
25	05	70	10	7	!	2	25	05	70
35	05	60	11	8	!	3	35	05	65
40	05	55	12	9	!	4	40	05	60
50	05	45	13	10	!	5	50	05	55
55	05	40	14	11	!	6	55	05	50
60	05	35	15	12	!	7	60	05	40
65	05	30	16	13	!	8	65	05	30
70	05	25	17	14	!	9	70	05	25
75	05	20	18	15	!	10	75	05	20
75	10	15	19	16	!	11	75	10	15
80	05	15	20	17	!	12	80	05	15
80	10	10	21	18	!	13	80	10	10
85	05	10	22	19	!	14	85	05	10
85	10	05	23	20	!	15	85	10	05
90	05	05	24	21	!	16	90	05	05
90	10	00	25	22	!	17	90	10	00

Example:

A group of 14 bowmen (3G, 4I, 6V, 1E) release their shafts in a flight at an enemy ship some 50 yards away, trying to hit the poop deck to drive the helmsman from the wheel or incapacitate him. The wind's speed is moderate.

The group's total:

$$6[3x2]+16[4x4]+36[6x6]+7 = 65$$

Divided by 14, we get an average of 4.64; the chart says the GIVE rating for the entire group is INT (this figuring is only done once, usually - at the beginning of the combat, or at the time crew is assigned and listed on the Ship Form; if the GM wishes, recalculations can be made if casualties or other circumstances change the composition of the Archery detail).

For this shot, the die roll is 16. Adjustments are -8 for aiming at a specific deck area, -2 for wind speed, and +2 for distance, for a result of 8. The row for INT 8 says 35% hit their target, 5% hit something else valuable, and 60% missed or hit something innocuous.

Obviously, the 3 GR and the 4 INT either missed completely or hit the side of the other ship, as did 2 VET. The remainder, 4 VET and 1 EL, hit what they were aiming at - the specific area of the poop deck (the raised deck toward the stern of the ship), probably inflicting some damage on the helmsman and whoever was near him. (The GM will frequently have to give quick descriptions of the results of actions similar to the one above - but that's part of his job anyway.)

Normal Damage

Arrows do 1 point of damage when they hit, whether they hit a sail or a person. If the shot(s) hit a sail, the damage to that sail should be accumulated, and checked against the table for sail damage against wind condition in the section on Ship Design; the chance of a sail blowing out should be checked whenever the total damage equals or exceeds a multiple of 15%. If the sail has been magically strengthened, only one-half of the points of damage inflicted will count toward blow-out chances. If the point of aim is general sails, the damage should be distributed proportionately among the sails (i.e., if there are three sails on the ship, of 100, 250, and 200 pints, and 11 points of damage are delivered, the sails would take 2, 5, and 4 points respectively).

If people are the target being aimed at, once the number of hits has been determined, die rolls must be made to determine who on the crew has been hit. If a specific area has been struck, the victim(s) should be selected from among the crew detail closest to that area (in the above example, the helm). If crewmen are injured during the course of general arrow fire, the GM should identify the casualty by rolling on the total crew roster.

If the arrow hits a person, it counts 1 point against his GIVE rating. An EL, for instance, could sustain 7 points of damage, an INT 4. Remember to count all extra damage for criticals or fire arrows. When a person is damaged to the extent of his GIVE value, he is out of action; if the damage exceeds his GIVE value + 2, he dies. These points of damage, if survived, heal at 1 per week for GR and INT, and 2 per week for VET and EL.

A Crew Roster is provided below (this may be photocopied for personal use). It is suggested that the various crew members be listed on this form, starting with Green crewmembers and working up to the officers; it should also be noted which detail a given crewmember is assigned to (work across the rating lines to assign the crewmen to their details) - this makes it easier to keep track of still active crew. When (HS) damage resulting from aiming at sails is to be distributed, or (HT) from general deck shots, use a random roll to

CREW ROSTER

##	R	D	HK	##	R	D	HK	##	R	D	HK	##	R	D	HK
01	U2			03				04				05			
06	07			08				09				10			
11	12			13				14				15			
16	17			18				19				20			
21	22			23				24				25			
26	27			28				29				30			
31	32			33				34				35			
36	37			38				39				40			
41	42			43				44				45			
46	47			48				49				50			
51	52			53				54				55			
56	57			58				59				60			
61	62			63				64				65			
66	67			68				69				70			
71	72			73				74				75			
76	77			78				79				80			
81	82			83				84				85			
86	87			88				89				90			
91	92			93				94				95			
96	97			98				99				00			

G = Green, **I** = Intermediate, **V** = Veteran, **E** = Elite,
A = Artillery, **B** = Archery, **F** = Fire, **H** = Helm,
P = Petty Officer, **R** = Repair, **S** = Sail

Permisston granted to photocopy for personal use.

determine victims; if there are 36 crewmembers and 4 officers, roll D10 and D4, using the D4 to determine the position of the D10 result (1st 10, 2nd 10, etc.). Most numbers can be developed in this manner.

Critical Results

There is always a chance of a lucky result on a flight of arrows, some totally unlooked-for fortuitous happening, provided at least one (whole) person on the firing team hit something. The chance is 5% (1 on D20) for a GR group, 10% (1-2 on D20) for an INT group, 20% (1-4 on D20) for a VET group, and 25% (1-5 on D20) for an EL group. This may be checked on any flight of arrows that scores a hit, using the chart below:

ARROW CRITICALS

Roll (D100)	Sails		Deck Area		People	
	General	On Mast	Specif.	General	Specif.	Specif.
01-20	A	A	A	D	D	F
21-40	A	B	B	E	E	E
41-55	B	A	B	E	D	F
56-70	C	G	C	E	G	H
71-80	G	C	G	D	F	E
81-90	B	D	G	F	H	G
91-95	E	E	C	G	D	A
96-00	F	F	D	A	A	H

The criticals given in the chart above are:

A.) **RIP SAIL (10% extra)** - the largest sail in the area of effect is ripped by an fortuitously shot arrow, and sustains an additional 10% of its total damage points in damage. If the attackers were using fire arrows, add 10% to the chances of the sail catching fire.

B.) **RIP SAIL (20% extra)** - as above, but the figure is 20%.

C.) **RIP SAIL (35% extra)** - as above, but the figure is 35%.

D.) **INJURE PERSON** - one plus arrows strike a particular person solidly, injuring him badly (GM's discretion or use area suggestions in KILL PERSON). Damage sustained will depend on quality of group firing:

- G - 01-80=2, 81-00=3;
- I - 01-50=2, 51-85=3, 86-00=4;
- V - 01-30=2, 31-65=3, 66-90=4, 91-00=5;
- E - 01-20=2, 21-45=3, 46-70=4, 71-90=5, 91-00=6

If this critical is suffered in a deck-specific situation, damage is in addition to that suffered in the original attack. Damage is doubled if fire arrows are being used.

E.) **INJURE PEOPLE** - two or more people (1D2 x 1D2 + 1) are badly injured by arrow fire. Each will sustain damage as above, but each person hit should be rolled for individually. If this critical is suffered in a deck-specific situation, damage is in addition to that suffered in the original attack.

F.) **KILL PERSON** - an important person is slain by arrow fire. The GM may use his own discretion or the area chart below:

THE DEATH LIST

Person	General	Specific Location
Captain	01-10	stern or near helm
Helmsman	11-20	at helm
Sailing Master	21-35	midships or near helm
First Officer	36-50	forward or midships
Master-at-Arms	51-65	with majority of crew
Catapult Chief	66-70	at or near catapult
Mag	71-80	stern or midships
Passenger	81-00	anywhere

If this critical is rolled in a deck-specific situation, only those people in the group fired at are subject to the death penalty. Should the area of aim have been "general", roll D100 to determine who got it; if it was a specific area, the GM should choose from those likely to be in that area, with appropriate chances for others to rush into danger with important messages (the FO comes up to the Captain to report, the lovely young passenger decides to brave the dangers of chase and combat, etc.). If the person indicted by roll ("general") is not aboard ship, the GM might substitute as victim a general crewman; if the proposed victim is already dead, he might wish to have the corpse feathered again, or simply reroll.

G.) **SEVER ROPE(S)** - one or more ropes (of importance, of course) are severed by arrows:

- 01-50 = 1; 51-80 = 2; 81-93 = 3; 94-00 = 4

The GM should apply penalties to sailing speed or handling (ability to turn) of any vessel which is so handicapped. Since this is, by no means, an uncommon critical, it is possible to have many more than one flight's maximum ropes severed. The GM and players should keep track of the number of severed ropes, and the rate at which they are repaired. Suggested penalties are:

Ropes Severed	Speed	Handling
1 to 2	none	none
3 to 5	-10%	none
6 to 8	-25%	60° max
9 to 12	-40%	45° max
13 or more	-60%	30° max

Speed of repair of damage depends on the averaged ratings of both Sailing Master and Master-at-Arms (usually the time to notice and react), modified by Sail detail rating. Two men must be detailed to repair each severed rope.

Masters' Ratings	Sail Detail Rating
10 combat rounds	G +7 combat rounds
8 combat rounds	I +3 combat rounds
4 combat rounds	V +/- 0 combat rounds
3 combat rounds	E -2 combat rounds

H.) **DAMAGED EQUIPMENT** - damage is inflicted on some or other piece of relatively important equipment to the functioning or defense of the ship. This could mean the rudder, the catapult, the wheel, or any other piece necessary for attack, defense, or handling; GM's discretion rules, but it would be unlikely to have a ship sink because the "bilge plug" was knocked out.

Fire Arrows

Frequently, the arrows being shot at the other end will have a large wad of oil-soaked cotton on the end which is set afire; their purpose is to destroy the sails of the target ship, so she loses wind and her forward motion. These arrows are supposed to strike the sail(s), and cling long enough for their flame to set the sailcloth alight. Seldom, however, will any fire arrows be launched at the deck areas by a pirate vessel (unless its opponent is a warship), since it's too easy to set fire to the entire ship. Conversely, a merchant ship will frequently fire flaming arrows at the decks and hull of a pursuer, hoping to fire her and escape in the resulting confusion.

When a flight of fire arrows is launched, each arrow that hits a sail will count as 2 points of fire probability, but only 1 point of damage to the sail (see above for sail cloth damage). Any sails that are hit in a combat round or were hit in the previous round should be checked.

For a sail hit on the combat round, total all of the arrows that hit the sail that round, and add half the fire value of any arrows which hit that sail the previous round (only the previous round, not all previous rounds). Use this to develop a percentage, using the sail area point value as the base; this is the base chance that the sail will catch fire. For a sail hit on the previous round, but not on the current round, use half the fire value of last round's arrows to develop the percentage. As for normal arrow fire, if the point of aim is general sails, distribute damage proportionately.

Magical fireproofing of sails may reduce this base percentage chance. If the target ship is indicated to have some fireproofing, see the section on **The Arcane Connection** to determine the amount of protection provided.

If the sail catches fire, there is a 75% chance that the sail immediately above it (if any) will also succumb to the flames (subject, of course, to whatever efficacy of fireproofing that sail possesses). In this fashion, the sails on an entire mast may go up in smoke. It is possible that members of either the Sail or Archery details may be caught high in the tops or the rigging of a sail that goes up in flames; in most cases, they will have a choice of "fly or fry" - damage to a person from a burning sail is 2D4 points. Those electing to fly will be out of action as far as the present combat is concerned, and will probably drown if they do not know how to swim; there is a 90% chance that any seaman who is of greater experience than Green will know how to swim - for Greens, the chance (unless specified) is only 35%.

As mentioned before, a fire in a ship at sea is a very dangerous thing; it can sweep through the hull of a ship like a ravenous beast, devouring everything in its path. Most ships have designated fire brigades (in most instances, the Repair detail, with extra members

of the other details designated for full emergencies) to battle any conflagrations that occur; in most combat situations, buckets full of seawater are kept handy to hand to deal with this happening. There is always a chance that an errant arrow will start a blaze on the deck or elsewhere on the ship; this chance is 15% for each individual arrow which hits the deck areas (HS) on a given round. Such arrows will burn out quickly, and do not carry over to the next round. If this option is taken, no crew damage is allotted for HS shots so employed.

If a fire on deck should occur, it may be put out by the fire brigade, using a saving roll against the point value corresponding to the **GIVE** rating of the brigade plus 1 for each member of the fire brigade. A fire is started by a fire arrow, it will do ID4 points of hull damage on the first combat round. For each round any fire burns unthought, subtract 2 from the saving roll base, and add 1 to the number of dice of damage the fire is doing; for each round the fire is fought (but not extinguished), add 1 to the saving roll base - the number of dice of hull damage should not be decreased until the fire is extinguished. Each fire should be treated as a separate case, since one could be being put out while another builds strength, and eventually engulfs the entire ship.

Catapult Loads

Catapults and ballistas are not uncommon on the various ships plying the seas. Even a small cargo hull has room for one on the foredeck and possibly the deck aft where the helmsman guides the ship. There are light and heavy catapults (the heavy ones can throw heavier loads or longer distances, sometimes both), as well as ballistas (a sort of giant crossbow, which can fire spears). The Artillery detail handles such weapons; there is normally only one such weapon on most ships (occasionally two, very rarely three - unless the ship is a line vessel used for war, which might carry an assortment of 3 to 6).

Aimed Catapult Fire

Catapults are designed to deliver a load in a fashion similar to a lob in tennis, an arching shot which falls on its target. Frequently large stones (50 to 500 pounds, with a normal weight of 200 pounds) are used as ammunition (those above 200 pounds require a heavy catapult), along with fireballs (bundles of rags, thoroughly oil-soaked, tied about small 30 to 50 pound rocks), aimed for the sails and upper masts, and the hollow clay balls called "breakables" (see **"Magical Ammunition"**, below).

Catapult crews should be well-trained with their weapons. The less knowledgeable the crew is and the less trained, the slower will be their rate of fire; the less likely the shots will be to hit their target and the more ranging shots they will require (usually, up to five or six initial lobs are ranging shots - a hit on the first or second lob is a pure miracle). A heavy catapult would require a crew of four, and a light one or a ballista a crew of three (several additional men are necessary simply as ammunition carriers - a 250 lb. rock is not easy to move). The table below provides the firing rate (in 20 second combat rounds, given as catapult/ballista) and the ranging adjustment for the first few shots; the **GIVE** rating applies to the three or four men doing the aiming and firing - ammo loaders are not considered. The ranging adjustments in the table are only applied until the first hit is made, and are subsequently ignored; use the adjustment for the shot in sequence (the first one for the first shot, the second for the second, etc.) - if none of the shots have hit by the time the adjustment gets to +1, the GM should continue to use that adjustment until a shot scores.

CATAPULT CREWS and CREW CHIEFS

Rating	Rate of Fire	First Shot
Green	18/12 cr	+30/+25/+20/+15/+10*/+7/+4/+2/+1
Int'med.	14/9 cr	+25/+20/+15/+10*/+5/+3/+1
Veteran	8/6 cr	+15/+12/+10/+7*/+4/+2/+1
Elite	6/4 cr	+10/+8/+6/+4*/+2/+1

Aiming and firing the catapult are functions of the crew chief, who is usually the best marksman available on the ship. The base chance he has to hit depends on target size, and should be modified for wind conditions (waves and relative speeds) and distance. The wind determines the choppiness of the water and defines the relative speed of the target; also, it is much harder to lob a shot at a very close object than at a distant one (medium range is the easiest to hit). To fire a catapult shot, take the base chance for the target; add all adjustments, including ranging shot (if applicable). Roll D20; if the number rolled equals or exceeds the base number, the shot has hit. On the chart below, the upper line of numbers under "Distance" is used for catapults, and the lower line for ballistas.

FIRING by CREW CHIEFS

Chief's Rating	General Deck	Specific Sail	Wind Ca/So/Mo/Br/St	Condition Sh/Me/Lo	Distance
Green	16	18	20	20	0/+1/+3/+6/+9 +6/ 0/+3
Int'med.	13	15	19	20	0/ 0/+1/+3/+6 +4/-1/+2
Veteran	8	10	13	16	-1/ 0/+1/+2/+4 +2/-2/+1
Elite	6	8	11	14	-2/-1/ 0/+1/+3 +1/-3/-1 0/+1/+3

CATAPULT RANGES

Weapon	Ranges
Heavy	60:15/10/05 10:90/60/30
Light	60:12/08/04 10:72/48/24
Ballista	60:09/06/03 10:54/36/18

If a 1 is rolled on the D20 at any time, even if the shot has hit the other ship, something catastrophic has happened to the catapult.

CATAPULT CATASTROPHES

- 01-40 The torsion ropes have broken; it will take 1 hour to restring them.
- 41-60 The turning and adjustment mechanism has broken down; double the amount of time required for each shot; if the catapult requires major shifting (the target has moved), treble the time required.
- 61-85 The aiming mechanism has been broken; further aiming must be done by eye - add +4 to the base chance to hit.
- 86-95 The arm has broken; if an additional throwing arm is available, it will take 2 hours to remount; if not, the catapult is useless.
- 96-00 The shot went straight up (a complete misfire), and has crashed down on the catapult area - the catapult is useless (01-85) or half the crew has been disabled or killed (86-00).

Targets may shift after a shot has been fired, and the catapult will then require shifting and re-aiming. If either vessel makes a 60° turn or better (this does not include a weaving turn of 30° in one direction and 30° back, to return to the original heading), the aim will have been spoiled and major adjustments will be required. Ranging shots will again be necessary, but they may start at the halfway mark in the list (denoted by a " * ").

Rocks will deliver 206 of damage per 50 pounds of weight to the hull of the ship when they hit, and there is a 5% chance (1 on a separate D20) of a critical hit for double dice of damage; if the shot hits a sail, it will do 206 point of sail damage, regardless of the size of the rock, and criticals are rolled for as for arrow fire. Each hull critical that is scored raises the chance for the next critical by 5%; after the first is scored, there is a 10% chance for the second, then a 15% chance for the third, etc. The sixth critical and beyond score triple dice of damage; this reflects the compounding of damage done by a series of shots.

There is also a limit to the weight of rocks that a ship can carry. There is no penalty for carrying up to 15 times the hull points in pounds of rocks. But for each additional weight equal to 5 times the hull points (or part thereof), the ship's speed will be slowed 10%.

Seaworthiness

On any turn in which a ship amasses damage to her hull in excess of a multiple of 15%, checks must be made for seaworthiness. The Repair detail must make a saving roll against their GIVE rating x 3, using the following adjustments: 15% = +2 to SR base; 30% = 0; 45% = -2; 60% = -4; 75% = -6; 90% = -8. A ship whose Repair detail misses its save is assumed to be taking on water faster than it can be removed from the holds. On the first miss, a portion of the Repair crew must begin manning the pumps, and are no longer available for other repair work; the number of men involved depends on the hull size: Heavy Cargo - 10; Light Cargo - 6; Cruiser - 8; Corsair - 4; Smuggler - 2. For each miss thereafter, the ship's speed is decreased by 20%; for every 4 additional men committed below decks as a bucket brigade, the decrease in speed can be cut by 5% (to 15% for 4, 10% for 8, etc. - the ship cannot gain speed for more than 16 men in the bucket brigade). If a ship sustains more damage than her hull can take, she will sink; the sinking process takes about 15 minutes to half an hour, and there is usually time to get most passengers, crew, and some valuable cargo off the hull.

Fireball Missiles

As mentioned above, fireball missiles are rocks or jugs of oil wrapped in oil-soaked rags; these are lit and flung at the opposing ship(s). The purpose is to set fire to either sails or ship or both; the oil jugs being designed strictly for wide-spread arson. The only problem with fireballs is a tendency to go out (for ragged rocks) or possibly explode (the jug is up). The chart below is used when these missiles are being cast.

FIREBALLS

(Roll D100 before firing)

Artillery Rating	Fire Goes Out	Fumble (Explodes)	Successfully Lit - roll Hit
Green	01-30	31-50	51-00
Int'med.	01-25	26-40	41-00
Veteran	01-25	26-35	36-00
Elite	01-20	21-25	26-00

The fumbles indicated can be varied at GM's discretion. In the case of a jug, an explosion will spray burning oil over the catapult and a good portion of the deck, with an 80% chance of setting a shipboard fire. For the other style of missile, the cup of the catapult might catch fire (making it useless until the throwing arm is replaced), or one of the major members of the Artillery crew could be badly burned and disabled, etc. This last also applies to the jugs.

If the fireball missile is a rock, it will do normal damage for its weight, and have a 35% chance of setting a fire on the deck; this fire will do 2D6 of hull damage on the first round, and will add 1D8 for

each round that the fire is unfought (as above). If the missile is a Jug, it will do no normal hull damage, but will have a 75% chance of starting a fire on the target ship; such a fire will do 3D8 of hull damage on the first round of burning, and will add 2D8 for each round that the fire is unfought.

Ballista Bolts

Ballista bolts are essentially large arrows (or spears); they are fired from a very large crossbow (the ballista), and are generally aimed at the hull of the ship (occasionally they are aimed at sails - this adds 2 to the firing base). The trajectory for a ballista is rather flat; the device is relatively easy to aim and reload. Ballistas are fired on "FIRING by CREW CHIEFS".

A light bolt weighs about 20 lbs. and will do 3D4 points of damage to the hull of a ship, a heavy one 30 lbs. and 3D8. Sails will sustain 3 points of damage from a ballista hit, regardless of size of bolt. The bolts have an chance of a critical of 10% and 15%, respectively, on hull hits; critical reduce the speed of the ship struck by 10%, due to drag from the bolt, and the water assumed to be being shipped.

Magical Ammunition

Occasionally, catapult loads and ballista bolts are enchanted and spells embedded; usually these are Accuracy spells, increasing the likelihood of a shot hitting by 1 or 2. Rarely, those embedded are Damage Intensifier spells, which will raise the amount of damage done by the load by 25%, 35% or even 50%. Both of these types of spell are costly, however, both in money and Tau power, and are seldom used unless the situation is either very special or very dangerous.

Breakables are hollow clay balls, fully enchanted and embedded with spells like Slumber, Sticky Strands, Itch, Hot Shot, Zapper, or other minor or nuisance magic; these shatter easily on contact with any relatively hard surface or object (like a ship's deck, or a man's head). Since embedded spells fire off when a magic item is destroyed, the clay breakables are a reasonably cheap and efficient method of delivering spells into the presence of the enemy.

GMs are encouraged to think up other forms of magical ammunition on their own. A word to the wise is in order, however; ammunition of this type should be neither powerful nor very cheap nor easy to come by. A list of the various breakables, their costs and effects is given in the section on "The Arcane Connection". The arcane arts do take a long time to learn, and have cost the wielders thereof a lot of energy and expense - they will usually try to recoup some of the money, at least, by charging respectable prices for their wares.

Special Critical Hits

There are occasions when a catapult load will do extra or unexpected damage. Any time the "to hit" roll exceeds the base needed by 15 or more (remember, one may re-roll and add half the result on any 20 roll), one of the special criticals listed below has occurred.

SPECIAL CATAPULT or BALLISTA CRITICALS

01-10 **Important person is hit by shot**

Refer to "Death Table" in Arrow criticals to determine victim. Victim receives 2D3 points of damage.

11-18 **Opposing ship's catapult is damaged**

The opposing ship's catapult or ballista receives 2D5 points of damage. Light catapults and ballistas can handle 7 points before uselessness, and heavy catapults 10 points. Each point of damage adds 1 to the weapon's "To Hit" roll.

19-33 **Mast is struck, and falls**

(Catapult only; if ballista, treat as 2 times normal damage.) The base of a mast is struck, cracks and falls. Determine the mast randomly. An additional 25% will be deducted from the speed of the ship so struck, due to the drag of the mast in the water, until it can be cut loose. A saving roll is made against the GIVE value of the FO plus 1/2 point for each GR crewman participating in the cutting, 1 for each INT and VET, and 1.25 for each EL, up to a maximum of eight crewmen working. The mast will be cut free 3 combat rounds (1 minute) after a successful saving roll is made.

34-50 **Upper portion of mast is struck, and falls**

As above, but the additional speed loss is only 10%. The saving roll for cutting loose is the same, but receives a bonus of 3, since there is less work to be done.

51-55 **Helm is disabled**

The wheel or steering oar of the opposing ship is hit and disabled. The ship will continue in the direction she was headed when the shot hit (if in a turn, the ship will continue turning, if going straight, she will continue straight); no changes in direction are allowed until the helm is fixed - and that's not very likely in the middle of a battle.

56-70 **Shot damages 2D3 people**

Determine victims (in a given area) randomly; each receives 1D4 points of damage.

71-75 **Shot kills 1D3 people**

As above, but they're "not only merely dead, they're really most sincerely dead!"

76-92 **Shot does 2 times normal damage**

93-97 **Shot does 4 times normal damage**

98-00 **Shot does 8 times normal damage**

Captains' Reputations

Many of the corsair captains have developed widely known reputations, some as bloody handed murderers, others as "businessmen" whose concern is the cargos of the ships they waylay, still others as very fair men who will release unharmed the crews of the ships which do not fight. The various captains are identified by their flags; there is a 40% chance that a flag on a corsair will be recognized by the crew of the quarry. A pirate captain's reputation is a positive or negative numerical value which is added to the Morale value (3 x crew GIVE rating) of the crew of the opposing ship. Checks of this type are made when the corsair first heaves within firing distance, after each multiple of 15% casualties has been sustained, when grapples have been successfully attached, and when the first round of boarding has been completed. Saving rolls are made against the adjusted Morale rating; if one is failed, the crew will surrender - if possible, they will haul down their flag.

GRAPPLING AND UNGRAPPLING

For grappling irons to have a chance to land on the opposing ship, the two vessels must be within 2 cr hexes (or 20 yards) of each other. The casters of the irons and lines must be specified (usually from the Sail detail); the chance of landing the grapple on the other ship is a saving roll against 8 + GIVE at a distance of 20 yards and 11 + GIVE at 10 yards - each caster should be rolled for individually. On a cast of the iron, a miss requires 3 combat rounds (one minute) to pull the rope back and recoil it. It requires a minimum of 3 grapples to allow ships to be fastened together; since both ships involved are usually moving, it is not hard for the helmsman to steer toward the

other ship and aid the grapplers. It requires about 3 cr for a grapple to be secured once it has fastened on the other ship - it is during this time the other crew have chances to dislodge the metalwork.

Once a grapple lands, there is an immediate chance for the defending crew to loosen the grapples and throw them off. There is a 35% chance that some member of the opposing ship's Sail detail will be in position to do cast off the iron seeking purchase on the sideboard of his ship; if so, a saving roll against 8 + GIVE (GMs should use the average for the Sail detail) means the grapple has been simply loosened and tossed overboard. On the next three combat rounds, there are chances (35%, 65%, 90% respectively) that members of the Sail detail may attempt to cut the rope(s) attached to the grapple; a saving roll against 6 + GIVE (again, the average for the Sail detail) means the rope has been cut and the grapple lost to the attacking ship.

During both the attempts to grapple and attempts to remove successful grapples, the archers of both vessels are likely to be training their fire on those crewmen making the attempts. These men will be in very exposed positions, and subject to first choice when hits on various people are doled out; if they are incapacitated, and replacements aren't available, the entire grappling (or ungrappling) operation would be put in jeopardy.

BOARDING ACTIONS

Once the ships have been brought hull to hull, it is possible for a group of men (about 15-20 per combat round) to scramble from one deck to the other. Usually there is a fairly bloody fight, and eventually either the corsairs are beaten off (very rarely) or the crew of the quarry ship are beaten into submission (a normal result). This section discusses methods of handling mass actions on board ship; there are three major ways - individual combats (in which everybody's fight is handled separately), mass actions (in which everybody, including player characters, is lumped together), and mixed actions (in which player characters are allowed a certain amount of autonomy).

Mass Combat Resolution

If the GM and his players are not into playing out each of the twenty or more individual skirmishes that are occurring simultaneously during a boarding action, they may use the rules provided below to resolve each round of the attack as a single action. The time frame involved is the standard 15 second melee round (mr). This method does tend to ignore role-playing in the interests of speed; if player characters are involved in the combat using this method, they should be treated as just another statistic.

PROCEDURE for BOARDING ACTIONS

- 1.) Circle the numbers of any crewmen in the boarding (attacker) or repelling (defender) party on the Crew Roster. If there is to be a reserve (and there will likely need to be, given the limited number of crewmen able to cross in the first wave), it is suggested that a box be drawn around the numbers of those crewmen assigned to it. Include players if they have been assigned to any of these parties.
- 2.) Total the combined GIVE ratings of each party. Roll D10, and consult the column on the Boarding Party Casualties table below to determine the number of successful individual attacks. Move 2 columns to the right for the defending party on the first round of boarding (to reflect their ability to use boarding pikes to good advantage against the onrushing invaders), and move 3 columns to the

right for the attackers on the second round of the action (to reflect the shock value of the attack, and the reduction of the defending party's general effectiveness while changing weapons). If the total of the GIVE ratings for a party exceeds 210, break the number into two or more portions (210, plus the remainder), and roll twice, once on each of the appropriate columns; total the casualties derived.

BOARDING PARTY CASUALTIES

Die	Total of GIVE Ratings in Combat										
Roll	1-30	31-60	61-90	91-120	121-150	151-180	181-210				
1	0	1	2	4	7	9	11				
2	1	2	3	6	9	11	13				
3	1	3	4	8	11	13	16				
4	2	3	6	10	13	16	19				
5	2	4	7	11	15	18	22				
6	2	5	8	12	17	20	24				
7	3	5	9	14	18	22	26				
8	3	6	11	16	20	24	28				
9	4	7	13	17	22	26	30				
10	5	8	14	19	24	28	32				

- 3.) For each successful attack indicated, roll D100 on the table below to determine the injury sustained.

01-08
09-20

Death

Mortal Wound

This counts as 4 points of damage. No further combat is possible. The character will die within 2D10 combat rounds if he is unattended by a knowledgeable healer; those characters with First Aid skills must make saving rolls (40% for basic training, 60% for Master of First Aid) in order to treat such a casualty successfully. It is suggested that a mortal wound be marked on the Crew Roster as "rMs", where 'r' is the round in which the wound was taken, 'M' stands for "Mortal", and 's' is the number of combat rounds the victim can survive without attention.

21-55

Serious Wound

This counts as 2 points of damage. Casualties must make a successful saving roll against STM to continue fighting. For general seamen, assume a STM of 15; those who survive for any length of time at sea tend to be the hardy ones. It is suggested that a serious wound which prohibits further combat be marked as "rS", where 'r' is the round in which the disabling wound was taken, and 'S' indicated "Serious" (or "stopped").

56-00

Light Wound

This counts as 1 point of damage. There are no other special effects.

- 4.) Determine which of the characters in the affected party receive the effect of these injuries by rolling the appropriate dice (e.g., if there were 18 total members of the boarding party, the GM could roll D20 - ignoring 19 and 20 - to determine who got the injury; for 24 people, he could use the results of D8 coupled with D3, where a roll of 1 on the D3 indicated boarders 1 to 8, 2 showed 9 to 16, and 3, 17 to 24). Mark all injuries on those who received them. If any character sustains damage points equal to his GIVE rating, he is disabled and unable to continue combat; if he takes damage of 2 points or more over his GIVE rating, he is dead. If any character, regardless of GIVE rating, sustains 4 points of damage in an action (from any possible combination of wounds - 2 Serious, 1 Serious and 2 Light, or 4 Light), he is dangerously wounded, and is unable to continue fighting. An exception is made for those characters with a STM of 17 or higher, who may elect to make a saving roll against STM upon reaching this point - they may continue

fighting if successful; however, if they are wounded again, they are considered to be Mortally wounded (see above).

- 5.) After all injuries have been allocated to their respective victims, each side should retotal the **GIVE** ratings of those seamen still active (all disabled and dead should be ignored in doing this computation) and in combat. A new combat round can now begin.

Concluding the Battle

Pirate crews are permitted to make their own decisions about when and if they will withdraw from a boarding attempt. The crews of the vessels which are the quarry of the corsairs, however, seldom fought to the last man. To reflect this, each ship uses Morale Rating (3 x the overall crew **GIVE** rating) and Casualty Limit (expressed as a percentage of the total crew - normally 40%). Once the Casualty Limit has been exceeded (in terms of total casualties, although the boarding action will probably produce the majority of them), the defending crew must make a saving roll against their Morale Rating - if unsuccessful, they will surrender immediately. In this context, "casualty" refers to any wounded person, even if that person is still fighting. For each additional 10% casualties taken, a new saving roll must be made, each time at a penalty of 2 (cumulative); this process continues until the pirates are repulsed, the defenders surrender, or one side or the other is slaughtered to a man.

Example:

A merchant vessel has an overall crew **GIVE** rating of 4.72, thus a Morale rating of 14 (3 x 4.72 = 14.16, rounded down), and a total crew of 20. The Casualty Limit is normal (40%). When 8 of the crew have been wounded (this includes injuries sustained during the missile firing phase of ship-to-ship combat), the crew of the merchantman must make a saving roll against their Morale Rating (14 or less on 2D12) to continue fighting. If the first roll is successful, additional saving rolls must be made whenever 2 more members of the crew are wounded - when casualties reach 10 (50%), SR=12, at 12 (60%), SR=10, etc., deducting 2 for each additional 10% casualties sustained.

It is conceivable that either side may have some reinforcements or reserves to bring into the battle. On the combat round that reinforcements arrive, add their **GIVE** ratings to the group combat total. If the attacker receives reinforcements totalling 20 **GIVE** or better, immediately lower the defenders' Morale Rating by 1; if the defenders receive reinforcements of 20 **GIVE** plus, immediately raise the defenders' Morale Rating by 1 point. It is not necessary to make a saving roll at this time; it can be made at the next appropriate instance.

Mixed Actions

If players are wary of placing their characters into the above combat resolution cycle (it can be a veritable meat-grinder), but seek to avoid playing out all the many NPC struggles going on, it is possible to use a mixed method which incorporates both individual fighting and mass combat.

In this mixed method, the player characters and their immediate foes are removed from the Crew Roster, and fight their battles using normal combat rules. All combat occurs simultaneously, using normal 15 second melee rounds, and wounds suffered by either attacker or defender do count toward the attainment of casualty limits. If an individual player character vanquishes a foe, and the battle is still raging about him, he may select another foe at random from the opposing Crew

Roster. When crew members are selected for this type of combat, their HTK are determined as:

$$(\text{GIVE rating} \times 3) + 10 + 1010$$

assume a HACØ of

$$(9 - ((\text{GIVE} + 1) / 2))$$

with whatever weapon the NPC is using. Damage for given weapons is normal, with chances of extra dice for STR (roll D100: 01-80 = 0; 81-95 = 1; 96-99 = 2; 00 = 3), and 1 extra die (expert) for either VET or EL rating.

If a player chooses to use his character in the individual form of combat, and the number of crew on the two sides is not relatively equal, the player must roll a D6 to see if his own combat is one-on-one; on a result of 1, he is involved in a multiperson combat. If attackers have the larger forces, there will be an NPC fighting at his side against the current foe, receiving attacks and wounds in the normal manner; if defenders outnumber attackers, the character is fighting two foes and must defeat both to triumph (possibly to survive). Once a player selects the individual combat option, he must continue to fight in that mode for the remainder of the engagement.

If any character involved in individual combat should receive damage equal to or greater than 40% of his total HTK in a single melee round, he is considered to be Seriously wounded, and must make a STM saving roll to continue fighting. If any character takes 60% or more of his total HTK in a single melee round, he is considered Mortally wounded, and out of the battle. Very seldom, given the relative abundance of possible opponents thundering about the deck, will a NPC take the time to "finish off" a groaning and recumbent foe; only 5% of the time will this occur. Thus, there is usually a chance, assuming the player's mates are successful, for him to survive, even if he is Mortally wounded.

EXPERIENCE AT SEA

Experience gained while engaged in piratical activities can be divided into two types - that which pertains to seamanship alone, and that which adds to normal experience levels. Experience awards which pertain to seamanship are:

- 20 per day spent at sea
- 200 per chase of quarry
- 100 per ship to ship combat, + other awards for successful saving rolls, etc., while acting in special capacities (catapult crew or chief, on Archery detail, Repair detail, etc.)
- 200 for participating in a boarding action, +1 per **GIVE** point of the other ship

Experience awards which may pertain to normal levels of experience are:

- 50 per **GIVE** point for vanquishing a foe in individual combat
- 25% of the realized value of any loot received personally from piratical expeditions

Half of the experience accumulated in this category may be applied to seamanship.

SEAMEN'S TRICKS

Ungrounding

Grounded ships can occasionally be towed off by their boats, or kedged off, or floated off if the tide

rises (of course, if the ship grounded when the tide was high, this will likely not work).

Towing off requires a minimum of two ships' boats (minimum crew for a boat is 6, maximum is as built) rowed by 1 man per 10 points of hull (e.g., a large cargo hull requires 35 men in the boats). This allows a saving roll against base 13 to loosen the stuck ship; for each 2 men less than required, subtract 1 from the base number before attempting the save - for each 3 men more than required, add 1 to the base. This saving roll may be repeated hourly, but subtract 1 from the base each 2 hours. Men cannot handle this duty longer than about 12 hours before exhaustion (and occasionally, the vagrant thought of mutiny) sets in; there will be a morale drop of .1 per hour for each hour men are used in this type of towing operation.

Kedging is a process of paying out cable or chain attached to one of the anchors, using the ship's small boats, and then reeling in on the capstan. The process is 85% successful, but is very time consuming. It will require from 2 to 4 hours to pay out cable and anchor, and 2 hours to wind the capstan; each kedg will move the ship 1020' (a ship will have grounded herself 106 x 10' onto the obstruction). There is a 15% chance that the cable/chain will part during each kedg; this would likely necessitate a dredging operation (dragging the bottom with grapples on long lines) to attempt to recover cable and anchor (there is a 5% per hour per line chance of successfully snagging the cable - only three lines per boat are allowed, however).

Floating off requires a rising of the tide. In a given area the tide will rise 206' once a day. If this is sufficient to free the ship from the obstruction, all well and good - she can then be towed or sailed a good distance away. If the ship grounded at high tide, of course, some other method will be necessary.

Wetting the Sails

Wet canvas will hold more wind than dry, and an old sailing trick to increase speed was to wet down the sails. This process is handled in the same manner as remounting sails, using buckets of sea water hauled up on ropes and poured over the sails from their spars; the time factor is about 1/3 that of a remount. A speed increase of 1/6 can be achieved by drenching.

Sea Anchors

In a storm, frequently the Captain will order a sea anchor prepared. This is a collection of spars and pieces of mast lashed together and fastened securely to a long cable; it is thrown overboard, attached to the stern of the ship, and will generally (85%) keep the bow of the ship pointed into the waves as it trails along behind. If it is not successful (and it is used normally only when the masts and other sail carrying apparatus has been broken or carried away), the ship will most likely capsize.

Stealing Wind

A ship's speed depends on the amount of push on the sails she gets from the wind; the less wind in her sails, the slower she will sail. If a ship can get between the wind and her quarry (the ships must be within 240 yards of each other), the speed of the target ship will halved, due to the loss of wind. To accomplish this properly, the pursuing ship must have full normal sail raised, and must either be directly in line of wind to target ship or no more than one point off the direct line.

Cutting Out Expeditions

Occasionally a ship heartily desired by the corsairs will take refuge in a well protected area

(under the protection of a fort perhaps?); this will necessitate a raid in small boats to capture the ship and sail her out of her safe harbor. While this is an exciting adventure for all concerned, a slip could cause the capture or deaths of all involved, which would spell disaster for the pirate vessel (the loss of crew might leave her so undermanned that she could not be sailed).

If the GM and his players decide to try a cutting out expedition, all details are up to them; however, a few points should be made. First, the quarry will most likely be alert (she was chased in her by her pursuer, and her Captain knows they're out there!). Second it will require a minimum of 2/3 of her minimum crew to set the sails and guide the ship out. Third, if combat develops (not unlikely in such a process), it should be handled like a boarding action; the prize's crew will, however, be at a morale penalty of .50 for purposes of surrender, etc. (it is assumed that shore is close enough to swim to).

THE ARCANIC CONNECTION

Not all ships will carry mages on their voyages; in fact, damned few will - it's a terrific expense, and most Merchant Captains are not about to sacrifice that much profit unless the circumstances warrant (a verry valuable cargo, or passenger, a voyage through an area reportedly infested with pirates, etc.). Many warships, particularly those on pirate hunting expeditions, will staff mages, and pirate vessels will occasionally carry one on a voyage (if the Captain feels that the expense is worth it!). If a mage is carried, he should be able to use a number of different styles of spell to earn his portion of the loot (or his negotiated pay, on the non-piratical vessels).

If the GM wishes to design mages for use on ship board, he may create the base character using methods described in Thieves' Guild I and Thieves' Guild II; there is also a short list of spells in these volumes, and additional fairly specialized spells have been included in this volume as well. The basis for casting spells is Tau power, an internal energy developed by mages and used to (attempt to) control the awesome forces of the universe; Tau power for an individual mage is determined in much the same manner as are HTK, but uses TAL and STM (Talent, instead of Strength, and Stamina) for the base Tau die. The initial amount is the full TAL + STM + the roll of the Tau die, and the mage receives an additional die of Tau power (as immediate use) for each level he rises. If a mage expends all his Tau power, he can no longer cast spells until he has rested and regained a modicum of his power.

Mages develop in experience as do all characters, but while their progression in ability with spells is tied to experience progression, the two states are not necessarily the same - a 8th level mage may be very good with one type of spell (Rank 13-14), but quite poor with another type (Rank 3-4) which he has not used to any extent. In this book, few mages will be described individually (in Lair of the Freebooters, a separate book detailing a pirate town, a number of shipboard mages are described); if the GM creates a mage, the character should be listed in terms of his requisites (STR, STM, etc.), general experience level, Tau power, and average ranks in seven general classes of spells: aimed Missile spells, spells for Protection, Weather Modification spells, Elemental Summoning and Control, the Healing spells, general Repair spells, and

"other" spells (this is a lump category for all spells which do not fit in one of those previously mentioned). Ability Ranks within the six general classes are described in much the same manner as the overall experience levels (GIVE rankings), and are given in the small chart to the right; these generalized rankings will control the mage's ability to cast those spells given in **Spells for Shipboard Mages** below. If the players desire to locate a mage in a given seaside area, **Locating Mages** can be used; it includes the percentage chances that the mage will be at home, that he will agree to do work for the group, and that he might agree to travel with them (for a price, of course).

Ability	Abbr	Rank
Very Weak	VW	1-2
Weak	WK	3-6
Average	AV	7-10
Strong	ST	11-15
Very Strong	VS	16-20
Expert	EX	21+

Some mages, those lucky few who have been able to secure one (about 5% of all mages have them), use **Tau batteries**; these are small items which have been thoroughly enchanted, and are embedded with spells of facilitating the storage of **Tau power**, thus providing an excess of such energy during combat or for the casting of super-powered spells. Those mages who do have **Tau batteries** usually make a practice of pouring off whatever excess power may remain at the end of a day. There are, of course, limits to the amounts of power that may be stored in an individual **Tau battery**, but it seems to depend on the capabilities of the maker, rather than the substance of the battery itself - although the best batteries are reportedly made of **electrum** (an alloy of gold and silver); energy which is transferred into a **Tau battery** at its peak is simply lost, although there is a small chance that the battery may be totally ruined. If given mages should have **Tau batteries**, possession will be noted in the description, along with current power available. When GM's create a mages, there are chances (listed in the chart) that each will have a number of "special effects"; these are magic items of various types (GM's discretion as to description), and any mage has a 5% chance, if he has one or more "special effects", that he will possess such a battery.

Energized Missile Spells

This type of spell includes **Fireball effects**, **Lightning Bolts**, **Magical Missiles**, and all the various spells that function by directing energy to strike at a distance. The energy spells allow no saving roll in themselves - if one gets hit by an energy bolt of some description, there is just no way to take partial damage; either one is missed, or one fries! What saving throw there is, is accounted for by the mage's aiming capability, which depends on the size of his target and his own level.

Base Distances

The energy spells are targeted by the mage using his own coordination as a base for a saving roll. This base is adjusted according to the size and distance of his target. Multiply the mage's level by the number of yards corresponding to the target's size; this is the distance at which he uses his **CDN** as the base for the saving roll. For each distance increment the mage is farther from his target, apply a penalty of 1 to the saving roll; for each increment of distance the mage is closer to his target, apply a bonus of 2. On the high seas, it is not too unfair to apply a correction to simulate chopiness of the water, as caused by the wind conditions. Since it is not very likely that a combat will be in progress in a gale or worse, the chart to the right goes only to

Size	Distance
Tiny	2 yds.
Small	5 yds.
Mansize	10 yds.
Group	15 yds.
Large	20 yds.
Huge	25 yds.

"strong" winds. All of the various corrections should be added to the mage's **CDN**, not to the die roll for the saving throw. In all cases, rolls of 2 will always indicate success, and rolls of 24 always indicate failure. If the spell misses, the GM should make allowances for the amount by which the saving roll was missed; if it was a very close miss (only 1 or 2 off making a low or difficult roll), he might award minor damage to objects other than the target; if it was a really bad miss, there is no effect (the mage may blast a few hundred seagulls out of existence, but on the high seas, who misses gulls?). Conversely, if the roll is made with lots of room to spare, the GM might award a little extra damage or effect for good aim on the mage's part. (GM's

Note: This method may be used under most circumstances for the various energy missile spells. It is not necessarily limited to use on shipboard; the size differential will work on dry land just as well, and the correction for water toss and heave could be used for running target, or for the amount of bushes in the way, etc.)

Defensive Spells and Items

Defensive spells are a class unto themselves. They are occasionally used during a combat, but are at other times applied well before the onset of conflict. Such spells include **Fireproofing** (for sails, ropes, even the wood of the ship's decks), **Strengthening of Materials** (to prevent easy tearing of the sails when struck by arrows, etc.), **Missile Repulsion** spells of one sort or another (for protection of key personnel), and anything that is not directed at damaging the enemy but rather at preventing the enemy from damaging the defenders. In many cases, the mage on board will cast these various spells (providing he knows them) while the chase is in progress, since they will wear off with the passage of time. If the spells on a ship might have been applied at some time in the past, use **Protective Spells - Costs and Durations**, below, to determine the current efficacy of their protection, dependent on type and ability of mage casting - this chart can also be used if the players wish to have any special arcane effects applied to their ship.

PROTECTIVE SPELLS - COSTS and DURATIONS

Mage Ability Ranking	Fire Proofing Time	Strengthen Materials Time	Missile Repulsor Time
VW	1 wk	3 wk	2 wk
WK	2 wk	4 wk	3 wk
AV	4 wk	6 wk	5 wk
ST	6 wk	8 wk	7 wk
VS	8 wk	12 wk	10 wk
EX	10 wk	16 wk	13 wk

The duration given in the chart above is the amount of time before the spell in question drops 1 step in efficacy. **Fireproofing** spells steps are 80%, 60%, 40%, 20%, and worn off; **strengthening** spells go in steps of 50%, 35%, 20%, and worn off; there are no steps for the missile repulsors - at the end of the time period, they are gone. Spells are not stackable (cumulative effect not applicable when multiple charges of same spell are applied); in fact, a new charge of the same spell cannot be laid on an object (with certain exceptions) until the old spell has worn off - the attempt has been made many times, but none have so far been successful.

Breakables

Additionally, a mage may spend time during the chase in preparing a number of "breakables", hollow clay balls (pre-enchanted, of course) embedded with various low-power nuisance spells, which can be fired

from the catapults, or even (if the clay ball is small enough) fastened to arrows and delivered to the target by bowmen. Breakables are a very common shipboard defensive item, and few ships will be found without at least one or two tucked away in a safe area.

Breakables are relatively cheap, and generally helpful, but have an annoying habit of wearing out over a period of time. The chance of a breakable proving to be a dud is given in the small chart to the right, and depends on the relative ranking of the mage creating them. When the breakable hits, check to see if the charge goes off; if it misses its target, of course, it doesn't matter whether the charge was good or not. Breakables will usually cost from 150-250 gp each; the prices of the various breakables are included in the spell effect descriptions below - pre-enchanted breakable balls, in a variety of sizes, cost 25-40 GP each.

Ability	%/Month
VW	15.0%
WK	8.0%
AV	4.0%
ST	3.0%
VS	2.0%
EX	1.5%

The spells normally used in breakables are:

Slumber (200 GP) - any person within a 15' radius of the burst point must save or fall asleep; sleepers may be awakened by 2 mr or cr of shaking.

Sticky Strands# (250 GP) - the burst sprays a mass of gluey strands over an area 15' in radius; anyone caught in the strands must make a saving roll against STR twice to break free; the strands will last for 1 minute.

Hot Shot# (150 GP) - is a fireball effect, equivalent to 5 fire arrows for purposes of starting fires on deck, or on sails (for sails the effect lasts only one cr instead of the two of fire arrows); any one within 5' of the burst point must make a saving roll against REF, or sustain 1 point (or 1 die, for players) of damage from the flash.

Zapper# (250 GP) - is a miniature bolt from the blue; its major purpose is to rip sails and sever ropes; if it lands within 10' of a mast, it will do 2D5 points of damage to the sails, and there is a 35% chance that it will sever 1D3 ropes; anyone within 10' of the burst point must make a saving roll

against STM or suffer 1 point (or 1 die, for players) of damage from the discharge.

Itch (200 GP) - any one within 15' radius of the burst point must make a saving roll against MGR or be subject to painful itching all over his body; those affected will continue to scratch (being unable to think of anything else) until a saving roll against 1/2 STM is successful - this may be repeated every minute (4 mr or 3 cr).

Confusion (250 GP) - anyone within 15' radius of the burst point must make a saving roll against MGR or be befuddled and confused for 2D4 minutes; during this time, any actions undertaken must be under the close supervision of another person.

Shrapnel (150 GP) - the burst sprays the surrounding 25' radius area with small bits of fired clay, glass, and metal (those breakables destined to be embedded with this spell are made with many pieces of glass, chain links, nails, etc., as part of their clay composition); a saving roll against REF is required by anyone in line of fire from the burst point - if successful, only 1 point (or 1D6, if player) of damage is sustained; otherwise, the victim will take 1D3 + 1 points (or D6) of damage from the flying debris.

Choking Vapors (250 GP) - a dense cloud of smoke is released from the shattered ball; anyone within the cloud (10' radius around burst point) must make a saving roll against REF to avoid breathing the vapors released, and a session of sneezing, coughing, and watery eyes; in this state, the performance of any concerted action depends on a saving roll against STM (for each action which is attempted); the cloud lasts for 2D3 minutes.

Fog# (200 GP) - for a radius of 10' around the burst point, visibility drops to near zero (the old London pea soup fog); the fog will last for 2D4 minutes before it is blown away.

Saving rolls against MGR are applicable in these instances, and it is assumed that the average seaman has a MGR of 9 + 1D6. If the spell is an area effect, indicated by " # " next to the spell name, the saving roll is against the ship (wood has a MGR of 8), not those of the seamen in the area.



Speed and Weather Control Spells

Another type of defensive spell is the "go-faster" variety. This may be a Speed spell (which reduces friction, rather than actually speeding the ship up) placed on the ship herself (although it usually takes a very powerful mage to handle this job), or "Canned Wind", a potent spell which will locally (for a radius of about 5 hexes around the caster's ship) increase the wind speed (these are usually prepared well in advance, and should be treated as magic items rather than spells).

In some instances, this type of spell could be the summoning of a water or air elemental to propel the ship through the water at a much greater rate (it takes a big elemental to handle this, correspondingly hard to control), or a fire elemental to attack the other ship. Occasionally, elementals summoned for speed up purposes have also been commanded to attack opposing ships, but once the ship bearing the summoning mage has sailed out of control range, the elemental (who has not yet been dismissed) is quite likely to fly (maybe puddle?) into a rage, and may attempt to catch up to its summoner's ship to attack it and him. It requires a special relationship with the regions of the other planes to properly summon and control elementals; of the many mages who have attempted such spellcasting, many have also discovered, to their sorrow, that they were not as adept in this area as they would have wished.

Weather control spells are occasionally used by shipboard mages, particularly those dealing with the wind (see above); occasionally a Fog spell will provide safety in concealment for a pursued vessel, or a quick Rainstorm, which can range from a dreary drizzle to a crackling, raging thunderstorm, will drive the attacker away, or allow the quarry to slip into a harbor or safe haven. Only rarely will a mage wish to raise a truly great storm, for it could wreak havoc on his own vessel as well as that of the enemy, and such magic requires both long preparation and long time spent in casting - in addition, the effect is not instantaneous, but will require many hours to build to a climax. Occasionally weather control spells might also be used simply to hasten a voyage, usually when the cargo is perishable or exceptionally rich.

Repair and Healing

One of the most frequently requested abilities in shipboard mages are the various repair spells, enabling the caster to meld broken wood, shattered stone, and bent and twisted metal into its original form. The healing spells do the same for broken, shattered, and bent and twisted flesh. Unfortunately, these spells are not of the sort ordinarily studied by mages likely to seek employment aboard ship. Those knowledgeable in these spells command far higher remuneration than the "ordinary" battle mage, but are very hard to find.

SPELL EXPLANATIONS

Missile Spells

Carrier - is the basic magical missile weapon; it can be used either to cause damage itself, or to carry Energy or another spell to its target. Damage listed in the spell chart is that done to man/sail/hull. Carrier is a prerequisite for delivery of any other missile-style spells, and aiming it is discussed in the section on Missile Spells, above.

Energy spells come in a number of types. Attenuation Rate (Att. Rate) is the distance an Energy/Carrier combination will travel before losing half its Current power (i.e., at more than 20 yds, for a weak mage for instance, a 20-Die Energy bolt will fall to a 10-Die

missile, at more than 40 yds, 5-Die, etc.); if the damage delivered falls below 1 point (not 1 die), the power is exhausted, and the spell fails. The spell striking will cause dice of damage depending on the amount of Tau pumped into it; the damage die itself depends on the physical characteristics of the mage wielding the power - see the chart on the left. The two most popular forms of Energy are:

Flamebolt, Fireball, etc. - a basic Energy/Carrier spell, in the form of Flame. It tends to fly in ball form, and explodes on impact, delivering damage in a widening circle of rings of hexes. Damage for the rings is given in the chart below - Flame is the top line of each pair ("TGT" indicates target hex); divide the original total damage done by the number indicated to get damage done in the appropriate rings. If damage done in a given ring descends below 1 point, the spell is exhausted, and will do no more damage in the outer rings.

DAMAGE POTENTIAL

Flame Lightning	- ring - object	Tgt	1st	2nd	3rd	4th	5th	6th
VW		1	4	8	16	16	32	32
WK		1	4	4	8	8	16	32
AV		1	4	4	8	16	32	-
ST		1	2	2	4	4	8	16
VS		1	2	2	4	4	8	32
EX		1	1	2	4	4	8	32
		1	1	2	2	4	4	8
		1	1	2	4	4	8	16

Lightning, Thunderbolt, etc. - electrical energy instead of Flame is used in this spell. It travels in a straight line, and does damage to objects in that line in a descending ratio - see the chart above; Lightning is the bottom line of each pair.

Bash - a magical equivalent of a ramrod. The spell will, depending on the power pumped into it, do just about anything up to punching a hole in a stone wall. Bash operates on a very narrow front, and thus is not overly effective against mass infantry charges.

Accuracy - when cast on weapons (usually missiles, as it is only a one shot thing), this spell will grant a "to hit" bonus to the object in question. Weak or very weak mages have a chance of the spell failing to take effect at all, as indicated. Accuracy will raise the "to hit" bonus by 1 for each application, but the bonus limit per object is given in the spell chart.

Damage Intensifier - may be cast on close weapons or ammunition for missile weapons, to increase the effect of a hit. It is a one shot spell, but will last until a target has been struck (any target, not necessarily the intended target). For missiles, it will last 1 shot; on close weapons, it will last 1D6 blows.

Protective Spells

Fireproofing - application of this spell to an object (in this case, sails) will afford it protection against combustion. The spell, when new, will negate 80% (4/5) of the fire's potential for setting the object alight; this will decline with age to 60%, 40%, then 20%, as described in the section on Missile Spells, above. If the object catches fire, Fireproofing is useless in terms of retarding flames.

Missile Repulsor - creates a shell of protection around the recipient which will prevent the passage of missiles. The spell repels missiles up to the number of "points" originally established for it, each round that it is in effect. Arrows, darts, thrown knives, etc. (small missiles) are worth 1 point; quarrels and thrown axes, 2 points; javelins, 4; spears, 6; ballista bolts count 12 for light and 18 for heavy; catapult rocks will register 15 points per 50 pounds of rock. Missile Repulsor will also protect against Bash, at an even exchange, 1 point per point of realized damage.

Strengthen Materials - this spell will increase and augment the basic strength of materials. Each type of material is classified in the

Class	Material
0	Thin Glass
1	Crystal
2	Marble
3	Obsidian
4	Wood
5	Hard Wood
6	Stone
7	Brass
8	Bronze
9	Pig Iron
10	High-Carbon Steel
11	Plasteel

would also apply, but it would start at whatever step would be applicable. Operation of the spell does require the mage to be in physical contact with the piece being affected; no material can be affected long distance. On sail cloth, this spell will, when new, negate 50% of the damage inflicted by missiles; as it ages, the portion will decrease to 35%, then 20%, as described in the section on Missile Spells, above.

Extinguish - when cast on a fire, will cause the fire to shrink by 1 die per spell point increment used. If a 10 dice fire is raging on the poopdeck, an average mage will need to expend a total of 50 Tau Points to smother it altogether.

Weather Control Spells

Fog - will cause a mist to begin rising from the surface of the ocean or nearby body of water. The fog can be of virtually any density, depending on how much power the mage puts into the spell. The fog does not, of course, suddenly spring into existence at the desired thickness; it does require 2 minutes for each incremental effect to be generated. Fog will also be subject to the whims of winds; the duration time given is applicable if the air is reasonably still (Class 0 or 1 in the wind chart below); else it decreases by half for each wind speed of 2 or above. It is possible for a competing mage to dissipate fog by casting the spell to lower the mist's density.

Rainstorm - with this spell, a mage may raise, or quell, a raging torrent, as desired. As above, mages will need to expend points to raise rainstorms from one class to another. Maximum number of classes a given mage may raise a storm is

Rainstorm Scales

Class	Type	Time period
0	Clear	2 days
1	Muggy	12 hours
2	Drizzle	1 hour
3	Rain	30 min
4	Downpour	15 min
5	Torrent	10 min
6	Frog Stomper	5 min

given in the major spell chart; the classes are given in the small chart to the left. A storm will naturally rain itself out after a period of time; after it spends the given amount of time at any class, it will drop to the next lowest class.

Wind - as with Rainstorm, involves affecting the forces of nature and altering the motion of the air. Using the chart to the left, wind strength is influenced by the mage to the maximum number of classes given in the spell chart above.

Wind Scales

Class	Type	Time period
0	Calm	2 days
1	Soft	12 hours
2	Moderate	1 hour
3	Brisk	1 hour
4	Strong	45 min
5	Gale	30 min
6	Storm	15 min
7	Hurricane	10 min

Each grade will remain in existence for the given time period, when it will lessen to the next lower class.

Elemental Control

Summon Elemental - the magic user attempts to summon an elemental creature from one of the planes on which they exist. There is only a small chance of successfully completing this spell, as indicated, and even should the summoning be unsuccessful, the Tau Points are considered expended. Control Elemental is not actually a spell, simply an extension of Summon Elemental. Once the elemental shows up, in most cases, he doesn't want to be there at all, and will frequently fight those who summoned him. If the mage should fail at controlling it, the elemental will (01-35) leave to wander about on the world uncontrolled, (36-75) attempt to attack his summoner, or (76-00) return to his plane. Controlled elementals will do as bidden (within their range of powers), and may be dismissed to their plane by an act of will on the part of the mage; uncontrolled ones are very difficult to banish - it requires a recast of the summoning spell, but with concentration on banishing rather than summoning, with the mage's normal chance of success. Should a mage allow a controlled elemental beyond his range, he will lose control; he will have one, and only one, free chance to banish or dismiss the elemental, but must make that decision immediately - this will require immediate expenditure of half the normal summoning cost.

Repair

Close - This spell will fill a hole, close an opening, etc., in basically solid material. Essentially, it will allow the mage to make whole what was pierced, but is otherwise still intact (a hole in a hull, a breach in a wall, etc.). A mage is able to "fill" a certain amount of space for each casting, and is able to repair breaks up to certain types of material (see Materials, above), as indicated in the spell chart.

Join - is similar to Close above, but may be used to join two similar, but separate, items (i.e., two pieces of rope, two pieces of wood . . .), or to bond together pieces of one (shattered or broken) item.

Healing

Heal - will allow the recipient to recover a number of damage points (in GIVE levels) or dice of HTK, dependent on the amount of power expended by the mage

Mend Bone - after expending Tau points required for casting, the bone which was broken - isn't. Recipients must make a saving roll against STM; if successful, the bone is healed, the patient is recovered fully and will have no noticeable ill effects. Should the saving roll be missed, the patient will require the number of days equal to the difference between his STM and the roll for healing to be completed.

LOCATING MAGES

Mage Level	Spell Casting Ability		Special Effects	Village		Small Port	Med. Port	Large Port	Port City	
	(Roll D100 for each class of spell)	VS		103-1	105					204
	WV	AV	EX	images	images	images	images	images	images	
Green	01-60	61-95	96-00	-	20%-1	01-05>50% 50%T	01-10>50% 50%T	01-15>55% 55%T	01-15>75% 75%T	01-15>85% 85%T
INT'med	01-30	31-85	86-99	00	40%-103	06-75>35% 50%T	11-60>35% 50%T	16-50>50% 50%T	16-45>65% 65%T	16-45>80% 80%T
VETERan	01-20	21-45	46-80	81-93	94-98	76-98>25% 65%T	61-96>35% 75%T	51-92>35% 50%T	46-89>50% 65%T	46-85>65% 85%T
ELite	01-15	16-35	36-60	61-85	86-95	99-00>65% 35%T	97-00>65% 35%T	93-00>50% 30%T	90-00>50% 30%T	86-00>50% 25%T

SPELL CHART for SHIPBOARD MAGES

Spell	Very Weak (VW)	Weak (WK)	Average (AV)	Strong (ST)	Very Strong (VS)
Carrier Damage TP Cost	3/1/0 6	3/1/0 5	3/1/0 4	3/1/0 3	3/1/0 2
Energy Att. Rate	+ 6/Die 20yds	+ 5/Die 20yds	+ 5/Die 40yds	+ 4/Die 60yds	+ 4/Die 60yds
Bash TP Cost Area Att. Rate	+ 6/D10 4 sq ft 10yds	+ 5/D10 4 sq ft 10yds	+ 5/D10 9 sq ft 20yds	+ 4/D10 16 sq ft 40yds	+ 4/D10 36 sq ft 40yds
Accuracy TP Cost Limit	30TP 50% of 1	25TP 75% of 1	20TP 1	15TP 2	10TP 2
Damage Intensifier TP Cost Limit	20TP 1.25	15TP 1.5	12TP 1.5	10TP 1.75	10TP 2
Fire Proof TP Cost	4/sq ft	2/sq ft	1/sq ft	1/2 sq ft	1/5 sq ft
Missile Repulsor Size TP Cost	Human 5TP/pt	Human 4TP/pt	2xHuman 3TP/pt	3xHuman 2TP/pt	5xHuman 2TP/pt
Strengthen Materials Effect Size	1 Class/20TP <1 cu ft	1 Class/15TP 1 cu ft	1 Class/10TP 3 cu ft	1 Class/8TP 5 cu ft	1 Class/5TP 10 cu ft
Extinguish Effect	10TP/Die	8TP/Die	5TP/Die	3TP/Die	2TP/Die
Fog Duration Max Area	-2 sight/10TP 1hr + 2020min 1000 cu yds	-2 sight/8TP 1hr + 4020min 8000 cu yds	-2 sight/5TP 1hr + 6020min 27,000 cu yds	-2 sight/3TP 1hr + 8020min 64,000 cu yds	-2 sight/2TP 1hr + 10020min 125,000 cu yds
Rainstorm Effect Steps	1 Class/30TP 1	1 Class/20TP 1	1 Class/15TP 2	1 Class/12TP 2	1 Class/10TP 3
Wind Effect Steps	1 Class/20TP 1	1 Class/15TP 1	1 Class/12TP 2	1 Class/10TP 3	1 Class/7TP 4
Summon Elemental % Chance Cost	10% 60TP	20% 55TP	40% 50TP	50% 40TP	65% 35TP
Control Elemental % Chance Range	35% 20 yds	50% 40 yds	65% 40 yds	75% 60 yds	85% 60 yds
Close Type Area	Wood 1 cu ft/24TP	Hard Wood 1 cu ft/16TP	Stone 1 cu ft/8TP	Soft Metals 1 cu ft/4TP	Metals 1 cu ft/2TP
Join Type TP Cost	Wood 15TP/Class	Hard Wood 12TP/Class	Stone 10TP/Class	Soft Metals 7TP/Class	Metals 5TP/Class
Heal Effect	1HTK/10TP	1HTK/8TP	1HTK/5TP	1HTK/3TP	1HTK/2TP
Mend Bone Cost	100TP	80TP	50TP	30TP	20TP

Bandit Gangs and Caravans

Many large caravans travel the highways and byways of the more populous areas of the world of Sawreven. Often these parties are laden with wealth of one type or another -- jewels, gold, rare spices, costly fabrics -- or party members themselves who can be ransomed or sold as slaves. Consequently, it is not uncommon to find groups of highwaymen in these areas banding together into large (often admittedly unwieldy) gangs for the purpose of preying on caravan traffic.

It is unlikely that any GM will have a group of players large enough to completely fill out a 20 to 100 or so member gang. The following section provides rules to enable the creation of thieving bands larger than the usual adventuring party, the construction of the travelling groups that are their targets, and the resolution of conflicts involving these groups.

The rules presented herein are a refinement of those originally presented in T66 to resolve ship-to-ship boarding actions. They are designed to be fully compatible with the mass combat resolution techniques presented in *Naked Sword*, the warriors and wilderness GM's guide to Gamelords' complete *Fantasy System*. GMs should feel free to add any modifications they see fit to facilitate ease of play. Included in this section is a pre-generated thieving band, and a caravan constructed using these rules, to enable the GM and his players to learn the mechanics of the mass combat resolution procedure as rapidly and easily as possible.

The rules are presented in a manner which will allow the GM to conduct a full scenario by simply following the various sections as they occur. They are:

Bandit Gang Creation -- describes basic construction of a multi-character raiding group: numbers, classes, experience, weapon and mounted combat skills, etc.

Basic Caravan Creation -- delineates the basic parameters of a caravan: the master's ability, size, mode of transport, number of guards, value status, etc.

Caravan Defender Development -- does creation of the bandits' opposite numbers on the caravan.

Preparing for Encounters -- outlines the normal set-up procedures for the raid about to take place.

Mass Combat Procedures -- describes methods of dealing with murder and mayhem on an epic scale.

The Caravan's Cargo -- details creation of the caravan's valuables (the loot the gang is after in the first place), including special items some of the more important passengers may be carrying personally.

Special Passengers on the Caravan -- outlines the types of VIPs on the caravan, ransom chances, etc.

Bandit Gang Creation

The total membership of a bandit gang (not including player characters) will vary widely from group. Each size grouping has its own advantages and disadvantages. A large force, for example, should be able to overpower all but the most heavily guarded caravans it encounters; but it will also stand a greater chance of attracting unwanted attention from the local

authorities, be far more prone to internal dissensions that may destroy its effectiveness from within, and will require a steady diet of plunder just to maintain adequate levels of basic supplies. To determine gang size, roll D100 on the table below (the results do not include player character members of the gang).

BANDIT GANG SIZES

Roll	Size	Range	Staff Die Roll
01-30	Small	13-28 members	3D6+10 men
31-70	Medium	28-49 members	3D8+25 men
71-95	Large	48-81 members	3D12+45 men
96-00	Small Army	73-130 members	3D20+70 men

A gang will usually be comprised of a mixture of pure thieves and other loot-hungry adventurers (including warriors, archers, and even an occasional berserker, mage, or renegade forester). For movement and combat purposes, gangs are broken down into "squads" of 8-25 men each. Each squad will normally operate under the command of a lieutenant, who in turn will report to and take orders from the gang's leader or chieftain. The players may elect to portray these leaders, particularly if they are using experienced characters (6th level or above). In such an event, the players may appoint one of their number to act as gang chieftain. Any method of selection may be used; however, for best results, it is recommended that the players appoint the character among them who receives the highest ranking using the following formula:

$$1/2 \text{ STR} + \text{DSC} + 2\text{MAG} + 3\text{LEVEL}$$

If there are insufficient player characters to command all the squads in a gang, one or more NPC bandits may be rolled up to head the remaining units, using normal Character Creation procedures to generate characteristics and the table below to determine character experience level and related weapon and other bonuses.

LEADER EXPERIENCE LEVELS

Roll	Experience	Roll	Experience
01	3rd Level	71-85	9th Level
02-04	4th Level	86-92	10th Level
05-10	5th Level	93-96	11th Level
11-25	6th Level	97-98	12th Level
26-48	7th Level	99	13th Level
49-70	8th Level	00	14th Level

Lower level characters are not prohibited from acting as leaders, but will suffer significant penalties to the quality of recruits they can attract. Thus, if the players' party primarily consists of relatively inexperienced player characters (5th Level or lower), they may find it more prudent to place NPCs rolled as above in all the gang leadership positions, and to treat themselves as members of one of the raiding squads.

Once a gang's leadership has been selected (or rolled up), composition of the remainder of the gang's membership can be delineated. Each bandit chieftain

receives a certain number of Character Creation Points (CCP), which may be expended to generate and equip the rank and file of the gang. The number of these CCPs is calculated in the process that follows:

- 1) Multiply the number of gang members (excluding player characters) by a value for the Chieftain's Leadership Factor (controlled by his general Experience Level): GREEN, LF = 3; INTERMEDIATE, LF = 5; VETERAN, LF = 7; ELITE, LF = 8; SUPREMLITE, LF = 9.
- 2) Add 5 for every MAG point over 10 the Chieftain has.
- 3) Add 3 for every DSC point over 10 the Chieftain has.

CCP may be expended on any of three items: 1) selecting an experience rank and character class for each gang member; 2) purchasing extra weapon skills for Fighters, Thieves, and Archers; and, 3) purchasing mounts and Mounted Combat skills for some or all squads. The first of these expenditures must be made for each gang member, with at least 1 CCP minimum spent per man; the second two categories are optional items to be utilized as each chieftain sees fit. Costs and effects of each type of expenditure are described below.

Purchasing Character Class/Experience Level

The bandit Chieftain (or his lieutenants, if he elects to allocate his total CCP between squads, and let each player design his own unit's composition) must assign each member of the gang a Character Class and general Experience Level. The CCP cost of each Class/EL combination is indicated below.

CLASS AND EXPERIENCE LEVEL COSTS

Rank	Thief	Fighter	Archer	Forester	Berserker
GR	1	2	3	5	6
INT	3	4	5	8	9
VET	5	6	7	11	14
EL	7	9	10	14	18
SUP	10	12	14	18	24

Thieves, Fighters, and Berserkers are assumed to be equipped with only close range weapons; Archers are assumed to come equipped with only a missile weapon; Foresters are assumed to come equipped with both close and ranged weapons. Fighters and Foresters add 1 point to normal CV when fighting with close range weapons; Archers and Foresters add 1 to normal MV when fighting with missile weapons. Berserkers fight at double normal CV with close range weapons when they attain a state of battle rage (roll D6 for each Berserker at the beginning of battle: 1-2, rages in 1st mr; 3-4, 2nd mr; 5-6, 3rd mr), but do not use missile weapons at all.

There are no restrictions on the types of characters that can be grouped together in a squad, save that the total CCP value of all NPCs in a gang cannot exceed the chieftain's available allocation; conversely, however, a Chieftain may elect to spend less than all his CCPs on Class/EL selection, so that he may purchase some of the optional capabilities below.

Purchasing Second Weapon Skills

Chieftains may elect to outfit some or all of their Thieves, Fighters, and Archers with a second weapon (i.e., missile weapons for Thieves and Fighters, close range weapons for Archers), at a cost of 2 CCP per character outfitted. All characters using their second

weapon (except Foresters) will have a CV/MV equal to their experience level, regardless of any bonuses they receive with their primary weapon. Berserkers may not be equipped with missile weapons.

Purchasing Mounts/Mounted Combat Skills

Chieftains may at their option equip one or more of their squads with horses, and may also spend further CCPs to increase a squad's competence in fighting from horseback. Note: In order to obtain the movement and combat bonuses awarded to mounted units, all the members of a squad must be mounted. Costs of various levels of mounted combat skill, and the effects of each, are described in the table below.

HORSEMANSHIP EFFECTS

Rank	Description	Cost
Rank 0 (M0)	The squad can sit a horse adequately, and not much more. M0 increases squad MA to 16 hexes/mr, but has no effect on squad CV.	1 CCP/man
Rank 1 (M1)	The squad is well trained in horsemanship, but has little or no experience fighting from horseback. M1 increases MA to 18, and adds 10% to the overall CV of the squad if it is attacking unmounted foes at close range.	2 CCP/man
Rank 2 (M2)	The squad is considered battle-trained in mounted combat techniques. At M2, MA is still 18, but the rank adds 25% to overall CV vs. unmounted foes. 3 CCP/man	
Rank 3 (M3)	The squad consists of battle-tested veterans of mounted combat. M3 increases MA to 20, and adds 40% to overall CV vs. unmounted foes.	5 CCP/man
Rank 4 (M4)	Squad is expert in techniques of mounted combat. MA increases to 22; the rank adds a total of 50% to overall CV vs. unmounted foes and 10% to overall CV vs. lower rank mounted foes.	7 CCP/man

Mages -- Arcane Assistance

Bandit gangs may not purchase battle-trained mages during the gang creation process; instead, each gang has a base percentage chance equal to Total Gang Size (including player characters and leaders) divided by 3 of having one or more roguish magic-users into its ranks. If the first D100 roll against this percentage is successful, the gang may roll for a second mage at 1/2 its original success chance; if again successful, for a third mage at 1/4 (1/2 x 1/2) the original percentage chance, and so on, until a roll is missed. To determine the experience level of mages obtained by this procedure, roll D100 and consult the table below.

MAGE EXPERIENCE LEVELS

Mage Rank	GR	INT	VET	EL	SUP
GR	01-70	71-95	96-99	00	-
INT	01-45	46-85	86-98	99-00	-
VET	01-20	21-55	56-90	91-99	00
EL	01-12	13-40	41-75	76-98	99-00
SUP	01-05	06-25	26-60	61-96	97-00

Mages will usually be attached to the chieftain's own squad. A squad which has a mage receives the following adjustments to its GIVE rating for the purposes of calculating morale and unit reaction speeds: GR, +0.10; INT, +0.25; VET, +0.50; EL, +0.75; SUP, +1.00. These bonuses are immediately forfeited if the mage is incapacitated or killed during the course of a combat. Complete rules for determining the extended spellcasting abilities and qualifications of mages are presented in Thieves' Guild 11; if the GM does not have access to these rules additions, extremely simplified mage rules are provided in the section on Caravan Defender Development under Champions (and Mages).

A Sample Bandit Gang

Tarff the Red, a VET level player character Thief, has been appointed chieftain by his fellow party members. He has MAG 14 and DSC 12. Tarff rolls D100 to determine the size range of his gang, and gets a 63: Medium, 3D8+25 members. He rolls a 3, 5, and 6 on his 3D8, producing a gang of 39. Checking to see if the gang has attracted any mages, Tarff rolls D100 for 13 or less (39 members divided by 3), and fails miserably in his endeavor to attract arcane support with a 94 (so much for magic!). He then breaks the gang down into 3 squads of 15, 13, and 11 men, and assigns command of the two smaller squads to two other player-characters, Zaras Thrax (VET Thief) and Hanilos (VET Fighter).

Tarff's CCP allocation is: 39 x 7 (Leadership) + [14 - 10] x 5 (MAG bonus) + [12 - 10] x 3 (DSC bonus; this equals 273 + 20 + 6, for a total of 299. Being anxious to improve relations with his comrades (one of whom contested his selection as Chieftain), Tarff decides to let his lieutenants design their own squads; he gives 95 CCP each to Thrax and Hanilos, keeping 109 CCP to outfit his own squad -- he does suggest, however, that one squad (his own) concentrate on providing artillery, one squad design itself as a shock troop, and the third provide cavalry support and pursuit.

Since Tarff wants his own squad to have a high MV rating, he initially decides to buy a number of Archers:

Type	Cost	CCP	GIVE	CV	MV
3 EL Archers	10 CCP:	30	21	0	24
5 VET Archers	7 CCP:	35	30	0	35
2 INT Archers	5 CCP:	10	8	0	10
Subtotal		75	59	0	69

He then supplements this force with a few Warriors and Thieves, keeping 10 CCP left over so that some of the squad can add second weapon skills:

Type	Cost	CCP	GIVE	CV	MV
1 EL Fighter	9 CCP:	9	7	8	0
1 VET Fighter	6 CCP:	6	6	7	0
2 INT Thieves	3 CCP:	9	12	12	0
Total (including previous)		99	84	27	69

Lastly, Tarff gives second weapon skills to his three EL Archers, the EL Fighter, and the VET Fighter, expending his last 10 CCP. His final roll call is presented on the Squad Roster below.

SQUAD 1

Leader: Tarff the Red (VET THF)

#	R/C	GIVE	CV	MV	#	R/C	GIVE	CV	MV
1	V THF*	6	6	6	9	V ARC	6	0	7
2	E ARC	7	7	8	10	I ARC	4	0	5
3	E ARC	7	7	8	11	I ARC	4	0	5
4	E ARC	7	7	8	12	E FTR	7	8	7
5	V ARC	6	0	7	13	V FTR	6	7	6
6	V ARC	6	0	7	14	I THF	4	4	0
7	V ARC	6	0	7	15	I THF	4	4	0
8	V ARC	6	0	7	16	I THF	4	4	0
Total GIVE: 90		(Avg: 5.62; Adj: +0.00)		Rank: VET					
Morale: 17		MA: 7 (F)		CV: 54 +0%				MV: 88	

The squad's average GIVE rating of 5.62 gives it a rating of VET and a Morale of 17 (5.62 x 3 = 16.86, rounded to the nearest whole number). The squad's initial CV of 54 puts it in the 31-60 column for close combat results; its MV of 88 puts it in the 61-90 column for missile fire (with appropriate adjustments for Long and Medium range fire).

After considerable bickering between the two lieutenants, Thrax grudgingly agrees to take on the dirty job of being the gang's primary melee force. He decides to eschew any subtlety and forego all but the most minimal missile firing capability, saving only 6 CCP to equip 3 of his better Fighters with second (missile) weapons. This leaves him 89 CCP for basic troop creation which he spends as follows:

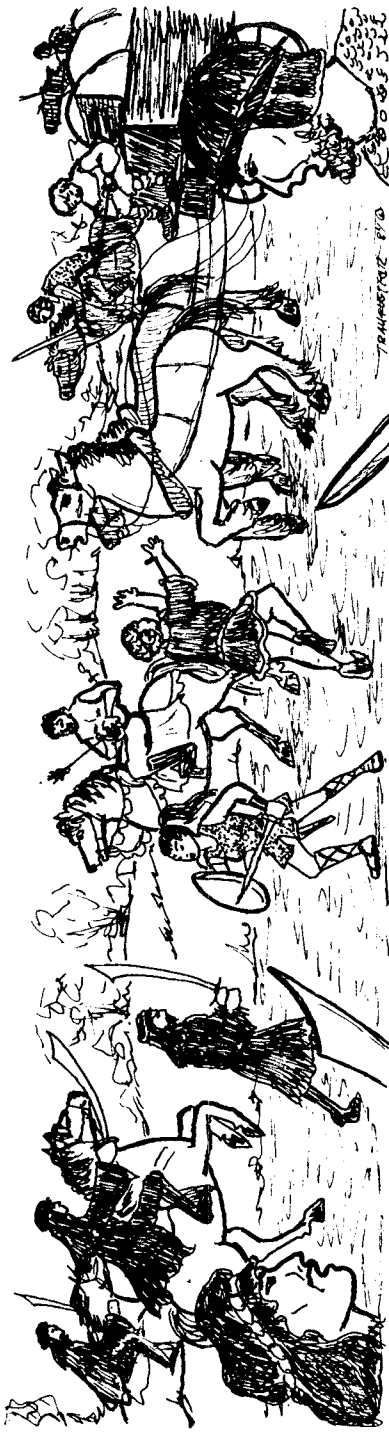
Type	Cost	CCP	GIVE	CV	MV
1 EL Berserker	18 CCP:	18	7	7	0
1 INT Berserker	9 CCP:	9	4	4	0
2 EL Fighters	9 CCP:	18	14	16	0
2 VET Fighters	6 CCP:	12	12	14	0
3 INT Fighters	4 CCP:	12	12	7	0
4 VET Thieves	5 CCP:	20	24	24	0
Subtotal		89	73	80	0
				(91)	

The two berserkers are assuredly a luxury item, but Thrax hopes (not entirely without reason) that their presence will have a demoralizing effect on his foes. Second (missile) weapons are purchased for the two EL Fighters and one of the VET Fighters, using up the last of Thrax' CCP. His final roll call is presented below.

SQUAD 2

Leader: Zaras Thrax (VET THF)

#	R/C	GIVE	CV	MV	#	R/C	GIVE	CV	MV
1	V THF	6	6	6	7	V FTR	6	7	0
2	E BER	7	7	0	8	I FTR	4	5	0
		(14)			9	I FTR	4	5	0
3	I BER	4	4	0	10	I FTR	4	5	0
		(8)			11	V THF	6	6	0
4	E FTR	7	8	7	12	V THF	6	6	0
5	E FTR	7	8	7	13	V THF	6	6	0
6	V FTR	6	7	6	14	V THF	6	6	0
Total GIVE: 79		(Avg: 5.64; Adj: +0.00)		Rank: VET					
Morale: 17		MA: 7 (F)		CV: 86 (97) +0%				MV: 26	



Thrax' squad is also rated as VET. His base CV is 80 (61-90 column), but if his major berserker (or both berserkers) goes into rage before his squad suffers serious decommissioning injuries, the unit can make the limit for the 91-120 column. The base MV of 26 puts him on the 1-30 column; he would have to subtract 2 from the die roll when making medium range attacks, and 6 on long range attacks, however, as indicated in the **Combat Resolution** rules.

Hanilos draws the assignment of constructing the gang's only mounted unit. After some deliberation, he decides to make his squad a fairly competent group of horsemen (Rank 2). At 3 CCP per man (including the horses), this costs him 33 CCP off the top, leaving 62 CCP for all other creation tasks. To save some CCP, he decides to construct his unit primarily of Thieves.

Type	Cost	CCP	GIVE	CV	MV
5 VET Thieves	5 CCP:	25	30	30	0
2 INT Thieves	3 CCP:	6	8	8	0
1 GR Thief	1 CCP:	1	2	2	0
Subtotal		32	40	40	0

He then completes his force with three heavy-hitters whom he equips with two weapons each.

Type	Cost	CCP	GIVE	CV	MV
2 EL Fighters	9 CCP:	18	14	16	0
2nd weapon	2 CCP:	4	0	0	14
1 VET Fighter	6 CCP:	6	8	8	0
2nd weapon	2 CCP:	2	0	0	6
Total (including previous)		62	60	63	20

The squad's final roll call is presented below.

SQUAD 3
Leader: Hanilos (VET FTR)

#	R/C	GIVE	CV	MV	#	R/C	GIVE	CV	MV
1	V FTR*	6	7	6	7	V THF	6	6	0
2	E FTR	7	8	7	8	V THF	6	6	0
3	E FTR	7	8	7	9	V THF	6	6	0
4	V FTR	6	7	6	10	I THF	4	4	0
5	V THF	6	6	0	11	I THF	4	4	0
6	V THF	6	6	0	12	G THF	2	2	0
Total GIVE:	66	(Avg: 5.50; Adj: +0.00)	Rank: VET						
Morale:	17	MA: 18 (M2)	CV: 70 (84) +20%	MV: 26					

This final squad is, as the other two, overall VET in morale; with exactly a 5.50 GIVE average, the Morale rating is just barely 17. Its CV is 70 (and 84 against

unmounted opponents), putting it in the 61-90 column; against unmounted opponents, the squad can even stand one or two casualties and retain the high column. The base MV of 26 puts the unit on the 1-30 column; they would also have to subtract 2 from his die roll when making medium range attacks, and 6 on long range attacks, as indicated in the combat resolution rules.

Basic Caravan Creation

Caravans quite simply consist of any group of people seeking to transport merchandise (or themselves) from place to place, who have decided to travel together to better fend off the many dangers of the open road (bad weather, hostile creatures, and bandits like the players' gang) which beset even fairly civilized regions. A caravan is a complex entity, encompassing passengers and cargo (treasure!) as well as a fighting contingent. GMs should design one or more of these groups well in advance of the actual raid. The following section provides rules that GMs can employ in creating their own caravans, and a sample group designed in the process to illustrate these rules.

Basic Caravan Structure

Most caravans have one individual who holds the ultimate decision-making responsibility -- the Caravan Master. The Master is responsible for maintaining the caravan's equipment and stores, for hiring personnel (including guards, drovers, cooks, bearers, and occasionally scouts or native interpreters), and for obtaining up-to-date information about area conditions. The Master's abilities as a woodsman, organizer and judge of men can greatly influence the success or failure of a given venture -- and his overall rating is an important factor in determining the group's reaction to, and preparedness for, a raid. To rate a Caravan Master for a random caravan, roll D100: 01-15 Poor; 16-40 Fair; 41-90 Good; 91-00 Excellent.

Caravans are classified as small, medium, large, or huge. For a random caravan's size, roll D100: 01-25 Small; 26-60 Medium; 61-90 Large; 91-00 Huge. Add 20 to this die roll if the caravan's Master is rated Excellent, and subtract 20 if he is rated Poor (news, both good and bad, travels fast). The overall size of a caravan will have a bearing on the mode of travel it utilizes, the number of spaces available for passengers and cargo, and the number of guards it carries.

Once the basic characteristics have been rolled up, the caravan's relative Value Status can be determined -- whether it is Poor, Average, Good, or

wealthy. Value Status plays a large part in determining the proportion of the caravan's available space that is filled with cargo and/or passengers, and the actual worth of the portion that is filled. The Value Status rating is in turn based on two factors: the Caravan Master's ability, and the adequacy (perceived rather than actual) of the caravan's guard contingent. For

CARAVANS

Transport	Size of Caravan			Huge
	Small	Medium	Large	
Wagon	01-30	01-40	01-50	01-60
Pack Animal	31-95	41-97	51-99	61-00
Foot	96-00	98-00	00	-
Transport	Number of Spaces			Huge
	Small	Medium	Large	
Wagon	2D6	3D4 +5	4D6 +10	5D10 +15
Pack Animal	4D12	4D10 +10	5D20 +60	3D100 +100
Foot	5D10 +30	4D20 +60	9D20 +100	- -
Size	Guard Contingent			Huge
	Small	Medium	Large	
Guards	4D8 +5	5D12 +10	4D20 +20	5D20 +50

VALUE STATUS

Guard Percent	Poor	Average	Good	Wealthy
Caravan Master's reputation is POOR				
below 50%	01-70	71-98	99-00	-
50-75%	01-65	66-95	96-99	00
76-110%	01-55	56-90	91-98	99-00
111-150%	01-40	41-84	85-95	96-00
151-200%	01-25	26-77	78-92	93-00
201-250%	01-15	16-75	76-90	91-00
over 250%	01-10	11-75	76-90	91-00
Caravan Master's reputation is FAIR				
below 50%	01-60	61-96	97-99	00
50-75%	01-50	51-93	94-98	99-00
76-110%	01-40	41-88	89-96	97-00
111-150%	01-30	31-81	82-93	94-00
151-200%	01-20	21-75	76-90	91-00
201-250%	01-10	11-68	69-88	89-00
over 250%	01-05	06-65	66-85	86-00
Caravan Master's reputation is GOOD				
below 50%	01-50	51-93	94-98	99-00
50-75%	01-40	41-87	88-96	97-00
76-110%	01-30	31-80	81-93	94-00
111-150%	01-20	21-72	73-89	90-00
151-200%	01-10	11-64	65-85	86-00
201-250%	01-05	06-55	56-80	81-00
over 250%	01-02	03-55	56-80	81-00
Caravan Master's reputation is EXCELLENT				
below 50%	01-35	36-87	88-96	97-00
50-75%	01-20	21-81	82-93	94-00
76-110%	01-10	11-75	76-90	91-00
111-150%	01-05	06-66	67-85	86-00
151-200%	01-02	03-58	59-80	81-00
201-250%	01	02-50	51-75	76-00
over 250%	-	01-45	46-75	76-00

GUARDS NEEDED

Caravan Size	Wagon	Transport Animal	Foot
Small	3:1	2:3	1:3
Medium	3:1	2:3	1:3
Large	5:2	1:2	1:4
Huge	2:1	2:5	-

each type and size of caravan, there is a generally perceived consensus about the minimum number of guards that is "adequate" to protect it; these minimums are given in the small table to the left. Thus, a small wagon-drawn caravan with 8 wagons is perceived to need a minimum of 24 guards (8 x 3), while a large pack caravan containing 115 freight animals would "require" a minimum of 58 guards (115 / 2). If the actual number of guards possessed by a caravan is divided by the number required for "adequacy", the resulting percentage will represent the caravan's Adequacy rating. To determine the caravan's Value Status, cross-index the table and row below that correspond to the group's Master and Adequacy rating, and roll D100.

Once a caravan's Value Status is known, a GM can determine how much of its available space is occupied by cargo and passengers. Each basic transport mode provides a certain number of potential cargo spaces: foot (bearers), 1; pack animals, 4; wagons, 20 (although there are some heavy freight wagons in existence which contain up to 32 spaces). Thus each caravan has a total number of spaces which can potentially be filled. {2D6+5}% of these spaces are considered to be taken up by the caravans basic supplies (food, water, etc.), with a minimum of 8 spaces used in this manner. In addition, 1 space is consumed for gear storage for every 10 guards and other caravan employees (drivers at 1 per wagon, drovers at 1 per 5 wagons or 10 pack animals, and other general help [cooks, foremen, wheelwrights, etc.] at 1D4 for Small caravans, 2D3 for Medium, 2D6 for Large, and 3D6 for Huge). The remaining spaces are then allocated between cargo, passengers, and unused.

No caravan travels until at least half of its available spaces are filled. The percentage of remaining cargo space used depends on the Caravan Master's reputation.

STOWAGE SPACE USED

Master	Percentage Filled	Spaces Filled
Poor	140 + (2D3 x 5)%	(50-70% full)
Fair	145 + (2D4 x 5)%	(55-85% full)
Good	150 + (3D4 x 5)%	(65-110% full)
Excellent	160 + (3D4 x 5)%	(75-125% full)

Note that a Caravan under a Good or Excellent Master can actually be filled beyond capacity; in this event, all excess "spaces" are assumed to be filled by additional passengers who are travelling under the caravan's protection but are not using its supplies or stowage capacity.

To determine the percentage of used spaces devoted to passengers, cross-index the caravan's Value Status and the Caravan Master's reputation on the small chart to the right. Pas-

PASSENGER SPACES

Value Status	Master's Ability		
	P	F	G E
Poor	70	65	55 50
Average	65	55	50 45
Good	55	50	45 35
Wealthy	50	45	35 30

consume 1 cargo space (a passenger is not a bearer) for themselves, and 1 additional gear stowage space for each 3 passengers (or part thereof). Passengers travelling in pack animal caravans consume 4 spaces (1 riding or pack animal per passenger), while those in wagon-drawn caravans occupy 2 spaces; in both cases, 1 additional cargo space is consumed for every 5 passengers (or part thereof). The remaining unallocated used spaces are considered to hold cargo.

THE CARAVAN OF GOROTIN

Gorotin en-Birishetak, a Caravan Master of Fair repute is leading a small wagon-driven caravan containing 10 wagons and 24 guards. An adequate guard contingent for such a caravan is considered to be 30 guards; 24 (actual guards) / 30 ("adequate" guards) gives an 80% Adequacy rating. Using the proper Value Status table and row, Gorotin rolls a 54, indicating an Average Value Status.

The caravan has 200 total available cargo spaces (10 wagons at 20 each). 13% of these, or 26, are filled with supplies; another 4 are taken up by employee stowage (24 guards + 10 drivers + 2 drovers + 3 general employees gives 39 total employees, at 1 space for each 10 men or fraction); this leaves 170 spaces. As a Fair Master, Gorotin has only $[45 - (2D4 \times 5)]\%$ of these spaces actually filled; he rolls a 3 and a 2 on the 2D4, giving him 70% of his capacity filled -- 170 spaces x 70% equals 119 spaces used.

A caravan with an Average Value Status under a Fair Master has 55% of its used spaces filled by passengers -- 119 used spaces x 55% equals 65 spaces passenger spaces, representing 32 passengers (on a wagon caravan, 1 passenger uses 2 spaces). These passengers use an additional 7 spaces (32 / 5, rounding up) for the storage of gear and personal possessions. 119 spaces - (65 spaces + 7 spaces) leaves 47 spaces holding cargo.

Rules for developing additional information about the cargo and passengers travelling with the caravan are provided later in this section. To gain access to this potential booty, however, the bandits must vanquish the group's hired and "volunteer" defenders; procedures for constructing these forces are detailed below.

Caravan Defender Development

The guard contingent for any caravan should, like the bandits they face, be organized into a number of squads of 8-25 men each. Most guard squads will travel in the immediate vicinity of the caravan itself, but one or more squads may also be expected to scout out the roads ahead (see the rules below for more information on the use of Scout groups). Individual groups are created using the same procedure described under bandit gangs -- the expenditure of CCP. Each Caravan Master receives a base number of CCP equal to the total number of guards in the caravan multiplied by the point rating assigned to his personal reputation: Poor, 4; Fair, 6; Good, 7; Excellent, 9. He may then receive MAG and DSC bonuses as outlined under **Bandit Chieftains** (roll the Master's ratings in these categories normally, using 3D6). The Master buys Character Class/Experience, second weapon skills, and mounts/mounted combat skills

for his guards using the same cost charts presented for **Bandit Gang Creation** with two exceptions:

- 1) A Caravan Master may not purchase Berserker or Thief characters for use as guards; and,
- 2) A pack animal or wagon caravan may provide all of its guards with mounts (Mounted Combat Rank \emptyset , M \emptyset) at no additional cost, since without horses, the protectors will be unable to keep up with the cargo and passengers they are safeguarding. All higher levels of Mounted Combat skill cost 1 CCP less per man than indicated -- Rank 1 costs 1 CCP/man; Rank 2, 2 CCP/man; Rank 3, 4 CCP/man; Rank 4, 6 CCP/man.

Scout Squads

At the GM's discretion, one or more of the guard squads may be assigned the task of travelling well ahead of the main body of the caravan, attempting to seek out and identify potential dangers in sufficient time to enable the main body to ready itself for a strong defense. Any squads intended to be used for this purpose should calculate base **Sense Ambush** and **Spot Hidden** abilities, using the rows of the tables below that correspond to the squad's overall **GIVE** rating.

SCOUTING ABILITIES

Rank	Sense Ambush		
	10%	20%	30%
GR	01-50	51-90	91-00
INT	01-20	21-65	66-95
VET	01-05	06-25	26-70
EL	-	01-10	11-40
SUP	-	01-05	06-20
Rank	Spot Hidden		
	10%	20%	30%

Rank	Sense Ambush		
	40%	50%	
GR	-	-	-
INT	96-00	96-00	-
VET	71-95	96-00	-
EL	41-80	81-00	-
SUP	21-70	71-00	-

A D10 roll (with \emptyset treated as 0) is then added to these bases. In addition, groups receive a 1% increase in these skills for each forester present in the Scout group. A Master may increase his Scout squad's abilities in either of these categories by expending 1 CCP/man in the squad for each 5% increase desired (this represents a conscious effort to recruit and properly pay guardsmen with wilderness savvy).

After initial encounter setup, all guard squads assigned to "Scout Duty" may make a D100 ability roll against their **Sense Ambush** skills once every 4mr to see if they detect the presence of their foes awaiting in ambush. To be on Scout Duty, a squad must be placed a distance of 3 complete movement rounds (120' if on foot, 270' or more if on horseback) away from the main body of the caravan. Only one **Sensing** roll may be made for each Scout squad, representing its collective efforts; the result obtained should be adjusted according to the overall **GIVE** rating of the lowest ranked bandit squad participating in the ambush, as follows: GR, +10%; INT, +5%; VET, -5%; EL, -15%; SUP, -30%. The GM should also apply a penalty of 5% for each 50' of distance over 100' the scouts are from the nearest bandit squad. If a squad successfully senses the approaching ambush at

THE CARAVAN OF GOROTIN

Gorotin, our sample Master, has 24 guards in his employ. He elects to separate this force into two squads of 12 men each, rather than maintain a single large unit. He chooses not to set up a Scout squad, because it would remove half his trained fighters from the body of the caravan. He gets a base CCP

For his crack squad, Gorotin wants to purchase only VET and EL characters; his goal is to assemble a group with an overall GIVE rating sufficient to classify it as an Elite squad (average of 6.61 or better). The cheapest way to achieve this is to purchase 8 EL and 4 VET characters (for an average GIVE of 6.67).

Type	Cost	CCP	GIVE	CV	MV
4 EL Fighters	9 CCP:	36	28	32	0
4 EL Archers	10 CCP:	40	28	0	32
4 VET Fighters	6 CCP:	24	24	28	0
Subtotal	100	80	60	32	

This leaves him 4 CCP, which he uses to give 1 EL Fighter and 1 EL Archer second weapons, raising overall CV to 67, and MV to 39. The EL fighter with the second weapon is appointed leader of the squad, and the final roster is presented below.

Leader: Xarphen (EL FTR)

#	R/C	GIVE	CV	MV	#	R/C	GIVE	CV	MV
1	E FTR*	7	8	7	7	E ARC	7	0	8
2	E FTR	7	8	0	8	E ARC	7	0	8
3	E FTR	7	8	0	9	V FTR	6	7	0
4	E FTR	7	8	0	10	V FTR	6	7	0
5	E ARC	7	7	8	11	V FTR	6	7	0
6	E ARC	7	0	8	12	V FTR	6	7	0
Total GIVE: 80		(Avg: 6.67; Adj: +0.20)		Rank: EL					
Morale: 21		MA: 16 (M0)		CV: 67		+0%		MV: 39	

least 1mr before an attack is made, the bandits will lose the benefit of surprise from their initial assault (see **Combat Resolution**, Step 2; note that the bandits may still receive any bonuses to which they are entitled for Charge Attacks). A successful Scout squad may try to further exploit its advantage by using its **Spot Hidden** abilities to pinpoint the locations of the ambushing bandit squads -- they may try to spot 1 squad per mr; roll randomly to determine the target squad (ignoring previously located squads). The following adjustments should be applied to the result, depending on the overall GIVE rating of the target squad: GR, +20%; INT, +8%; VET, -5%; EL, -12%; SUP, -20%. Any bandit squad whose location has been identified may be targeted for aimed missile fire, although the squad many not be actually fired upon until it exposes itself in the open.

The disadvantage to the use of Scout squads is that, in the event that the groups' sensing efforts are unsuccessful, these squads are very vulnerable to quick rout, and reduce the defenses available around the main

allocation of 144 (24 x 6, for his Fair rating); rolling for MAG and DSC on 3D6, he gets results of 14 and 9, respectively. He receives no bonus for DSC, and 20 bonus CCP for MAG, yielding a total of 164 CCP. Gorotin elects to make one of his squads a crack group of professional warriors (104 CCP), and the other largely cannon-fodder (only 60 CCP). He also provides both squads with mounts at Mounted Combat skill Rank 0, which costs him no CCP.

Gorotin's 60 CCP squad cannot afford EL or even many VET troops; he chooses instead to make all his forces INT or less in experience, saving CCP to provide the bulk of the squad with second weapon skills. His expenditures for the second squad are:

Type	Cost	CCP	GIVE	CV	MV
4 INT Archers	5 CCP:	20	16	0	20
7 INT Fighters	4 CCP:	28	28	35	0
1 GR Fighter	2 CCP:	2	2	3	0
Subtotal	50	46	38	20	

Gorotin then assigns second weapon skills to 3 of the INT Fighters, and 2 of the Archers, yielding revised CV and MV of 46 and 32, respectively. One of the INT Fighters with two weapons capabilities is appointed leader, and the final roster looks like:

Leader: Bargglon (INT FTR)

#	R/C	GIVE	CV	MV	#	R/C	GIVE	CV	MV
1	I FTR*	4	5	4	7	I FTR	4	5	0
2	I FTR	4	5	4	8	I ARC	4	4	5
3	I FTR	4	5	4	9	I ARC	4	4	5
4	I FTR	4	5	0	10	I ARC	4	4	5
5	I FTR	4	5	0	11	I ARC	4	0	5
6	I FTR	4	5	0	12	G FTR	2	3	0
Total GIVE: 46		(Avg: 3.83; Adj: -0.30)		Rank: GR					
Morale: 11		MA: 16 (M0)		CV: 46		+0%		MV: 32	

With both squads of guards reasonably well outfitted, Gorotin feels able to set out on the road as soon as he assembles the passengers and cargo.

If successful, however, a good Scout group can blunt much of the advantage that the bandit gang usually possesses in the first (and often most critical) few melee rounds of battle.

Non-Guard Participants

When a caravan is attacked, it can usually be expected that some portion of its passengers and non-guard employees will assist in its defense. This can amount to anywhere from a handful of people to a number of good-sized squads (in larger travelling groups). To determine the number and type of these participants, use the procedures outlined below.

- 1) The rules in the **Basic Caravan Creation** section indicate the total number of passengers and employees in the party. To determine the percentage of each group (rounded down) that will participate in combat, roll D100 and consult the appropriate column of the **Combat Participation** table below. For passengers, add 5 to the die roll result if the caravan's guard contingent

has an Adequacy rating of 80% or less; subtract 10 if the Adequacy rating is 150-249%, and subtract 25 if the rating is 250% or higher; subtract 10 if the Caravan Master's rating is Excellent; add 5 if it is Fair, and add 15 if it is Poor -- passengers will be more likely to fight if they perceive a serious threat to their own safety, and less likely to get involved if they believe the caravan to be well run and protected. Caravan staff will react in an almost completely opposite manner, as their willingness to risk their necks for something that is "not my job" will be primarily dependent on their morale. Thus, employees add 20 to the die roll if the Master's rating is Excellent, add 5 if his rating is Good, and subtract 15 if it is Poor.

COMBAT PARTICIPATION

Participation Percentage	Caravan Size		
	Small	Medium	Large
10%	01-05	01-06	01-08
20%	06-15	07-15	09-18
30%	16-25	16-27	19-30
40%	26-40	28-40	31-45
50%	41-60	41-55	46-63
60%	61-75	56-67	64-75
70%	76-85	68-80	76-87
80%	86-95	81-92	88-94
90%	96-00	93-00	95-00
			Huge
			01-10
			11-20
			21-35
			36-50
			51-65
			66-80
			81-90
			91-97
			98-00

2) [2D4 x 10% of the total non-guard participants (rounding up) will fall into the category of general Non-combatants; Non-combatants have a GIVE value of 2 and a CV of 1. To determine Experience Level and Character Class of the remaining characters, roll D100 for each NPC and consult Character Descriptions below.

CHARACTER DESCRIPTIONS

Die Roll	EL	Class	VIP	GIVE	CV	MV
01-10	GR	Fighter		2	3	0
11-22	INT	Fighter		4	5	0
23-29	VET	Fighter		6	7	0
30-33	EL	Fighter	*	7	8	0
34-35	SUP	Fighter	*	8	9	0
36-38	GR	Archer		2	0	3
39-41	INT	Archer		4	0	5
42-43	VET	Archer		6	0	7
44	EL	Archer	*	7	0	8
45	SUP	Archer	*	8	0	9
46-48	GR	Merchant		2	1	0
49-54	INT	Merchant		3	2	0
55-60	VET	Merchant	*	4	2	0
61-64	EL	Merchant	*	5	3	0
65-66	SUP	Merchant	*	6	3	0
67-71	GR	Trader		2	(1)	(1)
72-77	INT	Trader		3	(2)	(2)
78-82	VET	Trader	*	5	(3)	(3)
83-85	EL	Trader	*	6	(4)	(4)
86-87	SUP	Trader	*	7	(5)	(5)
88	GR	Thief		2	2	0
89-91	INT	Thief		4	4	0
92-93	VET	Thief		6	6	0
94-95	EL	Thief	*	7	7	0
96	SUP	Thief	*	8	8	0
97-99		Mage	*	-	-	-
00		Champion	*	*	*	*

Those individuals marked in the VIP column are special passengers; VIPs are described in the Special Passengers on the Caravan section. GMs should note that they may equip Trader characters with either close or ranged weapons, but not both. Champions are designed using rules in the next section; Mages are covered briefly, and expanded rules for use with both bandit groups and caravans are provided in TG11. Once the makeup of the non-guard contingent has been identified, the GM can allocate characters as appropriate.

THE CARAVAN OF GOROTIN

Gorotin's caravan is transporting 32 passengers and 15 non-guard employees. Rolling for each group on the Small column of the Combat Participation table, the Caravan Master rolls 63 and 42, respectively. His die roll modifiers are +20 for passengers (+15 for 80% or less Adequacy rating, and +5 for Fair reputation), and 0 for employees, yielding final results of 80 (70% participation) and 42 (50% participation). 32 x 70% is 22.4 or 22 passenger combatants, 15 x 50% is 7.5 or 8 employee participants -- a total of 30 characters. A 4 and a 2 result on the 2D4 roll gives 60% of these as Non-combatants, 18 characters. Gorotin then rolls 12 times on Character Descriptions to determine the abilities of the remaining characters. The final results are:

Type	SQD	GIVE	CV	MV
10 Non-combatants	A	20	10	0
8 Non-combatants	B	16	8	0
2 INT Fighters	A	8	10	0
1 VET Fighter	B	6	7	0
1 GR Archer	A	2	0	3
1 VET Merchant *	B	4	2	0
1 EL Merchant *	A	5	3	0
3 INT Traders	B	9	0	6
1 VET Trader *	A	5	0	3
1 VET Mage *	A	6	2	12
Total (30 men)		83	42	24
Subtotal (17 men)	A	48	25	18
Subtotal (13 men)	B	35	17	6

Gorotin has elected to split the characters into two additional squads, one of which (A) he makes slightly larger and more potent. The GIVE ratings for the two squads are relatively low, A: 42/16 = 2.63 (GR -- Morale 8), and B: 35/13 = 2.69 (GR -- Morale 8), so he assigns the Mage (he proves to be VET level; see the following section, Champions [and Mages] for mage level determination) to the first squad (A), which somewhat improves the group's morale but not their level (to 48/17 = 2.88, with an adjustment for a VET mage, +0.50, for 3.38 [GR -- Morale 10], not enough to get to INT). Note that the group contains 4 characters marked (*) for VIP status.

Champions (and Mages)

If a caravan is sufficiently large and wealthy, it may be entitled to receive official protection in the form of one of the local ruling authority's sworn Champions. Only Large or Huge caravans with Good or Wealthy Value Status have a chance of being granted

such an escort; the percentage chances of such a grant are: Large/Good, 6%; Large/Wealthy, 12%; Huge/Good, 10%; Huge/Wealthy, 18%.

Additionally, caravans may obtain the services of Champions (and occasionally Mages) by rolling them as non-guard combat participants. The only difference between these two sources is that characters obtained by the first means will tend to be assigned to one of the guard squads, while those taken from the ranks of the passengers will normally be assigned to a non-guard unit.

To determine a Champion's rank, roll D100: 01-05, GR; 06-20, INT; 21-65, VET; 66-95, EL; 96-00, SUP. Champions have 3 benefits over normal Fighters:

- 1) a Champion's CV is equal to 1.5 x GIVE, rounded up; GR, 3; INT, 6; VET, 9; EL, 11; SUP, 12;
- 2) all wounds sustained by a Champion are reduced one damage level, as if he were magically protected;
- 3) a Champion can perform Emergency Saves on mortally wounded characters, under the following limitations:
 - GR 25% success chance; save up to 1 character
 - INT 40% success chance; save up to 1 character
 - VET 50% success chance; save up to 2 characters
 - EL 65% success chance; save up to 3 characters
 - SUP 75% success chance; save up to 3 characters

Caravans which obtain mages from the **Character Description** table determine their general experience level from the **Mage Experience Levels** chart below. Mages are much more useful in missile casting (MV equals twice GIVE value), although they do have some slight ability in close combat (CV as for Merchants); mages may also perform healing functions, curing one level of wounds per MR for each overall level of experience (GR, 1; INT, 2; VET, 3; EL, 4; SUP, 5), provided they do nothing else in any MR in which they are curing wounds (their CV, and MV values are temporarily subtracted from the squad's totals). Expanded rules for a mage's spellcasting power, individual spells, and ability ranks in those spells, are covered in TG11.

MAGE EXPERIENCE LEVELS

Mage Level	Master's Rating		
	Poor	Fair	Good
GR	01-65	01-40	01-25
INT	66-92	41-75	26-50
VET	93-99	76-96	51-85
EL	00	97-99	86-98
SUP	-	00	99-00

Preparing for Encounters

Once the various squads in a bandit gang and their potential opponents have been set up, the GM can introduce an encounter and let the battle begin. GMS should prepare a fairly large general terrain map for the encounter area, and give the bandits some time to reconnoiter it and prepare their strategy (though he may also spice this waiting period with one or more random animal or small party encounters). The amount of forewarning the bandits receive of the caravan's approach will vary, depending on the size of the caravan, the physical obstacles to line-of-sight presented by the terrain, and the efforts of the gang to establish a good lookout position; we recommend that the encounter begin when the most forward element of

the caravan is [150 + (2D3 x 100)] feet from the bandits' position. Note that a good-sized caravan will tend to sprawl over a substantial amount of area.

The bandits may initiate their attack at any point they see fit (the longer they wait, the closer targets their erstwhile victims will be; however, delay also increases the chances that the caravan's scouts will detect the ambush before it is sprung, effectively removing the benefits received from a surprise assault). Every 4MR after the encounter is initiated, each Scout squad (if any) deployed by the caravan may roll against its **Sense Ambush** chances to see if it detects the ambush; bandit squads attempting to **Hide in Cover** may not move more than 2 hexes per turn without exposing themselves to plain view.

Before beginning the encounter, GMS should prepare a **Squad Roster** sheet for each bandit and caravan squad. A reproducible copy of the **Squad Roster** sheet is provided for GM and player use. Instructions for filling out this sheet are:

Line 1 Squad Number or Name -- Simply fill in the appropriate name or number for the squad.

Line 2 Squad Leader -- Indicate the leader's name, rank (GR, INT, VET, EL, or SUP) and class (FTR, THF, ARC, BER, MAG, or FOR), and **GIVE** adjustment (based on experience level). The squad leader's pertinent data should be entered at Character #01 in the body of the sheet.

Line 3 Champions and Mages -- List all mages or champions (if any) assigned to this squad by experience level. The total accumulated **GIVE** bonuses associated with their presence are entered in the final slot. They should also be assigned individual character lines in the body of the roster.

Line 4 Squad Statistics -- Indicate overall totals and ranks for each squad:

- a) the total number of men in the squad;
- b) the mount status of the squad (if unmounted, indicate F; if mounted, indicate M and the numerical rank of the squad's horsemanship skill (0, 1, 2, 3, or 4);
- c) the normal squad MA (8 if F, 16 if M0, 18 if M1 to M2, 20 if M3, 22 if M4); and,
- d) if M1 or higher, the % bonus to be applied to CV.

Line 6 Individual Squad Statistics -- Each squad member to 25 ber (including player-characters, leaders, mages, and champions) should be assigned a character number on this list, and his essential data entered. The column headings to be filled out for each character are listed and described below.

R/C Rank/Class of the character. Abbreviations used for rank are G, I, V, E, S; for the various classes, those normally used are: ARC (Archer), BER (Berserker), CHA (Champion), FTR (Fighter), 2FOR (Forester), MAG (Mage), MER (Merchant), NON (Non-combatant), THF (Thief), and TRD (Trader).

GV GIVE rating value of each character. Normal values are: GR, 2; INT, 4; VET, 6; EL, 7; SUP, 8; values for TRA, MER, and NON are lower (see **Non-combatant Participation in Basic Caravan Creation**).

CV Close (melee) combat value of a character. Those without close range weapon skills have CV 0.

MV Missile (ranged) combat value of a character. Those without missile weapon skills have MV 0.

SM Stamina (STM) saving roll base. This is used to determine if a character has been incapacitated by a

Serious Wound (see **Combat Procedures**, below). SM ratings may be left blank, and rolled randomly as needed during play; or they can be filled in based on the following average values: THF, 11; ARC/MAG, 12; FTR, 14; CHA, 16; BER, 16 (22 in battle rage); others, 9.

HTK Damage (either in Wounds or actual hits against HTK) taken during combat. This space should normally be left blank at the beginning of the encounter.

MHT Damage in Wounds taken by a character's mount (if any) during combat. This space should also normally be left blank at the beginning of the encounter.

Line 26+Squad Totals and Statistics --- Fill in all spaces as described below.

SQUAD _____		ROSTER										
Leader _____	CHA _____	Men _____	R/C _____	GV _____	CV _____	MV _____	MA _____	SM _____	HTK _____	MHT _____	Rank _____	GIVE Adj _____
	MAG _____	Mounts _____										GIVE Adj _____
												CV Adj _____
#01												
#02												
#03												
#04												
#05												
#06												
#07												
#08												
#09												
#10												
#11												
#12												
#13												
#14												
#15												
#16												
#17												
#18												
#19												
#20												
#21												
#22												
#23												
#24												
#25												
Total GIVE _____	Avg GIVE _____	Adj GIVE _____										
Rank _____	Morale _____	Tot CV _____	Tot MV _____									

- Total GIVE -- sum of all GIVE values from lines 6-30.
- Avg GIVE -- Total GIVE divided by the number of Men (from line 4). This is carried to 2 decimal places.
- Adj GIVE -- average GIVE plus any adjustments from lines 2 and 3. This is also to 2 decimal places.
- Rank -- the squad's overall experience level (GR, INT, VET, EL, SUP), based on adjusted average GIVE.
- Morale -- adjusted average GIVE times 3, rounded to the nearest whole number.
- Tot CV -- sum of all individual CVs from lines 6-30. Include any adjustments for mounted attack if the squad is entitled to it.
- Tot MV -- sum of all individual MVs from lines 6-30.

Mass Combat Procedures

For movement and combat purposes, each side in a large scale encounter is broken down into smaller functional units. The precise size of these units will depend on the total size of the opposing forces. Where the total troop strength of the larger force is less than 300 men, the basic level of troop organization used is the squad, a unit comprised of 8-25 men. Each individual character in the squad is assigned a point rating designed to reflect his basic Combat Value (CV); these ratings are based on the character's general experience level. Five general experience levels have been defined, as shown in the chart below.

EXPERIENCE LEVELS

Level	Equivalent	CV
Green (GR)	1st-2nd level	2
Intermediate(INT)	3rd-5th level	4
Veteran (VET)	6th-8th level	6
Elite (EL)	9th-12th level	7
Superelite (SUP)	13th level up	8

These point ratings are used for two principal purposes during encounter resolution:

- The sum of the point values of all the characters in a given combat unit, divided by the total number of men in the unit, provides an overall rating of the group's competence called the GIVE (for Green, Intermediate, Veteran, Elite) rating (see below); this rating determines the squad's initial morale rating, and the amount of time required to perform desired special maneuvers.
- The sum of all the point values of the characters in a unit who possess melee weapons represents its unit Combat Value (CV) in close range combat. Similarly the sum of the ratings of all those characters possessing missile weapons represents its unit Missile [Combat] Value (MV) in ranged combat. These combat values determine the column on the Combat Results table that the unit uses to determine the effects of an attack. Certain character classes (Fighter, Archer, Berserker, etc.) receive bonuses to their GIVE rating when calculating CV or MV, while others (Trader, Merchant) receive penalties, as described in the sections on Bandit Gang Creation and Caravan Defender Development.

Effects of Leaders and Other Special Party Members

Each squad is assigned a player character or NPC leader. This leader's personal experience level can affect the unit's overall efficiency by altering its

overall GIVE rating, as follows: GR, -0.75; INT, -0.30; VET, no effect; EL, +0.20; SUP, +0.50. Similarly, the presence of a Champion or a Mage in a given unit will enhance its GIVE rating (bonuses awarded for each of these characters present) as listed in the Special Bonuses chart to the left.

Rank	Champion	Mage
GR	+0.10	+0.10
INT	+0.30	+0.25
VET	+0.60	+0.50
EL	+0.90	+0.75
SUP	+1.25	+1.00

(GMS Note: Champion and/or Mage bonuses are immediately subtracted if these characters are incapacitated or killed during a combat. All aforementioned GIVE adjustments are always made prior to calculation of a unit's initial Morale rating.)

GIVE Ranks and Effects

When all adjustments have been made to a fighting unit's GIVE rating, the final rating should be compared to the GIVE Rankings chart on the right to determine the unit's overall experience level. A squad's rank determines the amount of time it will require to accomplish various maneuvers (see the Special Maneuvers section below). In addition, the squad's initial Morale Rating can be calculated by multiplying its final adjusted GIVE rating by 3 and rounding to the nearest whole number.

Range	Rank
0.00-3.65	GR
3.66-5.50	INT
5.51-6.60	VET
6.61-7.50	EL
7.51-8.00	SUP

Combat Resolution Procedure

Actions taken during mass combat are broken down into 15 second melee rounds (mr). Each melee round consists of seven phases:

- 1) Magical Spellcasting (both sides)
(Note: Expanded rules for mages are provided in TG11; if there is no access to this book, use the simplified rules for Mages presented above, assigning them CV and MV while active in their squads.)
- 2) Bandit Movement/Maneuver
- 3) Caravan Movement/Maneuver
- 4) Bandit Attack Resolution
- 5) Caravan Attack Resolution
(Note: Steps 4 & 5 are considered simultaneous.)
- 6) Casualty Removal and GIVE Recalculation
- 7) Morale Checks (if necessary)

Activities in each of these phases are described below.

Movement

All movement in squad scale actions is conducted on a hex grid where one hex = 5'. Basic squad movement speeds in flat, open terrain are: Unmounted (Foot), MA = 8; Mounted (Horseman Rank 0), MA = 16; Mounted (Horseman Ranks 1-2), MA = 18; Mounted (Horseman Rank 3), MA = 20; Mounted (Horseman Rank 4), MA = 22. GMS should note that MA costs are increased for units moving through difficult terrain as follows:

Wooded	2/hex	Brush	2/hex
Rough, Broken	2/hex	River (at ford)	2/hex
Steep Incline	3/hex	River (no ford)	4/hex

A unit may also expend 1 point of MA (2 points for mounted units) to change its facing 60° left or right. Units intending to perform missile fire during the combat portion of the mr may not move more than 1/4 of their

total MA (rounded down). Units wishing to make close range attacks during the combat phase may not move more than 1/2 their total MA. Units that have assembled themselves into Charge Formation (see Special Maneuvers below) may move at charge speed; a charging unit may move up to 1.5x its adjusted MA (after all terrain and attack adjustments have been factored in), but may not change its facing by more than 60° per mr.

All active (non-casualty) members of a given squad are assumed to move as a unit. For ID purposes, GMS should design markers that can be used to plot the movement of each squad, equipped with a directional arrow to indicate current facing. The size of the marker used will depend on the size of the squad; the general proportions recommended are given below.

SQUAD MARKERS

Squad Size	Marker Sizes	Dimensions
<8	4 hexes	(4x1 or 2x2)
8-10	6 hexes	(6x1 or 3x2)
11-14	8 hexes	(4x2)
15-19	10 hexes	(5x2)
20-25	12 hexes	(6x2 or 4x3)

GMS should be prepared to allow for some flexibility in interpreting moves. For certain types of actions, such as attempting to hide in cover or to search/loot a series of wagons, GMS may allow individual squad members to spread out over a wider scale area up to 3 hexes beyond the limits of the actual squad marker. As always, the GM's discretion is the final arbiter as to whether a given move is allowable.

Movement and Combat

If a unit ends its movement phase in contact with any portion of an opposing unit, the two units are considered to be engaged. Engaged units may not move in future mr until combat is resolved, with 2 exceptions:

- 1) The unit may elect to withdraw 1 Hex per mr in the direction immediately away from its foe. Its opponent may either follow and maintain the engagement, or allow the units to become disengaged. If both units involved elect to withdraw, disengagement is automatic.
- 2) A unit which Routs due to a failed morale check will immediately flee at twice normal MA (full run), giving its opponent one mr of Pursuit Fire (see Morale Checks for further explanation).

Special Maneuvers

During the course of a battle, units may elect to undertake certain special combat or organizational tactics in lieu of their normal movement and combat phases. Time required to execute these actions is dependent on the squad's overall experience level. GMS should note, however, that both bandits and caravan defenders are limited in the types of maneuvers they can attempt, compared to full-fledged military or mercenary units. The three Special Maneuvers available to units in these encounters are described below.

Rally represents a squad's ability to reform into an effective fighting force after it has been Routed. Before a squad can rally, it must make a successful Morale roll against twice its current GIVE (rather than the normal 3 times). After this roll has been successfully made, a

squad will take the following amounts of time to rally: GR, 3mr; INT/VET, 2mr; EL/SUP, 1mr.

Form for Charge allows a disengaged unit to prepare to make a charge attack at a foe. A bandit squad may elect to start in Charge formation at no time cost. Time required to form for a charge is 2mr for GR or INT units, and 1mr for all other units. While forming, a unit may not move or range fire, but may defend itself if it becomes engaged.

Aimed Fire allows a squad using missile fire to attempt to concentrate its attacks on a limited amount of desired targets, at a reduced overall hit rate. Organizing for aimed fire requires 1mr of targetting during which no shots may be taken; switching fire to a new target similarly requires a new targetting mr. Units using Aimed Fire may assign 1/3 of the total wounds (rounded down) resulting from its attack to any specific characters or objects within the target area. All assignments of hits to targets must be made before the rolls are made to determine the extent of damage done by each, and before the roll is made to determine the random targets struck by the remainder of its hits (some of which may strike the same foes). When using aimed fire, units shift the Combat Results table they use to the left by: GR, 3 columns; INT or VET, 2 columns; EL or SUP, 1 column. These shifts are in addition to any other adjustments made for long-range fire, surprise, etc.

Attack Resolution

The **Fantasy System** large group combat rules in **Naked Sword** provide two alternative procedures for resolution of the combat phase of mass encounters. In **mass combat resolution**, all characters including player-characters are lumped together into a unit by unit fire resolution. In **mixed combat resolution**, player characters resolve their individual combats separately using normal individual combat rules, while the general flow of the mass combat goes on (and is resolved by the same procedures) around them. Both of these procedures, fully detailed below, greatly reduce the amount of time required to resolve mass battles, while retaining the tension and ebb and flow of the conflict as it progresses.

Mass Combat Resolution

In this method, individual role-playing is eliminated in the interests of speed; player-characters become a line on the Squad Roster Sheet no different than any NPC squad member. During the combat phase of each mr, the same progression of actions is followed:

1) During its attack phase, each squad currently in an attack position (i.e., either engaged with a foe in close combat, or within missile range -- for range purposes, consider all squads to be using the equivalent of short bows -- of a target) may make an attack, provided that it has readied appropriate weapons and not moved more than its maximum allowable fraction of total MA in its most recent movement phase. If a squad is engaged with more than one foe, it may split its attacks among those foes as it sees fit, provided that at least 30 CV are allocated to each target. Units making missile attacks must attack a single target. A squad may elect to attack non-combatant characters or other objects belonging to its enemy (wagons, mounts pack horses, etc.) instead of enemy squads.

2) For each attacking unit, identify the column of the **Combat Results** table below that corresponds to its current CV or MV (depending on the type of attack being rendered). Certain factors may shift the actual column to be used from this initial position:

A) If the squad is making its first close range attack after completing a mounted charge, shift 3 columns to the right if its Horsemanship is Rank 2 or better, and 2 columns right if its Horsemanship is Rank 1 or lower; if making its first close range attack after an unmounted charge, shift 1 column right (bonuses do not apply to subsequent mr, as they reflect the shock of a hard-pressed initial assault).

B) An unmounted squad attacking a mounted squad at close range shifts 1 column left on all attacks.

C) Any attack, either missile or close, made in the first mr after a successful (undetected) ambush shifts 1 column right; any attack made by the defenders in the first mr after an ambush shift 1 column left.

D) A group attacking with missile fire at Medium range (61-150') shifts 1 column left; a group attacking with missile fire at Long range (151-250'), 3 columns left.

Should the total attack value for a given squad (whether bandits or caravan defenders) exceed 210, the excess portion should be treated as a separate roll, with total casualties dealt equal to the sum of the two results. If adjustments shift the column to be used beyond the rightmost (e.g., a squad with a CV of 160 shifted 2 columns to the right), treat the overage as if it were additional attack factors as above (in the example just given, the squad would roll once on the 181-210 column, and once on the 1-30 column).

If adjustments shift the attack value leftward beyond the 1-30 column, subtract 2 from the die roll result obtained on this column for each additional column of shift needed -- for example, a group with a total MV of 45, attacking with Long range missile fire (shift left 3 columns) would roll on the 1-30 column and subtract 4 from the die roll result before consulting the table (all results less than 1 are treated as 1).

COMBAT RESULTS

		Total of GIVE Ratings in Squad										
D10 Roll	1	31	61	91	121	151	181					
	to	to	to	to	to	to	to	to	to	to	to	
30	60	90	120	150	180	210						210
1	0	1	2	4	6	8	10					10
2	1	2	3	5	8	10	12					12
3	1	3	4	7	10	12	14					14
4	2	4	6	9	11	14	17					17
5	2	5	7	10	13	16	20					20
6	2	5	8	11	14	18	22					22
7	3	6	9	12	16	20	25					25
8	3	7	10	14	19	22	27					27
9	4	8	12	16	21	25	30					30
10	5	9	14	18	23	28	33					33

3) Roll a D10 for each squad and determine the number of wounds it has inflicted on its target.

4) Determine which people and/or mounts (if target is mounted) in the defending party receive the wounds dealt by rolling a D100 and consulting the **Target Matrix** below. The numbers in this matrix correspond to the

numbers assigned to characters on the target's Squad Roster Sheet. To use the matrix, find the point on it that corresponds to the die roll result (e.g.; a roll of 70 would place one at the intersection of the 0s column and the 70s row). The result indicated in this box is character #5 on the opposing roster; he is the recipient of the 1st wound inflicted. The 2nd wound would be inflicted on the next character listed (box 71, indicating character #16), the 3rd wound to the next (box 72), and so on until all wounds have been assigned.

If a number result in the Target Matrix is followed by an "m", and the target being attacked is mounted, the wound indicated is inflicted on the mount of the character listed instead of the character him/herself (if unmounted, the character sustains the wound). If a result indicated in the matrix represents an impossible outcome (a number higher than the actual number of characters in the target squad, or of a character who has been removed from combat as a casualty in a previous mr), ignore it and move on to the next acceptable result. Thus, if the attacker had initially rolled a 74, yielding a result of 14, and the squad being attacked had only 13 characters on its Roster Sheet, he would skip over this result and move to the result for box 75 (10m) to identify the first target hit.

TARGET MATRIX

Ten's Place	0	1	2	3	4	5	6	7	8	9
00	1	21m	14	5	19	12m	25	16m	4	11
10	18	9m	7	23	10	2	17	6m	21	3
20	8	24	1m	12	20	13	7m	22	5	18
30	11m	4	19	14m	21	1	16	9	24m	6
40	25	13	10	22	15m	17	3	11	2	23m
50	18	15	8	24	5m	14	19	2	20	13m
60	7	21	25	4m	15	12	8m	1	22	19m
70	5	16	20m	9	6	14	10m	23	17m	7
80	12	24	6	16	2m	3	15	10	18m	23
90	4	22m	11	8	25m	17	13	20	3m	9

5) Determine the severity of each wound dealt by rolling a second D100 and consulting the Wound Matrix below. This table lists five classes of wounds -- Death (D), Mortal Wound (M), Serious Wound (S), Light Wound (L), and Graze (G). The effects of each wound class are:

D Death -- The victim is struck with a fatal blow. He cannot be saved by normal first aid emergency save procedures, though he can be saved by a sufficiently high-level spell or Champion's attention administered within 3D10 mr. The affected character is scratched from the Squad Roster (usually with a notation indicating the mr in which the wound was sustained) at the end of the current mr, but remains an eligible target for further wounds for the remainder of this mr.

M Mortal Wound -- The victim sustains 4 points of damage to his GIVE rating, and cannot continue to fight (unless he is a Berserker and makes a STM save) after the current mr. The victim will die from this wound within 3D10 minutes after it is sustained unless he is attended by a character who makes a successful life-saving attempt (either through First Aid skills or magical spell). As in the case of Death above, the character may be a recipient of further damage during the ongoing mr.

S Serious Wound -- The victim sustains 2 points of GIVE damage, and must make a STM saving throw (at a bonus of 3) to be able to continue fighting.

L Light Wound -- The victim sustains 1 point of GIVE damage, but is otherwise unaffected.

G Graze -- The victim receives a glancing blow but suffers no lasting damage to GIVE.

WOUND MATRIX

Ten's Place	0	1	2	3	4	5	6	7	8	9
00	S	L	S	D	G	S	L	M	L	L
10	M	L	L	S	L	G	L	G	L	S
20	S	S	S	L	L	M	L	L	L	G
30	L	L	G	S	M	D	L	L	S	L
40	L	M	L	S	G	L	L	S	M	S
50	L	D	S	L	S	S	L	D	L	S
60	S	L	L	G	L	L	S	S	L	M
70	L	M	S	L	L	S	D	S	L	L
80	L	G	M	L	S	G	S	L	S	L
90	S	S	S	L	M	L	S	L	G	S

If a squad's roll on the Wound Matrix was a 65, the player would look to the 5's column of the 60's row to determine the effects of the 1st wound inflicted -- an L. Character #5, the recipient of the first wound in our earlier example, would thus sustain a Light Wound; 1 point of damage would be marked in the HTK space on his Roster listing to reflect this fact. Matrix result 66 would then be consulted to determine the severity of the second wound, result 67 for the third wound, and so on until all wounds are characterized.

The easiest way to record Target and Wound results is to roll D100 twice to establish initial starting positions on both matrices, have one player act as caller to read off the results in order, and a second player record the outcomes on the appropriate Squad Roster Sheet. If the example attack described earlier had resulted in seven wounds, they would have been allocated as follows:

Matrix#	Target	Matrix#	Wound
70	5	65	L
71	16	66	S
72	20m	67	S
73	9	68	L
74	6	69	M
75	14	70	L
76	10m	71	M

Note, however, that if (as in the example) the target squad contained only 13 characters, all Target results less than 13 would be ignored, yielding the following revised allocation pattern:

Matrix#	Target	Matrix#	Wound
70	5	65	L
73	9	66	S
74	6	67	S
76	10m	68	L
79	7	69	M
80	12	70	L
82	6	71	M

Note that in the revised example, character #6 in the target squad would receive both a Serious and Mortal

wound -- this is a perfectly legitimate outcome (though hardly desirable for poor #6). Remember also that even though these wounds will remove #6 (and #7, and possibly #9 if he fails to make his STM save) from combat at the end of the mr, these characters will still be eligible targets for any other attacks made against this squad during this ongoing mr.

6) Steps 2-5 are repeated for every phasing squad that has made an attack. Then repeat steps 1-5 for each squad on the non-phasing (defending) side that is eligible to make an attack. Remember that casualties are not removed from play until after both sides have had their opportunity to strike; thus all defending squads will attack at the CV or MV level that they possessed at the beginning of the current mr, regardless of any casualties sustained since.

Mixed Combat Resolution

GMs may find that their players are (somewhat understandably) wary of placing their favorite characters into the uncaring meatgrinder of the Mass Combat Resolution procedure just outlined. For such groups, a mixed approach can be employed which combines squad vs. squad actions with personal combat. In **Mixed Combat**, player-characters are considered to be attached to a given squad for movement, maneuver, and morale check purposes. At the point where their squad enters combat against another squad, however, the PC becomes a separate entity, attacking (and being attacked by) one or more members of that opposing squad in an individual battle resolved using normal combat rules. The procedures used to split off these individual contests vary slightly depending on whether the player's squad is engaged in ranged or melee combat, as detailed below.

Ranged Combat

If a player's squad is making a missile attack on another unit, and his PC is equipped with a ready ranged weapon, the player removes his personal MV from his squad's total, and fires individually at the target squad. Firing players use their normal HAC0 for the range indicated, treating their targets as having an Effective Armor Class (EAC) of 4. If a successful hit is scored, the character rolls normally on the **Target** and **Wound Matrices** to determine its effect; if a Critical Hit is indicated, he increases the severity of the wound result obtained by one level. A player may also participate in aimed fire (whether or not the remainder of his unit is using this option); he must take at least 1mr without firing to aim, and may then fire at any character in the target squad he chooses at a bonus of 2 to HAC0 for each mr of aiming taken (if the target selected is VET, EAC5; if EL or SUP, EAC6). If successful, the character rolls on the **Wound Matrix** as above to determine the damage done by normal or Critical hits. In either case, the player's personal target may also be struck by other members of his squad.

If a player's squad is itself attacked by missile fire, the player can determine whether his character is the target of one or more missiles by dividing the number (not MV) of missile firing attackers by the total number of active characters in the target squad. Then find the row in the table below that corresponds to this result and roll D6:

NUMBER OF PERSONAL MISSILE ATTACKS

Attackers/Defenders Ratio	1	2	3	4	5	6
0% to 25%	0	0	0	0	0	1
25% to 50%	0	0	0	0	1	1
51% to 80%	0	0	0	1	1	1
81% to 120%	0	0	1	1	1	2
121% to 150%	0	1	1	1	1	2
151% to 200%	0	1	1	1	2	2
201% to 250%	1	1	1	2	2	2
251% to 300%	1	1	2	2	2	3
301% plus	1	1	2	2	3	3

If the result indicated is greater than 0, identify the player's attacker(s) by rolling randomly among the members of the attacking squad who are armed with missile weapons. To determine whether these attacks are successful, use the HAC0 figures indicated below for the appropriate character type, experience level and range, adding in the PC's own EAC:

INDIVIDUAL'S HAC0S

Rank	Archers HAC0	Foresters HAC0	All Others HAC0
GR	4/8/12	5/9/13	5/9/13
INT	3/7/11	4/8/12	4/8/12
VET	3/7/11	3/7/11	4/8/12
EL	2/6/10	3/7/11	3/7/11
SUP	1/5/9	2/6/10	3/7/11

If a hit is scored, the player sustains normal damage (1D6), minus armor absorption, which is subtracted from total HTK. If a Critical Hit is scored (VET/EL/SUP Archers and SUP Foresters critical on any result 8 or more above the "to hit" roll; INT Archers, VET/EL Foresters and SUP Others critical on 9+ above; all other categories critical on 10+ above), the victim rolls on the Critical table in **Thieves' Guild** to determine its additional effects.

GMs should remember that when mixed combat methods are being used, players may ignore any wound results to their characters indicated by the Target matrix during the resolution of the general missile attack on their squad.

Melee Combat

In melee combat, both the player character (and any allies fighting beside him) and his chosen foe(s) are removed from their respective Roster Sheets at potential targets during Mass Combat attack resolution. These characters all have their CVs subtracted from squad totals, and ignore any wounds received from Target Matrix results; they do continue to count, however, toward overall casualty limits (see **Morale Checks** below) and Unit **GIVE** Ratings. In the simplest of worlds, each player character would face off against one NPC foe; in actuality, however, the odds s/he faces may vary considerably from 1:1 depending on the relative size of the squads involved in the engagement.

To calculate individual battle odds, divide the number of men in the player's squad (plus those of any other friendly squad engaged in the same melee) by the number of men in the enemy squad (or squads) being



engaged; then find the row in the table below that corresponds to the result. Roll a D6 to determine the number of participants -- the first number (before the slash) represents the number of friendly combatants involved, including the PC; the second number (after the slash) is the number of enemy squad members involved. If the player's side has numerical superiority, there is a good chance he will have friendly NPCs fighting at his side; if the opponents have the numerical edge, however, the PC may find himself having to fight and defeat two or more opponents at once.

INDIVIDUAL COMBAT ODDS

Allies/Enemies Ratio	D6 Result					
	1	2	3	4	5	6
0% to 25%	1/3	1/3	1/3	1/2	1/2	2/3
25% to 50%	1/3	1/2	1/2	1/2	2/3	1/1
51% to 80%	1/2	1/2	2/3	1/1	1/1	1/1
81% to 120%	1/2	1/1	1/1	1/1	1/1	2/1
121% to 150%	1/1	1/1	1/1	1/1	3/2	2/1
151% to 200%	1/1	1/1	3/2	2/1	2/1	2/1
201% to 250%	1/1	3/2	2/1	2/1	2/1	3/1
251% to 300%	3/2	2/1	2/1	3/1	3/1	3/1
301% plus	2/1	2/1	3/1	3/1	3/1	4/1

Once the number of foes on each side has been determined, the individual non-player combatants are selected from the relevant Squad Roster Sheets at random. Each NPC must then be assigned a weapon and hit probability with that weapon. To determine weapon used, roll D100 and consult the appropriate column below.

NPC WEAPONS

Melee Weapons	Attacker Character Class							
	ARC	FTR	FOR	THF	CHA	MER	TRA	IRA
Sword	01-20	01-08	01-12	01-20	01-02	01-35		
Brdword	21-46	09-21	13-24	21-32	03-15	36-60		
Bastard	47-49	22-31	25-28	33-35	16-27	-		
Gtsword	50	32-35	29-30	36	28-34	-		
Small Axe	51-54	36-42	31-55	37-61	35-36	61-80		
Battleaxe	55-56	43-57	56-63	62-66	37-56	-		
Great Axe	57	58-60	64-65	67	57-65	-		
Spear	58-80	61-72	66-88	68-73	66	-		
Halberd	81-93	73-78	89-93	74-75	67	-		
Mace	94-97	79-84	94-97	76-88	68-81	81-90		
War Hmr	98-99	85-96	98-99	89-99	82-93	91-00		
Gt Hmr	00	97-00	00	00	94-00	-		

An NPC's HAC0 and damage bonuses with the weapon indicated are based on his character class and experience level, as shown in the table below.

INDIVIDUAL NPC BONUSES

HAC0 Bonuses:

+0	All GR characters except Champions, INT Archers, and INT/VET Merchants, Traders, and Non-Combatants
+1	All GR Champions, INT Fighters, Foresters, and Berserkers, INT and VET Thieves, VET and EL Archers, and EL/SUP Merchants, Traders, and Non-Combatants
+2	All INT Champions, VET Fighters and Berserkers, VET and EL Foresters, EL Thieves, and SUP Archers
+3	All VET Champions, EL Fighters and Berserkers, SUP Foresters and Thieves
+4	All EL and SUP Champions, SUP Fighters and Berserkers
Damage Bonuses: Treat as additional dice if using the original Thieves Guild combat system, or as column shifts if using the new revised rules.	
+1	VET Fighters; GR/INT Champions and Berserkers; EL/SUP Foresters
+2	EL/SUP Fighters; VET/EL/SUP Champions and Berserkers
All other classes do normal damage	

GMs should also factor in any HAC0 bonuses or penalties that apply if one or more of the sides in the melee are mounted. Unmounted characters receive a -3 penalty to HAC0 when attempting to attack mounted characters. Mounted characters receive hit prob adjustments based on their degree of skill in mounted combat techniques, as follows: Rank 0, -3; Rank 1, -1; Rank 2, +1; Rank 3, +3; Rank 4, +4.

Each NPC's hits to kill (HTK) should also be calculated, using the following formulas: GR, 1D10+15 HTK; INT, 1D10+24; VET, 2D8+28; EL, 2D10+34; and SUP, 2D12+38. Subtract 6 hits from these totals for each point of "wounds" a character has previously sustained during mass fighting prior to the current mr.

If the player character is engaged with multiple foes, he may freely select targets each mr for himself and any allies he possesses. If the opposing NPC(s) have multiple targets to choose from (including the player), targets should be chosen by random die roll. Combat is then resolved using normal rules.

GMs should bear in mind that the squad and individual melees occur simultaneously, not by MR. If the player vanquishes his foe(s) before the squad action is completed, he may select a single new opponent at random from the still active members of the opposing Squad Roster (keeping any allies he had who are still in a condition to fight). If, alternatively, one of the squads in the mass melee withdraws, routs or surrenders before the individual combat is resolved, the characters belonging to that squad (including the players) will also rout, sustaining any additional damage from Pursuit Fire attacks as appropriate.

If a character involved in individual combat sustains 40% or more of his total HTK in damage in a single MR, he is Seriously Wounded, and must make a saving roll against STM at a bonus of +3 to continue fighting. If a PC has taken 80% or more of his total HTK, he may elect to declare himself mortally wounded and out of the battle. Very seldom, given the relative abundance of opponents on the field, will an NPC be able to take the time to finish off a groaning and recumbent foe; this will occur only 5% of the time. Thus, there is usually a very good chance for even a badly wounded PC to survive, provided his side ultimately carries the day.

GIVE Recalculation

After both sides have finished resolving their attacks, using either Mass or Mixed modes of resolution, each squad must remove from action any characters that have been disabled or killed as a result of damage sustained. Any character sustaining a Death or Mortal Wound result must be removed at this time; in addition, a character must be removed if he satisfies any one of the following conditions:

- a) if he has sustained a Serious Wound and missed his STM saving roll;
- b) if he has sustained total damage equal to or greater than his GIVE rating; note that if a character sustains GIVE damage 3 points or more in excess of his GIVE rating (a GR fighter receiving 5 points of GIVE damage, for instance), he is dead rather than disabled;
- c) if he has sustained total GIVE damage of 4 points or more, in any combination, and fails to make a saving roll against STM (at a penalty of 2).

(GMs Note: Characters disabled from combat by conditions a-c may re-enter the fray at a later time if they receive magical Healing attention sufficient to bring them outside the limits of these conditions.)

Mounts receiving six or more points of wounds are considered disabled; a Mortal Wound will not itself disable an individual mount, and a Serious Wound does not require a saving roll. However, mounts receiving two or more wound points in a single melee round will attempt to bolt unless war-trained (a slim chance unless noble knights are involved). The rider of a bolting mount must use his riding skill to regain to regain control; chances are: Rank 0 Horseman, 25%; Rank 1, 45%; Rank 2, 65%; Rank 3, 80%; Rank 4, 85%. If the attempt is unsuccessful, both mount and rider are effectively removed from the squad roster for the remainder of the encounter.

Once all disabled characters have been removed, each squad should retotal the GIVE, CV, and MV values for those men and mounts who remain active. Units that

have suffered substantial losses may have to make Morale Checks (see below). After all Morale Checks are resolved, the remaining units may initiate a new round of movement and combat.

Morale Checks and Ultimate Combat Resolution

As a squad sustains casualties, its willingness to continue fighting will be increasingly impaired. Each side is assumed to have a Minimum Casualty rating, indicating the point at which casualties become a major morale factor -- 40% losses for bandits, 30% losses for caravan guards, and 20% for squads of passengers, caravan employees, and other non-combatants. On the first MR in which the MCR is reached, the squad must make a Morale roll -- a saving roll, using 2D12, against its Morale rating; if successful, the unit stands and fights -- if unsuccessful it **Routs**, immediately attempting to disengage and flee the battlefield or to surrender. For each additional 10% casualties sustained in a fight, an additional Morale roll must be made, **subtracting 1** from the normal Morale rating for each additional level of casualties taken.

Similarly, it is rare indeed when the losing side in a conflict truly "fights to the last man!" At some point in any battle, a situation may be reached in which one side so outnumbers the other that to continue fighting is suicidal for the lesser side. At any time a total group has sustained casualties of 30% or more, and is outnumbered 2 to 1 or more, there is good likelihood that the remaining forces will either surrender or attempt to flee. To fight on under such circumstances, the unit must make a Morale saving roll against twice unit average GIVE (rather than the normal 3 times), rounded down to the nearest whole number.

If a unit flees, its opponents will get one additional round of free strikes if the fleeing squad is mounted, or two if they are on foot. However, the numbers of all casualties sustained are halved, to reflect the rapidly growing distance between the two forces. Alternatively, of course, opponents with MAS equal to or greater than those of their fleeing foes may elect to give pursuit to these units, seeking to capture prisoners or to eliminate any witnesses to their nefarious deeds. In this instance, close combat casualty numbers are held at two-thirds of normal, but ranged fire is at a penalty of 2 columns **left** on the combat results table and all casualties are halved.

If a squad surrenders, there is some chance that its victorious foes, deep in the throes of blood-lust, may fail to recognize this. If the victorious unit(s) fails a Morale saving roll at a bonus of 4, it will continue to fight, and will receive one MR of free strikes. At this point, the "surrendering" unit will (probably) realize it is in deep trouble, and will begin to fight again -- move all further combat for such units 1 column to the **right** to reflect their fighting desperation.

It is conceivable that either side in a raid have some reserves (squads held back at the beginning or freed from action for one reason or another) or reinforcements ("The cavalry is coming!") that will enter the battle in later rounds. Whenever such forces enter the fray, those units against which the new squads make their first attack will suffer a penalty of 2 to Morale rating for their next Morale saving roll.

The Caravan's Cargo

If the bandits succeed in vanquishing the caravan's defenders (paid or voluntary), they may begin to investigate the ill-gotten fruits of their labors. In most cases, the cargo carried by the caravan will constitute the bulk of its potential value to the raiders (although, on some occasions, ransomable passengers or the personal possessions of the travellers may represent a significant source of booty). This section details procedures a GM can use to determine the nature and value of the cargo carried by a given caravan.

Loot!!!!

For purposes of this discussion, cargo can be broken down into three categories: Basic Commodities, Fine Commodities, and Special Possessions. Basic Commodities represent common bulk materials or semi-finished goods of sufficient value to justify transport to distant markets. These materials will normally constitute the contents of $[75 + 2D10]\%$ (rounded down) of the caravan's filled cargo spaces; subtract 5% from this figure if the caravan's Value Status is Good, or subtract 10% if its VS is Wealthy. Then roll on the Basic Commodities table below to determine what cargos are being carried. Small caravans roll twice on this table, with the first cargo type rolled filling 60% of the spaces allocated for Basic Commodities, and the second cargo type the remaining 40% of those spaces; Medium and Large caravans roll three times, with a split of 50% for the first type, 30% for the second, and 20% for the third; Huge caravans roll four times, splitting the spaces 40%:25%:20%:15% among the cargo types. GMs should note that values

BASIC COMMODITIES

Die Roll	Commodity	Value/Space
01-08	Raw Cotton	15GP
09-12	Raw Wool	12GP
13-18	Raw Flax	30GP
19-20	Furs	400GP
21-27	Hides and Skins	250GP
28-31	Iron Ingots	350GP
32-35	Copper Ingots	480GP
36-38	Lead Pigs	100GP
39-40	Tin Ingots	800GP
41-47	Lumber*	75GP
48-54	Wine/Ale	40GP
55-58	Grain	5GP
59-60	Livestock**	10GP
61-62	Pipeweed	250GP
63-67	Hemp/Jute	20GP
68-70	Dressed Stone*	125GP
71-78	Cloth	360GP
79-82	Luxury Cloth	1,500GP
83-86	Leather Goods	600GP
87-93	Pewter/Bronze/Copperware	400GP
94-96	wooden Items	125GP
97-98	Steel Barstock	1,600GP
99-00	Slaves**	50GP

* Cargo carried only by wagon; reroll non-wagon.
 ** Cargo normally travels under own power.

indicated throughout this section represent what items are worth, which is usually considerably more than the bandits will generally receive for the goods when they dispose of them (see **Fencing Stolen Goods** in the **Thieves Guild** rules for more details).

Fine Commodities include finished goods, highly crafted items, luxury commodities, and precious stones and metals. Because of their high value and low bulk, these items are usually packed in quantities smaller than a full cargo space. These sub-units are:

CR Crate -- fills one-half (1/2) of a space. This is a wooden box built to contain things, with a 10% chance of a Complexity 1 lock or trap.

CH Chest -- fills one-quarter (1/4) of a space. This is a smaller wooden box, generally with thicker walls and sometimes (35%) metal-bound for further protection. Chests are generally (85%) locked (01-72, Comp 1; 73-82, Comp 2; 83-85, Comp 1D4+2), and may be trapped (base chance 20%, +15% if metal-bound).

CQ Casquet -- fills one-eighth (1/8) of a space. Casquets are very small versions of chests, and are always locked (01-60, Comp 1; 61-93, Comp 2; 94-00, Comp 1D4+2), and usually (75%) metal-bound; there is a base 40% chance of a trap, +10% if metal-bound (01-32, Comp 1; 33-48, Comp 2; 49-50, Comp 3).

Use the **Fine Commodities** chart below to fill out the remaining cargo spaces with these items. Continue rolling until all spaces allocated as used have been completely filled, ignoring any overflow from the final roll.

FINE COMMODITIES

Die Roll	Commodity	Amount Carried	Unit Value
01-06	Armor	2D4 CR	400GP
07-09	Artworks	1D4 CR	2,500GP
10-14	Coffee/Tea	2D6 CR	2,000GP
15-16	Diamonds	1D6 CH	12,000GP
17-18	Dried/Exotic Fruits	2D4 CR	400GP
19-21	Fine Armor	2D4 CR	800GP
22-27	Fine Leathers	3D4 CR	750GP
28-30	Fine Weapons	1D4 CR	1,800GP
31-33	Gemstones	2D3 CH	8,000GP
34-35	Gold	1D4 CQ	6,000GP
36-44	Herbs	2D6 CR	1,200GP
45-48	Ivory	2D3 CR	2,500GP
49-51	Jewelry	1D3 CQ	8,000GP
52-53	Magic Items	1D3 CQ	10,000GP
54-55	Narcotics	2D3 CQ	4,500GP
56-57	Pearls	1D4 CH	6,000GP
58-61	Perfumes	2D4 CQ	400GP
62-64	Rare Metals	3D4 CH	250GP
65-66	Rare Woods	2D4 CR	500GP
67-68	Religious Artifacts	1D6 CH	500GP
69-73	Salt	3D4 CR	500GP
74-77	Scrolls/Books	1D4 CH	900GP
78-81	Silver Ingots	2D4 CH	1,200GP
82-83	Spell Components	2D4 CQ	800GP
84-91	Spices	2D3 CH	2,500GP
92-94	Sugar	2D4 CR	1,500GP
95-00	Weapons	3D6 CH	250GP

GMs should bear in mind that the exertions of the just included battles may have resulted in the partial or complete destruction of some of this cargo. Fire damages, wagon crashes, trappings and animal boltings can all take their destructive toll. In many cases, the players may need a slap of harsh experience to teach them not to jeopardize the condition of the true object of their efforts in the fury of blood lust.

If the players are acting as gang leaders, it will be their job to divvy up the spoils of the raid, and they may do so in any manner they see fit (though the GM may decide to interject NPCs from the gang into this process if he feels that the players' decisions would cause protest or more serious conflict). If the players acted merely as squad members, the GM will be responsible for assigning them their "cut" of the loot, taking into account the role their characters played in achieving the desired result.

Special Passengers on the Caravan

Passengers on a caravan will vary from fabulously wealthy to church-mouse poor, from lovely young maidens to fat and ornery master merchants. In most cases, only a few of these individuals (the so called "VIPs" -- very interesting persons) will be of any significance to the bandits. The number of VIPs in a passenger group depends primarily on the caravan's Value Status and the Master's reputation. Cross-index

VIP PRESENCE

Value Status	Master's Ability			
	P	F	G	E
Poor	5	7	9	11
Average	7	10	13	16
Good	10	14	18	22
Wealthy	14	19	24	29

these two factors on the VIP Presence chart to the left to determine the base percentage, then add a 2D4 random factor to this base (only 1D4 if either Value Status or Reputation is Poor). Then multiply this percentage by total passengers to determine total VIPs (rounding down). Note, however, that certain members of the non-guard caravan squads have already been designated as VIPs by virtue of their Rank and Character Class. The total number of VIPs can never be less than the number of characters previously designated in this manner (although it can, of course, be more). If all VIP characters have not been previously delineated, roll a D8 below for each additional VIP.

VIP BACKGROUNDS

DR Type	DR	Type
1	Merchant	5 Dowered Bride
2	Trader	6 Adventurer (FTR, ARC, THF)
3	Artisan	7 Bureaucrat/Diplomat
4	Noble	8 Priest/Priestess

Ransoms

Many VIP characters are potentially ransomable to their loved ones and/or associates. The GM should roll once on the **Ransoming Potentials** table below for each VIP to determine the character's ransom potential. Roll D100, and **subtract** 15 from the result if the character is a Noble, **add** 10 if the character is a Trader, Mage, or

Priest, or **add** 20 if s/he is an Adventurer. Six levels of ransomability are defined.

RANSOMING POTENTIALS

Die Roll	Ransom	Potential
01-05	Level 1	Victim worth 1D6 x 10,000GP
06-15	Level 2	Victim worth 2D10 x 1,000GP
16-35	Level 3	Victim worth 1D6 x 1,000GP
36-55	Level 4	Victim worth 1D4 x 500GP
56-75	Level 5	Victim worth 1D10 x 100GP
76-00	Level N	Victim worthless for ransom

GMs should note that the chances that the ransoms indicated here will be paid are far from guaranteed; there is only a 1D8 x 10% chance for each individual that a ransom demand will be considered by the extortees, and even then the gang must successfully work out the mechanics of exchange of ransom and prisoner without reprisals or pursuit. There is also a good chance that any ransomable prisoner who actively participated in the just concluded combat may already have been unceremoniously killed. Nonetheless, the avenue of ransom can occasionally offer exceedingly lucrative side benefits from a raid.

The other passengers, still-living guards, and employees generally constitute more of a problem than an opportunity. The gang's leadership must decide whether to follow the standard "leave no witnesses" policy and commit wanton acts of rapine and murder, or to try and identify some alternative approach to their disposal. In some cultures it may be possible to sell some of these prisoners into slavery; however, the safest course is often just to leave the survivors to fend for themselves, with a bare minimum of supplies and clothing and no means of fast transport. This latter may prove a particularly appealing strategy in areas of the countryside where the bandits have reason to fear that too much indiscriminate killing will give rise to a concerted attempt by the regional authorities to bring the perpetrators to an equally brutal justice.

THE CARAVAN OF GOROTIN

Gorotin's caravan has 4 VIP passengers (13% of 32 passengers is 4.16). All four of these characters have already been identified as members of the non-guard combat squads: a VET Merchant, an EL Merchant, a VET Trader, and a VET Mage. Their ransom potential is outlined individually below (provided, of course, that they're still alive at the end of the combat portion of the raid).

Character	Ransom Level	Ransom Chance
VET Merchant	4	40%
EL Merchant	N	-
VET Trader	N	-
VET Mage	3	20%

All of Gorotin's caravan has now been described in the example sections scattered through these rules sections; a summation of the caravan, and typical layouts for road travelling and night camps are provided on the next page, used as it stands.

CHAPTER 3

OUTFITTING

Armor and Assorted Paraphernalia

OUTFITTING THE

PLAYER-CHARACTER

Once the attributes and talents of the player-character have been determined, the final step in character generation is to provide your thief with basic supplies by spending at least a portion of the funds in his initial purse. For ease of presentation, supplies have been broken down into five basic categories - Weapons, Armor, Equipment, Clothing and Food.

unornamented, non-enchanted weapon of its type (more elaborate or better crafted pieces may cost from 2 to 100 times this basic amount). There are two ways in which players can obtain weapons without purchasing them. If the character is a member of the Nobility, he receives any one weapon he chooses as a legacy from his family. Also, if the character has taken training in skills that involve weapon-making (blacksmithy, bowry, netting, etc.), he is assumed to have made one weapon of that type for his personal use.

Armor.

Thieves require speed and stealth to be successful; consequently they will never wear heavy armor (plate or scale) and will seldom wear chainmail or carry shields. In purchasing armor, characters may either purchase complete sets of body armor or merely torso protection. Helms are sold separately.

The effects of armor on character attributes and combat results are as follows:

Although the player thief will not himself wear Scale (Armor Class or AC8) or Plate (AC10) armor, he may encounter foes that do in the course of his adventuring. Scale reduces a character's coordination (CO) by 2 and reflexes (REF) by 4 while worn. The armor absorbs two hits of damage from every successful attack. Plate reduces CO by 3 and REF by 5; it stops three hits per attack. Chainmail (AC6) reduces CO by 1 and REF by 2 while worn. The armor absorbs two points of damage from each successful blow struck by an opponent, up to a maximum of 150 hits. Damaged armor may be repaired at the cost of 1 GP per point repaired. A Norman helm is usually worn with this type of armor.

Leather armor (AC4) reduces REF by

1, but has no effect on CO. The armor absorbs one point of damage from each successful blow, up to a maximum of 40 hits. Damaged armor may be repaired at the cost of 5 SP per point restored. An 8-layer leather helm is usually worn with this armor.

Quilted cloth armor (AC2) does not reduce character CO or REF. It absorbs one point of damage from each successful blow, up to a maximum of 10 hits. Damaged armor can be repaired at the cost of 3 CP per point of damage restored. A cloth coif or cap is usually worn with this armor. (Quilted cloth can also be worn under plate, scale or chain armor, if desired. When worn in this fashion, the cloth has no effect on a player's AC (which remains 6), but the player is able to block three hits of damage per blow.)

A character may, because of financial constraints or preference, wind up wearing different kinds of armor on various parts of his body. In this event, the character's effective armor class is:

$+ 1/2(\text{average AC of torso})$

Thus, if a character has purchased a chain shirt and nothing else, he is considered AC3 ($(1/2 \times 6) + [1/2 \times 0]$). All other effects of armor are also recalculated. In this case, the character's CO and REF would be reduced by 1 each (always round any fraction up), and the chain shirt would absorb 75 total hits. During melee, a D6 would be rolled high-low on each successful attack to determine which portion of the character's body (more or less armored) was struck, and the normal protection amount for that armor type would be absorbed.

Weapons.

Most players will have to purchase the weapons they will use in the game from the price lists at the end of this chapter. These prices represent the cost of a standard,



If a character is not wearing an appropriate helm (for the major armor type of his ensemble), subtract 1 from his armor class. This reflects

THE STORE OF MANY BARGAINS

WEAPONS

SHORTSWORD	25 GP	BATTLEAXE, 1-BLADE	20 GP	STAFF SLING	4 GP
RAPLER	60 GP	BATTLEAXE, 2-BLADE (11)	35 GP	BOLO	5 GP
BROADSWORD	35 GP	CLUB	1 GP	SHORT BOW	30 GP
DAGGER	8 GP	CLUB, BRASS BOUND (2)	5 GP	HORSE BOW	35 GP
STILETTO	7 GP	CLUB, SPIKED (3)	8 GP	LONG BOW	40 GP
POINJARD	10 GP	MACE	20 GP	LIGHT CROSSBOW	50 GP
MAIN GAUCHE	15 GP	MACE, SPIKED HEAD (3)	30 GP	COMPOSITE BOW	100 GP
BOWIE BLADE	40 GP	MACE, SPIKED HEAD (3)	30 GP	BLOWGUN	1 GP
THROWING KNIFE	8 GP	SMALL WAR HAMMER	25 GP	NET	8 GP
HAND AXE	8 GP	THROWING HAMMER	20 GP		
THROWING AXE	15 GP	SLING	2 GP		

WEAPONS ACCESSORIES

ARROW, STEEL HEAD	3 SP	BLOWGUN DARTS (BAG OF 50)	3 GP	SHOULDER BELT	2 GP
ARROW, SILVER HEAD (4)	25 SP	BOW CASE, WOOD	8 GP	KNIFE BELT (HOLDS 8)	2 GP
ARROW, FIRE (4)	1 GP	BOW CASE, LEATHER	2 GP	SCABBARD, LEATHER	2 GP
ARROW, FIREBOMB (5)	8 GP	QUIVER (HOLDS 40 ARROWS)	25 SP	SCABBARD, METAL	20 GP
CROSSBOW QUARREL, STEEL	2 GP	BOWSTRING	15 SP	SHEATH, LEATHER	1 GP
QUARREL, SILVER-TIPPED (4)	10 GP	QUARREL BELT CASE (HOLDS 30)	5 GP	SHEATH, METAL	5 GP
SLING STONES (POUCH OF 10)	1 GP	CROSSBOWSTRING	25 SP		
THROWING DART	1 GP	SWORD BELT	2 GP		

- (1) If first attempt to hit misses, receives chance to hit on return swing in same melee round.
 (2) If not brass-bound, club has 25% chance of shattering on each successful blow.
 (3) Spikes add 1D3 to normal weapon damage.
 (4) These special missiles do normal amounts of damage, but may be necessary to affect certain types of creatures (grolls, vampires, etc.).
 (5) On a hit, firebomb does 1D8 of damage that melee round, and 2D8 of damage in the succeeding melee round.

ARMOR AND ACCESSORIES

CHAIN SUIT	500 GP	QUILTED SUIT	5 GP	SMALL SHIELDS*	5 GP
CHAIN SHIRT	200 GP	QUILTED SHIRT	3 GP	LEATHER	3 GP
CHAIN PANTS	250 GP	QUILTED ACCESSORIES	3 GP	OAKEN	25 GP
CHAIN ACCESSORIES	100 GP			STEEL	5 GP
LEATHER SUIT	60 GP	NORMAN HELM	10 GP	LARGE SHIELDS*	8 GP
LEATHER SHIRT	25 GP	LEATHER HELM	7 GP	LEATHER	5 GP
LEATHER SKIRT	15 GP	QUILTED COIF	2 GP	OAKEN	8 GP
LEATHER ACCESSORIES	25 GP			STEEL	35 GP

* Shields of the two sizes may absorb appropriate amounts of damage according to the material of which they are made. When this damage has been absorbed, the shield is considered destroyed, and useless as for as any bonus to armor class is concerned. Leather absorbs 12 and 20, oaken 20 and 30, and steel 35 and 50.

MOUNTS

(The prices below are for unbroken, average quality horses; for poor quality, subtract 50%; for good quality, add 100%; for excellent, add 200%; for superb, add 400%.)

LIGHT HORSE	40 GP	HEAVY HORSE	150 GP
MEDIUM HORSE	80 GP	SUPERHEAVY HORSE	350 GP
EQUIPMENT AND TRAINING			
SADDLE	25 GP	BREAKING TO SADDLE (takes 1 week)	35 GP
PACK SADDLE	10 GP	BASIC TRAINING (takes 1 month)	100 GP
TACK	10 GP	GOOD TRAINING (takes 6 months)	500 GP
SADDLEBAGS	15 GP	COMBAT TRAINING (takes 2 years)	2500 GP
BOARDING (one week)	5 GP	(All training requires payment of boarding costs, for whatever period of time.)	
Normal care	Normal care		
Quality care	Quality care		

CHAPTER 4

EXPERIENCE

Methods, Awards, and Advancement

ACQUISITION OF EXPERIENCE

Although the scenarios in this book provide player-characters with immediate objectives, the long-term goals of the players revolve around the accumulation of Experience Points, so that their characters may advance to higher levels of thievery skill. The table on Thieves' Levels, Abilities, and Experience provided on the next page indicates the number of Experience Points (EP) needed to attain each successive level of thieving expertise, and identifies the rewards received at each level. Experience Points may be obtained from four basic sources:

- 1) from participation in combat situations,
 - 2) through the acquisition and resale of loot from thieving activities,
 - 3) from the successful accomplishment of Ability rolls, and
 - 4) through encounters with non-player characters.
- EP awards in each category are summarized below.

1) Combat Awards.

In the Fantasy System, each player receives EP for the wounds he/she personally inflicts on foes during combat. The points awarded for each hit inflicted differ according to the rating of the NPCs or monsters damaged, as follows:

EP per hit dealt	NPCs by experience level	Monsters by total HTK
6	GREEN	1-20
9	INTERMEDIATE	21-50
14	VETERAN	51-90
21	ELITE	91-175
30	-----	175

Damage inflicted by missile weapons earns EP at 1/2 normal rates. Damage inflicted to unconscious or otherwise helpless foes is worth no EP.

Thieves receive some special bonuses and penalties to normal combat experience awards. Because thieving places such a high premium on stealth, thieves receive only 1/2 the normal EP value of damage done in face-to-face combat (Exception: Highwayman adventures, where this rule does not apply). Conversely, thieves receive double the normal EP for damage inflicted by a successful backstabbing or attack from shadows. If thieves can convince a foe or foe's surrender to them, each member of the successful party receives EP equivalent to twice the combat EP that would be awarded if the vanquished foe had been killed. (Thus, if an Intermediate fighter with 32 total HTK surrenders to a party of thieves, each member of the party receives 32 x 9 x 2 or 576 EP).

2) Experience Awards for Stolen Goods.

Thieves receive EP from the sale of goods acquired through theft. The EP awarded is equal to 1/4 of the price actually paid for a stolen item, rather than its stated value. Thus, if four player-characters steal a bracelet worth 2000 GP, but sell it for 1200 GP, the party receives 300 EP to distribute among themselves. EP for stolen goods is collected at the moment of sale rather than at the time an item is stolen. EP for loot that does not require "fencing" (i.e., coins and small gems) may be awarded at the time of theft and is based on the face value of the cash stolen.

3) EP for "Ability Rolls".

During the course of play, a character may attempt to employ his thieving abilities, or other skills acquired as a result of training. EP is awarded for successful attempts,

based on the player's % chance of success calculated by the formula:

$$[(105 - \text{success } \%) = \text{EP award}]$$

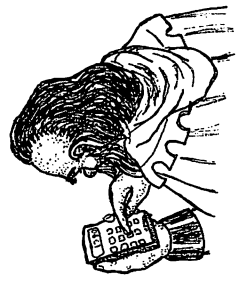
No character may receive less than 5 EP for a successful use of abilities, not even if his adjusted success percentage should be greater than 105%; however, it is recommended that the GM apply EP penalties to those players whose characters continually use abilities when not necessary (such as moving silently in one's own bedroom), simply to accrue the EP awards. A player may collect experience for the first five successful ability rolls he makes per day in each skill area (e.g., he may receive credit for up to five Hearing rolls, five Lock Picking rolls, five applications of emergency First Aid, and so on, but will not get EP for making additional Hearing rolls later in the same day). Players do not receive EP for successful saving rolls (against REF, STR, or other basic requisites). The game designers believe that the effects of making these rolls usually constitute sufficient personal reward. If, however, a player's successful saving roll saves the lives of other party members, the GM may choose to make a special EP award.

4) Encounter EP.

The award of "encounter" EP is designed to reflect the fact that a decision NOT to fight or try to rob a particular group of NPCs may often be the wisest choice. Therefore, each member of a party receives encounter EP equal to the total hits to kill of each group of characters and monsters encountered. For veteran humanoid characters, multiply HTK x 2 to calculate encounter EP; for elite characters, multiply HTK x 4. Some monsters may have special abilities (fire breathing, stone gaze, poison or disease-carrying, etc.). In these cases, calculate encounter EP by multiplying HTK x 2 for each special talent possessed.

**LIMITS ON
CHARACTER
ADVANCEMENT**

The simplest method is to require the player-character to have at least one encounter on an adventure, and then return to a city or town to qualify for a raise in experience level. This will usually accrue some additional EP for the character, to set him/her on the road to the next higher level.



The Fantasy System rules do not restrict the number of experience points that can be accumulated during a single adventure. No player-character is allowed to advance more than one experience level per adventure, however. As an example, assume that a 2nd level thief with 2000 EP goes adventuring and accomplishes acts worth 8000 additional EP. His new total of 10,000 EP qualifies him to be a 4th level thief; however, he may only rise to 3rd level at the end of the adventure. To attain 4th level, the thief must go out on an additional adventure and return alive, although he need not collect any additional EP.

NOTES
 In addition to normal awards, GM's may make discretionary EP awards to reward players who show initiative, solve a difficult problem, or do a particularly good job of role-playing. The key is to remain flexible so that your campaign can reflect and reward the interests of your players.
 At various levels on the Experience Table below there is an * in the column labelled Hit Die. At these levels, the player receives the opportunity to increase his character's own Hits to Kill with an additional roll of his Hit Die. (See Character Creation, Chapter 1, for determination of the hit die to be used)

THIEVES' LEVELS, ABILITIES, AND EXPERIENCE

Level	EP Needed	Hit Die	Hit Bonus	Prob Dodge Bonus	Sense Traps	Pick Locks	Locate Traps	Disarm Traps	Pick Pockets	Move in Silence	Hide in Cover	Climb	Hear Noise
1	0.0K				5	20	10	10	15	5	5	75	20
2	1.5K				10	30	15	15	25	10	10	77	
3	3.0K	*	+1		15	35	20	20	35	15	15	79	
4	6.0K		+2		20	40	25	25	45	20	20	81	
5	12.0K	*	+1		25	45	30	30	55	25	25	83	
6	25.0K				30	50	35	35	65	30	30	85	
7	50.0K	*	+2		35	55	40	40	75	35	35	87	
8	100.0K				40	60	45	45	85	40	40	89	
9	200.0K		+1		45	65	50	50	95	45	45	91	
10	300.0K	*			50	70	55	55	105	50	50	93	
11	400.0K				55	75	60	60	115	55	55	95	
12	500.0K	*	+2		60	80	65	65	125	60	60	97	
13	600.0K				65	85	70	70	135	65	65	99	
14	700.0K		+1		70	90	75	75	145	70	70	99	
15	800.0K	no	+2/4		75	95	80	80	155	75	75	99	
+1	100.0K		+1/3		+5	+5	+5	+5	+10	+5	+5	no	+10/3

CHAPTER 5

Additional Rules

ADDITIONAL COMBAT RULES

1) Modifications to Weapon Characteristics
A new, enhanced WEAPON SPECIFICATIONS table is provided in this chapter; this table replaces the original version presented in Thieves' Guild. The new table provides specifications for a number of weapons that are not normally part of a thief's arsenal, but are frequently used by hiring fighters or NPCs encountered during scenario adventures. In addition, a number of the weapons previously included have been reworked in order to conform with new rules modifications governing measurement of damage done by a weapon, and the effects of weapon "minimum requirements". These rules changes are summarized below.

2) Calculating Weapon Damage

The amount of damage done by a blow from a Close weapon is assumed to be primarily dependent on the amount of physical force a character can put into a blow. This is measured by the difference between the STR minimum required to properly wield a weapon and the actual STR rating of the character using it. Each weapon lists a base die roll for Damage Done at Normal and Expert levels of skill; this base represents the damage potential of a weapon in the hands of a character possessing average qualifications for its use. Characters with STR ratings far above or below the minimum requirement listed for the weapon adjust this damage die roll in the following manner:

If character STR - Weapon STR minimum =
-8 or less Weapon cannot be utilized by player.
-3 to -7 Roll one less damage die of the type listed. Subtract -1 from HP for every point below STR minimum.
-1 to -2 Normal damage. Subtract -1 from HP for every point below STR minimum.
0 to +4 Normal damage; no HP change.
+5 to +7 Roll one additional damage die of the type listed.
+8 to +9 Roll two additional damage dice of the type listed.
+10 or greater Roll three additional damage dice of the type listed.

Example: The WEAPON SPECIFICATIONS table indicates that the STR minimum for properly using a broadsword is 9, and that the weapon does a Normal damage of 2D4 per successful blow. If a character wielding a broadsword has a STR of 15 (6 above the minimum), he would do 3D4 of damage; while a character with STR 18 would do 4D4 (two extra dice) of damage. If, conversely, the character had a STR of only 5, he could still use a broadsword, but would do only 1D4 of damage, and would further more swing at a -4 to normal HP (hitting ACO on a 12 instead of an 8).

These STR adjustments to damage replace the Requisite bonuses to Damage Done formerly

awarded to characters with high STR ratings. STR adjustments are not applied to attacks made with Ranged weapons, or to those Close weapons identified with an asterisk (*) on the weapon table (e.g., rapier, dagger).

3) Hit Probability Effects of Weapon Minimums
In Thieves' Guild, a character attempting to use a weapon for which he did not possess the minimum requisites suffered a -4 to his HP, regardless of the size of the gap between these minimums and his/her actual abilities. Given the sizable nature of this penalty, weapon minimums were often relaxed below logical limits. The new Weapons table sets down more stringent minimum requirements, which are combined with the following revised system of penalties: For each point of STR or CDN a character is below a stated weapon minimum, he has -1 subtracted from his basic HP with that weapon.

Example: Morningstars have a base HP of 11, and STR and CDN minimums of 11 as well. A character with STR 9 and CDN 10 would therefore have a base HP of 14 with a morningstar; a character with STR 14 and CDN 9 would hit ACO on a 13 (Note that having a STR rating in excess of minimum requirements does not negate the penalty imposed on HP for being below CDN minimums, or vice versa).

4) Hit Probability Adjustments to Missile Attacks

The basic hit probabilities identified for Ranged (missile) weapons represent a character's chance of hitting a stationary target. Negative adjustments to HP are made whenever a player fires at a moving target.

For purposes of this rule, a character is considered to be stationary if a) he is standing still, b) is engaged in combat, or c) is moving in a straight line, at a consistent pace no faster than a brisk walk directly toward or away from the player. Otherwise, a player must make appropriate adjustments to his hit probability, based on the type of evasive action being taken by his target (the three numerical values listed in parentheses in each movement category represent the HP adjustments made at short, medium, and long ranges).

- Running in a straight line (0/-1/-2). Any character running as a result of demoralization or panic is considered to fall into this category of movement. Horses and animal-driven wagons are also considered to move in a straight line when running, for purposes of this rule.
- Moving rapidly in a direction lateral to the attacker's line of fire (-2/-3/-4). A self-explanatory condition.
- Consciously dodging (-4/-6/-8). While consciously dodging, a character may not move more than two-thirds of his normal movement allowance (MA). A dodging character may not carry extremely heavy items -- such items are presumed to be laid down or dropped at the spot where he begins dodging.

WEAPON SPECIFICATIONS

Close Weapons

Weapon Type	Basic Hit Prob (HACO)	Damage		Minimum Requirements		Notes
		Normal	Expert	STR	CDN REF	
<u>Swords</u>						
Shortsword	9	2D3	3D3	7	11	
Broadsword	8	2D4	3D4	9	10	
Rapier *	7	1D8	1D12	3	13	
Bastard Sword	7	2D6	3D6	13	8	
Greatsword (Zweihander)	6	2D8	3D8	16	8	
<u>Axes</u>						
Francisca (Small Ax) **	9	2D3	3D3	7	8	
Battleaxe (single-bit)	8	2D5	3D5	11	7	
Battleaxe (double-bit)	8	2D5	3D5	11	13	a
Large Axe	7	2D6	3D6	14	6	
<u>Blunt Weapons</u>						
Cudgel (Sap)	10	2D2	3D2	5	7	
Club	9	2D4	2D4	10	7	b
Mace	9	2D4	3D4	8	9	
Maul (Thor-hammer) **	9	2D3	3D4	7	11	
Morningstar	11	2D8	3D8	11	11	8
War Hammer	9	2D6	3D6	11	9	
Great Hammer	8	2D10	3D10	16	6	
<u>Pole Weapons</u>						
Javelin **	11/13	2D3	2D3	5	6	b
Boarspear **	8/9	2D4	3D4	9	9	
Spear **	7/10	2D5	3D5	9	7	
Lance (Mounted) *	10/NA	2D12	3D10	9	13	c
Halberd	5/9	2D6	3D6	10	11	
<u>Dagger Types</u>						
Dagger *	11	1D4	1D6	11	9	
Knife *,**	11	1D4	1D5	8	8	
Main Gauche *	9	1D6	1D8	6	13	d

* - Weapon does not receive strength bonuses to Damage Done.

** - Weapon may be used as ranged weapon; requires separate weapons training

Ranged Weapons

Weapon Type	Basic Hit Prob (Sht/Med/Long)	Damage		Minimum Requirements		Range Limits		Notes
		Normal	Expert	STR	CDN REF	Sht	Med Long	
<u>Bows</u>								
Short Bow	5/9/13	1D6	1D6	5	5	60	150	300 e
Horse Bow	5/8/13	1D6	1D6	8	8	60	180	400 e
Long Bow	4/8/11	1D6	1D6	9	9	100	250	600 e
Composite Bow	2/7/11	1D6	1D6	13	13	150	325	750 e
Light Crossbow	3/7/13	1D8	1D8	7	7	50	150	450 e,f
Heavy Crossbow	2/6/12	1D8	1D8	16	16	80	250	600 e,g
<u>Thrown Missile Weapons</u>								
Sling (with windup)	3/8/13	1D4	1D6	13	13	45	90	200
Sling (flat)	8/13/17	1D4	1D6	8	13	30	50	75 h
Knife	5/9/14	1D4	1D5	8	8	30	75	120 e
Francisca	6/11/15	1D6	1D8	9	11	15	45	90 e
Maul	5/11/17	1D6	1D8	11	13	15	50	120 e,i
Bolo	4/9/14	1D5	1D6	7	11	8	60	100 f,j,k
Net	8/NA/NA	Tangle				20	NA	NA k,l
Javelin	4/8/13	1D8	1D10	7	11	50	125	200 e
Boarspear	5/11/16	1D10	1D12	11	12	40	80	120
Spear	5/10/15	1D10	1D12	11	11	50	100	150 e

a - If misses on first attack in melee

h - Attacks 2x per melee round.

b - No expertise possible with this Close

i - For successful attack at Medium range,

weapon.

c - Base HP is 5 if target is stationary.

j - Attacks at -4 to HP when attempting to

d - May be used to add +2 to defense instead

of as an attack weapon.

e - Expertise adds +2 to Critical Hit Prob.

k - May be used to tangle a foe's leg

f - Attacks once every 2 melee rounds.

g - Attacks once every 4 melee rounds.

ADDITIONAL COMBAT RULES

(This section may be used for shielding rules by itself, or in combination with the extended combat rules to be found in the next section.)

SHIELDS

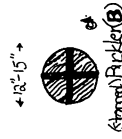
While it is true that few thieves use shields (that would require close combat willingly undertaken, a situation most thieves would prefer to avoid), except on rare occasions during highwaymen adventures, it is also, conversely, true that most fighter-types do use shields (since they do favor close combat). If player thieves have hired some muscle to back themselves up, or if they should happen to be engaged in close combat (a contretemps most undesirable), shield rules become necessary.

In most combat systems, the value of a shield is considered to be a simple +1 increment to the AC (armor class) of the character using the shield. So, up to now, has it been in the combat rules provided in the earlier volumes of Thieves' Guild; if someone was using any shield, add +1 to his EAC. However, there is more to shielding than simple addition of a positive factor; a shield's value in combat depends upon many factors:

- § the skill of the person using the shield,
- § the type of shield being used,
- § the material from which the shield is made.

The shield rules presented here attempt to take all of these factors into account. Also included are some fighting techniques with shields which would normally be available to those fighters trained in shieldwork; these will be discussed at the end of the section.

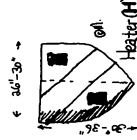
There are seven basic types or shapes of shield, ranging from a rather small circle to a rectangle large enough to hide one's entire body:



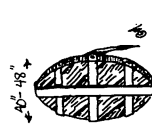
(Small) Buckler (B)



(Round) Round (R)



Heater (H)



(Strapped) Viking Shield (V)

SHIELDS

While it is true that few thieves use shields (that would require close combat willingly undertaken, a situation most thieves would prefer to avoid), except on rare occasions during highwaymen adventures, it is also, conversely, true that most fighter-types do use shields (since they do favor close combat). If player thieves have hired some muscle to back themselves up, or if they should happen to be engaged in close combat (a contretemps most undesirable), shield rules become necessary.

In most combat systems, the value of a shield is considered to be a simple +1 increment to the AC (armor class) of the character using the shield. So, up to now, has it been in the combat rules provided in the earlier volumes of Thieves' Guild; if someone was using any shield, add +1 to his EAC. However, there is more to shielding than simple addition of a positive factor; a shield's value in combat depends upon many factors:

- § the skill of the person using the shield,
- § the type of shield being used,
- § the material from which the shield is made.

The shield rules presented here attempt to take all of these factors into account. Also included are some fighting techniques with shields which would normally be available to those fighters trained in shieldwork; these will be discussed at the end of the section.

There are seven basic types or shapes of shield, ranging from a rather small circle to a rectangle large enough to hide one's entire body:

SHIELD TRAINING

The capabilities of a shield are determined by its type and material. The skill of the user is a factor of importance also - a person unused to a shield will not get as much protection from it as will a well trained fighter. Shield training may be chosen as one of a player's weapon trainings available at the beginning of a character's career, or it may be learned later. All of the shields can be divided into 4 general classes for purposes of defining a fighter's training (the terms under each class refer to the type of shield combat work commonly included in the training for that class of shield):

- Class 1: Buckler
(includes boss punch)
- Class 2: Round, Heater, and Kite
(includes boss punch, rim punch, and shield presses)
- Class 3: Viking Round
(includes shield presses)
- Class 4: Legionary and Tower
(includes locked wall techniques and shield presses)

If a character is trained (T) in one class of shields, he is considered partially trained (P) in all other classes of shields (he probably won't make a total ass of himself, trying to run while using a tower shield, etc.). If a character is untrained (U) in any class of shield, he gets no benefits at all, except against missile fire (M). A character may be trained in more than one class of shieldwork, but each shield class requires 1 weapons training choice.

USING SHIELDS IN COMBAT

The method for using shields in combat is simple. Each shield has a protection factor, representing the additional difficulty posed to the attacker in avoiding or circumventing the shield. The attacker's HP for the

tactic of the Norsemen). It is possible to strap weapons to the back of the shield.

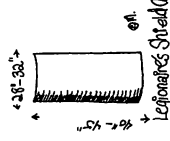
KITE SHIELD (K) - 26" to 30" across the widest part, and 42" to 51" top to bottom, shaped like a child's kite, whence the name. The strapping on a kite held the arm along the longest axis of the shield, and allowed a full rotation of the point from straight down to straight up. This shield was most commonly used by riders, and is frequently seen in pictures of mounted knights in medieval Europe.

LEGIONARY (L) - a large rectangle, of the type used by the Roman soldiers of the Legions, usually 28" to 32" wide and 40" to 45" top to bottom, frequently curved from side to side. Strapping allows the shield to be carried in a rest position with the top at approximately shoulder level. This shield is well adapted to formation of the shield wall which frequently fronted Greek and Roman phalanges.

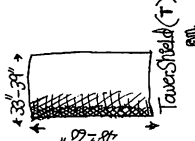
TOWER SHIELD (T) - a huge rectangle, normally 33" to 39" wide and 48" to 60" top to bottom. This type of shield is designed for fighting from behind, rather than with, and is admirably suited to the fighter who wants his opponents to come to him (he surely ain't gonna carry this one very far). It is particularly good for protection from missile fire (you can hide an awful lot of you behind it).



Kite Shield (K)



Legionary Shield (L)



Tower Shield (T)

defender's AC is the SSF (shield strike figure); add the shield's protection factor to the SSF to determine the CSF (clear strike figure). If the attack die roll on a D20 is sufficient to equal or exceed the shield strike figure (SSF), but not the clear strike figure (CSF), the shield has been struck instead of the character using it; if the CSF is equalled or exceeded; the character himself has been struck.

Example: Morreg the Eel is wearing leather armor and using a wooden round shield. He is fighting Bara Kuuda, who is using a broadsword, with which he can hit armor class zero (HACØ) on a 5 or better. Leather armor is AC 4, the shield has a protection factor of 3. The SSF for Bara is 9 (HACØ of 5, + AC 4 for leather); the shield gives a protection of 3, so the CSF is 12. If Bara's attack roll is 8 or less, he has missed the swing completely; if it is 9 to 11, he has hit Morreg's shield; and if it is 12 or better, he has gotten past the shield and hit Morreg himself.

In the case of the buckler in the hands of an untrained character, the negative protection value does not mean that the buckler's wielder is easier to get a clear strike upon - the lower figure is always the SSF, the higher the CSF. This negative quantity reflects the tendency of an untrained combatant to leave much wider openings when trying to protect himself with a device with which he is unfamiliar.

The GM should remember that a shield does not protect from attacks from the rear of the character (unless it is strapped or carried on his back), or from the side of his weapon hand; it protects only the front and shield arm side of the person using it.

To assess damage, both to the shield and to the shielded, roll the normal damage dice for the attacking weapon. Compare this result to the shield's absorption capability; any damage not absorbed by the shield will pass through to the character. The players should keep track of the total damage absorbed by the shield, since a thoroughly battered or hacked-up shield will provide little or no true protection. Shields, unlike pieces of armor, are seldom repairable; normally they will simply be replaced.

SHIELD DESIGN AND CONSTRUCTION

In BASE SHIELD SPECIFICATIONS, the various types of shield are rated for protection (how much harder it is to strike a person using one), absorption (how much damage it will keep from getting through when a shield, rather than the person using it, is struck), penalties to one's own Hit Prob while using a shield (they do get in the way of the blow you were delivering, as well as slowing you down just a touch), minimum strength (STR) needed to move at full normal speed when using a shield (it is possible to try to use a shield much too heavy for you, which will slow you down considerably when you try to move), and turn angle (how far around you can turn in 1 mr without losing control, perhaps falling). The base price for a shield constructed of wickerwork is quoted in SP. MATERIALS contains STR adjustments for weight of material, the base saving roll for the shield material, the absorption multiplier, the missile/ranged weapon absorption multiplier, the factor for the total amount of damage the shield is capable of absorbing before becoming useless for any sort of protection, and

BASE SHIELD SPECIFICATIONS

Type of Shield	Protection			Absorption U/P	T/M	HP Penalties			Minimum Strength	Turning Angle	Price in SP
	U	P	T			U	P	T			
B(uckler)	-1	0	2	0	1	2	0	0	2	-	25
R(ound)	0	1	3	2	1	3	0	0	5	-	75
H(eater)	1	2	4	2	1	3	-3	-2	6	-	90
V(iking)	2	3	5	3	2	4	-3	-2	9	180°/180°	120
K(ite)	2	3	5	3	2	4	-4	-2	10	180°/180°	140
L(egion)	3	4	6	5	2	4	-5	-3	10	120°/90°	160
T(ower)	4	6	8	6	3	5	-6	-5	13	60°/45°	200

a price multiplier. Both of these charts will be used to rate the shield you are constructing.

MATERIALS

Material Used	STR Add	S.T. Base	Absorb Factor	Missile Factor	Damage Factor	Price Factor
Wicker	-2	6	0.5	2.0	5	1
Leather	0	8	0.5	3.0	3	3
Cuirboilli	+1	10	1.0	2.5	5	4
Wood	+2	11	1.0	1.0	7	4
Bronze	+4	15	2.0	2.0	12	7
Iron	+6	17	2.5	1.5	16	8
Steel	+5	20	3.0	1.5	20	10

Most of the capabilities of a shield are derived by cross-indexing the shield type with the stage of training for the capability desired. The others use factors from both charts.

Absorption is derived by multiplying the base absorption rate for type of shield and stage of training by the material absorption factor.

Damage is derived by multiplying total absorption (the previous calculation) by the material absorption factor (any bonuses to damage provided by the enhancements are added to the total, not to the base). When the damage absorbed by the shield (prevented from harming the user) reaches certain percentages, checks and adjustments should be made to shield capabilities:

- 25% Damage - 10% chance of broken strap or hand grip.
- 40% Damage - Protection reduced by 1.
- 50% Damage - 35% chance of broken strap or hand grip.
- 65% Damage - Protection reduced by half.
- 75% Damage - 75% chance of broken strap or hand grip.

Missile absorption is derived by multiplying the base missile absorption rate by the material missile factor.

Minimum STR to move freely is calculated by adding the minimum STR for the shield type to the material STR add (wicker is light enough that it is easier to carry). For each point of STR by which the minimum STR requirement for the shield exceeds the character's effective STR, deduct 1 from the movement allowance for that character. (If the new combat rules in the next section are being used, deduct 1 from REF for each 2 points [or part thereof] of STR by which STR minimum is missed.) **Saving rolls** against shattering and cleavage depend on the type of material.

Shattering: A shield will require a saving roll (abbreviated SR) against shattering if it has been dealt, in a single blow, twice the damage it is capable of absorbing. Shattering destroys the shield completely, but absorbs 1.5 times its normal maximum in the process; the shield is completely gone (with no entanglement to the character) as of the following mr.

Cleavage: A shield will require a saving roll against cleavage if the attack roll is exactly equal to the SSF, or to the CSF (see combat method above for the meaning of abbreviations). Cleavage destroys the protective value of the

shield, but not the shield itself; the pieces are still strapped to the character's arm, and still exert movement and HP penalties, if any are applicable. The normal amount of damage is absorbed for the cleaving blow. It requires a SR against CDN to remove the pieces, with no blows swung, and no major defensive movements allowed, during the removal process. If the SR against cleavage is made exactly, the opponent's weapon has partially cleft the shield (doing double the normal damage to the shield), and is stuck in the shield itself (this will usually produce a few interesting movement problems). It requires a missed SR against the base material number, for one's opponent to free his stuck weapon.

Prices for the various shields are calculated (in silver pieces) by multiplying the cost of the shield type by the material price factor, and then adding the cost of enhancements (if any). There are no enhancements available on "off the racks" shields; enhancements require extra time to apply to the shield, usually 2 to 6 days (2D3) per enhancement.

Turning angle refers to the maximum spin per mr that can be safely made. The first number of degrees is for use on hex boards, the second is for those who prefer squares. If the turning angle is exceeded, the character will lose control of the shield, and leave himself wide open for a blow (a bonus of 3 to the HP of his opponent), unless he makes a successful SR against REF. If the SR is missed by 5 or more, the character involved has lost his balance and fallen.

There are some enhancements to shields, which may provide additional strength for the shield in terms of the saving rolls required (all but the last are used only on non-metallic shields). All of the additions to SR are cumulative.

Binding

(Placing a metallic rim on the shield)
 adds +2 to SR against cleavage,
 adds +4 to total damage capability.

Strapping

(Placing metallic belts across the shield)
 adds +3 to SR against shattering,
 adds +2 to SR against cleavage,
 adds +6 to total damage capability.

Bossing

(addition of a metallic hub to the shield)
 adds +1 to SR against cleavage,
 adds +1 to total absorption capability,
 adds +3 to total damage capability,
 +6 if metallic shield.

Prices

(in SP; "-" indicates not available)

Option	B	R	H	V	K	L	T
Binding	20	60	80	90	100	100	150
Strapping	-	120	120	180	200	250	350
Bossing	30	50	-	70	70	-	-

(Triple cost for bossing on metallic shields.)

EXPERIENCE BONUSES

Experience bonuses for fighters and thieves may be applied to shield work in the same manner as increases in HP with a particular weapon, and may either supply additions to protection or reduce the HP penalty that comes with a particular type of shield. Absorption may not be increased by experience, since that is only a function of the type of shield and its material.

MAGICAL ENHANCEMENTS

Magical enhancements may be applied to shields, in order to raise the protection value, or the shield's total absorption (not the base figure) which will also raise overall damage capability, or the SRs against

cleavage and shattering, or to reduce the minimum STR requirement to carry the shield (this may also affect the turning angle on the larger shields - this should usually be increased proportionately to the reduction of necessary STR). Another possible enhancement is to increase the strength of material, as with a wooden shield with a material strength rating of bronze, or even steel.

COMBAT TECHNIQUES WITH SHIELDS

There are only a few techniques for using a shield to strike a blow: boss punches, rim punches, and the shield press (locked wall technique does not actually strike blows, but it tends to push the enemy back while providing protection to the users). The two punches usually do damage if successful, and the press is used to push an opponent off his feet, knocking him to the ground, and making him a prone (and much easier) target.

Punching with the shield is handled in much the same way as striking a blow with any other weapon. The base HACO of a shield is 10 (the shield is a bit more ungainly than the normal weapon), and it requires minimum CDN of 9 to deliver blows; if a person desires to deliver a blow in one melee round, and still use the shield for defense in that round, it requires minimum effective REF of 13. The damage delivered by a shield blow depends on the strength of the user as well as the material of the shield. Bonuses for damage are figured as for any other weapon, using STR as a guide compared to minimum STR required for the shield in use. The base

damage dice relate to the type of material used for the shield. If a boss punch is struck with a shield on which there is no boss present, the damage a successful strike would normally deliver is divided by 3 (most of the damage capability of this type of punch is contained in that little metal nump) - a blow normally delivering 8 points would deliver 3 (round to nearest), etc. A rim punch with a non-metallic shield which has no rim (it is not bound) incurs a penalty of 1 die of damage - a blow which would do 4D3 of damage only does 3D3, etc. One-third of the damage delivered by the shield should be assessed as damage to the shield.

Shield presses can produce disproportionate results if successful, but are fraught with danger if they do not work. To make a shield press, a fighter must declare the intention at the beginning of the mr; he may not make any other attack. Develop effective weight class (EWC) for presser and target - effective weight class is STR value + AC value. Add the two EWCs, then derive percentage of

Armor	Value
Cloth	0
Soft leather	0
Hard leather	2
Cuirboilli	2
Chain	4
Splint	3
Banded	4
Scale	5
Plate mail	5
Plate	6

Partial coverage:
 divide by 2
 Values cumulative.

2/3 attacker's EWC against that total. Roll D%; if the result is less than the percentage figure, the press has succeeded. If the press fails, and the result is in the top 25% of the failure percentage (as for the lockpicking and pocketpicking tries on page 1-14a), the presser has put himself in a position so unbalanced that his opponent has a bonus to HP of +3 for the next mr; if he fails a saving roll against CDN, he trips and falls (putting himself in the position he had intended his foe to

occupy). If the target has a higher base REF than the presser, a saving roll against effective REF will allow him to step out of the way; if the result of the roll is lower than the difference between the two REFs, or if the result is 2, the target has succeeded in dodging

out of the way, and has tripped the presser (with the same result as above).

Locked shield walls are formed only by the two biggest types of shields. Both of these are made with a raised lip on one side, and a depressed lip on the other

which allow the shields to link to form a strong wall. This wall is hard to break, and a unit trained in this tactic can form a good rallying point or a center point for a line.

(If this section is to be used, it must be used in combination with the extended shield rules to be found in the previous section.)

ARMOR AND COMBAT

Few thieves use heavy armor (i.e., much more than the occasional piece of cuirboilli), since it can slow a rogue down to a mere fraction of his former speed. For this reason, Thieves' Guild has used a very simple and easy to handle combat system which did not provide much accuracy in the matter of armor - armor was treated as all protection and no penalty (so to speak).

Little recognition was taken of the fact that the more protection afforded to its wearer by a given piece of armor, the more restricted his movements become, and the slower his reaction times. In truth, a figure in plate armor would generally be a virtually stationary target, easy to bang on the whole live-long day - just extremely hard to damage. Another type of armor would probably be less bulky and restrictive, but it would be also less protective.

Under the revised combat system presented here, the various types of armor will be treated as a range of protection (the percentage of the time that a blow will strike the armor rather than the person wearing it), and an amount of damage that the type of armor absorbs when it is struck. Hit prob depends on the weapon and the person wielding it. A single roll of a pair of D20 (D20, not percentile dice - D%) can determine whether the blow has missed entirely, been parried, struck the opponent's shield (if any), struck the armor, or has managed to find the chink in the armor (a clean hit) and to bypass the armor's protective ability entirely. Under the new method, it is possible for Conan to fight without armor and use all his pantherish speed to avoid being struck by his opponent's weapon swings. Critical hits (a simplified system is used, simply multiples of the normal damage) are dependent on the skill a person possesses with the weapon he is using, and are possible whenever the opponent is struck, on armor or cleanly; criticals on armor are, of course, rarer in occurrence than if a clean hit on the person is made.

TYPES OF ARMOR

There are eleven basic types of armor used under this style of resolving combats; even animal hide (on the living beast, not off) can be equivalenced to one of these types, although the animals involved would not be subject to the REF and CDN penalties assigned to wearers of artificial armor. The types of armor used are (general classes):

Quilted Cloth - is basically two or more layers of cloth, usually with some sort of batting sandwiched in between the cloth layers, and with a goodly bit of stitching done to divide the material into many different sections (ala the quilts found on the beds in many of the residences of bygone years). The cloth is normally very supple (until it gets wet), and does not interfere with movements under most circumstances; if it should happen to get very wet, treat it as Hard Leather for movement penalty only, not for absorption.

(Animal = Light Hide)

Soft Leather - is a the thin hide of some animal, usually single layer, occasionally with the hair remaining on it. It is quite supple, and does not interfere with movement to any great respect. If this should get wet, treat it as Hard Leather for movement penalty, but not absorption.

(Animal = Medium Hide, Light Fur)
Hard Leather - is equivalent to tooling leather, a thicker hide. It is usually fairly stiff, and may be mildly restrictive of movement. A heavily furred tanned hide would be equivalent to Hard Leather.

(Animal = Thick Hide, Medium Fur)
Cuirboilli - is tooling leather boiled in paraffin or some other wax, and shaped over a form while it is still warm and pliable; as it cools, it ceases to be pliable, and becomes extremely stiff. It is restrictive of movements.

(Animal = Heavy Fur, Light Scale)
Chain - is often called Mail (Chain Mail is a redundancy, since the two words mean much the same thing), and is comprised of many links of finely wrought wire. It is reasonably supple, but is not light, and can be a bit restrictive of movements.
(Animal = Medium Scale)

Studded Leather - is tooling leather, with numerous buttons of metal riveted through the leather to reinforce it. It is about as stiff as Hard Leather, but weighs a good bit more.

(Animal = Thick Fur)
Splint Armor - is Cuirboilli with strips of metal embedded into the waxed leather while it is cooling and hardening. It is heavier than Cuirboilli, and just as restrictive of movements.

Banded Armor - is usually two or more layers of Soft Leather with a number of over-lapping bands of metal fastened to it. It is not as stiff as Hard Leather, but is just as restrictive of movements, and heavier into the bargain.

Scale Armor - is Quilted Cloth or Soft Leather with large numbers (hundreds, in some cases) of small plates of metal fastened to the base material. It is quite similar to Banded Armor, but is usually heavier.

(Animal = Medium Scale, Light Horn or Carapace)
Plate Mail - is Chain with portions of formed (and, occasionally, jointed) metal plate. It is not as supple as Chain, due to the addition of the plate, and is a good bit heavier.

(Animal = Thick Scale, Medium Horn or Carapace)
Plate Armor - is comprised of plate metal formed and shaped to fit specific portions of the human body. In many cases, it was very finely wrought and jointed, requiring less strength to move around while wearing it, but the suits (or cuirasses) were usually restrictive and very heavy.

(Animal = Heavy Horn or Carapace)

ARMOR TYPES AND STATISTICS

Armor Description	Penalties			Full Damage	GP Cost
	AC	REF/CDN/STR	HelM HPB		
Quilted Cloth	2	0	3	0	12
Soft Leather	3	1	0	4	0
Hard Leather	4	3	1	6	1
Cuirboilli	6	4	2	8	2
Chain	8	5	2	10	4
Studded Leather	8	5	3	11	4
Splint Armor	9	6	3	12	4
Banded Armor	9	6	4	13	4
Scale Armor	10	6	4	14	5
Plate Mail	12	7	5	16	5
Plate Armor	15	8	6	18	6

Explanations of Headings:

AC - is the overall figure to use when figuring the character's personal combat line for the range of protection for a full suit of the armor type.

Penalty to REF - is the amount deducted from the REF of a character wearing a full suit of the armor type, to develop effective REF.
 Penalty to CDN - is the amount deducted from the CDN of a character wearing a full suit of the armor type, to develop effective CDN.

Minimum STR - is the minimum STR rating required to wear a full suit of this type of armor without further deductions from effective REF; for each 2 points (or part thereof) of STR under that mark, deduct 1 additional point from REF. If a character should happen to develop a negative effective REF, deduct the negative amount from CDN.

Helm - is the class of helm that should be worn with a particular type of armor to secure maximum protective effect. If the class of helm worn is under that required, lower the AC rating of the overall armor by the difference (wearing a helm class greater than that required has no beneficial effect, however, unless the helm is the only armor being worn).

HELM CLASSES

Description	Class	AC*	HPB
None	0	0	0
Soft leather or cloth liner	1	1	1
Makeshift, leather or studded	2	1	2
Chain coif	3	2	2
Open metal helm	4	2	3
Guarded helm	5	3	3
Closed helm	6	3	4

If the helm is the only piece of armor worn (a shield is carried, not worn), the AC is as given in that column. This handling reflects the fact that most blows are aimed at the head. If a person is wearing only a helm, and is struck upon it (if the attack die roll falls in the range for the armor protection), there is a 10% chance per point of damage that passes through the helm, that he will have been knocked unconscious (a SR against 2/3 STM reduces that to dazed for 1 mr), provided this damage does not kill him outright (a person can only stand 25% or 1/4 of his total damage if taken as a solid head blow). If a person is K'O'd, it requires a SR against 1/2 STM to awaken, and a second SR against STM (after the first has been made) to become active again (only one SR per mr should be allowed).

HPB (hits per Blow) - is the amount of damage the armor type will absorb from each blow successfully struck to the armor. If the damage delivered by the blow is less than or equal to HPB, no damage passes through to the person wearing it. The GM should require the players to keep track of the amount of damage the armor has absorbed; armor loses 1/3 of its protective value when it has absorbed 1/2 of its maximum damage potential - it loses all value for protection when the damage absorbed (without repair) exceeds its full damage figure.

Full Damage - is the maximum amount of damage that a full suit of armor of the given type will absorb before it becomes useless for protection. When sets of armor have absorbed 1/2 this full damage figure (with the exception of Quilted Cloth, Soft Leather, and Hard Leather), AC is reduced by 1/3 (rounded down) to reflect general wear and tear.

PARTIAL ARMOR AND ARMOR COMBINATIONS

If a character should be wearing only partial armor, or if he is wearing a combination of types of armor (a plate cuirass and cuirboilli limb armor), the chart below will help to calculate both his EAC and his requisite penalties.

PARTIAL ARMOR ADJUSTMENTS

Area of Adjustment	Partial on Torso (40%)	Partial on Limbs (60%)
A(armor)(Class)	-65% (2/3)	-50% (1/2)
REF Penalty	-40% (2/5)	-25% (1/4)
CDN Penalty	-50% (1/2)	-35% (1/3)
STR Minimum	-50% (1/2)	-35% (1/3)
Absorption	-60% (3/5)	-50% (1/2)
Full Damage	-65% (2/3)	-50% (1/2)

The helm class is dependent on the type of armor on the torso, and does not change with partial armor types. If the limbs are not all the same class of armor, arms are approximately 35% of the limbs, legs 65%, and the GM is invited to work out the adjustments as an exercise. If the group wishes to use a hit location system, the one below is provided (an armor hit or a clean hit, rather than a shield hit, is assumed):

If using shield style fighting:

Head - 25%	Shield Leg - 25%	Shield Arm - 05%
Torso - 20%	Off Leg - 10%	Weapon Arm - 15%
If not using shield style fighting:		
Head - 25%	Off Leg - 10%	Off Arm - 05%
Torso - 25%	Weapon Leg - 20%	Weapon Arm - 15%

Many people like to use a damage allocation system in conjunction with a hit location system, to reflect the fact that individual areas of the body do not take as much damage as the whole body is capable of sustaining. If the group wishes to use such methods, the list below provides reasonable approximations of the percentage of the full damage that a particular portion of the body should be able to sustain, before resulting in death (head, torso) or severance (arms, legs). If the GM or the group wish, they may subdivide further to handle smaller areas of the body (chest, wrist, knee, etc.).

Head	20%	Torso	60%
Leg	35%	Arm	30%

MAGICAL ENHANCEMENT OF ARMOR

Armor is quite suitable for enhancement by various arcane means. The effects on the armor itself are many and varied; the result of the enchantment may be to improve the amount of damage, either HPB or Full Damage, that it can absorb, or to reduce the REF and/or CDN penalties, or to reduce minimum STR requirement, or even to increase the AC. These effects may be combined to produce some very interesting suits of armor, but it is suggested that the GM hand-design whatever magical armor he desires to hand out carefully, for it is quite easy to have unbeatable walking tanks abounding in a campaign if one is not relatively careful.

COMBAT UNDER THE NEW SYSTEM

Combat can be handled as simply and easily during assorted fracas (fracas?) and general melees as it was under the older method, if some easy pre-combat preparation is performed. Each character should have two lines added to the combat portion of his sheet:

§ an Attack Line, running from 1 to as much as 15, which details his HAC (with his favorite weapon (there may be more than one of these Attack Lines set up, likely one for each weapon used); and, § a Defense Line, which could run from -15 to as high as 30, and which details his dodging ability, his parry skill, the shield he carries (if any), and the armor he wears (again, if any).

The lines should be figured as follows:

Attack Line:

First, the spot numbered "1" should always be marked "F", to indicate the possibility of a fumble; if the character is not expert with his weapon, the spot numbered "2" should be similarly marked. Next, the spot with the number corresponding to the character's HAC (with the specified weapon should be marked "**", to indicate the first point at which a hit might possibly be scored (because of one's opponent's dodge, this is

not the absolute number for a hit - it could move up or down the line). All spots between "F" and "*" should be marked "M" (for missed, obviously), and all spots past "*" should be marked "H" (for hit).

Examples:

1.) Kreegan Bundolo uses a club with which he is an expert, and with which he has HAC of 5 - his Attack Line looks like:

F--M--M--M--*--H--H--H--H--H--H
 1 2 3 4 5 6 7 8 9 10

2.) Verasi Teigh possesses a broadsword with which he has recently finished training, and with which he has HAC of 9 (he has an average CDN rating, and uses a kite shield). His Attack Line looks like:

F--F--M--M--M--M--M--M--*--H
 1 2 3 4 5 6 7 8 9 10

Defense Line:

A Defense Line is bit more complicated than the Attack Line. First, base dodge must be calculated - this comes from effective REF (with armor on), and is drawn from a new chart for:

Bonuses and Penalties for Requisites - REF

REF	Dodge	REF	Dodge	REF	Dodge
0-	-12	7	-2	19	+5
1	-10	8	-1	20	+6
2	-8	9-12	0	21	+8
3	-6	13-14	+1	22	+10
4	-5	15-16	+2	23	+12
5	-4	17	+3	24	+14
6	-3	18	+4	25+	+17

Dodge is figured from base dodge + experience dodge (the ability an older hand gains to effectively suck his stomach in just a skeencht tighter when the blade goes whistling by). This is marked off from the zero point of the line; if negative dodge has been attained, the Line markings will start with the parrying ability at the appropriate negative number. If there is positive dodge, mark the spots with "D" from the zero point to the limit of the dodge.

Next, parry skill is marked off. If the person has an experience bonus for the weapon he is using, this functions as a weapons defense ability (parry) as well. Mark off the appropriate number of spots with "P" to indicate the parrying range with the person's primary weapon (the parry range will probably alter if weapons are changed during combat).

Now we get into the armor area - shielding, armor, and armor overlap. Mark off the next spots with "S" to half the protection value (round up) of whatever shield is being used. The remaining half of this value will be included as part of the armor rating (a 2-point shield has 1 point shared with armor; a 3-point shield also has 1 point shared with armor, but will have 2 points of pure shielding); these spots should be marked "B" to indicate that both are being struck (on a pure Shield hit, any damage that is not absorbed by the shield is to be transmitted directly to the person; on a Both hit, any damage scored is first marked off against the shield, to its limit, and then against the armor, to its limit, before whatever remains is transmitted to the person). Mark the spots equal to the remainder of the AC (AC10 - half a 4-point shield = 8 spots, AC15 with no shield = 15 spots, etc.) with "A" to indicate a strike upon the armor. The spots remaining should be marked "C" to indicate a clean hit, which bypasses the absorption value of the armor.

Examples:

1.) Kreegan (of Attack Line fame) is 5th level, and has STR 14, CDN 9, REF 18; he wears no armor (he has a level experience dodge of +1), but carries a wicker kite shield (in the use of which he is trained and has an experience bonus of +2 to protection), and has an experience bonus of +3 with his ironwood club:

Dodge - 5 (4 + 1) Parry - 3 Shield - 7

D--D--D--D--D--P--P--P--S--S--S--S--S--S--S--C--C--C
 * 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17
 2.) Verasi (also of Attack Line fame) is 1st level, with STR 15, CDN 12, REF 14; being high nobility, he was provided at the outset of his adventuring career with a full suit of plate and a steel kite shield (and a horse, because it's hard to walk with that weight of metal surrounding one); he has gained no experience with his weapons as yet, but has been thoroughly trained in their use; in this instance, he is fighting on foot:

Dodge - neg 5 (eff REF 4 = 14 - [8 + 2])
Parry - 0 Shield - 3 Both - 2 Armor - 13

S--S--S--B--B--A--A--A--A--A--A--A--A--A--A--A--A--C
-5 -4 -3 -2 -1 * 1 2 3 4 5 6 7 8 9 10 11 12 13
 Once the lines have been pre-figured, it is simple to match up the stars (*). Thus, if Kreegan and Verasi were fighting, Kreegan would hit Verasi's shield on a 1[D20] to 5 (he would still have to check for a fumble on a 1), would get through to the armor on a 6 to 18, and would score a clean hit on a 19 or better. On the other hand, Verasi would check for fumbles on 1 or 2, miss Kreegan completely on 3 to 13, be parried on 14 to 16, hit his opponent's shield on 17 to 23 (since it's only a wicker shield, the odds favor Verasi scoring damage on Kreegan himself with any shield hit), and score a clean hit on 24 or better (remember, with the custom of "reroll and add half" on a 20[D20], it is possible to roll much higher than 20).

Criticals:

Criticals (severe or very lucky hits which usually cause multiples of ordinary damage to occur to one's opponent) may be scored on any straight Armor hit (not on a Shield or Both hit) or any Clean hit. The chance to score a critical is 5% per weapon skill point with the weapon being used on an A hit, and 10% per weapon skill point on a C hit. The second D20 rolled is used to figure criticals - subtract weapon skill (or weapon skill x 2, for the Clean hit) from 21 to get the figure to equal or exceed on the second D20 (it should be easy for the player to remember his criticals numbers). The first three points (the first triad) of the die roll on a successful critical double (x 2) the damage done by the blow, the next three (the third triad) quintuple (x 5, on ouch!), and any higher result octuples damage (x 8, this is when heads fly off and people are chopped in twain). It is highly likely that a beginning character will have no chance of a critical on an Armor hit, but anyone has a minimum 5% chance (20[D20]) to score a critical on a Clean hit.

Examples:

1.) Remember Kreegan? He has an experience bonus of three with his club, giving him a 15% chance of a critical on an Armor hit, and a 30% chance on a Clean hit. His critical numbers are 18 (21 - 3) A, and 15 (21 - [2 x 3]) C. On the A hit, he can only do double damage, but on the C hit, he does double damage on 15, 16, or 17 (the first triad), and triple damage on 18, 19, or 20 (the second triad).

2.) Verasi, our neophyte knight, on the other hand, has no chance at all of a critical on an A hit (since he has no experience bonuses with his weapons yet, and was not able to secure extra training from a Weapons Master, which might have earned him an early experience bonus), and only a 5% chance of a critical on a C hit. His critical numbers are nil and 20; he will do double damage if a 20 is rolled on the critical die.

Ranged Weapons

(The following rules section is an expansion primarily designed for those desiring more realism and accuracy in the use of ranged weapons such as bows, spears, throwing knives, et al. Many of the treatments given here require a bit of study by both GM and players, and should not be blithely entered upon.)

Ranged weapons are an entirely different style of combat from close weapons. Seldom is the defender (i.e., the target) in any close proximity to the one attacking him; the victim seldom gets any chance for a reprise. Additionally, almost all ranged weapons (rocks and throwing hammers being the major exceptions) are piercing weapons, similar in effect to the rapier and various daggers; damage received from impalement (the standard result of a piercing weapon) is generally different from damage received from cutting or smashing weapons (swords and/or maces), and tends to have a more serious effect on the victim (a whole lot more internal damage). These circumstances dictate a different method of handling combat, when one of the parties involved is using a ranged weapon (bows and crossbows primarily, although the other forms will be covered more fully at the end of this section).

There are three basic styles of ranged or missile weapons: fired, cast, and thrown. Fired weapons include those which employ some form of ammunition separate from the weapon itself — the weapon is basically a delivery system, rather than an actual source of damage; the basic forms are bows, crossbows, slings, and blowguns. Cast weapons include weapons which are both delivery system and ammunition — frequently these are relatively streamlined and aerodynamic; basic forms are daggers, spears and javelins (used alone or with an aid like an atlatl or spearthrower), although lariets, nets, bolos, and other flexible weapons may be included. Thrown weapons are mostly smaller versions of close weapons — they tend to do their damage from smashing or cutting rather than piercing; basic forms are rocks, throwing hammers, and throwing axes (such as the francesca — a light axe favored by the early Frankish tribes — whence the name). Bows are by far the most commonly used of the ranged weapons, and most of the guidelines presented here will concentrate on them; the other weapons will be handled in relation to bows.

Bow Types

The type of bow most commonly used is the self bow. "Self" means that the user himself draws the bowstring just prior to release, rather than pulling and cocking the string long before release, as in the various crossbows. For purposes of simplicity, these rules recognize only three basic types of self bow (a compound or pulley bow has been developed as well, but this style is very, very rare — GMs please note — and should be treated with the status of an arcane artifact):

Short bow — the bowstave is quite short (3' to 4' in length), and fairly light in construction. It does not require much strength to pull, but carries the shaft only a short distance. It can be easily used in relatively confined spaces, or from the back of a horse.

Horse bow — the bowstave is slightly longer (3-1/2' to 4-1/2' in length), and, usually, heavier, than the short bow. It is harder to pull, but will send a shaft a correspondingly greater distance. This style of bow was designed primarily for use from a horse's back — it is not as readily usable in confined areas.

Longbow — the bowstave is normally figured at the user's height plus a head (5-1/2' to 7' in length), and is of very heavy construction. It requires substantial strength to pull, but is capable of sending an arrow a great distance. The longbow is strictly an artillery-style outdoor weapon (deriving its greatest effect from the "grey goose flock", a large flight of arrows from many bows), and is very difficult to use from horseback or in a confined area.

Weights — Pounds Pull

Bows are classed by weight (the number of pounds of pull required to draw the bow to full extension), and it is usually a very good idea to have the bow matched to the user's strength. Both overbowing and under-bowling can cause problems: the snapping of staves and strings if the bow is too light, or the wavering of the point of aim from stress if the bow is too heavy. The various weights and classes of bows are given below. Weights marked with an (x) are relatively normal weights, which are easy to purchase ("off-the-rack" bows, so to speak); special (S) indicates a non-standard bow for which the maker will usually charge all the traffic will bear, and dashes (-) means that bows of that style are simply not made in that weight. Suggested prices in GP are included for the normal weights — these are for bows of average quality and workmanship; GMs should be able to interpolate a fair price for a specially made bow (the authors suggest 20 to 30 times the normal price for a non-standard bow), or for a bow of above average materials or workmanship (the suggested rate is 5 to 10 times normal price). A general STR range is given for each weight, and the maximum effective range (the greatest distance that a shaft from an unaltered standard bow can be fired) is also shown.

BOW CLASSES and WEIGHTS

Weight	STR	Range	Short	Horse	Long
10lb	1-2	200'	x (6)	-	-
20lb	3-4	250'	x (9)	-	-
30lb	5-7	400'	x (12)	x (20)	-
45lb	8-10	550'	x (16)	x (25)	x (40)
60lb	11-13	700'	x (20)	x (30)	x (50)
80lb	14-15	900'	S (*)	x (50)	x (70)
110lb	16-17	1200'	S (*)	x (75)	x (100)
150lb	18-19	1600'	S (*)	S (*)	x (150)
200lb	20-22	2000'	-	S (*)	S (*)
250lb	23-25	2400'	-	-	S (*)
300lb	26+	3000'	-	-	S (*)

Adjustments to Accuracy

The Base Hit Prob (BHP) for bows varies with the range of the target, and should be adjusted for target size as well; it is much harder to hit a quarter-sized coin at 20' than it is to hit a man at 100'. There are five ranges: point-blank, close, medium, long, and extreme. The ranges vary with the type of bow.

RANGES and BASE HIT PROBS

Range	General Type of Bow			BHP	
Description	Short	Horse	Long	Cross	
Pointblank	10'	15'	25'	25'	3
Close	40'	60'	90'	100'	6
Medium	(thru 30% of total effective range)				11
Long	(next 35% of total effective range)				16
Extreme	(last 35% of total effective range)				20

For example, a standard 110lb longbow, with effective range of 1200', would have as operational ranges:

- Pointblank** up to 25'
- Close** 25' to 90'
- Medium** 90' to 360' (the remainder of the first 30% of the bow's effective range — 30% of 1200' is 360')
- Long** 360' to 780' (the next 35% of the bow's effective range — 35% of 1200' is 420')
- Extreme** 780' to 1200' (the last 35% of the bow's total effective range — again, 420')

Size of target should cause adjustments to BHP. The target size is the visible area of the target — a rabbit on the ground, for instance, will have the same apparent size (at whatever range) as a man's head sticking above a wall. The suggested method multiplies the actual range in feet by a factor related to the size of the target to get the effective range in feet. The factors for the sizes are given in the table below.

SIZE ADJUSTMENTS

Description	Multiplier
Miniscule (playing card size or smaller)	x 4.0
Tiny (rabbit sized or smaller)	x 3.0
Little (baby sized or smaller)	x 2.5
Small (hobbit sized or smaller)	x 2.0
Short (dwarf sized or smaller)	x 1.5
Average (man sized)	x 1.0
Large (horse sized)	x 0.7
Big (cottage sized)	x 0.3

GMs may wish to use the preceding principle to allow for aimed shots, or for targets under cover of some sort. Estimate the size of the area being aimed at or currently exposed above cover (his left hand, right buttock, etc.), and apply the proper factor. If the archer in question does make a roll which will hit the target (in the overall sense, not the particular), the GM should probably allow the hit if the target is in the open. If, however, the target is in cover, the arrow has struck the cover material (this will likely cause the target to have second thoughts about breaking cover); if the cover material is soft (i.e., bushes, a small cluster of narrow boiled trees, etc.), there might be chances for the shot to penetrate and strike its intended target.

Under- and Overbowing

As mentioned before, overbowing (using a bow for which one has too little strength) and underbowing (using a bow for which one is too strong) can cause problems. Missing the shot is the least of these.

Even if one is overbowing tremendously, it is still virtually impossible to pull a bow which is more than 2 weight levels above one's own (approximately double

one's normal weight rating). When an archer is using a too-strong bow, the point of aim for the arrow will waver and wiggle all over the scene, and make it much harder to hit one's target. If the archer is using a bow only 1 weight level above his norm, there is an adjustment of -3 to the **attack die roll**; note that this adjustment is to the die roll, not to the Base Hit Prob — an archer is much more likely to fumble when using a bow he is not strong enough to use properly. However, this procedure does not destroy the value of any "20" rolled on the die — one still rerolls, and adds half the new result; the adjustment for overbowing would be made to the final result of the roll. Should the bow be 2 weight levels above norm, the adjustment would be -7. It is suggested that anyone attempting to use a bow 3 or more weight levels above his norm simply be unable to pull the bow at all (although some GMs — one of us nasty types — might wish to give characters attempting this feat substantial chances of hernias from strain).

If the archer is underbowing, there is a great likelihood that the bowstave he is using will snap if he should draw it to full extension, leaving him with a useless weapon and an unfired arrow; even should the archer be exercising due care to avoid breaking the bow, there would be penalties to the attack die roll (as above) to compensate for the strain on the archer. Determine the number of levels difference between the archer's normal weight rating and the rating of the bow he is using; the chart below gives chances for the bowstave to snap if he should draw the bow to a normal extension, and the adjustment to the **attack die roll** if he does not pull the bow fully.

UNDERBOWING PENALTIES

Levels:	1	2	3	4	5	6	7	8
Breakage (%):	10	25	45	75	85	90	95	99
Adjustment*:	-1	-2	-3	-5	-7	-10	-14	-18
* adjustments are to die roll, not BHP.								

Bowstrings

One of the most fragile yet most important parts of a bow is the bowstring. Without the bowstring, the bowstave is just a lightweight and very expensive quarterstaff (which can't even stand much punishment). In most cases, bowmen learn (rapidly) to carry extra bowstrings with them in a readily accessible place (like a belt pouch).

Bowstrings are meant to take strain in the process of propelling the arrow from the stave, but they are not meant to take continuous unrelieved strain. Few good bowmen keep their bows strung for long periods in any but emergency situations, as the strain greatly increases the chances of the string snapping at an inappropriate moment. If a bow is kept strung for more than two hours, there is a 5% chance the string will snap at the next use; the chance increases thereafter at a rate of 5%, cumulative, for each additional hour the string is under tension.

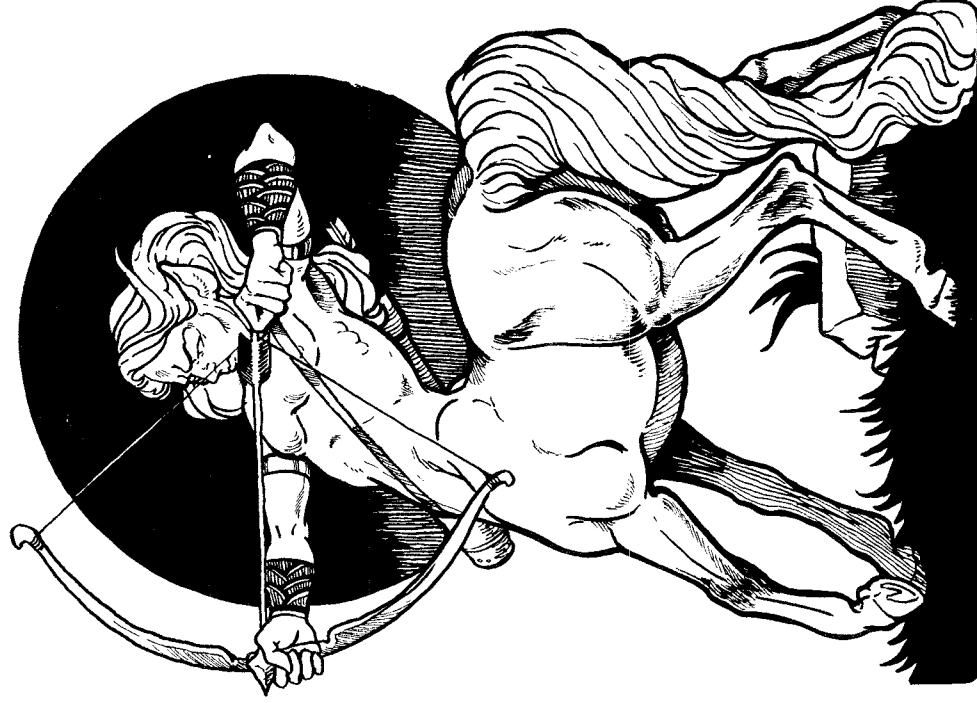
Additionally, strings can simply break from long use. If the string has been on the bow for more than two weeks, there is a 5% chance of snapping, cumulative, for each session of use. For those who enjoy massive amounts of record keeping, the string has a chance of snapping of 2% per hour under strain (i.e., the bow is

strung) plus 1% for each 20 arrows fired from it — check each time the bow is used in a session of firing.

Wet bowstrings are virtually useless, since they tend to stretch and lose power. A wet bowstring draws a penalty of 5 to the **die** roll for firing, and has a 15% chance, cumulative per draw, of becoming completely worthless. If allowed to dry (while off the bow and not under tension), the average bowstring retain its usefulness.

Replacing snapped strings is a relatively simple process if another string is available. It takes 4mr to remove the old string, attach a new one, and string the bow. Under normal circumstances, it requires 1mr (each) for a bowman to uncase the bow, string it, remove an old string, get a new string, and/or attach a new string. To shorten the process, many bowmen keep a string looped on the belt while engaged in using their bows (it can also be a handy garrotte).

Bowstrings are made of twisted cord or gut, wrapped with thread at the heaviest wear points (the end loops and the nocking section), and frequently lightly waxed. The strings themselves (at about 6-8 SP each) or materials to make them (not very expensive — 5 GP should buy sufficient assorted materials to make 4 dozen strings) can be procured in nearly any population center. Bowstring making is a natural part of the training as an archer. It normally takes about two hours to twist and bind a bowstring; allowances can be made for excellent CDN or long experience, but the probable minimum is 1 hour.



Bowman's Leathers

Most bowmen wear protective gear while firing their bows. These consist of a sheath for the left (gripping) arm and a light glove or tipplings for the fingers of the right (pulling or aiming) hand; such equipment is usually made from stiff leather for the sheath, and soft leather for the glove. If a self bow is used without this protection or some equivalent thereof (usually when someone who is not normally a bowman uses one in an awkward combat situation), the following conditions apply:

1. If no protection is worn on the gripping arm — after the first 6 shots a saving roll against STM at a bonus of 6 must be made to be able to continue firing. This saving roll is repeated, and the bonus decreases by 1, for each additional 3 shots made. There are limits to the amount of punishment that the muscles of an arm can withstand before they quit in agony; if the roll is missed, the arm can no longer stand the strain of gripping the bow.

2. If no protection is worn on the fingers of the aiming hand — after the first STM/3 shots, a penalty of 1 is applied to the **die** roll for each shot thereafter. The penalty increases by 1 for each additional STM/3 shots made by the bowman.

In both cases above, a full day of rest and care for the injured area is required before a return to normalcy.

Fumbles

When an archer fumbles, the consequences are seldom as dire as the fumble of a person involved in hand-to-hand or close combat. However, such fumbles can lead to great problems. The chart below may be used for determining the severity of a bowman's fumble.

FUMBLES

Roll	Fumble Description
2	Bowstave breaks; gripping hand is injured, and is unable to hold bow until daily saving roll against STM is made.
3	Bowstave breaks; no injury to bowman.
4	Overdrawn; point of arrow is buried in thumb of gripping hand; a saving roll against 2/3STM is required to be able to hold the bow.
5	Overdrawn; point of arrow is buried in grip; requires saving roll against STR to remove.
6	Overdrawn; bowman has stuck thumb in eye; unable to see to aim properly until saving roll against STM is made; may fire at penalty of 7 to die roll until such time.
7	String breaks; shot fails to get off.
8	String breaks; shot fails to get off.
9	String breaks after shot gets off.
10	Leathers torn off by string.
11	Leathers torn off by string; string breaks.
12	Leathers torn off by string; string breaks; saving roll against REF required to avoid injury to gripping arm or aiming hand.

Target Movement

Whenever a target is moving, that target becomes correspondingly harder to hit. Adjustments to the Base Hit Prob should be made at the time of firing to account for target movement, according to the list below.

SHOT CLASSES

Hit	A	B	C	D	E	F	G	H	Bane
G	0-5	0-3	0-2	0-1	0-1	0	0	0	
F	6-12	4-10	3-9	2-8	2-6	1-5	1-3	1	
S	13-20	11-17	10-15	9-14	7-12	6-10	4-8	2-5	
H	21-26	18-23	16-21	15-19	13-17	11-14	9-12	6-9	
C	27-31	24-28	22-26	20-24	18-21	15-17	13-15	10-12	0-4
M	32-35	29-32	27-29	25-27	22-24	18-19	16-17	13-14	5-8
D	36+	33+	30+	28+	25+	20+	18+	15+	9+

the shaft type given above. The intensity of hit is determined by the archer's Shot Class, a set of ranges for amounts above the Base Hit Prob (the bare minimum roll required to score a hit) which determine how severe the damage from the hit was. The higher above minimum, the better the hit and the greater the damage given. All characters will start with a fairly low Shot Class, but everyone has a chance to advance their Shot Class Rating — (01-25)D100 for each experience level attained. Those untrained with bows will automatically fall into SC-A at the beginning, and require two successful advancement rolls to attain SC-B; they advance normally from that point. Those with training, however, may start at (roll D100): 01-75 = SC-B; 76-95 = SC-C; 96-00 SC-D; they advance normally at all times. SC-H is the upper limit; GMs are responsible for any Shot Classes above H. "Bane" is not a Shot Class attainable by people; it is reserved for arrows which have been enchanted to be Banes to certain creatures (see Magical Enhancement, below).

TARGET MOVEMENT ADJUSTMENTS

Description	Adjustment
No movement (stationary target)	0
Straight, at 90° to line of fire	-2
Straight, directly away from archer	-3
Straight, directly toward archer	0
Above normal speed (running)	-1
Moving at up to 45° from any above	-2
Zig-zagging in open	-3
Dodging from cover to cover	-4

All of these adjustments are cumulative. Thus, a target moving away from the archer, setting any course up to either diagonal (<= 45°), and zigzagging as it moves will make adjustments of -3, -2, and -3, or -8 total; if the target is moving rapidly, the adjustment is -9. GMs should remember that all adjustments to the Base Hit Prob are subtracted from the Base Hit Prob, and that all adjustments to the die roll are added to the result of the die roll.

Arrows and Damage

The arrow is the damaging factor in a bow shot; in most cases, the archer's strength does not contribute to the damage the arrow does — it simply allows him to fire

SHAFT DAMAGES

Type	Damage
Bird (+1)	2
Target	2
Light game	3
Heavy game	4
War (-1)	6
Wood quarrel	3
Steel quarrel	5
Steel bolt (-1)	8

an arrow farther. There are many different types of arrows, each for its own of various purposes, and each doing a base damage in proportion to its size and penetrating power; a fair selection of shaft types is given in the chart on the left. Some of these types do affect the Base Hit Prob of an archer using that type of arrow as a normal offensive

shaft — such adjustments to BHP are indicated within parens after the arrow type. This base damage for an arrow is done on a **Firm** hit; there are a number of intensities of hit, with final damage depending on the quality of the shot the archer made. These intensities, and the corresponding damage multipliers to the arrow's base damage, determine the final damage. The chart on the right gives the grades of intensity in ascending order of damage, and the multiplier to apply to the base damage for

INTENSITIES

Grade	Multiple
Graze (G)	0.5
Firm (F)	1.0
Solid (S)	1.5
Hard (H)	2.5
Critical (C)	5.0
Mortal (M)	8.0
Fatal (D)	DEAD

Breakage or Loss of Ammunition

There is a reasonable chance that a given arrow or quarrel will break when it hits some object, even its intended target. There is also a reasonable chance for shafts to be lost, simply not findable. For each arrow fired (assuming that the archer wishes to recover it — if he's quite rich, he may not care), roll D20:

LOST or DAMAGED SHAFTS

Ammunition	Hard Target	Soft Target	Just Lost
Arrows	14-17	16-17	18-20
Bane Arrows	8-18	12-18	19-20
Quarrel, wooden	11-15	14-15	16-20
Quarrel, steel	15	-	16-20
Bolt	13	-	14-20

Of course, if the target should depart with the item of ammunition still in it, the shaft is almost certainly lost. For purposes of the chart above, a humanoid or animal wearing non-metallic armor is considered a soft target; heavily armored people or animals (those which wear metallic armor or scales or carapaces) are hard targets, as well as trees, rocks, houses, etc.

Custom Bowing and Fletching

It's possible to procure (by a number of different methods) specially made bows which have been (or can be) fitted to the particular user. These bows will have been constructed, usually, by experts (at least, those supposed to be experts) in the three fields of bowry:

tapering - a process of shaving and tuning bowstaves, designed to improve accuracy;

backing - a system of binding additional, very springy material to and into the backs of bowstaves, designed to improve range without corresponding increase in STR requirements;

composition - (or building) a method of constructing bowstaves involving lamination of assorted materials, designed to increase the hitting power of the bow, and raise the damage potential.

One can occasionally find a bowyer who is capable of doing all three of these enhancements, and doing them well, but normally a bowyer will be relatively expert in at most two of the fields (a bowyer should have only one of the three fields at a Skill Level greater than his own general Skill Level, and that field should be a maximum 2 levels higher at most). It is also possible to acquire arrows made by master fletchers; such shafts are specially balanced to achieve greater accuracy. There is not much anyone can do to increase accuracy in crossbow ammunition — the metallic items are already machined to a great extent, and the wooden ones break too often for balancing to be economic. Skill Levels required to make a success of various enhancements are given in the chart below.

ENHANCEMENTS and SKILL LEVELS

Skill Level	Tapering (BHP)	Backing (Range)	Building (Damage)	Arrows (HP)
0	-5	-25%	-75%	-2
1	-3	-10%	-50%	-1
2	-2	+0%	-25%	-1
3	-1	+5%	0%	0
4	0	+5%	0%	0
5	0	+10%	+10%	0
6	0	+15%	+10%	+1
7	+1	+20%	+20%	+1
8#	+1	+25%	+20%	+2
9#	+2*	+30%	+30%	+2
10#	+3*	+35%	+40%	+3
11#	+5*	+40%	+50%	+3
12#	+8*	+50%	+65%	+4

Bows of these levels of improvement have essentially been stretched to their limits by the skills of their maker; consequently, they tend to extreme fragility (a 5% chance each month of breakage with the most careful of care, 15% with average care, and higher with either dis- or mis-use; violence done to the staves in any form [such as wrestling matches, falls, etc.] will send the chances for breakage to 50% or higher).

* These bonuses require prime wood (enchanted for +5 or +8); such stave blanks tend to be very costly (the GM should squeeze every copper he can out of players wishing to commission this quality of bow — assuming they can find a bowyer of this quality), as well as difficult to locate. There is a 15% chance a bowyer will require three stave blanks, and 40% he'll require two — one must be careful to get the best if one wishes the best possible product.

The GM should generally arrange to have the bowyer making the bow (such bows as these are not available "off-the-rack") charge all the traffic will bear (and then some! 150-200 times normal prices for a high performance custom bow would not be out of line). Time from order to delivery in manufacture of a good custom bow could stretch to as much as three years ("You wouldn't want me to hurry, und spoil de bow, now would yu?"), although normally a year should be more than sufficient for a reasonably good job. Bowyers are not hard to locate — there is usually one in any population center — but the chances of finding one capable of doing the quality of work demanded are not high, and are given below; GMs should check for the

bowyer's overall Skill Level using the chart below, and ascertain his abilities in each of the specialties.

BOWYERS' SKILL LEVELS

0 any untrained man off the street					
001-060	1	501-650	5	951-990	9
061-150	2	651-800	6	991-996	10
151-300	3	801-900	7	997-999	11
301-500	4	901-950	8	000	12

Once a bowyer's overall level has been decided, his various specializations should be determined. Roll D100, and use the chart to

BOWYERS

Roll	Specialties
01-12	Tapering only
13-45	Backing only
46-74	Building only
74-80	Tapering, backing
81-86	Tapering, building
87-98	Backing, building
99-00	Three specialties

the left. If a bowyer has a single specialty, it will be two levels above his overall base Skill Level, while the other two will be two and four levels lower than the overall base level (GMs should determine levels randomly); the bowyer has Fletching at (01-25) a level equal to his overall level, (26-55) one level lower, (56-85) two levels lower, (86-00) not at all. When he has a double specialty, a bowyer will be one level higher in both of the crafts he knows, but the third will be five levels lower; Fletching will be at (01-15) equal to overall level, (16-35) one lower, (36-60) two lower, (61-85) three lower, (86-00) not at all. The rare triple specialty man will have all three specialties at a level equal to his overall level, but will not practice Fletching at any level worth talking about.

In all cases of custom bows, the weight class is the primary determining factor for limiting users; only a person of the proper STR range can use a custom bow efficiently — die roll adjustments even more severe than those outlined above should be given to bowmen underbowing or overbowing. None of the regular bonuses for the custom bow should be allowed by the GM when the bow is in the hands of a stranger; these bows are as truly personalized as a set of fine custom-made armor, and no casual handler will know the bonuses for the bow — it should require long handling or special instruction to understand a bow's capabilities.

Crossbows

Crossbows, a short bowstave mounted upon a stock similar in shape to the modern gunstock (funny thing about that!), are handled in the same general manner as self bows. Exceptions are in training and accuracy at ranges. Even a person untrained in the weapon can pick one up and fire with reasonable accuracy (however, they might have trouble reloading it for another shot. . .); the weapon is very easy to use; untrained people will only have a penalty of 2 to Base Hit Prob (rather than 4). The accuracy exception occurs at most of the ranges (there is a small general increase in shot accuracy at shorter ranges, and a decrease at longer ones): **Pointblank**, (+4 bonus to BHP; **Close**, (+2 bonus to BHP; **Medium**, (+1 bonus to BHP; **Long**, (-1) penalty to BHP; **Extreme**, (-)3 penalty to BHP.

In most other respects, both styles of weapon are handled in essentially the same manner. General ranges

for crossbows have been given with those for self bows. There are only five basic weights of crossbows.

CROSSBOWS

Description of Crossbow	Maximum Range	Reloading Method	Time	Normal Ammo
Target (20lb)	400'	Hand	1mr	Q(wood)
Light (45lb)	700'	Hand	2mr	Q(wood)
Medium (110lb)	1200'	Claw	4mr	Q(steel)
Heavy (200lb)	2000'	Winch	8mr	B(steel)
Extra (300lb)	3000'	Winch	12mr	B(steel)

The claw is a belt mounted hook in which the string of the bow is placed; there is a stirrup at the end of the stock in which the crossbowman's foot is placed — one straightens the leg to cock the medium crossbow. For both the heavier models, a winch is placed on the butt of the bow, with a hook on the string, and wound until the string is cocked (the extra-heavy model has a very thick steel bow, and is very difficult to cock). Should wooden quarrels or bolts be fired from either of the heavy models, the likelihood (65%) is that the missiles will virtually explode on leaving the stock; when steel quarrels (rather than bolts) are used in the heaviest model, there is a 15% chance for each one fired that it will catch on the bow and bend itself into uselessness.

Magical Enhancements

Arcane enhancement of self bows and crossbows, and their various forms of ammunition is a not uncommon resort. Self bows and crossbows are usually treated with ACCURACY spells (a DAMAGE INTENSIFIER spell cast on or embedded in a bow would only be of use if one something to use the weapon as a club and try to beat something to death with it), and occasionally with spells affecting the requisites of the user — STR, CDN, etc. Ammunition may be treated with either ACCURACY or DAMAGE INTENSIFIER spells, but few will bother with those altering users' requisites (what good does it do you to double your target's STR or increase his CDN?). Occasionally (and we do mean occasionally), a BANE arrow is produced by a powerful Artificer — these arrows will affect only a certain class of creature, but usually have a hefty chance of immediate death on a hit built into the enchantment, along with quintupling or octupling of damage (all hits would automatically be Critical or Mortal, see the Shot Class chart for these chances); Bane arrows would normally have additional chances to hit as well, in the form of ACCURACY spells.

Other Ranged Weapons

The remainder of the fired weapons and the other classes of ranged weapons, cast and thrown, deserve of some treatment.

The sling (fired) would be handled in much the same manner as a 110lb longbow for accuracy and ranges. The ammunition for a sling is either smooth stones (6 points of damage) or lead pellets (5 points of damage); such ammunition is nearly impossible to recover — stones of the proper weight and shape can usually, however, be found in nearly any stream. The sling is not an easy weapon to learn, and those who have not been trained in its use are at a great disadvantage; among other things, their chance to fumble is 1-5 on the attack roll. Most (65%) of these fumbles involve cracking themselves "upside the skull" with the loaded ammo pocket of the

sling (2D4 damage, saving roll allowed against 2/3 STM to avoid unconsciousness), the remainder causing neighbors and (former) friends to duck rapidly, usually with muttered curses and threats to life and limb. Untrained people are also restricted to Shot Class A for the first three levels of use, and begin with a penalty to Hit Prob of 8 (rather than the usual 5). Slings may be fired with no windup (flirt), when hurried or in close quarters, but will have a range penalty of 50%, and a penalty to Hit Prob of two size classes (go toward the smaller sizes and use their multipliers instead); a windup on a sling requires about 4' of free space beside the person winding up. Slings are capable of being enchanted with the same spells as bows and crossbows.

The blowgun (fired) has very limited range, pointblank 5', close up to 15', medium 25', long 35', and usually less than 50' for extreme. The ammunition is a small bushy feathered dart (1 point of damage), normally used as a carrier of some form of poison (delivered if the target takes any bodily damage from the dart) — there is no "Fatal" result from a blowgun dart other than from poison. Little training is required to use a blowgun, but the untrained person fumbles on 1-4; fumbles are usually (85%) inhaling while the mouthpiece of the pipe is at one's lips — this can cause some serious problems, particularly if the dart just swallowed was poisoned.

Spears and javelins (cast) are limited in range by the strength of their caster (extreme range is 10.0' and 12.5' per point of caster's strength, respectively), and take their ranges from the 20lb horse bow; they do, respectively, 12 and 8 points of damage. An at-thr (spearthrower) will add 50% to all ranges, but this device requires choice as a weapons training (untrained people using such spear throwing devices are usually quite comic in their misadventures, but very dangerous to their spectators) — penalties for no training include fumbles of 1-7, 35% of range, and 3 size classes to Hit Prob. These weapons are usually easily recovered (unless the target leaves with it), and can be readily loaded with the same sort of spells as the actual bows and crossbows as well as their ammunition.

Lariats, nets, whips and bolos have already been covered elsewhere in the Thieves' Guild series, and are sufficiently specialized that they do not need to be rehashed. They may be enchanted with ACCURACY spells of varying potency. Training is virtually required for these flexible weapons, as the fumble throw is 1-7 for untrained people. Fumbles for lariets and nets normally (90%) involve securely entangling one's self in the ropes; for whips and bolos, however, the entanglement chance is only 60% — the next 35% can be fatal to the user of the weapon (it is not hard to snap one's own neck with an incorrectly thrown whip, and the free-swinging weights at the end of the bolos cords can all too easily smash in a skull).

Thrown weapons (rocks, knives, hammers and axes) have a range limitation of 7.5' per point of thrower's strength for extreme range for the lighter versions, and 5.0' for the heavier. These take their general ranges from the 10lb short bow; they do damage equal to the average of their close weapon dice when thrown. Anyone can throw rocks without penalty, but other types of thrown weapon require training (training also helps rock-tossers). Lack of training with other than rocks penalizes range by 15%, and Hp by 1 size class.

EXPERIENCE

- d) Consciously dodging between cover (-6/-8/-10). While dodging from cover to cover (in the form of bushes, trees, large boulders or buildings), a character may not move more than one-half of his MA. In addition to the above restriction on carrying capability, there is a 15% chance each melee round that a character dodging between cover will drop his ready weapon in the course of his exertions.
- e) Hiding in cover (-3/-4/-5). While in actions a - d, a character may not make any attacks of his own, he may fire Ranged weapons while hiding in cover. Such attacks are made at a minus to the character's own HP (-2/-3/-4).

- 1) Experience Tables for Fighter/Mage Classes
If player-thieves use the Hiring rules presented in this chapter, they will often hire experienced NPC characters and need to know what increases to their fighting and/or spellcasting abilities the hirelings have accrued. This information is contained in the table FIGHTER/MAGE LEVELS, ABILITIES, AND EXPERIENCE. Explanation of the information in this table is provided below.

(GM's Note: All bonuses awarded for experience are cumulative - thus, if a 9th level fighter wearing chainmail receives a +1 to his Dodge at 4th level, and another +1 at 8th level, he receives an overall +2 bonus to his effective armor class for experience).

Fighter Levels, Abilities, and Experience

Hit Die	Hit Bonus	Prob	Dodge Bonus	Weapons Expertise	Level	EP Needed	Hit Die	Hit Prob	Dodge Bonus	Saving Roll	Other	Notes
	+2				1	0.0K						(1)
	+2				2	1.5K		+1			+1	(2)
*	+2			*	3	3.0K		+1				
	+2		+1 Q,L,C		4	6.0K	*	+1			-1	
*	+2		+1 S,P		5	12.0K		+1		+1 Q,L(3)	+1	(4)
	+2			*	6	25.0K		+1				
*	+2		+1 Q,L,C		7	50.0K		+1				
	+2				8	100.0K	*	+1			-1	
	+2				9	200.0K		+1				
*	+2			*	10	300.0K		+1		+1 Q,L	+1	(4)

- (1) Automatically senses magic use, within 50'
 (2) 40% chance of detecting presence of magic item within 10'
 (3) Mages may not wear metallic armor, because metal perverts the effect of spell casting power
 (4) Attains weapons expertise with any non-metallic weapon.

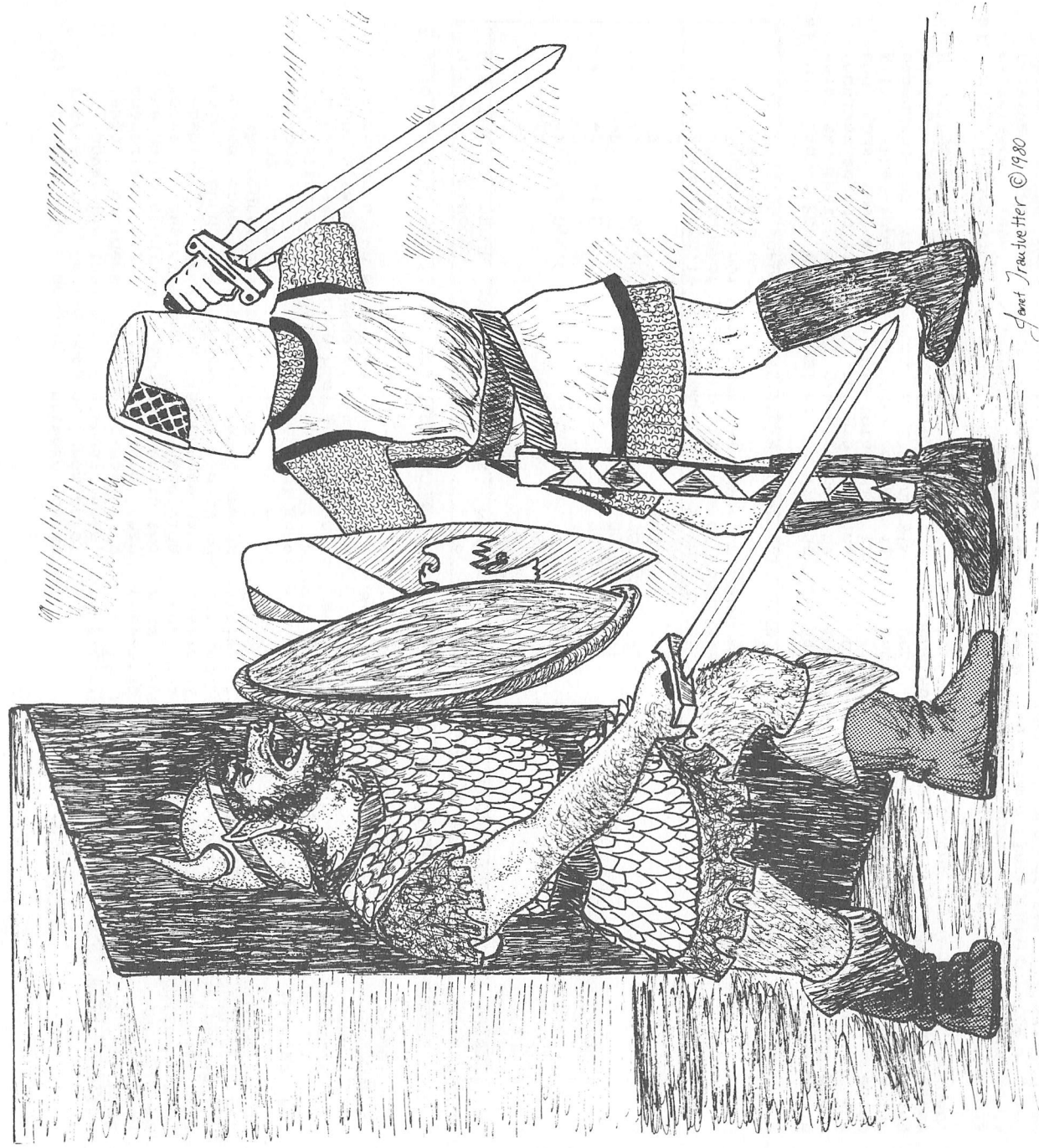
Mage Levels, Abilities, and Experience

- a) Hit Die - For each level marked with an asterisk that a character has attained, he receives an additional roll of his Hit Die, and adds the result to his total Hits to Kill. The type of Hit Die rolled is dependent on the character's STR and STM rating (see charts presented in the Hirelings section of Chapter 5).
- b) Hit Probability Bonuses - At each experience level attained, characters receive a certain number of bonus points which can be used to improve their hit probabilities with various weapons. The cost of improving skills with a given weapon rise in an arithmetic progression (i.e., it costs 1 bonus point to improve HP by +1, 2 bonus points for the second point of HP improvement, 3 points for the third +1 increase, and so on). Players can spend points to improve several weapons, or may concentrate on a single weapon. Bonus points may be saved until a player accumulates enough points to finance his next level of HP improvement.
 Example: At 6th level, a fighter has received 10 bonus points - 2 for each experience level gained. He could use these points to improve his HP with a single weapon by +4 (costing 1+2+3+4, or 10 pts), or improve his HP with one weapon by +3 (1+2+3) and in another by +2 (1+2), with 1 point saved in reserve; or to increase HP with three separate weapons by +2, with yet a fourth raised by +1.

For NPC guards and travelers contained in the various scenario descriptions, HP bonus points have already been allocated, and are reflected in the HACO ratings assigned to each weapon listed in the Character Description tables. For hiring characters, the hiring players may decide how to distribute any bonus points accrued.

- c) Dodge Bonus - Pluses recorded in this column are added to the character's Effective Armor Class rating. For fighter characters, Dodge bonuses are attained at different levels, depending on the type of armor worn by the character. Thus a fighter in leather armor receives a +1 Dodge at 4th level, while the same fighter wearing plate armor would not receive this bonus until 6th level. Since both the Thief and Mage classes are restricted in the types of armor they can wear, all receive Dodge bonuses at the same experience level.

- d) Weapons Expertise - At certain levels, characters receive "expertise" in one weapon (player's choice). For most close combat weapons, expertise increases the number of Damage Dice rolled after a successful attack (see Weapons Specification table presented earlier in this chapter). For ranged weapons and special close weapons (e.g., rapier), expertise increases Critical Hit Prob ability by +2 - thus, an expert needs to roll a result only 8 above his effective HP in order to critically wound his foe.



e) Adjustments to Magic Resistance (MR) Saving Rolls (Mage Class only - +1 bonuses recorded under the DWN column are added to a mage's own MR rating when he makes saving rolls against spells or other sorcery. The -1 penalties in the Opp column are subtracted from an opponent's normal MR rating when he makes saving rolls against spells cast by this character.

2. Changes to Thief Experience Table
 The THIEVES' LEVELS, ABILITIES, AND EXPERIENCE table presented in Thieves Guild inadvertently omitted identification of the levels at which Weapons Expertise is obtained. In addition, that table does not reflect the hit probability bonus point system outlined in this section. Consequently, these columns are printed in their revised form below.

REVISIONS TO THIEVES' EXPERIENCE AWARDS

Level	Hit Prob Bonus	Weapon Expertise
1		
2	+1	
3	+2	
4	+1	
5	+2	*
6	+1	
7	+2	
8	+1	
9	+2	
10	+1	*
11	+2	
12	+2	
13	+2	*
14	+2	
15	+2	

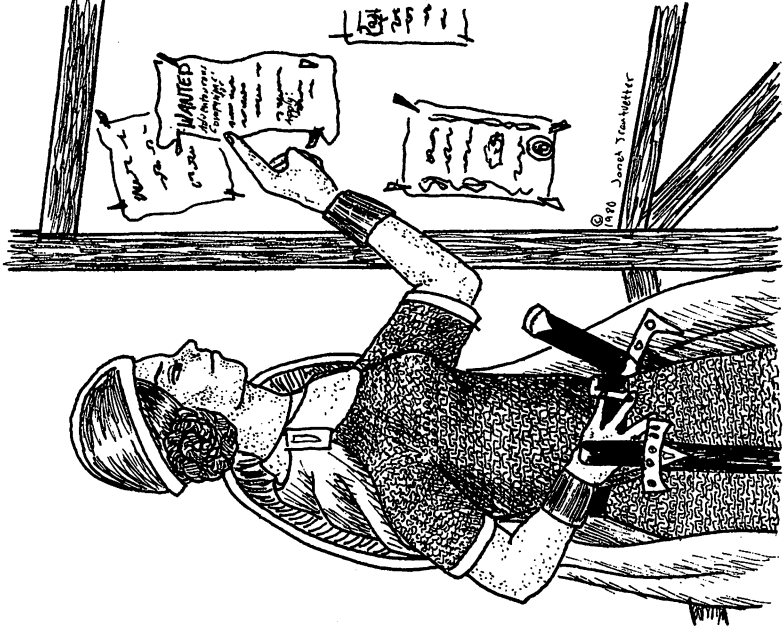
OBTAINING HIRELINGS

For certain types of criminal adventure (such as the tomb-robbing expedition described in this volume), a group of thieves may deem it wise to add to the capabilities of their party. Two basic types of assistance are likely to be sought: muscle, or magic.

The following section presents some ground rules to be used when thieves attempt to obtain hirelings. The rules are organized into three sections: 1) finding candidates and setting terms of employment, 2) determining characteristics of the hireling, and 3) measuring the loyalty of the hireling.

1. Attracting and Convincing a Candidate. Player-thieves may search for prospective hirelings in a number of ways. Chances of success and also the quality of the candidates attracted, will differ widely with the method used.

a) The "old boy" network. The thieves spread the word through the local grapevine that they are seeking a good "____", and hope that their friends or casual acquaintances know of a person that will fit the bill. Base chances of locating a candidate - 5%/day for a fighter (10%/day in small city, 15% in a large city); 2% for a mage (4% in small city, 8% in large city). Type of candidate found: 45% green, 45% intermediate, 10% veteran.



b) Posted advertisements. Players place a notice in a public establishment, such as a tavern. Since advertisements inciting individuals to participate in major felonies tend to draw the attention of the local constabulary, the notice should be

subtle, referring to "adventure" as the goal of the party. Most establishments will charge a small sum (5SP to 2GP) to display a notice. Base chances of locating a candidate - 5%/day for each advertisement posted (fighter or mage). Type of candidate found: 70% Green, 20% Intermediate, 8% Veteran, 2% Elite.

c) The Guild. If a thief is a member of the local Thieves Guild, he may ask the Guild to make inquiries about hirelings in his behalf. (If the thief belongs to a Guild in another area, there is an 80% chance that the local Guild will extend him a similar courtesy. A refusal will usually signify that the two Guilds are not on the best of terms, and may be accompanied by a beating - or worse). In exchange for providing this search, the Guild will demand a larger than usual share of the loot recovered (40%-50% for locals, 60%-75% for out-of-towners), and insist on knowing "full details" of the planned crime. This price is admittedly steep; however, the Guild has an 60% chance of locating a hireling each day, and has the connections to insure that the candidates they provide are of good quality (all Guild candidates will receive no less than a +2 to their requisite attributes on the Bonuses and Penalties charts in the next section; reroll all lower results). Type of candidate found: 10% Green, 45% Intermediate, 40% Veteran, 5% Elite.

Once a candidate has been located, determine race and sex with two D100 rolls. Racial background: 01-60= human; 61-85= player choice of race (elf, dwarf, hobbit, centaur); 86-00= player choice of race (orc, kobold, Urukhai, goblin). Sex of candidate: 01-80= male, 81-00= female.

This determined, the thieves then bargain to procure the candidate's services. If the candidate has been located by non-Guild means, there is some chance that he is of upstanding moral fiber, and is totally opposed to illegal activities. (10% chance if method 'a' is used, 35% if method 'b'). Individuals of this type will never accept the thieves' offer; if the thieves have said too much about their plans, the GM may even want to have him go to the authorities with his information, creating interesting sub-plots in the planned adventure.

For all other candidates, the likelihood that they will join the thieves is dependent on their ability level, and the amount of payment offered by the thieves. Payment may take several different forms:

- Daily salary.
- Lump sum payment (usually paid out 50% initially, remainder at conclusion of job).
- Offer to pay for outfitting the character for the expedition.
- Offer to give the character a magic item (weapon, ring, potion, etc.) to use during the adventure, or keep.
- Shares of the booty recovered.
- 1st choice of the booty recovered.

EFFECT OF SALARY OFFERS ON CANDIDATE'S DECISION
(Fighter Class)

	Level 1			
Payment Type	Green	Intermediate	Veteran	Elite
Daily Salary	1% for each GP per day	3% for each 5GP per day; min req 3 days pay (**)	2% for each 5GP over 25GP per day min 7 days pay	1% for each 5GP over 50GP per day min 10 days pay
Lump Sum Payment	3% for each 25GP offered	3% for each 50GP offered	1% for each 40GP offered	1% for each 75GP offered
Offer to Outfit (*)	+30%	+10%	0	-10%
Offer Use of Magic Item	+30% per item	+20% per item	+15% per item bonus awarded only if allowed to keep	+10% per item bonus awarded only if allowed to keep
Offer Shares of Treasure	+25% per share	+15% per share	+5% for 1st share +15% for each additional share	0% for 1st share +10% for each additional share
Offer 1st Choice of Treasure	+80%	+50%	-20% none offered	-50% none offered

* Definition of outfitting for fighter hirelings: all food and lodging for period of employment, appropriate clothing (e.g., winter wear if adventure takes the party into cold climate), armor (leather), 1 weapon, and up to 50GP in miscellaneous equipment (ropes, packs, torches, etc.)

** If minimum requirements are not satisfied, candidate will refuse the job offer, regardless of whatever other incentives are offered.

EFFECT OF SALARY OFFERS ON CANDIDATE'S DECISION
(Mage Class)

	Level 1			
Payment Type	Green	Intermediate	Veteran	Elite
Daily Salary	1% for each GP per day	3% for each 5GP per day; min req 5 days pay (****)	1% for each 5GP over 25GP per day min 10 days pay	1% for each 10GP over 50GP per day min 14 days pay
Lump Sum Payment	3% for each 25GP offered	1% for each 50GP offered	1% for each 100GP offered	1% for each 100GP offered
Offer to Outfit (*)	+15%	+10%	0	0
Offer Appropriate Magic Item (**)	+40% per item	+20% per item	+10% per item	+5% per item
Offer Shares of Treasure	+25% per share	+15% per share	+5% for 1st share +15% for each additional share	0% for 1st share +10% for each additional share
Offer 1st Choice of Treasure	+100%	+75%	+45%	+30%
Protective Ability of Group (***)	+1% each rating point over 100 -1% each rating point below 80	+1% each 5 rating points over 150 -1% each rating point below 120	+1% each 5 rating points over 250 -1% each rating point below 200	+1% each 10 rating points over 400 -1% each rating point below 350

* Definition of outfitting for mage hirelings: all food and lodging for period of employment, appropriate clothing, and up to 50GP in miscellaneous equipment (ropes, packs, torches, etc.)

** An appropriate magic item must contain a spell that the hiring does not already possess. Reduce stated bonus by 1/2 if the item offered can only be used once (e.g., a scroll).

*** Party's Protective Ability rating equals the sum of the following - 10 pts for each level of character experience above 2nd, 1 pt for each HTK of the various party members.

**** If minimum requirements are not satisfied, candidate will refuse the job offer, regardless of whatever incentives are offered.

The thieves may offer any one or a combination of these payment methods to the prospective candidate. The candidate will then evaluate the offer. Using the row in the table that corresponds to his level and class, calculate the candidate's base chance of accepting the job.

These base chances are then modified to reflect circumstances specific to the current situation:

+20% for payment in advance (you are thieves, after all!).

+20% if more than 80% party members are the same race as the potential hireling.

-40% if the candidate is an elf, dwarf, or hobbit and the party is primarily composed of orcs, Uruks and kobolds (and vice versa).

-30% for each former hireling of the party (leader (or party) that has been killed (-10% if this occurred far away from current location).

-4(1D12 - 2) X 5%! if the adventure proposed is very risky (like tomb-robbing in Shale-Chuun, for example). The variable nature of this penalty reflects the fact that people react very differently to the threat of danger.

In addition to these general adjustment factors, mages have two special concerns that influence their employment decisions. All Veteran or Elite level mages will insist on receiving at least 1/2 of the magical items found on the adventure as an absolute condition of their employment. Also, mages have a very sensible aversion to violating any stronghold owned or guarded by a living, higher level mage. If the planned adventure involves such an undertaking, the normal percentage chances of locating a candidate, and loyalty of the mage will accept the job, reduced by 1/2.

After all adjustments to base chances have been made, roll a D100. If the result is equal to or less than the adjusted success percentage, the candidate accepts the job; the player turns to part 2 of these instructions to determine the requisite and special abilities of the new hireling. If the die roll is greater than this success percentage, the candidate rejects the offer. The players have one opportunity to attempt to change the candidate's mind by increasing their offer. If the candidate refuses again, the players must locate a new candidate, following the procedures outlined in this section.



2. Determining Hireling Characteristics

Once an NPC has been hired a succession of die rolls are made to determine the character's basic abilities. These procedures differ somewhat between fighter and mage characters, as detailed below.

- a) Requisite Attributes. Roll 3D6 to determine the base value for each of the 10 characteristics (STR, CDN, REF, STM, DSC, IQ, TAL, MGR, MAG, APP). Make the normal racial adjustments to these base values as

listed in Thieves' Guild (If you do not have a copy of Thieves' Guild, simply use the result rolled regardless of hiring's race). Then, roll a D100 on the appropriate table below to determine what additional adjustments may be made. Where the die roll result indicates pluses or minuses to abilities, the hiring player/party may distribute these points in any way they wish, except that no requisite may be raised above a natural 18 or lowered below 1.

FIGHTER

Adjustments to Requisite Abilities

Die Roll	Effect
01 - 05	-8 from base values
06 - 12	-5 from base values
13 - 20	-2 from base values
21 - 40	no change to base values
41 - 55	+3 to base values
56 - 70	+6 to base values
71 - 85	+9 to base values
86 - 92	+12 to base values
93 - 97	+15 to base values
98 - 00	+20 to base values

Talent for a mage must be adjusted to a 15 or higher even if the normal result of the adjustment die roll did not provide sufficient points to do so, by subtracting the difference from the other characteristics.

MAGE

Adjustments to Requisite Abilities

Die Roll	Effect
01 - 04	-4 from base values
05 - 10	-2 from base values
11 - 20	no change to base values
21 - 38	+3 to base values
39 - 57	+6 to base values
58 - 79	+9 to base values
80 - 91	+12 to base values
92 - 97	+15 to base values
98 - 00	+18 to base values

b) Weapons Used. Use the appropriate table below to identify the types of weapons used by the hiring. He will use the most powerful weapon in each category for which he can satisfy STR, CDN, and REF minimum requirements. See the Weapons Chart on page I-36 for a complete list of the weapons available.

Hiring Fighter Weapons Knowledge

Die Roll	Weapon Category Known
01 - 20	Sword
21 - 30	Sword and bow
31 - 45	Axe
46 - 50	Axe and thrown missile
51 - 60	Blunt
61 - 65	Blunt and thrown missile
66 - 85	Pole
86 - 90	Pole and bow
91 - 00	Bow and dagger

Hiring Mage Weapons Knowledge

Die Roll	Weapon Category Known
01 - 05	carries no weapon
06 - 20	dagger (close range only)
21 - 45	quarterstaff
46 - 60	bow
61 - 70	sling or bolo
71 - 84	dagger (hand and thrown)
85 - 94	quarterstaff and bow
95 - 00	dagger and bolo

c) Armor Worn. Roll a D100 to determine the type of armor worn by the hiring. Certain types of armor reduce a character's effective CDN and REF while worn, affecting saving roll chances and possibly reducing HP and Dodge Requisite Bonuses. These penalties are indicated in the table below.

Hiring Armor Type

Die Roll	Armor Type	Armor Class (AC)	minus to CDN	minus to REF
<15	None	0	0	0
16-35	Cloth	2	0	0
36-70	Leather	4	0	1
71-93	Chain	6	1	2
94-105	Scale	8	2	4
>106	Plate	10	3	5

For mage hirings change all rolls of chain or better to leather armor. Add 20 to the above die roll if the character is Elite level; add 10 if Veteran; subtract 20 if Green.

d) Experience Level. Although the general level of the hiring has already been identified, the character's precise experience level must be known to determine the specific ability bonuses he receives. Actual experience level is determined by one of four D100 rolls:

Green 01-40 1st level, 41-00 2nd
Intermediate 01-40 3rd, 41-75 4th, 75-00 5th
Veteran 01-60 6th, 61-85 7th, 86-00 8th
Elite 01-70 9th, 71-00 10th

e) Hits to Kill (HTK). Add character's STR and STM and compare result to the table below to determine the type of hit die used. Divide STR + STM by 2 (rounding up), and add the result of a hit die roll. Consult the Fighter/Mage Experience Table; if the hiring's experience level entitles him to additional hit die rolls, add these results to the above total.

STR+STM	HIT DIE USED
<10	D4
10-19	D6
20-29	D8
30-35	D10
36-45	D12+D4

f) Experience Bonuses to Hit Probability, Dodge, etc. Consult the Fighter/Mage Levels, Abilities, and Experience Table in the experience section of Chapter 5 to see if the hiring's experience level entitles him to certain bonuses. If he receives hit probability(HP) bonuses, the player-thieves may decide how to distribute these bonuses among the hiring's weapons. For example, a 4th level fighter would receive 6 bonus points. These could be used to raise HP with one weapon by +3 (costing 1+2+3 points, or 6), or raise two separate weapons by +2 (costing 1+2 points each). In addition a character may have achieved expertise in 1 or more weapons. Consult the Weapons Specifications table to determine the effects of weapons expertise.

At certain levels, hirings may receive bonuses to their Dodge abilities. These

bonuses are added directly to the base armor class of the character.

- g) Requisite bonuses to abilities. High or low requisite attribute values for CDN or REF will affect a character's HP or Dodge abilities, in the following manner:

CDN Rating	Hit Prob Adjust	REF Rating	Dodge Ability
1	-6	1	-4
2	-5	2	-3
3	-4	3	-2
4	-3	4	-2
5	-2	5	-1
6	-1	6-14	0
7-13	0	15-16	+1
14-16	+1	17-18	+2
17-18	+2	19-20	+3
19-20	+3		

(The following characteristics pertain only to mages.)

h) TAU power or power points is the amount of magic power that a mage has. TAU power is consumed whenever a mage casts a spell. To calculate how many power points you have, add Talent plus Stamina and this will be your power points base. Using the Hit Die chart find out your TAU power die. Roll this die one time for each level of experience attained. Add the sum of these rolls to the power point base; the resulting number equals the total power points available to the mage. A mage will regain one-half his level an hour in power points until he gets back to his maximum allowed.

i) Learning and casting spells. The table below lists a representative sample set of spells from the Fantasy System. To compile the list of spells that a hiring mage know, make an IQ saving throw for each spell desired, with the die roll being modified by a) the indicated difficulty factor of the spell and b) an experience adjustment equal to 2 X (level - 1) The player may attempt to "learn" the number of difficulty levels based on the following chart.

level	maximum # of spells	maximum # of difficulty levels
1	4	12
2	6	16
3	8	23
4	10	31
5	12	40
6	14	50
7	16	61
8	18	73
9	20	86
10	22	100

There are two power point expenditure costs associated with casting a spell. The first number represents the power needed to activate the spell. The second represents the amount of TAU power needed to rejuvenate (recharge) the physical body of the mage after the spell has been cast. A mage can recharge by resting completely the number of mr's equal to the recharge value;

he may not do anything else during this period. A mage may also choose to recharge by expending power points; it will take 1 mr no matter the cost involved. A mage may elect to cast a spell and then extend it many times without stopping to recharge; the cost for each extension is one-half the initial cost. These spells are identified with an '*' in the table. However, at the end of such a spell casting phase, he must pay one-half the recharge cost per extension plus the regular recharge.

j) List of Spells. (Difficulty factors indicated in parentheses; A = spell automatically known, / = cost per increment.)

- 1 READ MAGIC (-3) 1 - 0
will enable the caster to understand magical writing if he can read the language used. This is good for one page of text from a book.
- 2 DETECT MAGIC (A) 1 - 0
will detect the presence of magic in an object or a 10' by 10' area.
- 3 MAGIC MISSILE (6) 4/ - 3
fires a magic bolt as if a +2 arrow shot from a composite bow at short range. Caster may fire (level+1)/2 rounded down bolts per spell cast, but may not direct them at separate targets until 11th level. Bolt range is 90' and then it disappears.
- 4 MOONLIGHT (4) 4* - 0
will produce a glow equal to the light of a full moon. it will affect any creature affected by moonlight. Lasts 40 mr.
- 5 SHIELD (4) 2/* - 0
will raise the AC of the caster by 1 for 1 mr for each increment of power points expended.
- 6 VOICE IDSS (2) 2/* - 0
allows caster to project his voice 20' per power point increment, but not thru solid material. May talk for 4 mr.
- 7 FIND DIRECTION (0) 1 - 0
will give compass direction in which caster is facing.
- 8 AWAKEN (3) 2 - 0
will awaken any one sleeping being.
- 9 READ LANGUAGES (-1) 1 - 0
will enable the caster to understand the meaning of any written message except magical runes. This is good for one page of text from a book.
- 10 DETECT ALTIITUDE (-4) 1 - 0
will determine height above or below sea level.
- 11 CHARM HUMANOID (10) 12 - 0
will put any specified humanoid under the control of the caster. May be broken, check every period of time according IQ=3 - one month, IQ=18 - one day and make scale for the rest. Will break if suicide or extreme danger ordered.

- 12 DETECT LIFE (2) 2 - 0
will determine if there is anything living in a specified 10' by 10' area.
- 13 HOLD PORTAL (8) 6 - 6
will cause a door to be held as if barred by a 1' by 1' cross section of oaken beam.
- 14 HOT SHOT (7) 5 - 3
is a small fireball causing 1D6 of damage.
- 15 LISTEN (4) 4 - 0
raises hearing ability by 60% for 4 mr.
- 16 NOISE (3) 2/ - 0
will create a distracting noise at a distance of up to 10' per power point increment.
- 17 SLEEP (5) 8 - 8
will cause living beings to fall into a deep, natural slumber, from which they may be awakened by 2 mr worth of shaking. The spell affects 50 + (25 X caster's level) hit points, starting with the lowest hit point being in the spell area.
- 18 PROTECTION FROM EVIL INFLUENCE (4) 8* - 0
will increase your saving throws against evil influences or spells cast by evil opponents by 4 or 1/3 your MR, whichever is greater. Lasts 4 mr.
- 19 DETECT ENEMIES (6) 4* - 0
will determine if there are enemies present within a range of 100'.
- 20 DETECT EVIL (6) 2 - 0
will determine if a specified being or object harbors evil influences.
- 21 DETECT GOOD (7) 2 - 0
will determine if a specified being or object harbors good influences.
- 22 DETECT VALUE (9) 1 - 0
will give the exact value of an object 75% of the time, +/-5-30% {5% x 1D6} 20% of the time, and a completely erroneous value (+/- 10-1000% {10% x 1D100}) 5% of the time.
- 23 DAYLIGHT (9) 8* - 0
will produce light equivalent to the light in a shaded room during the day. Will not harm beings who are susceptible to the sun's rays. Lasts 40 mr.
- 24 SENSE HIDDEN (10) 10 - 0
will determine if anything has been hidden or concealed in a specified 10' by 10' by 10' volume. Does not reveal location or type of object.
- 25 LIMITED INVISIBILITY (11) 8* - 4
will render invisible any living being or object, human-sized or smaller. Does not allow movement or attack. Lasts 20 mr.
- 26 CHARM SMALL ANIMALS (9) 14 - 0
enables caster to charm 1D6 rabbit-sized or smaller animals. Complicated directions will break charm.
- 27 DETECT SECRET DOOR (7) 4 - 0
will determine if a secret or concealed door, panel, opening, etc. is present in a 10' by 10' by 10' area.
- 28 DISCERN MAGIC SPELL (6) 3 - 0
will determine what spells have been embedded in an object. First successful cast reveals number of discrete spells embedded in object. Will only reveal 1 spell per successful cast. Spells are revealed in order by level starting with the lowest.
- 29 SPHERE OF DARKNESS (15) 6 - 6
will cause a sphere of lightlessness to form about a specified point in line of sight up to 50' away. Sphere is 10' in radius and lasts 8 mr.
- 30 KNOCK (10) 6 - 0
will cause any locked door or object to open for 2 mr, then will close.
- 31 LEVITATE (12) 14* - 8
will raise the caster's center of gravity from the surface up to the rate of 20' per mr. Newton's Law will apply if free floating. Lasts 40 mr.
- 32 STRENGTHEN (12) 12 - 10
will add to the STR rating of beings: +1D6 to fighter classes, +1D5 to roguish classes, +1D3 to the other classes. Lasts 2 hours and receptor must rest for 1 hour afterwards.
- 33 TANGLE FIELD (12) 12* - 6
creates a volume 10' by 10' by 10' in which one moves as if in molasses. Any blows struck are at 1/8 speed and -8 HP. Any object entering the field is affected.
- 34 DETECT INVISIBLE OBJECTS (14) 6 - 0
will determine if something invisible is present within a 30' by 30' area. Will not see object or know what it is or know where it is in the area.
- 35 BLAZE OF NOON (15) 16* - 0
produces light equivalent to full noontime daylight. Beings who can be hurt by the sun's rays will be hurt by this spell. Lasts 40 mr.
- 36 BASH (12) 14 - 4
will deliver a blow equal to the blow of a battering ram to any specified door, object, or living being. To a living being it does 3D10 of damage, or nothing if MRST is made.
- 37 HASTE (14) 8 - 16
will speed up receptor by 1/2 current speed. Lasts 40mr.
- 38 HOLD PERSON (16) 20 - 6
will prevent 2D4 intelligent beings from approaching caster, or will function as a charm spell at -6 ST on 1 intelligent being.
- 39 NIGHT SIGHT (12) 16 - 0
allows the receptor to possess hypervision for 240 mr.

- 40 SLOW (12) 8 - 6
will slow receptor to one-half current speed. Lasts 40 mr.
- 41 DETECT SMALL TRAPS (9) 6 - 0
will determine if there is a small trap on an object or in an area 3' by 3'.
- 42 LOCATE LARGE OBJECT (16) 10 - 0
will reveal the direction and distance of a specified object, within a range of 250'. Object must be clearly pictured in the mind.
- 43 DETECT POISON (10) 6 - 0
will determine if poison or venom is present in a living being, object, or a volume 10' by 10' by 10'.
- 44 DISPELL MAGIC (10) 16 - 0
will dispell another's magic 80% of the time. There is a +/- 5% per level difference in trying to dispell a magic spell.
- 45 FULL INVISIBILITY (18) 14* - 10
will render invisible any living being or object that is human-sized or smaller. Receptor may move but any attack will render receptor visible again. Lasts 20 mr.
- 46 LIGHTNING BOLT (20) 20 - 8
sends a lightning bolt (3' diameter, 60' length) up to 300' away in direct line-of-sight. The bolt will travel a minimum of 120', even if it must rebound to do so. Bolt will do 4D10 points of damage to any being or object struck, half damage if MRST is made.
- 47 MISSILE REPULSOR (16) 12* - 0
will repulse up to 10 points worth of missiles per mr: spear is worth 4 points, javelin 4, knife 2, bolt 2, and arrow 1. Lasts 4 mr.
- 48 SILENCE (10) 16* - 0
will create silence within a 15' radius of the receptor. Lasts 20 mr.
- 49 NOOSE OF FLESH (34) 150 - 0
creates a living circle of flesh up to 30' in diameter that is 4' wide. It contracts at the rate of 1' per mr until it meets and consumes itself. Will consume all organic matter within the circle.
- 50 NULL-MAGIC SHIELD (30) 40* - 20
projects a 6' diameter sphere which nullifies magic, both incoming and outgoing. Lasts 8 mr.
- 51 STONE TO FLESH (24) 40 - 20
will return the statue of a victim of stoning to the flesh state.
- 52 HEAL WOUNDS (20) 15 - 2/
will heal 2D20 points of damage on a specified person. Recharge of 2 points per point of damage healed.
- 53 DIMENSION DOOR (20) 20 - 10
creates a door thru anything up to 50' in any direction which allows up to 6 people to pass thru. Door lasts for 10 mr.

54 EXPAND (18) 14 - 0
will cause the receptor to double in size in 40 mr. Strength and weight do not change, only size.

55 SHRINK (18) 14 - 0
causes receptor to shrink to 1/2 size. Reverses Expand.

56 CAMOUFLAGE (14) 25 - 0
causes any non-living object to be disguised as any other object of the same size.

57 SEE INVISIBLE (20) 12* - 0
allows receptor to see any invisible objects or living beings within a volume 10' by 10' by 50' in a direct line of sight. Lasts 4 mr.

58 SHAPE SEEMING (17) 6 - 6
allows caster to assume the seeming shape of any living creature of approximately the same size.

59 UNCURSE (15) 12 - 6
gives a percent chance equal to (IQ + TAL) + (level X 2) that curse is removed.

60 SUMMON MONSTER (19) 10/ - 0
will call the nearest "monster" of 1 hit die per spell point increment. The monster will not be under the control of the caster.

(Optional) - Hireling Special Characteristics

To make hireling NPCs more interesting additions to an adventure, GMs may want to round out a hireling's personality by providing him with distinctive preferences and paranoias. The GM may wish to generate each NPC character himself; or he may use the following random roll-up procedure to generate special characteristics for hirelings. Roll a D100 to determine if a character possesses unusual traits: 01 - 60, no unusual features; 61 - 95, one special feature; 96 - 99, two special features; 00, three special features. If special characteristics are indicated, the GM rolls a D20 and consults the table below to determine the trait possessed. Only the GM should be aware of this characteristic until it manifests itself in the course of play; indeed, sometimes the NPC will have no conscious knowledge of this trait.

SPECIAL CHARACTERISTICS TABLE

- 1 - Afraid of water. Character cannot swim, will not voluntarily enter any body of water more than one foot deep.
- 2 - Afraid of undead. Will run in fear (or faint - 15% chance) if confronted by undead.
- 3 - Dislikes dwarves intensely. Is openly hostile to them even if they are party members. If NPC is dwarf, change this result to a dislike of elves.
- 4 - Dislikes orcs intensely. Same effect as #3. If NPC is orcish, Uruk, half-orc, change this result to dislike of humans.

- 5 - Extremely susceptible to poison. Subtract 8 from normal STM saving roll when saving versus poison. Will not voluntarily battle poison-bearing creatures (snakes, scorpions, etc.) at close range.
- 6 - Essentially immune to petrification. Add 8 to saving roll when saving versus either monsters with petrification ability (gorgon, cockatrice) or magical flesh-to-stone spells.
- 7 - Very anxious to impress members of the opposite sex. If there are party members of the opposite sex and they have APP ratings of 13 or higher, the NPC will attempt to show off his prowess to them at every opportunity.
- 8 - Eagle-eyed. Add +1 to NPC's calculated HP with ranged weapons; increase hireling's general chances of sight identification during daylight hours.
- 9 - Heavy drinker. Will seize any opportunity to drink. When drunk, becomes loud and obnoxious (likely to start bar fights, etc.). Gets badly hung-over; subtract 3 from normal HP for the first 12 hours that he is awake after a binge.
- 10 - Extremely superstitious. Looks for omens in almost any situation, and lets his judgment be ruled by them. Double all positive or negative adjustments made to character loyalty made as a result of events.
- 11 - Light sleeper. Add 20% to base hearing at night. Character is seldom surprised by night encounters.
- 12 - Master of First Aid. Knows techniques to heal 1D6 wounds of damage for any normal set of wounds; has 60% chance of knowing what to do in an emergency situation.
- 13 - Mental Mapping ability. NPC has 60% chance of retracting his steps correctly from memory, if necessary.
- 14 - Has extreme case of "hero worship". Hireling will attach himself to the party member with the highest MAG, and follow that character's lead - will agree with all suggestions, travel in close proximity, even commit acts of great bravery (or folly) in his hero's behalf.
- 15 - Excellent horseman. Hireling knows Horsemanship, comes equipped with a good quality medium horse.
- 16 - Wanted for murder. Hireling is wanted in a province about 50 miles west for the murder of an influential tradesman. Will try to discourage party from taking routes leading in that direction. If near this area, there is a 20% chance that the NPC will be recognized. If recognized, party will be pursued.
- 17 - Has inborn sixth sense for spotting secret doors and panels. Add 20% to normal chances of sensing secret doors.
- 18 - Braggart. In encounters with other

members of character races, will pass himself off as party leader, able to make decisions for the group. Overrates his abilities considerably, and fabricates stories of his prowess.

19 - Fumble-fingered with intricate devices. Suffers -30% penalty to normal chances of picking locks or disarming traps. Prone to drop small items that he handles.

20 - Stubborn. In crisis situations, character keeps own counsel on the best way to survive. There is a 30% chance that he will not obey orders given to him by the party (although he will not verbally disagree); he will instead follow his own instincts (as decided by the GM).

3. Measuring Hireling Loyalty

Hirelings are employees, not servants or slaves. They may be ordered to perform certain duties, but are completely free to refuse to perform tasks if they were not explicitly agreed to at the time the NPC was hired. Hirelings will not perform in a self-sacrificing manner, risking their lives for the good of the party -- they look out for their own interests first. If a hireling has been fairly treated, he will normally be willing to take an equal share of the risks in this adventure.

A hireling's base loyalty is equal to 20+ the roll of a D100. Only the GM knows this loyalty base. Whenever a hireling is confronted with a situation dangerous to life and limb, or is ordered to undertake a risky task, he rolls a D100 and compares the result to his current Loyalty rating. If lower, he will act in the party's interests; if not, he will refuse to risk his own neck.

A hireling's base loyalty may be altered by a variety of circumstances. Events improving hireling loyalty would include brave acts by his employers, the successful recovery of treasure, or accomplishment of a major objective. Events which would lower hireling loyalty would include non-payment of scheduled salary, poor rations, the sight of fear in his employer, or wounds sustained by the hireling. Additionally, loyalty becomes eroded when it is constantly called on. Reduce Loyalty rating by 10% after each occasion a Loyalty roll must be made. Thus, even a hireling with high initial loyalty will eventually reach his breaking point if the party remains unsuccessful in obtaining treasure, yet continues to place demands on the NPC.

Although these rules are primarily designed for use in generating hirelings, they can also be used to construct caravan guards or other encountered NPCs.

SECTION II

The

Scenarios

GENERAL INFORMATION FOR THE SCENARIOS

In this section of the book, a veritable smorgasbord of criminal opportunities is presented - a varied set of adventures designed to line the pockets of the wily and brave with riches, while swiftly and surely exacting their toll on the foolhardy. The scenarios presented in this and subsequent Thieves Guild books will be organized under a common format; chapter headings will represent various categories of criminal activity, and individual adventures within each category will be alphabetically keyed. For this initial volume, scenarios have been developed of three types: Highwayman Adventures (Chapter 6), Second-Story or Cat Burglary Adventures (Chapter 7), and Pursuit/Armed Robbery Adventures (Chapter 8). Future editions will not only add new adventures in these categories, but also add other types of criminal venture (such as Tomb Robbing, Lypursing, Assassination, etc.) for player and GM use.

The scenarios that follow vary greatly in complexity and risk. Some, like the robbery of Heligor's

jewelry shop or a number of the highwayman encounters, are designed to satisfy the needs of beginning player-characters. Other adventures, like the Armed Robbery scenario presented herein, are best suited for intermediate level thieves, and still others (the Magic Books and Scrolls robbery, a few of the traveling caravan groups) should be attempted only by rather advanced characters (and even then may prove lethal). This mix is provided so that both experienced players with long-standing thief characters from other FRP systems and newcomers to fantasy gaming each have suitable tests to face. Ideally, some player-characters will be able to grow in experience through play of the scenarios and gradually advance through this entire progression; however, GM's may permit players to set up experienced characters if they wish to undertake a difficult scenario before their other characters have accumulated sufficient experience.

In using the materials provided in this section, the GM should take

note of some specific aspects of the presentation format. For most room descriptions, two separate descriptions are provided. The first identifies what can initially be seen or sensed by the players, and can be read directly to them; the second provides a more complete description of the situation to be privately used by the GM in refereeing the course of play. We also recommend that the GM carefully read the character sketches provided for key NPCs before beginning play; these descriptions often contain details on the character's reactions to different circumstances, his/her tactical preferences, and (if applicable) his/her relationships with other companions.

Finally, the GM should familiarize himself with the contents of the CHARACTER DESCRIPTIONS tables that are provided with each scenario. A sample line from these tables is shown below, along with a list of abbreviations used and instructions for interpreting the various information presented.

CHARACTER DESCRIPTION FOR TORBAN THE TURBULENT

CHARACTER	CLASS	ST	CO	RF	SM	IQ	MR	WEAPON	HACB	DAMAGE	WEAPON	ARMOR	CLASS	HTK	RIDING
NAME Torban	VELT RU	100	18	16	17	4	11	ROSWIDE	4	3D8	NOTES	C/5	7	74	ANIMAL
								L BOWE	-2/2/6	1D6					WARRIOR
								SPEAR	3-6	2D8					

1) The Character Code provides information on a) the character's experience level, b) his/her race, and c) his/her character class. The experience level of the character should be used in determining the amount of experience points awarded for killing or vanquishing such a foe (see Chapter 4). The abbreviations used in the Character Code are described in the table below.

2) These columns represent the racially adjusted values of Torban's requisite characteristics for strength (ST), coordination (CO), reflexes (RF), stamina (SM), intelligence (IQ), and magic resistance (MR). These values should be used by the GM whenever Torban attempts to make saving rolls; the IQ rating should also be used in calculating the chances

that Torban can be fooled by disguise attempts.

3) This column lists the various weapons carried by the NPC. Unless otherwise specified in the scenario, the first weapon listed will be the character's primary weapon; if he is identified as having a weapon ready, it will be this one. The abbreviations used in identifying weapons are indicated in the table.

4) The values in this column represent the die roll result that must be equalled or exceeded on a D20 for Torban to successfully hit an unarmored foe with the listed weapons. These values include any bonuses to hit probability that a character receives as a result of high COORDINATION ratings, weapons expertise, weapon quality, or accrued experience. If the weapon

listed is used in missile combat, like Torban's longbow, the HACB column contains three separate ratings, for accuracy at short, medium, and long ranges. Pole weapons (e.g., spear) receive two HACB ratings, one for first attack and the other for subsequent attacks.

5) This column indicates the dice that should be rolled after a successful attack to measure the amount of damage inflicted to the target. These values incorporate any damage bonuses that Torban would receive for high STR ratings or weapons expertise.

6) This column identifies any unusual features of the weapons listed. It is used to indicate tactical notes, changes to frequency of attacks, or special weapon abilities (such as built-in

bonuses to damage or hit probability, or embedded spells).

7) This column indicates both the type of armor worn by the character and his/her EAC (effective armor class). In combat situations, a player would add Torban's EAC of 9 (which includes both armor and dodge abilities) to his own HACO to determine his actual hit probability. Abbreviations used in this column are explained in the table below.

8) This column represents the total amount of damage (in hits) that Torban can sustain before being killed.

9) This column, used only in the Highwayman character descriptions, indicates the type of riding animal a character possesses, if any. The abbreviations used for various types of riding animals are indicated in the key below.

Since the travelers in the Highwayman adventures are the intended targets of the thieves, the contents of their purses, the specifically identified (at the end of their Character Code), in other scenarios it is less likely that a thief will have a chance to discover exactly what an NPC is carrying on his person. Should such a situation arise (if an NPC is vanquished or killed by the thieves, if a thief attempts to pick an NPC's pocket, etc.), the GM can use these simple rules to determine the contents of an NPC's "purse": a) First identify the basic value of the purse through the roll of a D100.

DIE ROLL	PURSE
01-20	1 GP
21-80	10 GP
81-99	100 GP
100	1000 GP

b) Multiply this base amount by adjustment factors for character class, experience level, and

current location, as follows:

CHARACTER CLASS	ADJ. FACTOR
Fighters	8
Wizards	4
Regues	1
Merchants	12
Non-Combatants	1

EXPERIENCE LEVEL	ADJ. FACTOR
Elite	4
Veteran	3
Inter-Mediate	1
Green	1/2

CURRENT LOCATION	ADJ. FACTOR
City Streets	1
On Road	2
In Shop	10

c) If the character is carrying more than 1000 GP on his person, there is a 30% chance that it will be in the form of a letter of credit or sight draft rather than cash.

CODES AND ABBREVIATIONS FOR CHARACTER DESCRIPTIONS

Experience Level:

GR - Green
(1st-2nd Level)
INT - Intermediate
(3rd-5th Level)
VET - Veteran
(6th-8th Level)
EL - Elite
(9th-12th Level)

Race:

RD - Human
EL - Elf
ZE - Half-Elf
HD - Hobbit
DW - Dwarf
CE - Centaur
PX - Pixie
UH - Ukruk-Hai
OR - Orc
ZO - Half-Orc
GO - Goblin
KO - Kobold

Class:

FTW - Fighter
ARC - Archer
CEN - Centurion
PAL - Paladin
FOR - Forester
SAM - Samurai
MAG - Mage
ILL - Illusionist
ENC - Enchanter
PRI - Priest
PRN - Priestly Mage
HLR - Healer
SCH - Scholar
THF - Thief
ASS - Assassin
TRB - Traubadour
BRD - Bard
HET - Hetaera
(Courtesan)
TRD - Trader
NON - Non-Combatant

Weapons

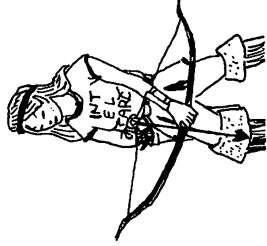
IBRAX - Battleaxe, single-bitted
2BRAX - Battleaxe, double-bitted
BDSWD - Broadsword
BLMGN - Blomgn
BMRNG - Boomerang
BWMN - Bowie blade knife
CPWON - Composite bow
CTLSS - Cutlass
DGR - Dagger
e - expertise with the weapon
GR AX - Two-handed axe, double-bitted
GRSND - Two-handed sword
HFSND - Bastard blade, or hand-and-a-half
HLBRD - Halberd
ZHMK - Two-handed warhammer
HMR - Warhammer
HXBOW - Heavy crossbow
JAVLN - Javelin
L BOW - Long bow
LG AX - Two-handed axe, single-bitted
LXBOW - Light crossbow
MGAU - Main gauche
QSTF - Quarterstaff
RPR - Rapier
S BOW - Short bow
SHSND - Short sword
SH AX - Hatchet, tomahawk
THRN - Throwing knife
THROW - Previous weapon when thrown
WDSAX - Woodsman's axe

Armor Type:

ARM - None (N)
CLO - Quilted Cloth (Q)
LTH - Leather (L)
CWN - Chainmail (C)
SCA - Scale (S)
PLT - Plate (P)
/S - With Shield
ANH - Animal Hide

Made of Transport:

GTOR - Superheavy Horse
DSTR - Destrier
(Superheavy Horse barded and combat-trained)
HWHOR - Heavy Horse
WRHOR - War Horse
(Heavy Horse, barded and combat-trained)
MDHOR - Medium Horse
CHRGR - Charger
(Medium Horse, combat-trained)
LTHOR - Light Horse
PONY - Pony
MULE - Mule
BURRO - Burro or Donkey
PFG - Pegasus
(Winged Horse)
GRIFIN - Griffin
(Winged Egeilion)



BANDIT SCENARIOS

AND

HIGHWAYMEN ADVENTURES

GENERAL INSTRUCTIONS

This module is designed to simulate outdoor encounters between thieves and the common sorts of merchant and other traffic travelling the roads and trails of the medieval landscape. The player characters attempt to devise assaults on these groups that will produce the maximum profit while resulting in the lowest risk to the members of their outlaw band (groups of 4 to 8 characters are the most practical for these scenarios). To be successful, the players must learn to take advantage of available terrain features, use ambushes and traps to improve their fighting odds, and most importantly, develop good judgment about which traveling groups to attack and which ones to carefully avoid.

Once the characters in the band of thieves have been established, the players should select the terrain where the scenario will be played. Three terrain maps have been provided in Section III of this book as samples; others can be created by the GM or the players if desired. If the sample maps are to be used, and the players have no particular preference, terrain selection can be randomly made by rolling a D10, where 1-5 indicates relatively clear terrain, 6-8 a heavily wooded area, and 9-10 mountainous terrain. Each sample map contains a number of GM notes that should be kept secret from the players until they come into play. If the map area is assumed to be located near the outlaws' permanent "home base", those terrain features marked with an asterisk will probably (60%) be known by the players. All other features can only be found if a careful search of each particular area has been undertaken. The GM's copy of the map indicates the percentage chances that each particular item will be revealed by searching.

Players then make their preparations for the day's activities, including identification of the time of day they begin their observations. Die rolls are then made to determine when groups of travelers are encountered. The GM should make a die roll each 20 minutes of daylight, or each two hours during nighttime. The percentage chances of an encounter will vary according to the terrain and the time of day (roll D100):

TERRAIN	DAYLIGHT	NIGHT
Clear	01-25	01-10
Wooded	01-20	01-03
Mountainous	01-12	01

If a group of travelers is indicated, a second die roll is made to determine the type of group encountered. Traffic is divided into four basic types of group: farmers, merchants, travelers, and warriors. Again, the percentage chances of meeting each particular type of group differs according to the type of terrain used (roll D100):

GROUP	CLEAR	WOODS	MNTNS
Farmers	01-40	01-25	01-10
Merchants	41-65	26-60	11-30
Travelers	66-90	61-85	31-65
Warriors	91-00	86-00	66-00

Once the various encounters have been decided for a day's banditry, roll an appropriate randomizing die to decide which of the encounters from each type will be used. It is seldom a good idea, however, to repeat the same encounter twice in a reasonably short period (a week or less).

These sample encounters represent only a cross-section of the traffic moving along the thoroughfares of the kingdom. To increase the realism of these highwayman adventures, the Game Master should also make die rolls for other random encounters (with local animal life, wandering monsters, or other player and non-player characters from his regular campaign).

Remember that if there are escapees from ambushed parties, or if there is a large amount of wreckage left about (or unrecovered or unburied bodies), future traveling parties will probably be wary and more likely to sense an ambush in the making. Add 25% to the ambush sensing abilities of groups entering known dangerous areas (if parties do not normally have an ambush sensing ability, use 25% as their success chance in such a situation). Travelers of means may also choose to hire on additional guards for protection.



"What's that about my mother? ..."

GENERAL INFORMATION FOR USING THE SCENARIOS

The scenarios that follow vary greatly in complexity and risk. The highwayman adventures are suitable for use with beginning player-characters, providing that they exercise some discretion in deciding who to attack. The tomb robbing adventures, on the other hand, are best suited for a fairly large (8-10) mixed group of intermediate and high level thieves. This mix is provided so that both experienced players with long-standing thief characters from other FRP systems and newcomers to fantasy gaming will have suitable tests to face. GM's should permit players to set up experienced characters if they wish to venture into Shale-Chuun before their other characters have accumulated sufficient experience.

These scenarios are specifically designed for use with the character creation and play rules described in Thieves' Guild. However, GMs should find it fairly easy to translate the NPC descriptions into other role-playing frameworks if they prefer to adapt these adventures for use in an existing campaign. This section briefly summarizes the working principles of the Thieves' Guild system, and

familiarizes the GM with the presentation formats used in these descriptions. Those who already own Thieves' Guild can go grab a sandwich for these two pages -- this is nothing you don't already know.

For most room and/or NPC encounters, two separate descriptions are provided. The first identifies what can immediately be seen or sensed by the players, and can be read directly to them; the second provides a more complete description of the situation to be privately used by the GM in refereeing the course of play. We also recommend that the GM carefully read the character sketches provided for key NPCs before beginning play; these descriptions often contain details on the character's reactions to different situations, his tactics, and (when applicable) his relationships with other companions.

A consistent table format is used to present CHARACTER DESCRIPTIONS. A sample line from these tables is shown below, along with a list of abbreviations used and instructions for interpreting the various information presented.

CHARACTER DESCRIPTION FOR TORBAN THE TURBULENT

CHARACTER NAME	CLASS	ST	CO	RF	SM	MR	WEAPON	HACO	DAMAGE	WEAPON NOTES	ARMOR CLASS	HTK	RIDING ANIMAL
Torban	VET	18	16	16	17	11	BDSWDe L BOWe SPEAR	4 -2/2/6 3/6	5D4 1D6 3D5		C/S 9	44	WRHOR
		(1)			(2)			(4)	(5)	(6)	(7)	(8)	(9)

1) The Character Code provides information on the character's experience level, his race, and his character class. There are four experience levels identified in the tables, these levels are used to determine the amount of experience points awarded for killing foes, as follows: Green - 6 EP per hit point dealt, Intermediate - 9 EP. Veteran - 14 EP, and Elite - 21 EP. The abbreviations used in the Character Code are defined in the table below. When a number follows the Character Code, it represents the purse carried by the NPC.

2) These columns represent the racially adjusted values of Torban's requisite characteristics for strength (ST), coordination (CO), reflexes (RF), stamina (SM), and magic resistance (MR). These values should be used by the GM whenever Torban needs to make saving rolls. All saving rolls are made against 2D12; the die roll must be equal to or lower than a character's adjusted rating for the requisite being tested.

Saving rolls may also be employed in situations when a character or NPC voluntarily attempts an action requiring above average skill. Examples of actions that might require saving rolls would include battering down a locked door (STR saving roll) or dodging out of the way of a falling object (REF saving roll). The GM

may assign pluses or minuses to the saving roll, or even require rolls of additional D12, to reflect the relative difficulty of the action attempted.

3) This column lists the various weapons carried by the NPC. Unless otherwise specified in the scenario description, the first weapon listed will be the character's ready weapon. The abbreviations used for weapons are defined in the table.

4) The values in this column represent the die roll result that must be equalled or exceeded on a D20 for Torban to successfully hit an unarmored foe (Armor Class 0) with the listed weapon. To compute a character's chance of hitting a particular foe, add the foe's effective armor class rating (see note 7) to the HACO values presented here. The HACO values in the character description incorporate any bonuses that the character receives as a result of high coordination ratings, weapon quality, or accrued experience. If the weapon is used in missile combat, like Torban's longbow, three separate ratings are provided for accuracy at short/medium/long range. Pole weapons (e.g., spear) receive two HACO ratings, one for first attack and the other for subsequent attacks.

5) This column indicates the dice that should be rolled after a successful attack to

measure the amount of damage inflicted to the target. These values incorporate any damage bonuses that Torban would receive for high STR ratings or weapons expertise.

6) This column identifies any unusual features of the weapons listed. It is used to indicate tactical notes, changes to frequency of attacks, or special weapon abilities such as built-in bonuses to damage or hit probability.

7) This column indicates both the type of armor worn by the character, and also his effective armor class (EAC). EAC includes both the normal protective ability of the armor worn (and any built-in bonuses), as

well as the character's Dodge ability. EAC is added to the opponent's HACO to determine the die roll needed for a successful attack on the NPC. Abbreviations used in this column are defined in the table.

8) This column represents the total amount of damage (in hits) that Torban can sustain before being killed.

9) This column is used only in Highwayman character descriptions, and indicates the type of riding animal a character possesses, if any. The abbreviations used in this column are defined below.

CODES AND ABBREVIATIONS FOR CHARACTER DESCRIPTIONS

Experience Level:

GR Green
(1st-2nd Level)
INT Intermediate
(3rd-5th Level)
VET Veteran
(6th-7th Level)
EL Elite
(8th-10th Level)

Race:

CE Centaur
DW Dwarf
EL Elf
HO Hobbit
HU Human
KO Kobold
OR Orc
PX Pixie
UH Uruk-Mai

Class:

ARC Archer
CEN Centurion
FTR Fighter
HLR Healer
MAG Mage
NON Non-Combatant
PRI Priest
PRM Priestly Mage
THF Thief
TRD Trader

Weapons:

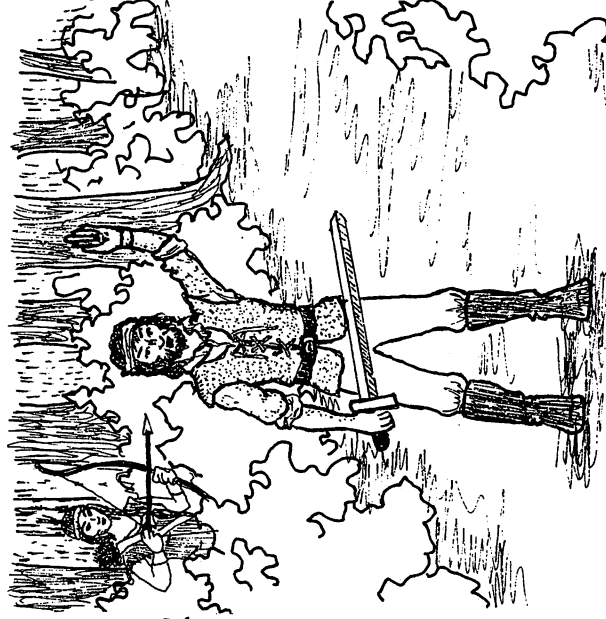
1BBAX Battleaxe, single-bitted
BDSWD Broadsword
BOLO Bolo
CLAW Claws
CPBOW Composite bow
e expertise
F HVS with weapon
FRONT Front hooves
GRSWD Two-handed sword
HANDS Bare hands
HFSWD Bastard sword
(hand and a half)
2HHMR Two-handed hammer
HMR War hammer
LANCE Mounted lance
L BOW Long bow
LG AX Two-handed ax, single-bitted
LXBOW Light crossbow
MACE Mace
MGSTR Morningstar
MILFL Military flail
QSTF Quarterstaff
RAPR Rapier
R HVS Rear hooves
S BOW Short bow
SCIM Scimitar
SHSWD Shortsword
SM AX Francisca
SPEAR Spear
WHIP Whip

Armor Type:

NON(N) None
CLO(Q) Quilted cloth
LTH(L) Leather
CHN(C) Chainmail
SCA(S) Scale
PLT(P) Plate
/S with shield
ANH Animal hide
SKN Natural (skin)

Mode of Transport:

GTHOR Superheavy horse
HVHOR Heavy horse
WRHOR War horse
(HVVHOR, barded and combat-trained)
MDHOR Medium horse
CHGR Charger
(MDHOR, combat-trained)
LTHOR Light horse
MULE Mule



J. TRAUTMAYER © 1980

HIGHWAYMEN ADVENTURES

CATEGORY A

FARMERS

Groups of farmers, on their way to or from the open-air markets of medieval towns, were a common sight. However, there was little difference from one group to the next. Most farmers were simple folk, untrained in weapons use and carrying no more than a few gold pieces worth of cargo. Because of this, no specific farming caravans have been constructed. Instead, the GM can use the following five step procedure to determine the composition of each passing group of farmers.

- 1) Roll a D10 to determine the number of farmers in party.
- 2) Roll a D100 to determine the race of party (the whole party will be the same race).

01-75 Human (HTK = 10 + 1D6)
76-85 Hobbit (HTK = 8 + 1D4)
86-92 Centaur (HTK = 12 + 1D8)
93-97 Half-Elf (HTK = 10 + 1D4)
98-00 Half-Orc (HTK = 10 + 1D6)

- 3) Roll percentile dice (D100) to determine weapons training, if any:
 - 55% know spear (HAC0 on a 7).
 - if know spear:
 - 25% also know short bow (HAC0 on 5/9/13).
 - 10% also know broadsword (HAC0 on 8).
 - if do not know spear:
 - 30% know sling (HAC0 on 3/8/13).
 - 60% know club (HAC0 on 9).
- in addition:
 - 70% know quarterstaff (HAC0 on a 8, defense +2 to AC against close weapons)
 - if know quarterstaff:
 - 50% are expert in use (HAC0 on a 4, defense +4 to AC against close weapons)

If the weapon's use is known, it will be carried by the farmer who is trained with it; the single exception is broadsword - there is only a 15% chance that a farmer who is trained with broadsword will be carrying one with him. If no weapon is known, the farmer will fight only with bare hands or rocks, providing, of course, that he is sticking around to fight and not running in sheer panic (80% chance if weaponless or untrained in any weapon's use; 15% chance if close weapon trained).

The fighting morale of farmers is never high. There is always a 45% chance that an entire party will surrender after any member of the group is killed. Additionally, each man must make a saving throw against discretion (assume racial average value for DSC; human = 11, hobbit = 15, etc.) after being wounded for the first time, or he will panic and run.



- 4) Roll D100 to determine the mode of transport being used:
 - 01-60 Foot Only.
 - 61-75 Foot with Handcarts (can hold up to 800 lbs.).
 - 76-95 Open Wagon w/2 Mules (can hold up to 8000 lbs.), rest of party on foot.
 - 96-00 Open Wagon w/4 Horses, rest of party on Light horses.
- 5) Roll D100 to determine type of cargo being carried (see Chart below). Roll D6 to determine direction that the caravan is traveling (1-3 toward town, 4-6 from town). Then cross-reference these results with the result of Step 4 above to find the actual quantity of goods being carried.

POSSESSIONS OF FARMERS' GROUPS

<u>TYPE OF CARGO CARRIED</u>	<u>MEANS OF TRANSPORT</u>		<u>WAGON</u>
	<u>FOOT</u>	<u>HANDICART</u>	
<u>GRAIN</u> <u>01-30</u> <u>TO</u>	1 50lb. sack barley per farmer. Value (8 GP/sack)	1 500lb. cart oats per each 3 farmers. Value (6 GP/cart)	2-1/2 tons wheat. Value (35 GP)
<u>FROM</u>	10% of above value in cash and 40% in goods from Market Basket A.	20% of above value in cash and 30% in goods from Market Basket A.	30% of above value in cash and 30% in goods from Market Basket C.
<u>VEGETABLES</u> <u>31-55</u> <u>TO</u>	1 50lb. sack onions per farmer. Value (1 GP/sack)	1 150lb. cart beans per each 2 farmers. Value (25 SP/cart)	3 tons corn. Value (50 GP)
<u>FROM</u>	10% of above value in cash and 40% in goods from Market Basket A.	20% of above value in cash and 30% in goods from Market Basket A.	30% of above value in cash and 30% in goods from Market Basket B.
<u>ANIMAL PRODUCTS</u> <u>56-75</u> <u>TO</u>	1 50lb. sack of cheese per farmer. Value (8 GP/sack)	1 250lb. cart wool per each 2 farmers. Value (20 GP/cart)	Wagonload of cream (in metal cans). Value (105 GP)
<u>FROM</u>	10% of above value in cash and 40% in goods from Market Basket A.	20% of above value in cash and 30% in goods from Market Basket B.	30% of above value in cash and 30% in goods from Market Basket C.
<u>LIVESTOCK</u> <u>76-95</u> <u>TO</u>	1 goat per farmer. Value (5 GP/goat)	3 sheep per farmer (no carts) Value (12 GP/sheep)	Wagonload of fish. Value (150 GP)
<u>FROM</u>	10% of above value in cash and 40% in goods from Market Basket A.	20% of above value in cash and 30% in goods from Market Basket C.	30% of above value in cash and 30% in goods from Market Basket C.
<u>PURCHASING TRIP TO TOWN</u> <u>96-00</u> <u>TO</u>	3 GP per farmer.	10 GP per farmer.	50 GP per farmer.
<u>FROM</u>	1 sack mixed feed per farmer. Value (25 SP/sack)	2 sheep per farmer. Value (12 GP/sheep)	Large farm implement. Value (175 GP)
<u>Market Basket A</u>	<u>Market Basket B</u>	<u>Market Basket C</u>	
Foodstuffs (60% of total) Simple wool clothing Candle-making materials Simple tools (hoes, picks)	Foodstuffs (40% of total) Simple wool clothing Bolts of cotton cloth Simple tools Lanterns & flasks of oil Pot and pans Small leather goods	Foodstuffs (20% of total) Dress clothing (silks) Bolts of cloth Quality kitchen tools Small jewelry items Spices Leather goods	

HIGHWAYMEN ADVENTURES

CATEGORY B

MERCHANTS



Party B-1

THE TEXTILE MERCHANT

What the Players See:

Two covered wagons, each pulled by a team of four mules, move slowly along the road. Five human warriors on foot accompany the wagons, with a pair of guards flanking each wagon and one scouting the rear of the party. The guards are armed with swords or spears, and the rear guard carries a crossbow. Each wagon has openings front and rear, and one human driver. No cargo or mercantile emblems are visible.

GM's Description:

A textile merchant on his way to market, carrying both bolts of cloth and finished items of apparel. The

first wagon contains the main cargo, and is driven by one of two elite fighters (see guards table at the end of category B) who have been in service to the merchant for several years (the other elite guard covers the rear of the caravan). As experienced guards, these two men have a 35% chance of sensing an ambush and a 55% chance of detecting snares, pits or other outdoor traps. The second wagon, driven by the merchant houses personal possessions and serves as a living quarters for the party. Four young fighters, recruited for this trip, flank the wagons. They have no special abilities in encounters against highwaymen.

If attacked, the party will employ one of two main tactics:
1) If the road ahead is not blocked,

the walking guards will attempt to board the rear wagon, and the party will try to ride away. (They will also attempt this course if one of the guards senses the ambush before it occurs).

2) If this first option is not available, the four green guards will be sent toward the attackers with orders to skirmish, while the elite guards take up positions in the entranceways of the wagons and provide covering missile fire.

Possessions and Cargo:

In the first wagon, the merchant carries a large number of bolts of cloth - 50 woolen (worth 6 GP each, each weighing 40 lbs.), 25 cotton (10 GP, 5 lb.), 5 silk (350 GP, 7 lb.), 5 velvet (200 GP, 20 lb.), and 2 cloth of gold (1000 GP, 10 lbs. each). He

also carries a number of finished items of dress wear, as follows-5 sets fur-lined boots (20 GP per pair, 3 lbs. ea.), 10 fur-trimmed velvet cloaks (200 GP, 3 lb. each), and 10 silk gowns (200 GP, 5 lb. each). Also in the first wagon are a large selection of workman's garb (worth 500 GP total, total weight 100 lbs.)

Living quarters for the merchant and guards are set up in the second wagon. Items included are 6 wool sleeping bags (10 GP and 10 lbs ea.) 1 folding cot with cotton blankets (75 GP, 8 lb.), 60 lb. of assorted foodstuffs (300 GP worth), and 2 candle lanterns (25 GP, 1 lb. each). There is a 9 cubic foot brassbound chest in the rear corner of this wagon. It appears well-crafted, and is very heavy to lift. The chest is a rise, containing 2 lead bars and 50 copper pieces (50 lbs.). A trap is released when the lid of the chest is lifted (Level 1 trap - a blast doing 2D10 damage, STM saving roll means 1/2 damage). Concealed under the floorboards of the second wagon is a small flat case containing the merchant's valuables - 12 high quality gems worth 5500 GP. Players must make a successful search for secret doors, or they have only a 10% chance of noticing the hiding place during a careful search of the wagon.

Guards: See lists at end of category.
Traders: See lists at end of category.

Party B-2

THE MASTER TANNER

What the Players See:
An open freight wagon, pulled by two draft horses, moving at a moderate pace. Two human-sized warriors ride in front of the wagon, and another rides behind the wagon. They wear leather armor, and carry a variety of close-range weapons. The wagon appears to contain a number of animal skins, in various stages of preparation.

GM's Description

A master tanner, carrying both raw materials and finished leather goods. He plans to set up his wares in a bazaar in the city, and carries his equipment and unfinished hides so that he can do additional work while there. The guards are three half-orc fighters; they are not experienced guards, and have not worked for the tanner before. Because of this, if things are going badly for the party,

check the status of their morale (30% chance they will become demoralized and attempt to flee). The half-orcs will frenzy (10% +2 no demoralization) if the attacking party contains orcs or Urak-Hai (This is because the half-orcs, a product of the forced union of male orcs and female humans, have been socially outcast because of that heritage). The party will not dismount until attacked, but then the fighters will attempt to move directly toward the source of the attack, since they can only engage in Close Range combat.

Possessions and Cargo:

(Note - Most of the cargo in this wagon is bulky, and it will take a substantial amount of time to "clean out" the contents of the wagon.)

Cargo includes 20 assorted untanned hides (worth 10 GP each, weigh 30 lbs. each), and 50 tanned hides (25 GP, 30 lbs. each) He carries the following finished goods - 8 suits of leather armor (6 human-sized, 2 hobbit-sized worth 60 GP and 12 lbs. each), 10 sets of bowman's leathers (5 GP, 1/2 lb. each), and an assortment of leather goods (flagon, belts, shoulder straps, etc., worth 250 GP and 15 lb. total). A set of tanning equipment (stretching racks, sharp cutting knives) is available. There are also four small leather sacks filled with gold and silver pieces (500 GP total, weighing 10 lbs.).

Guards: See lists at end of category.
Traders: See lists at end of category.

Party B-3

THE SILVERSMITH AND FAMILY

What the Players See:
Two mule-drawn closed wagons move slowly along the road, followed by four walking dwarfven guards in chainmail. A grey-haired man and a young lad sit behind the reins of the two wagons and appear unarmed. The dwarves carry axes and swords, and two also have large sacks slung over one shoulder.

GM's Description:

The silversmith is moving to a new location, carrying his entire household. The first wagon contains his professional equipment and supplies. The second, driven by his eldest son, contains his personal belongings, his wife and two other

sons. The four dwarves, all brothers, are experienced fighters and dungeon delvers from the silversmith's town, who have answered his advertisement for help to defray their own expenses on a longer journey to an abandoned ruins. They have some wilderness skills (10% sense ambush, 30% sense outdoor traps) and are fearless fighters (no morale checks needed). If the party is attacked by missile fire, they will seek cover and try to find an indirect route to their attackers; otherwise, they will immediately try to confront their foes and melee.

Possessions and Cargo:

As previously noted, the first wagon contains raw materials and equipment for the silversmith's trade. Equipment includes four crucibles (used in melting metals, worth 400 GP total, each weighing 10 lbs.), several small anvils (200 GP total, 15 lbs.), a large assortment of hammers and mallets (100 GP), and 200 lbs. of wax used in creating molds for casting items. There are 28 coffers partially filled with various metal ingots - 6 gold (1500 GP total, 15 lbs.), 10 silver (500 GP, 50 lbs.), 8 bronze (1500 GP, 20 lbs.), 3 brass (400 GP, 10 lbs.) and 1 of platinum (600 GP, 4 lbs.).

The second wagon contains household items, including a rough-hewn dining table with 2 benches (250 GP, 30 lbs), a set of cast iron pots and pans (300 GP, 25 lbs), 8 wooden serving bowls (40 GP, 5 lbs), 1 double bed, with frame, straw ticking, a goose-down mattress, and cloth canopy (500 GP, 30 lbs), 3 folding cots (90 GP), 2 matching chairs of fine quality with inlaid designs and upholstering (1500 GP, 40 lbs), and 3 large brassbound chests filled with clothing (1 each for father, mother, and children, total value of clothing 250 GP. Mother's chest also contains a small jewelry box with small gold and silver items worth 700 GP). A cashbox holds 500 GP in coins and small gems.

The guards, in addition to normal camping gear, carry a casquet with a Level 1 lock and a double trap. The first trap is a pin on the hasp coated with a potion of paralysis - make STM saving roll or cannot move for 2D12 hours + 2D6 damage from system shock. When the lid is lifted, a pinkish dust is released - if inhaled, does 3D10 burn damage to respiratory system (no damage if character successfully holds breath, make REF saving roll -2). The casket contains 3500 GP in coins and gems, and a flask of fluid

of magic detection (12 uses, fluid a deep brown, and smells like almonds. When poured on item, will give off a luminous glow if object is magical).

Guards: See lists at end of category.
Traders: See lists at end of category.

Party B-4

THE
SPICE
MERCHANT

What the Players See:

Two figures on horseback, a human and a hobbit, ride slowly along the trail leading a pack train of two additional horses with full saddlebags. Both men are wearing loose flowing robes of bright blue. As they approach, there are sounds of music, as the hobbit sings along to the accompaniment of the larger man's flute. Neither man openly displays armor or weapons.

GM's Description:

A spice merchant and a hobbit scholar, returning from a long journey through distant, fabled lands. Both are extremely pacifistic in nature and will not take life even in self-defense. Their cargo of rare delicacies is protected in three ways:

1) Their strange appearance (which should be emphasized by the GM) will convince some potential robbers that they are magic-users, bards or some other potent figures who do not need additional protection in the form of guards.

2) Both characters wear bracelets that contain a Permanent Missile Repulsor spell (turns aside up to 12 points of missiles per melee round).

3) The merchant has been trained in judo. This means that in close combat, he has a 40% + (5% x 18-opponent's CO rating) chance of throwing a foe in close combat to the ground. If successful, opponent must make STH saving roll or be stunned for 1d6 melee rounds.

If attacked, they will attempt to ride away from the trouble. They are excellent horsemen, and have a 60% chance of finding a safe path through wooded or rough terrain if the roadway has been blocked by the thieves.

Possessions and Cargo:

Loaded on the packhorses are a wide variety of spices, luxury foods, and exotic beverages.

SPICES - Pepper (total value 1600 GP, total weight 2 lbs), ginger root (1000 GP, 10 lbs), cinnamon bark (1600 GP, 10 lbs), cloves (2500 GP, 25 lbs), licerice root (800 GP, 5 lbs), sesame seeds (400 GP, 20 lbs), and garlic (200 GP, 20 lbs).

BEVERAGES - Selection of teas (1500 GP, 20 lbs), and plum wine (25 1 quart bottles with waxed corks, 200 GP).

OTHER FOODSTUFFS - 20 lbs. of peanuts and pine nuts (120 GP), 50 lbs. of dates (500 GP), some dried shark fin (500 GP, 5 lbs), and smoked spiced sausages (100 GP, 25 lbs).

Other possessions include 4 leather-bound books, handsomely calligraphed (The Sayings of Cufucinas, Histories of the Monkton Gholis, a text on esoteric weaponmaking, and the Bhiddust Way of Enlightenment) Each text is worth 500-1000 GP to a scholar or collector. The hobbit carries a sketchbook with crude maps of the route taken. There are also a number of extra small pouches and sacks, and a magical scale that will measure the approximate value of any item under 5 lbs placed on it.

Guards: See lists at end of category.
Traders: See lists at end of category.

Party B-5

THE
FUR
TRAPPERS

What the Players See:

Five men on horseback, with bows slung over their shoulders, ride at a leisurely pace along the road. Each man leads a number of pack horses laden with furs, yet the entire party moves with a minimum of noise. The men are ruggedly dressed, heavily bearded, and solidly built.

GM's Description:

A group of fur trappers transporting their season's catch. All are crack archers, and can shoot while on horseback (at a -2 to their basic hit probability). They have a 45% chance of sensing a potential ambush. If sensed, there is a 40% chance they will investigate the source even if not attacked. These trappers are very self-confident of their fighting abilities; they never have to make morale checks, and will fight to the death if attacked. When fighting they will try to keep distance between their opponents and

themselves, in order to exploit their comparative advantage with missile weapons. Two of the trappers will stay with the pack train at all times, hobbling the horses and tethering them to trees if possible. The others will take initiative, using any available cover to gain strategic positions and then attempting to drive their attackers into open ground.

All the trappers carry non-enchanted bows which increase hit probabilities due to their superior craftsmanship. Any character trained in bow will recognize the quality of these weapons if he picks them up.

Possessions and Cargo:
The Trappers lead 14 pack horses (worth 100 GP each), and each carries 800 GP worth of pelts (50 lbs). Each trapper carries a canvas backpack, filled with a 2 quart canteen, a belt knife, 20 lbs of salted meat, a tin plate and leather flagon, and two bottles of strong home-brewed whiskey. (If winter, each will also be wearing a hooded fur coat worth 200 GP). Trapper #3 carries a good medical kit with bandages, splints, and surgical knives. He is a master of first aid. Trapper #4 carries a large cooking pot and a tinder box.

Trapper 1 has a belt pouch which contains a few gold and silver coins (16 GP worth) and a small scrap of parchment with a list of names (potential buyers of furs). If the thieves visit any persons on this list without being effectively disguised as the trappers, there is a 60% chance that the "buyers" will summon the constables, or threaten to expose the thieves if not bribed.

Guards: See lists at end of category.

Traders: See lists at end of category.

Party B-6

DROGANN
THE
WEAPONSMAKER

What the Players See:

A dwarf in chainmail, helm, and a dark blue cape walks down the road, carrying a two-bladed battleaxe over his right shoulder and a wooden case under his left arm. About 50 feet behind him is a human in leather armor, leading a pack mule. The mule pulls an open wooden cart covered with a canvas tarpaulin. A mercantile symbol is painted on the front of the cart, along with a coat of arms.



GM's Description:

The dwarf Drogann and his apprentice are both weaponmaker enchanters (Weaponers), delivering an enchanted weapon ordered by a nearby baron. They each carry several magical items for their personal use, as detailed in the descriptions at the end of this category. Neither traveler has any special skills in sensing traps or ambushes, but both will automatically sense any magic use within 100 feet of them. The two have very contrasting personalities. The human carries only defensive spells, and would prefer to avoid a fight if possible. Drogann, on the other hand, is rather egotistical about his fighting skills, and will try to use his enchantments to bring him into close contact with his attackers. If possible, he will capture and torture any who dare to assault him; however, he will not pursue thieves that escape him beyond the immediate area. Drogann's reputation for cruelty is widespread in this region; therefore, any thief recognizing his heraldic symbol will be aware of Drogann's profession and methods.

If any player manages to reach the loaded cart, and remove the magical sword from its sheath, he has a 5% chance of immediately dying from fright as his senses are assaulted by the spells embedded in the weapon. He will be incapable of action until the weapon is again sheathed, and will suffer 106 of 5TH damage each 10 MR he holds the sword unsheathed.

Possessions and Cargo:

Drogann's principal cargo is a two-handed sword with rubies inlaid in the pommel, carried in an embroidered leather sheath and wrapped in a velvet cloth. The Baron Tankanian has ordered this piece to be used during the ceremony of initiation for knights in his fiefdom. The sword serves as a sort of "Ordeal by Fire", as it is embedded with the following spells: Befuddle, Detection, Glue, Sight Blockage, Illusion of Sound, and Truthsaying. Once the sword is removed from the sheath, its holder cannot move, release the sword, or see. All around him rise the sounds of restless spirits, their disembodied voices relentlessly questioning the courage and loyalty of the holder. These illusions are so real and menacing that there is a 5% chance that the candidate will die of fright during this ordeal. The market value of this sword is about 14500 GP; however, the sword is virtually impossible to sell within 100 miles of the Baron's lands.

The mule cart also carries raw materials to repair chain and scale armor (up to 100 pts of damage), a hand turned sharpening wheel (worth 125 GP, weighing 35 lbs), a small sack of metal scraps (mainly iron and bronze, worth 100 GP, 20 lbs), a set of cast iron tools (hammers, tongs, etc.), and a small sack of gems (worth 500 GP). There are also a pair of matched throwing daggers, which are +5 to hit when thrown simultaneously at the same target

(thus they can only be effectively used by a fighter who is ambidextrous). The daggers are worth 2000 GP to a person who can employ them, but only 50 GP otherwise. Finally, the dwarf carries a letter of credit from the Baron entitling him to free lodging, food and drink at any establishment within his realm. The degree to which this letter is honored by local innkeepers and merchants is highly dependent on the amount of loyalty each man feels for the Baron (GM's discretion).

Guards: See lists at end of category.
Traders: See lists at end of category.

Party B-7

THE COPPERSMITH

What the Players See:

A lone wagon, pulled by two draft horses. The wagon is open, and is divided down the center by a long, 6 foot tall wooden rack from which hang a number of small items (At closer range, these are revealed to be pots and pans of various sizes). A lone unarmed man drives the wagon, and no other riders or guards are visible.

GM's Description:

The coppersmith is a local traveling salesman who hawks his wares every week in the streets of the city and the manor houses near town. He is a relatively poor merchant and a rather heavy drinker, as indicated by the half-empty jug of ale by his side. He carries a rather battered broadsword in a wooden sheath beneath his seat, but he is quite unwilling to use it. In fact, there is a 50% chance that he will immediately surrender if attacked, and an additional 25% chance that he will try to ride away at top speed.

Possessions and Cargo:

Hung from spikes on the center rack are 31-50 (roll D20) bronze pots and pans (worth 20GP each, 2 lbs). On the floor of the wagon are 1-100 (roll D100) sets of pewter utensils (5 GP each, 10 sets=1 lb), 100 GP in coins and gems, and 50 GP worth of bartered goods (wool, milk, eggs, a steed, etc.). He carries a partially full 5 quart container of ale, and a loaf of wheat bread.

Guards: See lists at end of category.
Traders: See lists at end of category.

Party B-8THE
JEWEL
SPECULATORWhat the Players See:

Four men on horseback ride in single file. The third man in line wears a chain shirt and leads an additional pack horse. The other men are dressed in full scale armor, and all appear to have canvas backpacks and weapons slung over their backs. They move cautiously, and little or no conversation passes between them. Only the pack horse appears to be carrying cargo, in the form of two saddlebags.

GM's Description:

A jewel merchant, accompanied by three inexperienced guards. These young men are eager to make a name for themselves, and if attacked, will immediately charge into the fray. They will not hesitate to fight, even if apparently outnumbered. Since they are not disciplined guards, and have no great loyalty to their employer, they may leave the horses and cargo unprotected to pursue their attackers. The merchant will always remain with the horses. He will fight if attacked while alone, but will surrender if he is obviously in an inferior position. If the guards have left him and he sees an opportunity, he will attempt to take the pack horse and flee.

Possessions and Cargo:

The saddlebags and packs contain an assortment of camping equipment and provisions, including 1 tent (40 GP, 5 lbs), 4 fur-lined sleeping bags (15 GP each, 5 lbs), 1 week of food

SPECIAL MERCHANT INFORMATION

<u>PARTY #</u>	<u>FANSOMABLE CHARACTERS</u>	<u>RANSOM LEVEL</u>	<u>% CHANCE OF RANSOM</u>	<u>PLACE OF RESIDENCE</u>	<u>MEANS OF CARGO TRANSPORT USED</u>
B-1	Textile Merchant Guards 1-2	2 4	80 60	LD LD	2 Closed Wagons 8 Mules
B-2	Master Tanner	4	60	L	1 Open Wagon 2 Heavy Horses
B-3	Silversmith Guard 2 Guard 3	3 2 5	20 10 20	LD LD LD	2 Closed Wagons 8 Mules
B-4	Spice Merchant Scholar	3 5	10 80	L L	2 Medium Horses
B-5	NONE				1 Pack Mule
B-6	Drogann Human Enchanter	2 5	20 40	L L	1 Pack Mule
B-7	NONE				1 Open Wagon 2 Heavy Horses
B-8	Gem Trader	4	60	LD	2 Pack Mules

supplies for four people (100 GP), cooking gear (25 GP, 10 lbs), and an oil lantern with a full 5 quart flask of oil (15 GP). There is also a small brassbound coffer packed in the saddlebags. The coffer has a Level 2 lock on it; its key is concealed inside the merchant's belt pouch. If he has surrendered, the merchant will reveal the key's location. Inside the coffer are two drawstring pouches. In the pouches are 20 assorted gems, worth 1400 GP total. There are also two high quality gems that have been concealed within the

velvet lining on the coffer's interior. There is a 75% chance that these cut stones (worth 5000 and 2400 GP each) will be discovered if the coffer is searched carefully by touch; however, there is only a 10% chance that they will be noticed without a careful search.

Guards: See lists at end of category.
Traders: See lists at end of category.

CHARACTER DESCRIPTIONS FOR MERCHANTS AND GUARDS

<u>NAME</u>	<u>CHARACTER</u>	<u>CLASS</u>	<u>GP</u>	<u>SI</u>	<u>CO</u>	<u>RE</u>	<u>SN</u>	<u>IQ</u>	<u>MR</u>	<u>WEAPON</u>	<u>HACO</u>	<u>DAMAGE</u>	<u>WEAPON NOTES</u>	<u>ARMOR CLASS</u>	<u>HTK</u>	<u>RIDING ANIMAL</u>
B1. The Textile Merchant Guard 1	EL HU FTR	150	11	13	9	15	12	13		BOSWIDE L BOWE	-3/2/5	2D6 1D6	(1)	LTH 6	34	NONE
Guard 2	EL HU FTR	180	16	10	8	10	13	13		GRSWIDE	1	4D6	(2)	LTH 8 (3)	33	NONE
Guards 3-4	GR HU FTR	20	8	11	10	16	9	10		LYBOWE BOSWID DGR	-2/2/7 8 11	1D6 1D10 1D4		C/S 7	18	NONE
Guards 5-6	GR HU FTR	20	9	12	9	12	10	8		SPEAR THROW	6/9 4/10/18	1D8 1D8		CHN 6	22	NONE
Merchant	VET HU TRD	75	6	10	13	12	14	10		FISTS	8	1D4		NON 1	19	WAGON
B2. The Master Tanner Guard 1	INT /O FTR	150	7	15	8	8	13	15		SHSHD SLING	6 2/7/12	1D6 1D4		L/S 5	15	LTHOR
Guards 2-3	INT /O FTR	15	14	11	12	8	15	15		MACE	5	2D8	(4)	LTH 4	20	LTHOR
Merchant 1	INT HU FTR	25	13	9	12	8	10	7		BONKNE	1/9/16	1D10		LTH 4	18	WAGON

(cont.)

CHARACTER DESCRIPTIONS (cont.)

B3. The Silversmith and family

Guard 1-2	VET DW FTR	(5)	11	15	9	9	10	13	LG AXE	3	1D10	CHN 7	33	NONE
Guard 3-4	VET DW FTR	14	9	28	18	10	17	HFSWIDE	2	2D10	CHN 7	40	NONE	
Merchant 1	VET HU TRD	10	9	12	11	16	10	RAPR	5	1D8	CLO 2	22	WAGON	

B4. The Spice Merchant

Merchant 1	INT HU TRD	8	15	15	8	12	12	JUDO	(7)	STUN	CLO 3	16	LTHOR
Scholar 1	INT HO SCH	15	5	13	16	12	17	DART	4/8/12	1D4	CLO 4	13	PONY

B5. The Trappers

Trapper 1	VET HU ARC	7	13	13	15	12	10	CPBOW	-3/2/6	1D6	ANH 12	32	MDHOR
								BOWKNE	5	1D10	(10)		
Trapper 2	VET HU ARC	15	16	16	9	17	7	CPBOW	-6/-1/3	1D6	CLO 3	43	MDHOR
								CLUB	3	2D4			
Trapper 3	VET HU ARC	10	13	14	14	8	13	CPBOW	-5/0/4	1D6	CLO 3	29	MDHOR
								BOWKNE	3	1D10			
Trapper 4	VET HU ARC	10	12	19	11	11	9	L BOW	-5/8/3	1D6	ANH11	34	MDHOR
								BOLO	-5/0/5	1D8	(10)		
Trapper 5	VET HU ARC	25	14	17	14	13	9	CPBOW	-6/-1/3	1D6	ANH11	43	MDHOR
								RAPR	-4	1D12	(10)		

B6. The Enchanters

Drogann	EL DW ENC	800	11	15	13	20	16	18	ZBBAXE	-1	4D6	CHN11	32	NONE
									FLAIL	6	1D6	(19)		
Cletus	INT HU ENC	100	13	15	13	15	15	15	RAPR	6	1D8	LTH 6	21	MULE
									SLING	2/7/12	1D4	(20)		

B7. The Coppersmith

Merchant 1	INT HU NON	9	9	11	11	9	9	9	BDSWD	12	1D10	NON 0	17	WAGON
------------	------------	---	---	----	----	---	---	---	-------	----	------	-------	----	-------

B8. The Gem Trader

Guard 1	GR HU FTR	50	15	10	10	9	10	15	1BBAX	8	1D10	SCA 8	16	MULE
Guard 2	GR HU FIR	50	11	9	7	13	12	13	1BBAX	8	1D10	SCA 8	15	MULE
Guard 3	GR HU FTR	50	10	8	7	8	6	8	SPEAR	6/9	1D8	SCA 8	11	MULE
Merchant 1	VET HU TRD	250	8	11	14	16	12	8	DCRE	7	1D5	LTH 4	26	MULE
									THROW	4/10/16	1D4			

(1) 60% chance of having 1D10 +1 sharpness arrows, 25% chance of 1D4 +2 arrows (non-magical).
 (2) Crossbow can be fired once every 2 melee rounds. 80% chance of 1D6 +1 sharpness quarrels, 20% chance of 1D3 +2 quarrels (non-magical).

(3) Armor has been magically enchanted; adds +2 to normal leather AC.
 (4) Mace is a two-handed weapon with a spiked head.
 (5) Guards' treasure is listed under possessions and cargo for this caravan.
 (6) 25% chance that these weapons are of +1 sharpness (non-magical). Magical
 (7) See GM's Description for discussion of how to calculate judo abilities.
 (8) Darts are coated with a potent sleeping potion; if struck by one, character must make STM saving roll -3 or sleep 2D6 hours.

(9) Can fire 5 shots every 2 melee rounds; has bow, balanced to + i hit prob (non-magical).
 (10) Armor is from the tanned skin of a gryphon. Treat this armor as leather when measuring its effects on wearer's movement, etc., but as plate armor (AC18) in protective ability.
 (11) Can fire 5 shots every 2 melee rounds; has +3 balanced bow (non-magical).
 (12) Can fire 5 shots every 2 melee rounds; has +2 balanced bow (non-magical).
 (13) Can fire 2 shots per melee round; has +1 balanced bow (non-magical).
 (14) Bolo may be thrown once every two melee rounds. It may be used to tangle the legs of an opponent in lieu of doing damage (will take 1D3 rounds to get free from the bolo, no movement or dodge allowed while tangled, attacks at -3 while tangled).
 (15) Can fire 2 shots per melee round; has +2 balanced bow (non-magical).
 (16) Magical weapon with +3 sharpness.
 (17) Axe is double-bitted; if Drogann's first blow in a melee round misses, he gets a second chance to hit on the return swing. Battleaxe has three spells permanently embedded in it: Accuracy - adds +4 to base hit probability, Intensify Damage - adds 2D6 to normal damage, and Detect Invisible Presence.

(18) Chain flail has one spell embedded in it: Influence Emotions (fear) - If struck by weapon, any character must make DSC saving roll or will reveal or do anything to avoid being struck again (18 uses).
 (19) Armor is magically enchanted to +3 (permanent). The helm also contains a permanent Missile Repulsor spell that will turn aside up to 6 missile points (arrow 1, quarrel 2, spear 4) per melee round.
 (20) Armor is magically enchanted to +2 (20 uses, one per melee round).

HIGHWAYMEN ADVENTURES

CATEGORY C

TRAVELERS

Party C-1

THE ESCAPED PRISONERS

What the Players See:
Two kobolds on light horses gallop rapidly along the path. The horses are unsaddled and well-lathered. The riders carry no visible weapons or packs, and periodically look back over their shoulders at the road behind.

GM's Description:
The kobolds are escaped prisoners who have stolen horses to try and make good their getaway. They are desperate and frightened. They will not stop their headlong flight, even if attacked, unless their horses are wounded or hobbled. If the horses are somehow halted, the kobolds will run for cover or, if attacked in force, immediately surrender. If kobolds are in the thieves' party, the prisoners will explain their plight and would be receptive to joining the group.

Otherwise, they will look for an opportunity to escape (using their concealed weapons if possible).

Forty melee rounds (about 10 minutes) after the kobolds appear, a sheriff's posse of six humans on horseback will arrive. All but the sheriff and his burly young deputy are crudely armed, inexperienced fighters. The posse will stop and investigate if there are any obvious visual signs of the kobolds or the highwaymen (people in the roadway, bodies, dropped items). There is only a 30% chance that they will notice less obvious signs (like footprints, marks of a struggle etc.) and stop. The posse will pursue any thieves seen (either kobold or player character), unless they are plainly outnumbered. If attacked by a superior force, there is a 60% chance that they will attempt to flee after one posse member has been killed.

Possessions and Cargo:

The kobolds have nothing but the

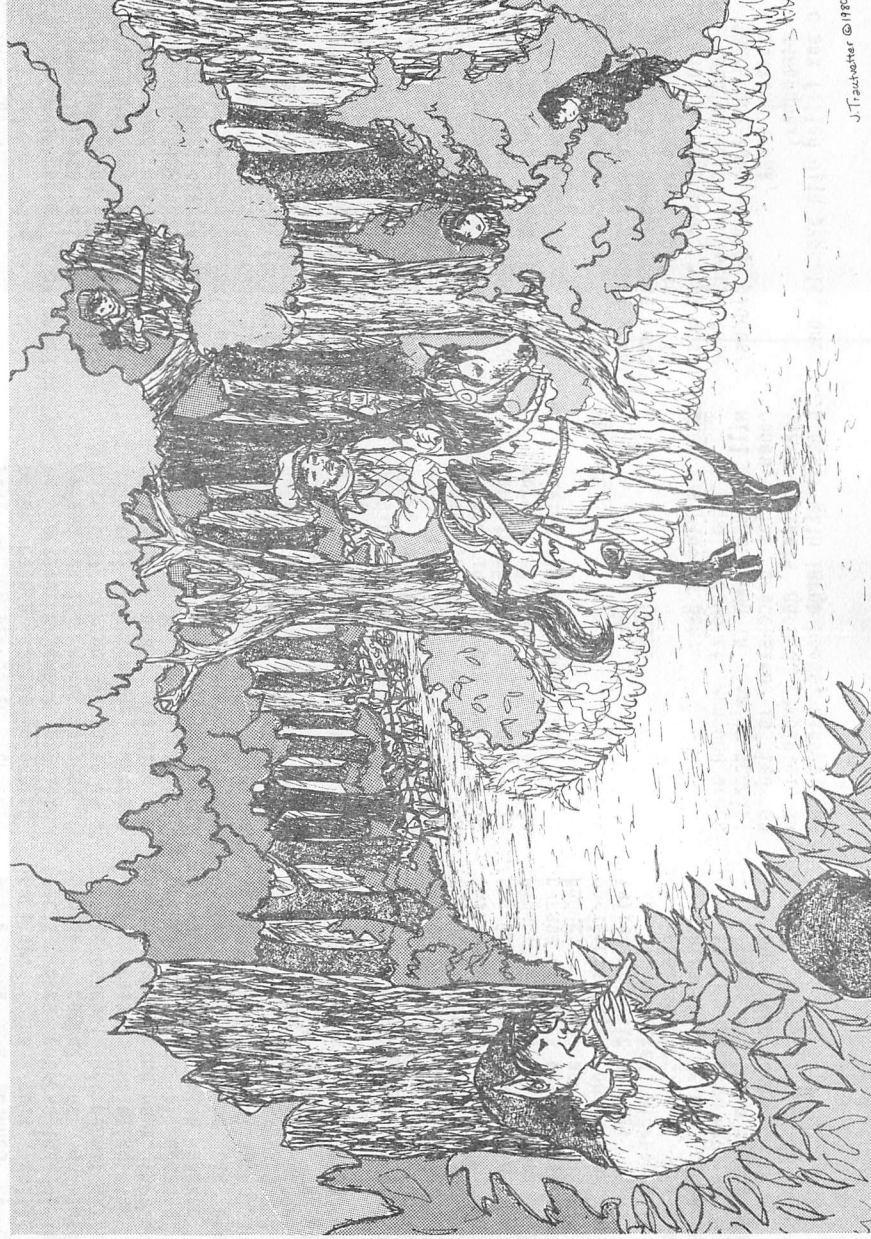
ragged clothes on their backs and a knife strapped to each leg. The posse members carry a few scattered coins in their purses (see below) and very little other gear. With the exception of the sheriff's riding horse, the other animals are of poor quality (worth only 30 GP each on the open market)

Party C-2

THE TRAVELING PLAYERS

What the Players See:

A human, astride a grey riding horse, holds a 3' long wooden pole in his right hand and carefully scans his surroundings. About 50 yards behind him are two open wagons, garishly painted and each driven by a team of four medium horses. A mixed group of 4 male humans, 2 female humans, and a single male elf sit in the wagons; some are garbed in brightly colored costumes.



GM's Description:

This is a traveling theatrical troupe, blessed with a fair sampling of the entertainment arts, and not above a bit of modest theft itself. The company includes an elfen male and human female troubadour, 2 male acrobats (one of whom is riding as the forward lookout), a strongman, 2 puppeteers (who drive the wagons), and the leading player, who is also a marksman and trick shot artist. Most have excellent coordination and reflexes, which are reflected in bonuses to their hit probability or dodge.

If the outrider is attacked first, or sets off a trap, he will leap from his horse and somersault toward the nearest available cover (-5 to opponent's hit probability while maneuvering thus, acrobat must make REF saving roll to successfully accomplish this move.) The other members of the company (except the drivers) will prepare for battle, but will keep the wagons moving forward as long as possible. If combat continues, only the strongman and the acrobats will attempt to get close to their attackers. The bowman and the troubadours will use the wagons for cover (-3 to opponent's hp) and maintain steady missile fire. The puppeteers will not fight at all unless there is close combat aboard or near the wagons.

If the main party is attacked first, the thieves will have an additional melee round of uncontented fire due to surprise. Similar combat tactics are used, except that the lead rider will dismount and attempt to circle around close to the source of attack by both Moving Silently and Hiding in Shadows (must successfully make both ability rolls each melee round to avoid potential detection).

If the thieves send one or more player-characters down to the road to talk to this party (to obtain information, set up a diversion, demand a toll, etc.), there is a 75% chance that the troubadours will attempt to charm these characters. If successful, they will subdue and rob their victim(s), and leave them tied up by the roadside.

Possessions and Cargo:

The wagons are well-stocked with both theatrical paraphernalia and booty from previous thefts. In addition to a large number of wood planks (used to erect a small stage area), there are four storage places:

- 1) a costume trunk,
- 2) a strongbox,
- 3) a box filled with puppets, and

4) a supply chest.

The contents of each are:

- 1) The costume trunk contains some good quality cotton and silk outfits, some obvious paste jewelry, make-up, and some wooden helms and swords. There is also a feather boe of strangulation (if worn, make STM saving roll or death; if made, take 1d6 damage - armor does not absorb) and a bronze medallion that emits a greenish glow when worn (no significance, worth 10 GP).

- 2) The strongbox has a Level 1 lock on it. The box is trapped, in the form of a Level 6 poison applied to a pin on the hump of the lid. Inside are an assortment of coins (440 GP in gold, silver, and copper pieces) and seven small pieces of jewelry (collectively worth 2020 x 100 GP).

- 3) The box of puppets contains eight puppets, five of which are completely normal facsimiles of a constable, a king and queen, and a pair of wizards. The sixth is a jester, whose head can be removed to reveal an emerald worth 5000 GP. A small hand puppet of a maiden, when worn, has a spell permanently embedded in it - those who look upon it must make a MR saving roll or be befuddled for 1d10 melee rounds (while befuddled, no active movement possible, defend at 1/2 effectiveness if attacked). Finally, there is a 4' tall marionette, wearing a chainmail and wielding a broadsword. He can be activated 5 times by saying the words "serve me" to serve as a 1st level fighter for 10 melee rounds (takes 12 hits of damage before destroyed, no repair possible).

- 4) The supply trunk contains 3-5 days of food for the group, bedding, lanterns and rope. There are two large tarpaulins used to cover the wagons in bad weather. There is also a bow packed in a wooden case (it is for trick shooting; adds +5 to normal hp, but will never hit living flesh of any kind).

Party C-3

THE PILGRIMS

What the Players See:
A small crowd of men and women will around a man in flowing scarlet robes. The procession is led by three priests garbed completely in black, with large hoods, gloves, and

carrying ornately carved ivory staves. (From close range, the players can see that the head of each staff is carved in the shape of a great hawk in flight). There are fifteen followers, some wearing plain red robes and others in rags. None of these followers carry visible weapons. The leader, whose head is drawn back to reveal a young man with long blond hair, carries a mace slung from his belt. The front of his robe is emblazoned with a white hawk's head.

GM's Description:

The scarlet robed priestly mage, Alderon, and a large portion of his followers are on a pilgrimage to the high cliffs of Edgenere, the home of the giant hawks they worship. The cult believes that ordinary men can learn to fly by achieving spiritual unity with the hawk. On these periodic pilgrimages, the cultists meditate and observe the habits of the birds - they learn their song, their nesting pattern, their hunting methods. Inevitably, one or more of the followers declare their attainment of "oneness", and leap off the cliffs to soar - well, actually, plummet would be a more apropos description of what occurs. As a result of this heritage, the cult is not very popular with sane people, and those wearing the symbol of the white hawk are shunned by common society. The cult, unlike most sects, does endorse the virtues of single combat as a test of righteousness; they permit killing in self-defense. Emulating the claws and talons of the hawk, they use two principal types of weapons. The first, a mace with hooked steel spikes on the head, is used by several warrior followers in the pilgrimage. The second is a leather gauntlet with four small blades inset on the back of the hand. The effects of both weapons are described below.

If attacked, all energies of the group will be exerted on fanatically protecting Alderon's life. In the case of missile fire, for example, followers will use their bodies to shield their master. As long as Alderon lives, the group will not pursue thieves outside of immediate range. Alderon will use his spell-casting abilities in the following basic manner:

If attacked, Alderon will first cast a Circle of Safety around himself. He will then use his spell points Healing Serious Damage on those around him who have been wounded.

If approached by a member of the thieves party, he will cast a Detect Orientation spell. If the player is revealed to be hostile, Alderon will cast Magic Missiles at him and any other non-pilgrim seen.

If Alderon is killed, there is a 40% chance that the remainder of the party will frenzy, and charge the thieves at HP +2, fighting to the death; otherwise, all will try to flee. In any case, any thieves captured will be ceremonially murdered at the next dawn if not rescued.

Possessions and Cargo:

The three priests each have a small coffer strapped around their waist and concealed beneath their robes. Two of these coffers contain religious paraphernalia - incense, an altar cloth, four carefully wrapped white gold chalices, and several medallions. The chalices are worth 300-500 GP each, but they are very difficult to sell because of the unpopularity of the sect. The third coffer contains the sect's treasury - about 350 GP in gold, silver or copper coins. None of the coffers are locked or trapped.

Party C-4

THE BEGGARS

What the Players See:

Over a dozen males of assorted races - humans, kobolds, and orcs - trudge down the roadway in scattered groups. Most of these men are clad in dirty rags; at closer range, many appear to be covered with sores, bandaged, or carrying crutches. Several carry cloth sacks on their backs. At the front of the group are two half-orcs dressed in faded, dust-covered military uniforms, and carrying a large club and woodsman's axe, respectively.

GM's Description:

A bunch of beggars, just driven out of the nearest town. As the players' description implies, most are not truly ill or lame, but add these touches in the hopes of increasing their income. The two men in uniform are so-called "upright men", former militia men who believe society now owes them a living for their service. They are hostile, will openly demand money from strangers they encounter, and will threaten to use their weapons if turned down. They will fight if attacked, but will yield if seriously wounded. The others will all objectly plead for mercy as soon as



the first weapon is pointed. They will try anything imaginable to save their ill-gotten gains. If the thieves actually use physical force on them, however, the beggars will yield their cash rather than forfeit their lives.

Possessions and Cargo:

Each beggar, of course, keeps his small stock of funds hidden somewhere in his meager belongings - perhaps in his sack, or in a hidden pocket in his shirt, or cloak. Roll percentile dice for each captured beggar to determine the amount of money he has:

DIE ROLL	MONEY DICE
01-50	2D20 X 1CP
51-65	2D10 X 1SP
66-80	2D10 X 5SP
81-95	2D10 X 1GP
96-00	sum of all above rolls

Other than this money, the only items the beggars carry are of little value - battered plates and utensils, a threadbare blanket, or a few moldy crusts of bread.

Party C-5

THE ROYAL HERALD

What the Players See:

A procession of seven humans on horseback, moving at a brisk canter. They ride on beautiful white horses in three files - 2 riders, then 3, then 2. All wear chainmail armor, covered by a green sleeveless tunic

with a gold trumpet on the front. Six of the men carry spears or halberds that rest on the stirrup of their saddles. The man in the center of the party carries a long wooden staff with a small white banner tied to the end; he also wears a wreath of laurel branches around his forehead.

GM's Description:

The royal herald is journeying to a neighboring province, accompanied by his six veteran guardsmen. These men are haughty and proud; they believe themselves to be above most mortals, and indeed they do normally receive this sort of deference. As a result, the guards have only a 10% chance of sensing ambushes or outdoor traps. If any of the thieves party know heraldry there is an 80% chance that they will recognize the trumpet symbol. If so, they will know that these men are not to be trifled with.

The herald is the central figure in the party; his wreath contains a potent missile Repulsor spell (can turn aside up to 16 points of missiles per Melee round; arrow = 1 point, quarrel = 2, spear = 4). His staff is a staff of Blasting (fires once every 2 Melee rounds, does 6D10 damage to anyone or anything at the point that is attacked, 5D10 to anyone within 10' of that point, 4D10 to those within 20', and so on. The staff fires in a straight line and will automatically strike the first object in its path, including people). The staff has 80 charges, but may only be activated by a secret word command; in other words, few others will ever be able to use this staff.

If attacked from a distance, the herald will retaliate by firing 2 or 3 Blasts in the general vicinity of the attack, and the group will ride off. (The GM should give the players a warning by having the herald fire somewhere in front of the party on his first shot, so that they have 2 melee rounds to try and run away.) The guards will enter the fighting only if the thieves attempt close combat. The guards can also be protected by the Missile Repulsor Spell if they are positioned within 5 feet of the herald. The group will not surrender, no matter how badly the fight is going.

Possessions and Cargo:

The heralds and his guards carry no more than a few gold and silver pieces in their purses to cover miscellaneous expenses. This is because their uniforms are recognized almost everywhere in the kingdom, and they can usually obtain free meals and lodging while they travel. Consequently, if the thieves can successfully disguise themselves as this party, there are substantial monetary advantages that can be obtained. The herald does wear several fine pieces of jewelry: 2 Matching gold bracelets (worth 600 GP each), an emerald ring (worth 400 GP), and a gold signet ring engraved with the insignia of the reigning Luke (worth 2500 GP, but highly notorious within the region). If the thieves attempt to disguise themselves as this party, add 20% to their success chances if the signet ring is worn.

Party C-6

JAROK

What the Players See:

(Note - Before describing the scene, the GM must make an ambush sensing roll (65% chance) for Jarok. If the thieves presence has been sensed, they will not see Jarok unless he fails to Hide in Cover while approaching them - see below. If Jarok does not sense the thieves in the area, the players will see:)

A massive, sandy-haired human walks alone down the road. A heavy brassbound club rests on his left shoulder, and a large sack is slung over his right. He wears a kilt made from a wolfskin and a mountain lion cape (with the head still attached as a helm). A long knife and short length of chain protrude from a shoulder belt. From close range, a long facial scar is visible across his forehead and cheek.

GM's Description:

Jarok, an 8th level Fighter, is an orphan who was raised in the wilderness by bears. He is truly a behemoth of a man, 6'9" tall and weighing almost 300 lbs. While his tremendous strength will be no surprise to the players, his incredible agility may come as quite a shock. Despite his awesome physical abilities, Jarok is childlike, simple-minded, and good-natured (until angered). His actions are often taken out of curiosity but misread as evil intent. If Jarok has sensed the thieves in ambush, he will attempt to locate them by Moving Silently (80% chance) while Hiding in Shadows (70% chance). If successful, he will suddenly appear in their midst giving them a booming greeting of "Whatcha doin'?" As the thieves respond, so will Jarok. If they react defensively, he will be on his guard. If they try to surround him or reach for weapons, he will attack first, using his massive club as either a close range or missile weapon. If the thieves immediately attack Jarok, he will become berserk and revert to animal fighting techniques, using bare hands to batter or "bear hug" his foes. If, however, the thieves respond in a friendly manner (which in Jarok's case means abundant amounts of food, drink and women), Jarok will share their company for as long as they like. He has no moral objections to thievery or murder, and is incredibly loyal to those he likes. If Jarok is enjoying your hospitality, he will fight on your side against guards, other travelers, or the authorities.

Possessions and Cargo:

Jarok lives by hunting his food, and his simple intellect does not comprehend the true value of coins and gems. Consequently, his possessions are limited to his weapons and a few simple tools. His club is an enchanted weapon with a permanent damage bonus (2d10); the club cannot be wielded by anyone with a STR rating less than 19. His belt knife has been honed to a +2 sharpness (non-magical). In his satchel, he carries a few small items (a hammer, a whetstone, some salt for preparing meats, and a canvas tarp for protection in bad weather). These goods are all well-worn, and could not command normal market value if sold to others.

Party C-7

THE ANIMAL TRAINER

What the Players See:

Eight mules pull two covered freight wagons; two men sit in the driver's seat of each wagon, and a fifth human rides about 50 yards behind the group on a roan riding horse. The men all wear leather breeches and jerkins; the horseman carries a long whip coiled around one hand, while the others have no visible weapons except belt knives. Occasionally, loud and guttural growls rise from within the first wagon.

(Note: The GM must roll a D100 before describing a last detail - on a 01-60, four wolves are visible, walking unleashed but wearing studded collars, a short distance from the horseman. On a 61-80, three wolves are visible; 81-95, two wolves; 96-00, no wolves. See below for details on the unseen wolves.)

GM's Description:

Panjan, the animal trainer, and his four assistants are transporting a black leopard ordered by Erinyue, the witch woman. The four men are all intermediate level characters, skilled in the use of weapons that subdue rather than kill (bolts, darts coated with tranquilizing drugs, nets). A supply of these weapons is available inside the first wagon. To these skills, Panjan adds expertise in the use of a 25 foot long whip and an ability to soothe enraged beasts through the spoken word. (This acts like a bardic charm, base chance of success 60%.)

Panjan is also accompanied by four fully-trained wolves that will respond (95% of the time) to his voice commands. The wolves are free to hunt for food while traveling and frequently one or more are searching for available game off the road. There is a 40% chance that any hunting wolf will encounter and attack the thieves, even if the thieves have not attacked the travelers or are successfully concealed (since wolves find prey by smell rather than sight).

If the party is attacked, they will respond in kind. The wagons will be halted, and the drivers will move into the first wagon to pick up weapons. Panjan will order his wolves to attack, and follow them on horseback. His horse is well-trained, so that he may use his

whip while riding at no mines to hit probability. The party will try to subdue the thieves, and will sell any captives taken into slavery.

Possessions and Cargo:

The supply of weapons carried by the group includes: six bolos, a dozen darts which can be coated with a tranquilizing drug (STM saving roll - 4 or sleep 2-12 hours), four large well-balanced (+1 HP) nets, and Panjan's whip. Living quarters have been set up in the second wagon, consisting of a two-week supply of food (worth 150 GP, weighing 40 lbs.) for the party, five folding cots and blankets (60 GP each, 12 lbs.), two large kegs (30 GP, 20 lbs. each), pots and pans, and a firekit.

The principal cargo, of course, is the leopard, who is in a 10' x 10' cage with a Level 2 lock. The leopard is not tamed; if released, it will attempt to immediately escape, attacking anything that tries to restrain it. Delivered to Erinyue, the animal is worth 3,500 GP; if it escapes, however, there is a 20% chance that Erinyue will be able (through use of second sight) to seek revenge on those responsible for its release.

Party C-8

THE
HOUSEHOLD
OF
LADY FEANORI

What the Players See:

Four heavy horses pull a covered wagon. Two male elves, on light horses and carrying bows and short-swords, ride in front of the wagon, one on each flank. A male and female elf ride in the wagon; the reins are in the young woman's hands. All members of the party are well dressed; the men wear leather armor as well.

GM's Description:

The Lady Feanori, a 5th Level mage, is moving east to live with relatives. Her father is an 18th Level mage of great renown among the elven kindred. (Add 20% to the base chances of recognizing the party if elves are present in the thieves' band. If the family crest is recognized, the thieves will also know that there are several men living out the remainder of their lives as toads for even having had thoughts of harming Feanori.)

The three males accompanying Feanori are trusted kinsmen, intensely loyal to this family. They never need to check morale and will

not surrender if attacked. They are good woodsmen and have a 30% chance of detecting traps or ambushes. They will always stay near the wagon to defend the Lady and will not pursue the thieves if the latter should give up the attack. They will use their bows unless engaged in close combat; each carries a quiver of 40 arrows.

Lady Feanori knows a number of spells and will defend herself readily if attacked.

If attacked by missile fire only, she will cast one or two Sleep spells in the direction of that fire. If the thieves begin to close in on the wagon, she will cast a Clumsiness spell on the nearest foe, and then cast a Charm Humanoïd at him. If the foe successfully resists the charm, Feanori will hurl a Hot Shot at the thieves each melee round until she exhausts her spell points.

If the party is approached by one of the thieves, she will cast a Detect Alignment and, if successful, will try to Charm Humanoïd.

Feanori has one other important spell-casting ability, Charm Small Animals. There is a 40% chance that the movements of the thieves have been observed by woodland creatures under Feanori's control. If so, she will be expecting an attack along the road but will not know the exact location.

Possessions and Cargo:

The wagon carries all of Feanori's personal belongings, as well as a number of enchanted items. Included are:

(1) Three large chests filled with clothing. In addition to a variety of daily wear (worth 200 GP total, weighing 25 lbs.), there are four dress gowns (each worth 400 GP and weighing 4 lbs.), a velvet cloak (150 GP, 7 lbs.), a woolen hooded cloak (10 GP, 7 lbs.), but containing a Haste spell which triples normal movement rate for 50 melee rounds, 12 uses), a flowing blue satin robe (60 GP, 5 lbs.), and an assortment of shoes and sandals (80 GP, 10 lbs.).

(2) Several large furniture items: a dressing table with a triple mirror (500 GP, 60 lbs.), four carved wooden chairs (300 GP each and 15 lbs.), and a large four-drawer cabinet (600 GP, 150 lbs.). Each drawer of the cabinet has a keyhole; there is also a keyhole centered on the top of the cabinet. A set of five keys is in Feanori's belt pouch. Each drawer

of the cabinet has a different set of traps. Traps will not be activated until a key or picklock has been inserted, so that trap sensing may not detect the presence of these protections. The traps will be set off, if the drawer key and the cabinet-top key are not turned simultaneously. Traps and contents are:

Drawer 1 - Poison gas (108 damage to staining, STM saving roll for 1/2 damage). Contents are 15 sheets of parchment (all are partially enchanted for spell embedding - roll percentile dice to determine % success), three quill pens, two bottles of ink, and a packet of personal letters.
Drawer 2 - Cold Blast (does 30d10 hits to person opening drawers 1d10 to anyone within 20 feet of the blast area. NR saving roll for 1/2 damage). Contents are 36 full potion bottles (roll on chart below for spells included).

Drawer 3 - Releases sharp blades that move horizontally from each side of the cabinet, (HAC0 on -3, do 1d6 damage each. REF saving roll for 1/2 damage). Contents - two scroll racks with 10 scrolls containing spells known by Feanori (roll on chart below for spells).

Drawer 4 - Mists of Sleep (make STM saving roll or sleep 2-12 hours, no other damage). Contents - several small curios including a small wooden model of a sailing ship (no significance or value), and a piece of driftwood. The driftwood is actually a jewelry box, disguised through an Illusion of Sight. If picked up, the box will be revealed in its true form. It contains a necklace of 20 pearls (worth 8000 GP), a gold ring embossed with the shape of an eagle's head (worth 1000 GP, but has high notoriety in the elven community), are emerald bracelet (7 stones, worth 500 GP), a very large pink pearl on a pendant (worth 1760 GP), and an assortment of other rings, earrings, and bracelets, worth 1000 GP total).

(3) The party carries one week of food supplies (30 GP, 10 lbs.), and a full array of bronze pots and pans (140 GP, 40 lbs.).

NOTE: The spells that Lady Feanori may use or have embedded in artifacts are indicated below. She has 30 spell points to spend on spell casting per day.

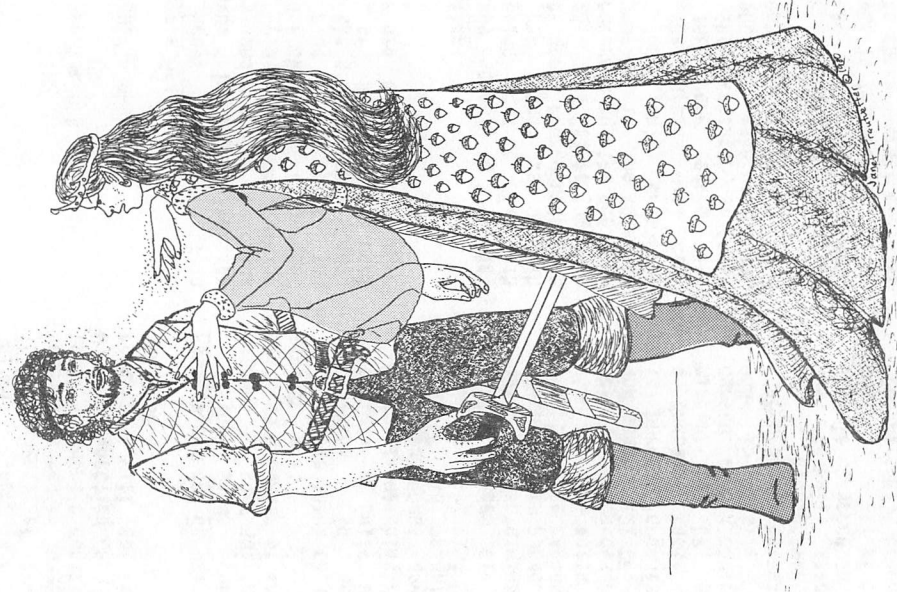
SPELL CHART

(If used for item generation, roll D10).

1. Shield (9 spell points). Adds +3 to normal armor class of target. Lasts 10 melee rounds.
2. Hot Shot (4 spell points). Does 1D6 points of damage to the target.
3. Sleep (8 spell points). Will put up to 150 hit points of characters to sleep for 2-24 hours (2D12). Spell is cast as a 15 degree cone and has a maximum range of 100 feet (MR saving roll = no effect). Affects victims from the weakest first, up to the strongest (in terms of HTK).
4. Read Magic (2 spell points). May read any magical language.
5. Detect Magic (1 spell point). May determine whether an item has been enchanted.
6. Charm Humanoid (8 spell points). If successful, victim will treat caster as his closest and most trusted friend. He will not place his own life at risk while charmed (DSC saving roll = no effect). Lasts for 24 hours.
7. Charm Small Animals (5 spell points). Same as Charm Humanoid, but works on woodland creatures (vermin, etc. (DSC for small animal = 12).
8. Limited Invisibility (8 spell points). Caster becomes invisible to the normal eye as long as she does not move.
9. Clumsiness (4 spell points). If successful, target receives -5 to hit probability for 10 melee rounds (MR saving roll = no effect). If consumed as a potion, affects the consumer in this fashion.
10. Fly (8 spell points). Caster may fly at the speed of a pixie for 20 melee rounds (MR saving roll must be missed, or spell does not take effect).

SPECIAL TRAVELER INFORMATION

PARTY #	RANSOMABLE CHARACTERS	RANSOM LEVEL	% CHANCE OF RANSOM	PLACE OF RESIDENCE	MEANS OF CARGO TRANSPORT USED
C-1	Sheriff	3	60	L	
C-2	Thespian Minstrel 2 Strongman	3 4 2	10 50 60	LD LD LD	2 Open Wagons 8 Medium Horses
C-3	Alderon	3	60	L	
C-4	NONE				
C-5	Herald Guards 1,5 Swards 2-4,6	2 3 5	100 80 80	LD LD LD	
C-6	NONE				
C-7	Pan jan	4	80	L	2 Closed Wagons 8 War Horses
C-8	Feonor Guards 1-3	1 4	90 30	LD LD	1 Closed Wagon 4 Medium Horses



CHARACTER DESCRIPTIONS FOR TRAVELERS AND GUARDS

NAME	CHARACTER	CLASS	CP	ST	CD	RF	SM	ID	MR	WEAPON	HACO	DAMAGE	WEAPON NOTES	ARMOR CLASS	HTK	RIDING ANIMAL
C1. The Escaped Prisoners																
Prisoner 1	INT TO THF		7	9	11	12	7	13	DCR		11	1D4	(1)	NON 1	15	LTHOR
Prisoner 2	INT KO THF		14	13	10	5	9	11	DCR		9	1D4	(3)	NON 0	13	LTHOR
Sheriff	INT HU FTR	20	8	10	8	10	8	6	BDSWD		10	1D10		L/S 5	17	LTHOR
Deputy	GR HU FTR	1D8	15	13	12	16	7	16	SPEAR		6/9	1D10		CLO 2	20	LTHOR
Pease 1-4	GR HU NON	1D6	11	7	10	9	9	12	CLUB		12	1D6		NON 0	12	LTHOR
C2. The Players																
Acrobat 1	INT HU THF	80	10	19	18	8	12	9	QTRST		6	1D4	(1)	CLO 5	14	LTHOR
Acrobat 2	INT EL THF	110	10	17	14	9	8	11	BOLDe QTRSTe	-1/A/9 5	5	1D4	(3)	CLO 3	18	WAGON
Thespian (4)	VET HU ARC	25	12	17	13	13	13	9	BOLDe	2/7/12	6	1D8		LTH 5	21	WAGON
Strongman	INT HU FTR	18	7	8	12	6	12	12	L BOW 1BBAXe FISTS	-1/3/6 6 5	6	1D6 3D6 2D6		LTH 5 LTH 5	34 34	WAGON WAGON
Minstrel 1 (5)	INT EL TRB	40	10	13	17	10	14	16	L BONE	0/4/7	6	1D6	(6)	LTH 6	20	WAGON
Minstrel 2 (5)	INT HU TRB	65	8	14	14	10	16	16	S BONE	0/4/8	6	1D6		LTH 5	24	WAGON
Puppeteer 1	INT HU NON	15	13	17	15	13	9	4	THRKN	3/7/12	11	1D4		CLO 3	23	WAGON
Puppeteer 2	INT HU NON	15	9	13	15	11	13	16	DCR		11	1D4		CLO 3	18	WAGON
C3. The Pilgrimage																
Alderon (7)	INT HU PDM		11	12	4	10	12	8	SPELLS		4	3D4	(8)	CLO 1	19	NONE
Followers 1-2	INT HU FTR		12	13	12	10	7	15	MACEe		7	3D4	(8)	CLO 3	24	NONE
Followers 3-4	INT HU FTR		10	8	13	11	9	6	MACE		9	3D4	(9)	CLO 2	20	NONE
Priest 1	GR HU PRI		8	9	8	14	12	5	GLOVE		10	1D2	(9)	CLO 2	16	NONE
Priest 2	GR HU PRI		8	6	13	12	10	10	GLOVE		9	1D2	(9)	CLO 2	17	NONE
Priest 3	GR GO PRI		15	11	7	11	7	11	GLOVE		9	1D2	(9)	CLO 2	20	NONE
C4. The Beggars																
Upright Man 1	GR /O FTR		16	7	13	12	8	10	CLUB		8	2D5		CLO 2	16	NONE
Upright Man 2	GR /O FTR		9	9	13	11	10	12	WDSAX		10	1D8		CLO 2	18	NONE
Scum 1-13	GR NX NON		9	8	8	9	9	8	KVETCH					NON 0	15	NONE
C5. The Royal Herald																
Guards 1-2	EL HU SCH	20	10	14	15	8	19	9	STAFF		2/5	2D8	(10)	CLO 3	22	CHRGR
Guards 3-6	VET HU FTR	3	13	12	13	12	11	16	HLBArDe		2/4	1D10	(11)	CHN 6	28	CHRGR
	VET /E FTR	5	11	10	9	12	9	13	SPEARe				(12)	CHN 6	23	CHRGR
C6. The Mountain Man																
Jarak	VET HU FTR	<1	25	17	20	17	4	11	CLUB FISTS HUG	-2 1 5		6D8 2D8 2D12	(13)	ANH 8	52	NONE
C7. The Animal Trainers																
Pan Jan	VET HU FTR	80	10	12	15	9	10	10	WHIpe RAGR	0/5 2		1D12 1D10	(14)	LTH 6	20	LTHOR
Asst Trainers 1-2	INT HU FTR	10	14	10	13	10	10	13	BOLDe NET	1/5/9 9		1D8	(15)	LTH 5	27	NONE
Asst Trainers 3-4	INT OR FTR	20	11	15	11	17	11	15	DART BANKN BITE	2/5/9 6 4		TANGLE 1D5 1D8 1D6 1D6	(16) (17) (17)	LTH 4 ANH 7 ANH 6	20 55 40	WAGON
Wolves 1-2	LG WOLF		12	10	19	12	5	14	BITE							
Wolves 3-4	SH WOLF		10	14	17	13	5	9	BITE		6					
C8. The Lady in Transit																
Fearful	INT FL MAG	20	6	9	11	17	17	11	SPELLS DCR		11	1D3		CLO 2	24	WAGON
Guard 1	EL EL ARC	75	11	16	11	10	13	14	L BOW SHSHDe	-3/2/5 3		1D6	(19)	LTH 6	25	LTHOR
Guard 2	EL EL ARC	75	11	14	9	7	10	12	L BOW SHSHDe	-3/2/5 3		1D6	(19)	LTH 6	23	LTHOR
Guard 3	EL EL FTR	75	12	9	7	13	12	8	L BOW ROSHDe	-2/3/6 2		1D6 2D6 1D6		LTH 5	29	WAGON

NOTES FOR CHARACTER DESCRIPTIONS

- (1) Quarterstaves can be used solely for defensive purposes. If so used, add +2 to character's effective armor class (+4 if expert).
- (2) This thief, who rides point for the group, has a 45% chance of Moving Silently and a 50% chance of Hiding in Shadows.
- (3) Bolos may also be used to tangle the legs of a foe (60% chance, use of option must be declared by player before combat die roll is made).
- (4) Thespian carries 3 vials of a brownish fluid in a belt pouch (healing potion, cures 2D6 hits per vial if swallowed).
- (5) Troubadours both carry mandolins in wooden cases. The male elf has a 75% chance of charming others, and a 50% chance of lore knowledge. The human female has a 60% chance of both charm and lore success.
- (6) Troubadour 2 carries 2 vials of greenish, foul-smelling fluid in her vest pocket (contain level 10 poison, each vial good for 8 applications on an arrowhead or weapon point).
- (7) Alderon has 30 spell points to use per day. His spells cost and do the following things: Circle of Safety (4 pts) - For 4 melee rounds, protects the caster from any non-magical attack provided he commits no offensive act himself; Detect Intentions (1 pt) - Makes caster aware of basic intentions of others (hostile, neutral, or friendly); Magic Missile (7 pts) - May hurl two magical projectiles that act as +4 heavy crossbow bolts (hit on ~~17/77~~, 108 damage); Heal Serious Damage (10 pts) - Can heal 2D6 of sustained damage.
- (8) If weapon scores a critical hit, victim will lose 1 pt of stamina per melee round in blood loss, in addition to normal damage sustained.
- (9) Each gauntlet receives four attacks (1 per blade) each melee round. There is a 20% chance that each priest possesses 10 applications of Level 6 poison to smear on the gauntlet blades.
- (10) Accuracy and damage potential of the Staff of Blasting are discussed in the GM's description of this caravan.
- (11) 18% chance that the weapon is of +2 sharpness; if not, 20% chance of +1 sharpness (non-magical).
- (12) 40% chance of a weapon of +1 sharpness (non-magical).
- (13) Club receives 2D8 damage bonus (magical).
- (14) First value listed under HACO represents accuracy when opponent is 5-20' feet away from the character; second value refers to striking ability when engaged in close combat.
- (15) Fires once every two melee rounds. May be used to tangle the legs of a foe.
- (16) Fires three times every two melee rounds; are coated with a tranquilizing potion as described in the GM's description.
- (17) Receive three attacks per melee round.
- (18) List of spells available to Feanori (and their costs) is provided in the GM's description of this group.
- (19) Fire five shots every two melee rounds.

HIGHWAYMEN ADVENTURES

CATEGORY D

WARRIORS

Party D-1

THE COMPANY OF

FANAGAR THE RECKLESS

What the Players See:
An elf on a grey horse rides slowly, glancing from side to side. About 50 yards behind him walk 12 humans. They are moving in disorganized clumps rather than a tight marching order. All are reasonably well-armed and two carry large backpacks. As they draw nearer, the players can hear fragments of arguments among the men, and can see that their faces and clothes are sweat-soaked.

GM's Description:

Fanagar, a 6th level human Centurion, has just suffered a disastrous defeat while attempting to besiege a nearby castle. He is leading the remnants of his company to the ruins of a temple some distance away, in an effort to regain some prestige (and hopefully, some replacement recruits). Morale, however, is very low, particularly among the lower level fighters. If an attack is made, and things appear to be going badly, these 8 men must make a DSC saving throw (2D12 less than 12) whenever they are wounded, or they will panic and attempt to flee. The GM should note the following special characteristics about the company:

1) Fanagar has a Shield spell that adds +5 to his armor class. He will activate this spell (unless confused or unconscious) in the melee round after being attacked, giving him an EAC of 13.

2) The elf, Arrek the Homeless, is intensely loyal to Fanagar, who once saved his life. He has a 40% chance of sensing an ambush. If the company is attacked in wooded terrain Arrek will attempt to move off the road into the woods. There he will activate his cloak of stealth, which enables him to hide (80% chance) and gives him a +5 dodge against attacks. He may attack while wearing the cloak without revealing his position.

Possessions:

(Carried in the backpacks, and in Arrek's saddlebags)
General- 800 GP in coins and gems, 60

days worth of iron rations, a pavilion, torches and lanterns, mountaineering equipment (strong rope, spikes, wallets, etc.).

Great treasures - see 2) below.
Magical treasures - 1) A never empty water canteen.

2) Small box, containing a pouch of modelling clay, 2 sculpting tools, miniature replicas of several pieces of furniture, and two ornately carved bowls. If a clay item is removed from box it will transform itself back into the original. To make a new replica, a character must have a coordination of 16 or more, and must make a CU saving throw on 3D12, or item cannot be duplicated. Worth of items in box (if removed): 3 chairs - 1800 GP, 1 dresser 1500 GP, 1 table - 750 GP, 2 bowls - 450 GP.

Party D-2

THE COMPANY OF KULLODEN

What the Players See:

A train of 20 horsemen, riding in pairs on medium warhorses (with boarding), and led by a captain. Each man's helm and saddle are embossed with a red eagle displayed against a black background. The men are heavily armored and carry a variety of close and long-range weapons.

GM's Description:

Kulloden, the Centurion, is in the early stages of his career, but, as a result of his noble upbringing, has already learned the value of making a good appearance. His men are well-drilled and their leader has been able to obtain relatively easy and lucrative employment. The notoriety and respect his company has in the area greatly exceeds the actual fighting competence of this group. As a result, it will be very difficult to sell or fence goods with Kulloden's insignia in the immediate area, but very easy elsewhere. Because morale is high, demoralization is not a problem; however, Kulloden is by nature very cautious, and is likely to withdraw his troops if it appears

necessary. Tactically, his lancers will remain on their mounts and charge in a line whenever possible. If ambushed, a few will remain mounted and try to rally and control the horses (who represent a significant investment), while the others (especially the bowmen) seek out a safe defensive position.

Possessions:

Large brass-bound chest (Level 2 lock no 1750) holds the company's wealth - 1750 GP in gems. Each fighter carries a matched, embossed beer stein (worth 125 GP each, but have high local notoriety). General stores contain a good medicine kit with bandages, surgeon's knives and various natural (plant) antidotes to common poisons (but no healing potions). They are carrying three good tents that sleep six each. Two pack mules carry food supplies, a bundle of good kindling wood, a supply of oil lanterns and other miscellany.

Party D-3

GRULAK'S BAND

What the Players See:

A mixed group of Uruk-Hai and orcs, on foot, are making their way cautiously up the road. There appear to be sixteen in the total party (four Uruks, twelve Orcs). About half are armed with battleaxes and the rest with short bows.

GM's Description:

This is a fairly typical band of orcs. The group as a whole is on the lookout for somebody small and weak to beat up. The GM should note that the players' small band of highwaymen might be the answer to an orc's prayers! If ambushed, all the orcs will fight on (although unhappily) until all the Uruk-Hai have been killed, whereupon they will either flee in abject fear or surrender. If the thieves do not attack but also do not retreat away from the road, there is a 30% chance that their presence will be detected by the orcs. If discovered, there is an 80% chance that the orcs will attack the thieves. Tactically, the Uruk-Hai let their smaller brethren do the bulk of the actual fighting. When initially attacked, the Uruk-Hai

will tend to hold their positions and respond defensively; however, if they believe that they have the superior force, they will drive the orcs forward in reckless pursuit of the foe.

Possessions:

(Carried in various backpacks, sacks, etc. - there is no centralized location for the group's goods)
 General - Strongbox (Level 1 lock) contains a few silver and copper coins (15 GP worth). Few days rations of dried vegetables and salted meats. Fire kit. One orc with first-aid knowledge carries some slightly-soiled strips of cloth (for bandages), and a flask of harsh-tasting liquor (must make SWM saving throw to swallow, will heal 1D6 of damage if swallowed, 23 drinks left). One Uruk carries two shrunken elven heads and some defaced personal items of the couple who had formerly been attached to the heads.

Party D-4

THE
 MILITIA
 ON
 MANUEVERS

What the Players See:

A human in a uniform, colored sort of greyish-brown, is leading a ragged formation of sixteen men and youths, similarly dressed. The party makes a substantial amount of noise as it moves along, between the clatter of loosely-carried weapons and the frequent curses of their leader. All appear to be armed with spears and handaxes.

GM's Description:

A local squad of militia, in the first stages of their training. All but the sergeant are completely untrained in weapons use, so that their basic hit probabilities, as indicated below, are below normal. Each recruit has a 50% chance of becoming demoralized if wounded, whereupon he will stop fighting and try to run away. This chance remains regardless of how well the overall battle is going. The GM should remember that the recruits know next to nothing about fighting, and are likely to do any number of stupid things while in combat. The sergeant will undoubtedly try to keep the men organized if they are attacked, but will have little chance of success (25% probability that any order he gives will be followed).

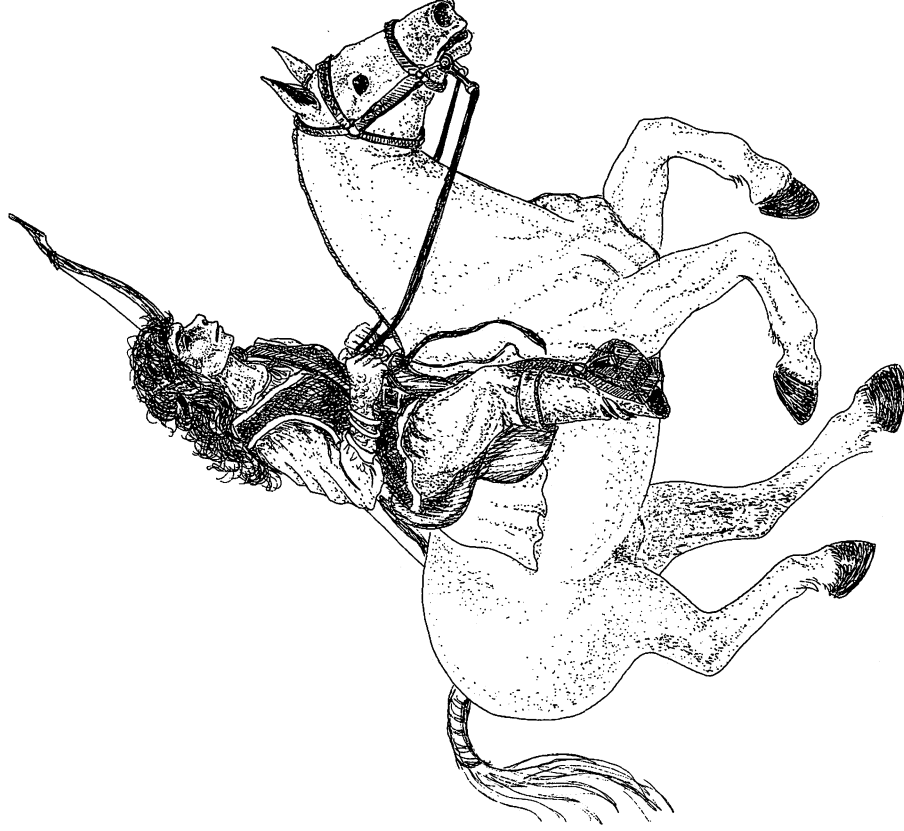
SPECIAL WARRIOR INFORMATION

PARTY #	RANSOMABLE CHARACTERS	RANSOM LEVEL	% CHANCE OF RANSOM	PLACE OF RESIDENCE	MEANS OF CARGO TRANSPORT USED
D-1	Fongar Arrek Fighters 1-3	2 2 4	30 10 30	LD LD LD	
D-2	Kulloden Fighters 6,9,15	2 4	80 50	L L	
D-3	NONE				
D-4	Garrett	5	40	L	

Possessions:

Each recruit carries one day's rations, a canteen, weapons and the clothes, on their back. Their boots are strong workboots (worth 15 GP each), the uniforms are a scratchy, uncomfortable wool (5 GP each). The sergeant, Garrett, also carries a map of the surrounding area, a standard first-aid kit, and a good belt knife and whetstone. Garrett is good and a

qualified teacher of both spear and handaxe, and if taken alive may teach player-characters these skills in exchange for his release. There is a small chance (20%) that the local guard may be willing to pay a ransom for his return, but there is an equal chance that the militia will be called out in force to find the captors if such a demand is made.



John Tomlinson, 77

CHARACTER DESCRIPTIONS FOR WARRIORS

CHARACTER NAME	CLASS	GP	ST	CO	DE	SM	IQ	MP	WEAPON	HACO	DAMAGE	WEAPON NOTES	ARMOR CLASS	HTK	RIDING ANIMAL
<u>D1. Fanagar the Reckless</u>															
Fanagar	VET HU CEN	250	15	11	9	9	12	15	1BRAXE CPBOW	2 -2/3/7	2D8 1D6	(1)	SCA 8 (2)	32	NONE
Arrek	VET EL THF	800	7	17	16	15	10	10	SLING RAPRE	1/6/11 4	1D4 1D12	(3)	LTH 7	27	LTHOR
Fighters 1-2	VET HU FTR	100	11	10	6	15	9	11	HFSUDE	3	3D8		CHN 7	30	NONE
Fighter 3	VET HU FTR	100	9	14	12	14	11	7	L BOWE	-1/4/9	1D6		LTH 5	33	NONE
Fighters 4-8	INT HU FTR	20	10	17	10	13	9	8	BDSWD	4	1D10		L/S 5	21	NONE
Fighters 9-11	INT HU FTR	15	15	8	10	11	11	5	SPEAR	4-7	2D6		LTH 4	21	NONE
<u>D2. Kulloden the Cautious</u>															
Kulloden	INT HU CEN	150	15	11	9	11	10	14	GRSIDE	2	5D6	(4)	SCA 8	26	WRHOR
Fighters 1-8	INT HU FTR	40	14	8	9	12	12	9	LANCEE	2-6	2D8		SCA 8	21	WRHOR
Fighters 9-16	GR HU FTR	20	12	9	12	10	10	15	BDSWD	6	1D10	(5)	L/S 5	14	WRHOR
Fighters 17-20	GR HU FTR	20	8	10	8	12	8	14	LXBOW	4/8/13	1D8	(6)	NON 0	17	WRHOR
<u>D2. Grulak's Band</u>															
Grulak (77)	VET UH FTR	75	15	11	9	14	11	11	1BRAXE L BOW	2 -1/4/7	1D12 1D6	(8)	CHN 6	44	NONE
Fighters 1-3	VET UH FTR	50	10	14	6	12	8	14	1BBAX	4	1D10	(10)	CHN 6	28	NONE
Fighters 4-9	INT OR FTR	5	11	7	12	12	7	9	L BOWE	-3/2/5	1D6		LTH 4	22	NONE
Fighters 10-15	INT OR FTR	3	10	10	8	10	8	15	1BBAX S BOW DGR	6 3/8/12 9	1D10 1D6 1D4		CLO 2	18	NONE
<u>D4. The Militia on Maneuvers</u>															
Garrett	INT HU FTR	15	14	15	12	14	13	8	SPEAR	1-4	1D10		LTH 4	27	NONE
Recruits 1-16	GR HU FTR	12	10	10	10	10	8	10	SPEAR SM AX	10-13 13	1D8 1D4		CLO 2	15	NONE

- 1) Battlearse adds +1 to normal hit probability due to sharpness of blade (non-magical).
- 2) Fanagar has a +5 Shield spell embedded in his armor; when in use, his effective armor class will be 13.
- 3) Arrek carries a never-empty pouch of sling stones.
- 4) 50% chance that weapon is of +1 sharpness (if so, there is a 25% chance that it is also enchanted).
- 5) 30% chance that weapon is of +1 sharpness (if so, there is a 10% chance that it is also enchanted).
- 6) Fires once every two melee rounds
- 7) Grulak wears a twisted piece of bronze around his neck (no value or significance) and carries a small pouch of gems (worth 150 GP).
- 8) 15% chance of a 1d6 damage bonus (magical) embedded in battlearse.
- 9) Fighter #2 wears a jade ring (worth 100 GP) that also contains a permanent spell of protection from fire damage.
- 10) ALL three bowmen have a 15% chance of having 1D8 arrows balanced to +1 accuracy (non-magical).

BANDIT SCENARIOS

AND

HIGHWAYMEN SCENARIOS

GENERAL INSTRUCTIONS AND ADDITIONAL RULES

RULES ADDITIONS

(Note: If you already own Thieves' Guild, please read this section - it contains new material!)

This module is designed to simulate outdoor encounters between thieves and the common sorts of merchant and other traffic travelling the roads and trails of the medieval landscape. The player-characters attempt to devise assaults on these groups that will produce the maximum profit while resulting in the lowest risks to the members of their outlaw band (groups of 4 to 8 characters are the most practical for running these scenarios). To be successful, the players must take advantage of available terrain, use ambushes and traps to improve their fighting odds, and most importantly, develop good judgment about which traveling groups to attack and which to carefully avoid.

The traveling groups provided here are designed to be compatible with the scenarios presented in Thieves' Guild; however, it is possible to run these adventures if you have not purchased the first volume of this book. Maps for three terrain types - clear, wooded, and mountainous - were provided in Thieves' Guild; GM's without that book may design their own surroundings. Players select a terrain type, and prepare their ambush strategy; they should indicate to the GM the time of day they are arriving at the map area. The GM then makes die rolls to determine when groups of travelers will encountered, making a roll every 20 minutes of daylight, and every two hours during the night. The percentage chances of an encounter vary according to the terrain and time of day (roll D100):

Terrain	Daylight	Night
Clear	01-25	01-10
Wooded	01-20	01-03
Mountainous	01-12	01

If an encounter is indicated, a second die roll is made to determine the type of group encountered: farmers, merchants, travelers, or warriors. Again, the percentage chances of meeting a particular type of party differ with terrain (roll D100):

Group	Clear	Woods	Mountains
Farmers	01-40	01-25	01-10
Merchants	41-65	26-60	11-30
Travelers	66-90	61-85	31-65
Warriors	91-00	86-00	66-00

Once the types of encounters for the day have been identified, roll an appropriate randomizing die to decide the specific group to be used. Add other random encounters (with local animal life, wandering monsters, or other players or NPCs from your campaign) to increase the variety of the day's adventures.

1) Appearance of Posses:

If the thieves have been successful in their ambushes, but have had witnesses to their activities successfully escape, they will begin to achieve local notoriety. Eventually, this will lead to an outcry for the authorities to "do something". For every witness that has escaped, add .10% to the percentage chances that a posse will be formed (roll after each successful escape, until a positive result is indicated).

Roll percentile dice to determine the leader of the posse (01-55 led by deputy, 56-85 led by sheriff, 86-00 both sheriff and deputy). Roll 2D6 to determine the number of other posse members. The weapon skills for posse members are determined using the rules outlined for farmers, with two exceptions: a) chances of knowing broadsword are 25%, if spear is known, and b) chances of knowing quarterstaff are only 30%. Determine the race of the sheriff and/or deputy and roll up their physical characteristics. They will use the largest close range weapon they can effectively wield (see Weapons Chart). There is a 50% chance that they also carry a bow. The sheriff/deputy have only a 20% chance of becoming demoralized if they are wounded; they will always try to flee rather than surrender if things are going badly. Treat other posse members as farmers whenever morale checks are to be made.

2) Horses:

The descriptions of the various traveling groups indicate the types of freight and riding animals used by the party. The various types of animals have the following hits to kill limits: Mule/light horse - 30, medium horse - 40, heavy horse - 55, and superheavy horse/war charger - 70. All animals have AC3 skin; horses wearing full barding have an armor class of 10.

When a horse is struck (either intentionally or accidentally) in the course of combat, the GM must determine its reaction to the blow, and the effects of this reaction. The horse's reactions differ according to whether it suffers a grazing blow (1-3 pts of damage) or a full hit, as follows:

type of hit	Reaction		
	stand	kick	rear/bolt
graze	01-30	31-50	51-00
hit	01-10	11-20	21-00

The effects of these results are:

Stand - No effect. Horse will respond to any commands given.

Kick - Horse will kick out with rear hooves in next melee round. If a character is in one of the horse's 3 rear hexes, roll a D20 to see if the kick successfully hits (rear hooves hit ACO on a 9, and do 2D8 damage). Horse will not move forward for the next melee round.

Rear/bolt - Horse will rear up and attempt to run away at a full gallop. Several factors may prevent a rearing horse from bolting. If the horse is part of a team pulling a cart or wagon, calculate its chances for being restrained as follows:
 a) 20% for each unwounded horse in the team, b) 20% if the driver is actively tending the horses, and add 5% for every point of STR rating over 13. If the horse is kept under control, no further die rolls need to be made; any driver occupied controlling horses may not take any other actions in that melee round.

If the horses do bolt, they will run for 1D8 quarter-miles (if in a team) or 1D12 quarter-miles (if alone). If a horse's rider

has been trained in Horsemanship, he must make a REF saving roll to retain his seat. If successful, he has a 55% chance of controlling the bolting horse; this increases 5% each additional mr of trying. Unschooled riders have only a 25% chance of staying on a bolting horse, and no chance to stop the horse.

Drivers may continue to attempt to halt a careening wagon every melee round. Their success chance per mr is equal to their STR bonus as computed above; thus, a driver with STR < 13 could not halt a rampaging team. There is, however, an additional 10% chance per mr that the wagon will wreck. There is an overall 50% chance that a driverless vehicle will be wrecked at some point before the bolting team of horses comes to a halt - if so, roll percentile dice to determine the portion of the total distance traveled by the horses that the wagon was carried. (A GM should use his discretion to determine the effects of a wreck on the cargo being carried; the base chance of a wreck may also be adjusted to reflect the quality of the road/trail being traveled.)

HIGHWAYMEN ADVENTURES

CATEGORY A

FARMERS

Groups of farmers, on their way to or from the open-air markets of medieval towns, were a common sight. However, there was little difference from one group to the next. In Thieves Guild, a procedure was outlined for generating farming caravans. For those players who do not own the first volume of this series, a shortened version of this roll-up procedure is provided.

- 1) Roll a D10 to determine the number of farmers in party.
- 2) Roll a D100 to determine the race of party (the whole party will be the same race).

01-75	human	(HTK=10+1D6, DSC=11)
76-85	hobbit	(HTK= 8+1D4, DSC=13)
86-92	centaur	(HTK=12+1D8, DSC= 9)
93-97	half-elf	(HTK=10+1D4, DSC=11)
98-00	half-orc	(HTK=10+1D6, DSC=10)

- 3) Roll percentile dice (D100) to determine weapons training, if any:
 35% know spear (HACO on a 7)
 if know spear:

25% also know short bow (HACO on 5/9/13)
 10% also know broadsword (HACO on 8)

if do not know spear:

30% know sling (HACO on 3/8/13)

60% know club (HACO on 9)

in addition, 70% of all farmers know quarterstaff (HACO on 8, +2 defense against close weapons)

if know quarterstaff:

50% are expert in use (HACO on 4, +4 defense against close weapons)

If a weapon's use is known, it will be carried by the farmer. If no weapon is known, the farmer may throw rocks or fight with bare hands, providing, of course, that he is not running away in sheer panic (80% chance of panic if untrained in weapon use; 15% chance if weapon trained). All farmers are unarmed.

The fighting morale of farmers is never high. There is always a 45% chance that an entire party will surrender as soon as any member of the group is killed. Each farmer must also make a saving roll against DSC after being wounded for the first time, or he will panic and run.

- 4) Roll D100 to determine the mode of transport being used:

01-60 Foot only

61-75 Foot w/handcarts

76-00 Open wagon

- 5) Roll D100 to determine the cargo being carried. The size and value of the cargo is dependent on the results of step 4, as follows (F = foot, H = handcart, W = wagon):

<u>Die roll</u>	<u>Cargo</u>	<u>Description</u>
01-30	Grain	F - 1 sack barley (8 SP) per farmer
		H - 1 cart oats (6 GP) per 3 farmers
		W - 1 wagonload wheat (35 GP)
31-55	Vegetables	F - 1 sack onions (1 GP) per farmer
		H - 1 cart beans (25 SP) per 2 farmers
		W - 1 wagonload corn (50 GP)
56-75	Animal Products	F - 1 sack cheese (8 GP) per farmer
		H - 1 cart wool (20 GP) per 2 farmers
		W - 1 wagonload cream (105 GP)
76-00	Livestock	F - 1 goat (5 GP) per farmer
		H - 3 sheep (36 GP) per farmer (no cart)
		W - 1 wagonload fish (150 GP)

HIGHWAYMEN ADVENTURES

CATEGORY B

MERCHANTS

(Note: Complete character descriptions for the NPCs mentioned in categories B-D are presented at the end of this chapter.)

Party B-9

THE SLAVERS

What the Players See:

Three closed wagons, each pulled by four heavy draft horses, move at a moderate pace. There is a distance of about forty feet between each wagon. Four men on horseback ride around the perimeter of the group; they wear chain armor and carry a variety of weapons (flails, maces, whips, or bolos). The drivers of the wagons are also garbed in chainmail.

GM's Description:

This is the entourage of Marcellus the slaver. They are transporting a number of captives to the trading block. Marcellus, a chubby, rather effete fellow, is always in the third wagon -- and is frequently in the process of gorging himself with food and wine. He has 12 guard/employees in his party -- in addition to the four on horseback, and the three driving the wagons, two serve as personal bodyguards. There is a 30% chance that 1D3 of the other 3 guards will be in the first wagon, abusing one of the captive women; the remaining guards are in the 2nd wagon, keeping watch over their living cargo.

The guards have only a 20% chance of sensing an ambush, but have a 55% chance of recognizing snares or traps placed by the thieves (due to their frequent use of such devices). If this party encounters one or two lone travellers on non-clear terrain (this would include scouts or diversions used by the thieves), the guards will try to capture the travelers -- they are anxious to add to their cargo. They do not like it much when people fight back, and become demoralized more easily than their number would suggest. They will seek out their attackers if they are ambushed, but will break off combat and ride away if half of them have been wounded. The four outriders can fight from horseback if they desire; when doing so, both they and their foes attack at a -2 to their normal hit probability. The wagon drivers will not leave the wagons to join an attack (although they may take cover inside while combat is going on). Similarly, Marcellus's bodyguards will not leave his side. If the thieves get past the guards to Marcellus, he will immediately surrender and beg for mercy; at that point, however, he will not control the actions of the guards, who know him to be completely opportunistic (albeit wealthy), and not above sacrificing their lives to save his own skin. At such a juncture they would certainly try to flee, in an "every man for himself" manner.

Possessions and Cargo:

The first wagon contains the guards' possessions. Most of this represents common items -- blankets, spare clothing, foodstuffs,

canteens, utensils, and the like. If the individual piles/footlockers are searched, two items of greater-than-average value will be found -- a slender dagger with a small emerald set into theommel (worth 200 GP), and a ceramic stein in the shape of a falcon (worth 80 GP). Each guard also carries 2D20 GP on his person.

The second wagon contains the slave cargo -- 6 females, and two muscular males. All are drugged -- the men would fight for their freedom if roused, but it would require 1D6 melee rounds to bring them to a state of alertness. There are some crude straw mats strewn about the wagon; there are also 3 sacks of grain all mixed with the drug (for each handful eaten, must make STM saving roll or lapse into a half-sleep stupor for 1D6 hours). If the thieves decide to keep the captives and sell them as slaves, they will receive normal market value, determined as indicated in the rules on prisoner ransom in Thieves Guild I.

The third wagon contains Marcellus' personal belongings. He carries some cash (500 + 1D10 x 100! GP), and wears some girlish over sized jewelry (an enormous sapphire pinky ring worth 400 GP, and a bronze medallion in the shape of a crescent, worth 35 GP). He has silk and satin clothing/bedlinens in rainbow colors. In short, Marcellus has the taste of a kobold -- and his possessions will be justifiably hard to resell to any save the blind or equally tasteless (try your local kobold slum).

Ransom Chances:

Marcellus - Ransom level 3: 5% chance of response; long distance.
Veteran Guards 2 and 3 - Ransom level 4: 40% chance of response; long distance.

Party B-10

THE RUG MERCHANT

What the Players See:

A mule-driven open wagon moves slowly along the roadway. Three guards on foot, with bows slung over their shoulders, walk alongside the wagon. A small dark-haired man sits behind the reins; two human females sit in the rear of the wagon. All the party members wear leather armor.

GM's Description:

The rug merchant carries a cargo of carpets and tapestries to the marketplace of the nearest city. He has hired five experienced elite guards to protect the fruits of his labor. All the guards are armed with swords and bows. They have a 60% chance of sensing an ambush and a 45% chance of spotting traps and snares. If they succeed in detecting the thieves' presence, they will halt the wagon about 50' down the road. The merchant, Isidoro, will try to duck out of the line of fire; one guard will advance ahead to investigate, while the others take defensive positions. Two guards will always stay near

the wagon. If attacked from ambush, the guards will use similar strategy -- one or two will try to dodge and use cover alongside the road to get near the attackers, while the others try to use the wagon for concealment and keep up a steady stream of bow fire. After one-half the party is dead, they will surrender if they have not succeeded in engaging the thieves in close combat. Otherwise they need not check for morale.

Possessions and Cargo

(Note - Most of the cargo in this wagon is bulky, and it will take a substantial amount of time to remove.) The cargo consists of 4D12 rugs and tapestries; they are of good quality in terms of durability and materials used, although they contain rather pedestrian artistry and design work. Roll percentile dice and the result represents the portion of the total cargo made up of small wall hangings (each weighing 5 lb. and worth 60 GP). A second die roll indicates the percentage of the remaining items which are rugs (each weighing 40 lb., and worth 125 GP). The remaining items are wall sized decorative tapestries (weighing 30 lb., and each worth 250 GP). Each guard carries 40 GP on his/her person, while Isidoro has a purse strapped to his leg containing 100 GP in small coins and gems.

Ransom Chances:

Isidoro - Ransom level 2; chance of response 70%; local.
Guards - none

Party B-11

THE COOPER

What the Players See:

A single wagon, pulled by four heavy horses, moves at a fairly rapid pace. Although the wagon has an open roof, heavy wood slats five feet high completely enclose the sides of the wagon; they extend from the rear to beyond the driver's seat. In the rear, there are a pair of heavy, maple doors. The contents of the wagon cannot be seen from ground level. The driver is the only visible occupant. (If one or more thieves are concealed at tree level, they will be able to see inside the wagon, but only at very close range, less than 20'. In such an event, they would see a variety of barrels, casks, and chests. They would also see a human male sitting on a canvas cot.)

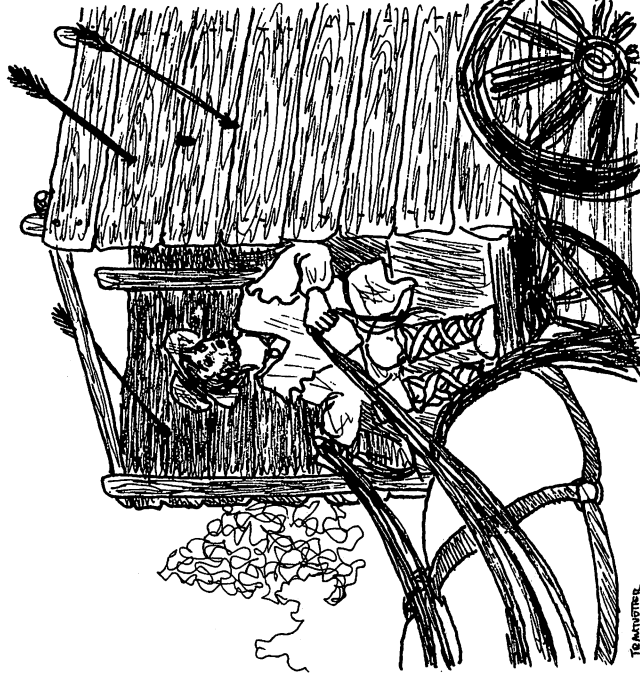
GM'S Description:

The cooper -- a medieval maker of barrels and chests -- and his assistant are on a three day journey making deliveries of ordered goods through the nearby countryside. While one drives (50-50 chance), the other sits in a slightly elevated area in the cargo section of the wagon. If they are encountered on the road, they will respond suspiciously -- the man in the rear will ready a light crossbow (taking 2 melee rounds), and thereafter will attempt to surreptitiously "cover" the encountered party. There is a 40% chance that the bowman will be noticed by the other party, if the latter states that he/she is looking around carefully; otherwise, the chance is only 10%. If attacked from ambush without a

roadside diversion or other encounter, the driver will ride on until wounded. All ambushing thieves firing missile weapons at the driver suffer a -5 to normal hit probability due to the obstructing side panels and the speed at which he is traveling, unless they are facing the wagon directly head-on. Once wounded, the driver will stop the wagon and retreat inside, the interior of the wagon being the most defensible position. They will not leave this area voluntarily. A number of small observation holes have been drilled in the side walls -- they will use these apertures to watch the movements of their attackers. Thus, there is a reasonable chance that they will notice if the thieves come near the wagon (to attempt to scale the sides, or to set fire to the wagon to "smoke" the occupants out). They may at the GM'S discretion choose to climb up on a barrel to fire over a side wall at the thieves. The doors in the rear are bolted and latched; only one person at a time can enter the cargo area of the wagon from the front. Neither man will surrender unless near death (<5 hits left).

Possessions and Cargo:

The cargo area contains 80 barrels, casks, and chests in a variety of sizes. Most of the containers are empty or filled with straw. Sixteen of the items have been specially designed (GM'S choice on determining specific items); some (O1-30) contain secret panels or false bottoms, others (31-90) are set with traps (1D10 poison hasps or 2D4 blade traps only), and still others (91-100) contain both features. If a chest is trapped, there is a 30% chance that the trap has been activated. Specially constructed items are worth 50-500 GP each (50x1 D1D10), if the seller is aware of this feature. Normal barrels/chests are worth 5-30 GP (5x1D6). Chests weigh 1-3 lbs, casks 8-12, and barrels 20-30 lbs. each. The cooper and the assistant each have a folding cot, there is also a cookstove and two days supply of food.



Their personal valuables are hidden in a small box concealed in one of the large barrels, under some straw. There are at least twenty large barrels so locating the box may be no easy chore. This strong box is trapped and is always activated. A poison gas (doing 2D10 damage, STM saving roll for 1/2 damage) will be released whenever the lid is opened, unless two concealed levers in the sides of the box are pressed. The contents of the chest are 600 GP in coins and small gems, and a letter of credit from a local merchant (worth 1000 GP). If tortured, the cooper and/or his assistant will tell the location of the strong box, but not of the existence of the trap.

Ransom Chances:
Cooper - Ransom level 5; chance of response 50%; local.
Assistant - None.

Party B-12

THE WINE
SELLER

What the Players See:

A open wagon, pulled by four large horses, rumbles slowly along. It is piled high with 20 large barrels; a large tarpaulin covers the front of the cargo area. The wagon driver is a burly blonde haired man. Two guards on medium horses, armed with spears and handaxes and dressed in chainmail, travel slightly ahead of the wagon.

GM'S Description:

The merchant is a seller of wine and fine spirits; the latter is packed in 60 glass bottles and decanters, each wrapped in burlap and packed in boxes beneath the tarpaulin. The guards he has hired are green, and have no particular wilderness skills. If approached on the roadway, the group is friendly. If

attacked, they will try to ride away from the danger. They will surrender fairly readily, particularly if they are confronted with a plainly superior force, or attacked from all sides. Should the horses driving the freight wagon bolt as a result of being struck, there is an 80% likelihood that a portion of the liquor cargo will be shattered (roll D100 to determine the percentage of containers destroyed). Any person reaching under the tarpaulin indiscriminately has a chance of cutting himself on broken glass (1D4 damage, lose 1 pt of STM every three melee rounds from bleeding until bandaged) if breakage has occurred. If no member of the thieves' party has a knowledge of brewery, and the thieves attempt to unload the barrels from the wagon, there is 20% chance that they will, in unloading any particular barrel, start the remaining barrels rolling as well (depending on the terrain and the position of the thieves when such an event occurs, the GM may want to check for barrel breakage, or insist on REF saving rolls by certain party members to avoid taking damage).

Possessions and Cargo

The party carries little cash (1D6x10 GP for Vermichelee the wine seller, 1D10 GP for each guard) since they are making only a two day journey. They carry only canteens and cold provisions for a midday meal. The wine in the large kegs is of reasonably good quality. Each keg weighs 100 lbs. and contains 12 gallons of wine (worth 200 GP). The bottles containing brandies, whiskey, and other liquors weigh 1-2 lb. apiece, and are worth 25-75 GP apiece.

Ransom Chances:

Vermichelee - Ransom level 5; chance of response 40%; local.
Guards - none.

HIGHWAYMEN ADVENTURES

CATEGORY C

TRAVELERS

Party C-9

THE
FORTUNE
TELLER

What the Players See:

A muscular bald-headed man, naked from the waist up, leads a small cart pulled by a mule. He carries a large hammer in his right hand. Alongside him walks a shapely woman wearing several layers of colorful clothing; an opaque veil covers her face.

GM's Description:

This is the fortune teller, Druscilla, and her blacksmith companion, Galen. Together they eke out a living, working at the bazaars in various towns, wandering in accordance with the vivid dreams that Druscilla experiences. Galen and Druscilla share a deep, unspoken closeness; if Galen sees Druscilla in danger, he will fight like a berserk animal (+2 to normal HP) to defend her. In such a circumstance, he will battle to the death

against any odds, unless Druscilla pleads with him to stop.

If attacked, Druscilla will attempt to surrender, relying on her guile and instincts for self-preservation to save her. She will offer to do a reading of the future for the thieves in exchange for their release. She has the psychic power of Suggestion; if the thieves listen to her ideas, they must make a saving roll versus DSC or will be convinced of the course she recommends. Her veil is not a suggestion of availability as in Haven -- Druscilla wears it because her looks betray her age, and she is too young to be taken seriously as a fortune teller. If the thieves should attempt to sexually assault her, she will fight, using a sharpened hairpin (does 1D4 damage, and on her first strike, she may attempt to attack silently from behind for triple damage - 45% chance). Galen would also attempt to come to her aid. If she is disarmed and/or subdued, she will curse her captors with a variety of physical ailments and illnesses until silenced. Because she has

genuine psychic powers. Druscilla has some chance of actually transmitting such a curse (the GM makes a saving roll against MR +2 for each thief; if the save is missed, some physical ill will befall the player -- the seriousness of the problem dependent on the degree to which the saving roll was missed).

Possessions and Cargo:

The cart contains a small assortment of clothing and personal effects; a large, brightly-colored canvas tent; two small chairs; and a table; a supply of incense and candles; a crystal ball; and an anvil and metal working tools. Except for the anvil (300 GP) and the crystal (75 GP), all the items are well-used, and of minimal market value. Galen carries a small leather purse containing 28 GP and 15 silver pieces; Druscilla wears some elaborate looking ornamental jewelry made from paste.

Ransom Chances: None.

Party C-10

THE
HEALER

What the Players See:

A sandy-haired man walks unhurriedly into view. His gaze wanders about as he takes in his surroundings. He is dressed in simple, greenish robes, and carries a slender walking stick. A cloth pack is slung over his back.

(GM's Note: Make a percentile roll before describing this traveler -- on a roll of 01-20, he will stop somewhere alongside the road to inspect some plant, tree or root, removing some flower/bark/berries and placing them in a torn strip of cloth taken from his pocket.)

GM's Description:

This wayfarer is Hezekiah Hollinwood, master of lore and practitioner of natural magic. He is an eccentric, queer old fellow by any standards, and has spent years wandering the countryside, communing with nature, talking to the trees (and sometimes getting answers!), all the while filling little record books with descriptions of his findings. He shuns most contact with humankind, and will turn a deaf ear to all parties he encounters, with two exceptions:

- 1) he will accept assistance in increasing his supply of herbs, and
- 2) he will tolerate the questions of elves and hobbits, for he believes they share his love of unspoiled beauty.

If attacked from ambush with range weapons, he will leave the road and attempt to blend into his surrounding. In non-clear terrain, he has a 75% chance of successfully hiding in cover and a 60% chance of Moving Silently. Though he is unarmored, his constitution is so robust from years of consuming his own remedies that he absorbs without damage the first 4 hits of any successful attack. If Hollinwood manages to escape by Moving Silently through the shadows, he will not seek out his attackers (however, the GM may want to play on the likely paranoia of the thieves by alerting them to every animal noise that occurs for a period of 1-2 hours). If Hollinwood is originally attacked from close range, or is successfully closed upon, he will immediately surrender, for he is weaponless.

Possessions and Cargo:

Hezekiah has no cash (or need of it), and forages for most of his food. He does carry 3 loaves of a thick bread made from wheat and honey, and a large leather flagon filled with fruit juices. He has a small pair of sharp cutting knives, a canteen, a partially-used bolt of white cotton, and a pen with a jar of black ink made from elderberries. He also carries two weatherbeaten, well-used books -- one in the Common language, the other in Elven tongue -- on plant lore.

The main contents of the healer's pack are a collection of flowers, berries, and roots, -- about 30 in all -- each individually wrapped in a small amount of white cloth. Each cloth has a number scrawled on it in ink. About 60% of these items have some demonstrated medicinal value, although only a few actually restore hit points. Others are used to counteract poisons or staunch bleeding, or swallowed to help cure internal ills. The remaining items have no known value -- Hollinwood has collected them to test their properties. A small notebook in one of Hollinwood's pockets represents the key to these various substances, providing observations -- and his sometimes inaccurate speculations -- about the purpose of each packet. The notebook also identifies where the samples were found. Hollinwood will try to conceal the notebook and save the treasure trove of information it contains, for it represents the product of several months of his travels. (If the thieves gain possession of the notebook, the GM will have to develop the qualities of the various herbs; their usefulness should be kept somewhat limited to maintain balance in your campaign.)



© TRANSLATED BY 1980

Ransom Chances: None.

Party C-11

THE
COMPETITION

What the Players See:

Three tall, greyish-green figures, enter the thieves' area, lurking near the roadway. They are powerful-looking, but mishapened, and appear to be searching for something. The creatures carry large spiked clubs; two also carry coils of rope over one shoulder.

(GM's note: There is a 90% chance that the trolls will find a suitable spot to set up operations somewhere in the thieves' general vicinity. The GM should select this spot ~~see~~ below, and describe to the players the actions the trolls take to prepare their ambush.)

GM's Description:

This trio of trolls, like the thieves, has decided that this is a perfect place to waylay passersby. Unlike the trolls described in Tolkien, trolls in the Fantasy System can move and fight in broad daylight at no penalty to abilities. They suffer permanent damage only from fire and silver-tipped weapons. They regenerate all other damage at the rate of 3 hits per melee round. They do not need to check morale, but may decide to run if greatly outnumbered.

The trolls will pick a spot that offers some simple cover on both sides of the road, and look for an out of the way place (like a hollow tree or cave) to stash their loot. Their ambush methods are not subtle -- one of them will step out in front of any slow-moving group, brandishing his weapon and screaming threats, while the others converge on the travelers from the side. The technique is fairly effective against small groups on foot.

If the thieves remain in the general area to observe the trolls, there is only a 20% chance that the trolls will sense their presence (even less if the thieves have made a successful effort to conceal themselves). If the thieves attempt to approach the trolls to attack them, they will need to make Move Silently ability rolls to move into close range; but add +20 to their normal percentage chances of Moving Silently due to the limited perceptiveness of trolls.

Party D-5

THE
KNIGHT
ERRANT

What the Players See:

Two men on horseback travel at a brisk trot along the road. The man in the lead wears scale armor and a Norman helm adorned with eagle's wings; he carries a lance and has a two-handed sword at his belt. He rides a chestnut war horse in full barding. The

Possessions and Cargo:

Come now! The trolls wouldn't be out here setting up ambushes if they were rolling in gold. They have their clubs, their hunting knives, and the ropes - PERIOD.

Ransom Chances: None.

Party C-12

THE
PLAGUE
WAGON

What the Players See:

Four horses pull an open freight wagon. The wagon appears filled with a mass of dark cloth; Occasionally, small movement in this pile can be observed. The driver is dressed in black trousers and a tunic; a quarterstaff lays beside him on the driver's seat. A spear is stuck into the back of the wagon.

GM's Description:

This is a plague wagon, its passengers dead or in the last throes of expirations. The driver has already contracted the disease, and survived; he has taken this as a sign from the god he worships that he should serve the afflicted. He shepherds these passengers to a small burial ground in the woods. If he sees anyone approaching, he will attempt to warn them off, calling "stand aside". If attacked from ambush, he will spur the horses on, trusting in his righteousness to save him (unfortunately; Providence isn't adding to the protective value of his ACO skin today). If seriously wounded, he will halt the wagon, and say nothing to his attackers.

Possessions and Cargo:

The passengers carry plague - lots of plague. Copious contractable amounts of plague. Maybe you're immune, like the driver (5% chance). Most likely you're not. If a character has come within 20 feet of the wagon, he must make a STM saving roll, or contract the disease. Simply stated, if you're close enough to be reading this section, consult your local doctor - he'll probably tell you you're dying.

Nothing of value has been left on the bodies. The driver carries a small amount of cash (45 gp), and normal wilderness equipment. All of this, has of course been exposed to the plague, and is highly contagious.

HIGHWAYMEN ADVENTURES

CATEGORY D

WARRIORS

second man rides a light grey horse, and carries a banner depicting a silver eagle aflight on a blue background; he wears leather armor, and has a short bow and spear.

GM's Description:

The knight Grymmwald (and his squire) long ago set out to right wrongs and win glory for himself and his king. They have no special wilderness skills, but possess great courage. If attacked by the thieves, the knight will try to bring them to justice.

CHARACTER DESCRIPTIONS FOR HIGHWAYMEN ADVENTURES

CHARACTER		CLASS	GP	SI	CD	RE	SM	IQ	MR	WEAPON	HACO	DAMAGE	WEAPON NOTES	ARMOR CLASS	HTK	RIDING ANIMAL
<u>B9. The Slavers Riding Guard 1</u>		VET HU FTR	2D20	18	14	13	10		16	MILFLe WHIP	6 6	2D8 1D8	(1) (2)	CHN 7	32	MDHOR*
<u>Riding Guard 2</u>		VET HU FTR	1D20	9	11	14	9		7	MACE	5	2D4	(3)	CHN 7	24	MDHOR*
<u>Riding Guard 3-4</u>		INT HU FTR	1D20	13	11	13	9		9	BOLDe MGSTRe	0/5/10 8	1D6 3D8	(3)	CHN 7	24	MDHOR*
<u>Drivers 1-3</u>		INT HU FTR	1D20	17	7	8	13		12	BOLo MGSTR	3/8/13 13	1D6 3D8	(3)	CHN 6	23	
<u>Bodyguards 1-2</u>		VET HU FTR	2D20	15	18	16	9		13	L BOW HFSWde	2/7/10 1	1D6 3D6		CHN 8	23	
<u>Other Guards 1-3</u>		INT HU FTR	1D20	7	12	9	12		10	WHIPe MACE	4 7	1D10 2D4	(2,4)	CHN 6	17	
<u>B10. The Rug Merchant</u>										BOLo	4/9/14	1D6	(3)			
<u>Guard 1</u>		EL HU FTR	40	16	14	6	8		11	GRSWde CPBOWe	1 -2/3/7	3D8 1D6	(5) (6)	LTH 6	27	
<u>Guard 2</u>		EL HU FTR	40	14	13	14	16		14	GRSWde CPBOWe	2 -1/4/8	3D8 1D6	(6,8)	LTH 8	38	
<u>Guard 3</u>		INT HU FTR	40	13	8	13	11		10	SHSWD L BOW	7 3/7/10	3D3 1D6	(8) (9)	LTH 4	23	
<u>Guard 4</u>		VET HU FTR	40	6	18	19	10		11	RAPR L BOWe	2 0/4/7	1D8 1D6		LTH 8	21	
<u>Guard,5</u>		VET HU FTR	40	10	12	9	13		12	BDSWde L BOW	5 2/6/9	3D4 1D6		LTH 5	38	
<u>B11. The Cooper</u>																
<u>Cooper</u>		INT HU TRD	5	13	13	17	12		6	LXBOW BDSWD	1/5/11 7	1D8 1D8	(10)	CLO 4	26	
<u>Assistant</u>		INT HU TRD	2OSP	12	10	12	12		10	LXBOW LG AX	1/5/11 9	1D8 2D6	(10)	NON O	22	
<u>B12. The Wine Seller</u>																
<u>Guard 1</u>		GR HU FTR	1D10	11	10	7	15		10	SPEAR SM AX	7/10 9	2D5 2D3		CHN 6	19	
<u>Guard 2</u>		GR HU FTR	1D10	11	9	18	13		14	SPEAR	7/10	2D5		CHN 8	20	MDHOR
<u>Wine Seller</u>		INT HU TRD	1OD6	13	8	8	11		10	SM AX HMR	9 8	2D3 2D6		CLO 2	15	
<u>C9. The Fortune Teller</u>																
<u>Gaijen</u>		GR HU TRD	30	15	11	13	13		9	WRHMR	9	2D10		NON O	21	
<u>Druscilla</u>		GR HU TRD		4	9	13	11		15	PIN	10	1D3		NON O	13	
<u>C10. The Healer</u>																
<u>Hollinwood</u>		VET HU HLR		14	9	15	15		12	NONE				NON O	40	
<u>C11. The Competition</u>																
<u>Tro11 1</u>		INT TR FTR		18	11	11	17		12	CLUB	6	4D4	(11)	SKN 5	32	
<u>Tro11 2</u>		INT TR FTR		23	10	8	20		16	CLUB	6	5D4	(11)	SKN 5	42	
<u>Tro11 3</u>		INT TR FTR		16	10	5	29		13	CLUB	6	4D4	(11)	SKN 4	45	
<u>C12. The Plague Wagon</u>																
<u>Driver</u>		INT HU NON	45	12	8	10	17		8	QSTF	7	1D6	(12)	CLO 2	24	

CHARACTER		WEAPON										ARMOR		RIDING	
NAME	CLASS	GP	SI	CO	RF	SM	IQ	MR	WEAPON	HACO	DAMAGE	NOTES	CLASS	HTK	ANIMAL
D5. <u>The Knight Errant</u> Grymmwald	EL HU FTR	130	15	15	11	13		12	LANCEE GRSWDE	6	3D10 3D8	(22) (14)	SCA13 (13)	40	WRHOR*
Robben	VET HU FTR		9	13	12	11		15	SPEAR SBOWE	5/8 2/6/10	2D5 1D6	(15) (16)	LTH 5	22	LTHOR*
Warhorse			22	21	15	22		12	FHVS RHVS	5 9	1D10 3D8		BRD10	55	
D6. <u>The Berserkers</u> Frytagg (19)	VET HU BER		12	8	11	14		10	1BBAXE BRSRK	4 2	3D5 4D5	(20)	ANH5/3 (17)	35 (18)	
Skern	VET HU BER		16	11	13	12		8	1BBAXE BRSRK	4 2	4D5 6D5		ANH5/3 (18)	39 (18)	
Haldor	VET HU BER		21	15	11	13		11	1BBAXE BRSRK	3 1	3D5 5D5		ANH5/3 (21)	31 (21)	
Brunwald	INT HU BER		15	15	9	9		14	1BBAXE BRSRK	5 3	4D5 5D5		ANH4/2 (18)	42 (18)	
Kervak	INT HU BER		16	10	8	12		15	1BBAX BRSRK	6 4	2D5 3D5		ANH4/2 (21)	25 (21)	
Fasolt	INT HU BER		17	10	12	18		11	1BBAX BRSRK	6 4	3D5 4D5		ANH4/2 (18)	30 (18)	

- (1) If the die roll for a flail attack is 5 or more above the minimum needed to hit, any human or smaller-sized opponent will be knocked off their feet.
- (2) Whip can make 3 attacks every two melee rounds; may elect prior to die roll to attempt for foot tangle and trip instead of doing damage.
- (3) Attacks once every 2 melee rounds; may attempt to try for foot tangle (60%/40%/20% chance at short, medium, and long range, respectively) instead of doing damage.
- (4) Whips are balanced to a +2 to normal hit probability (non-magical).
- (5) 50% chance that the sword has greater than normal sharpness (add 1D8 to base damage roll indicated in chart).
- (6) Bows are of +1 accuracy (non-magical).
- (7) Armor has been magically enchanted; adds +2 to normal AC of leather.
- (8) These guards each possess 3 firebomb arrows. They are fired at -8 to normal HP; anyone successfully struck by a firebomb takes 1D6 points of damage the 1st melee round, 2D6 the 2nd melee round, and 1D6 the 3rd melee round. If an archer fumbles while shooting a firebomb, there is a 40% chance that it will explode in his face.
- (9) 60% chance that rapier has been balanced to +1 sharpness (non-magical).
- (10) Fires once every 2 melee rounds.
- (11) On a successful attack, the trolls have a 40% chance of knocking their opponents off their feet (REF saving roll to avoid this consequence).
- (12) Quarterstaff may be used for defensive purposes in close combat - adds +2 to defender's armor class.
- (13) Grymmwald's armor is magically enchanted; it adds +3 to the normal AC of scale armor. While worn, it also renders the wearer immune to fire damage.
- (14) The sword has been enchanted and contains a 1D8 damage bonus.
- (15) The squire carries a number of special arrows in his quiver. He has 1D4 arrows of +2 sharpness, 1D8 arrows of +1 sharpness, 3 fire arrows, and 2 silver arrows.
- (16) There is a chance that a successful blow from the charger's front hooves will knock its opponent down; opponent must make saving roll against STR or fall.
- (17) The first value for armor class represents the character's AC when normal; the second his armor class when berserk.
- (18) Subtract 2D6 hits from this total to determine character's current damage absorption capacity.
- (19) For purposes of determining whether party members go berserk (or come out of their battle frenzy after combat is finished) use the following values for character discretion (DSC) = Frytagg - 7, Skern - 12, Haldor - 9, Brunwald - 6, Kervak - 10, Fasolt - 5.
- (20) This second row of weapon values represents combat abilities using their battleaxes while in the berserk state.
- (21) Subtract 3D6 hits from this total to determine character's current damage absorption capacity.
- (22) When attacking a stationary foe, Grymmwald hits ACO with his lance on a 1.
- (*) - In the column Riding Animal indicates that the rider knows Horsemanship.

Grymmwald can fight from horseback if he chooses; if using the lance when doing so, he fights at normal hit probability (HP), while those attacking him fight at a -3 disadvantage to their HP. (If attacking with his zweihander, all parties fight at a -2 HP.) If he dismounts, his horse is trained to fight at his side -- it can use either its front or rear hooves to kick. The squire will always fight on foot; his horse, while not combat-trained, is well-disciplined and unlikely to bolt. Neither knight nor squire will give up the fight due to injury; they must be overpowered and disarmed to be taken alive.

Possessions and Cargo:

Grymmwald's armor and sword have enhanced abilities, as described in the character description table. He also carries several tokens from his travels:

- 1) A gold-encrusted ram's horn, given to him by the people of a small village that he defended from an evil wizard. If blown within their boundaries, any who hear it are pledged to come and offer aid to the bearer. It is worth about 200 GP.
- 2) A platinum bracelet worn by a damsel saved from distress; she retains its duplicate. It is an excellent piece of craftsmanship, worth about 2500 GP, but the story of her rescue and reward have some notoriety; there is a 25% chance that any potential

- 3) This item is carried by the squire in his pack. It is a small glass vial filled with a blood red fluid. The substance is said to be water drawn from the hidden "River of Life"; one may make of these claims anything one wishes. Regardless of its source, the contents do have the power to heal 3d10 hits of damage if swallowed (it may even be poured down the throat of an unconscious or recently killed character). However, in order to receive healing benefits, the consumer must make a STM saving roll, or take an equivalent amount of damage from system shock.

In addition to these items, Grymmwald's belt and helm, both engraved with the eagle crest, are recognized symbols of knighthood in his kingdom. They will bestow their wearer with honor and respect (and occasionally, free food and lodging), if the wearer is able to carry off a courtly impersonation. The closer one gets to Grymmwald's home province, the harder this subterfuge would be to sustain -- he hails from a small city 300 miles south of the current location.

Ransom Chances:

Grymmwald - ransom level 1; chance of response 90%; long-distance.
Squire Robben - ransom level 5; chance of response 80%; long-distance.

Party D-6

THE BERSERKERS

What the Players See:

Six muscular, red-bearded men walk in single file; they wear ram horned helms and bear skins. All carry large axes and shields, and the first and last men in line carry bronze chests of moderate size under one arm. One man wears a large bandage around his upper leg; another carries his right arm in a sling.

GM's Description:

This group of berserkers from the glacier-ridden wilds of Aesirholm (about 350 miles toward the colder regions) are returning triumphant from a successful raid on a stone giant's lair. It was a hard battle and the group still shows some of the effects; the two with external evidence of wounds have sustained 3D6 hits of unhealed damage; the others, 2D6 of unhealed damage.

If attacked, berserkers make a saving roll against their DSC each melee round; if missed, they go into a raging frenzy. Once berserk, they attack at a +2 to their normal HP; they lose 2 from their effective armor class and receive no dodge. They have no awareness of normal damage, and can absorb 2X their normal damage in hits to kill while berserk (thus, for every 2 hits of damage taken while berserk, only 1 hit of damage is sustained). Even if a berserker sustains fatal damage, he will continue to fight 1D3 melee rounds. While berserk, add 4 to STR rating for the purposes of calculating damage bonuses received on successful attacks (the effects of these changes are identified in the

notes on the Character Description table).

It is likely that the berserkers will simply drop their treasure in the roadway in their frenzy. If, however, some of the party does not immediately go berserk, those members still in control of their senses will carry the chests to a "safer" hiding place. The thieves, of course, may make any reaction they like to the charge of the berserkers. An experienced thief has a 70% chance of recognizing berserk frenzy; if successful, such a character is likely to attempt to make a rapid exit from the immediate area.

Possessions and Cargo:

The two chests carried by the berserkers contain the cache of the defeated stone giant. One contains 5000 GP worth of assorted coins and gems. The second contains two items:

- 1) a large bronze goblet (with lid), ornately engraved, which contains a never ending supply of mead; and
- 2) a cloak of the Aesir (gods of the coldlands), which, when worn, provides the wearer with complete cover at night (the wearer cannot be seen unless he stands directly between an observer and a source of light, and even then, only a shadow-shape is revealed). It provides no advantage to stealth when worn in daylight. The berserkers also carry a plentiful supply of food and drink in their packs (to recover the prodigious amounts of energy consumed in battle frenzy). The weapons and armor they carry are not enhanced in any way -- the weapons, in fact, are well-used and would not bring market value.

Ransom Value: None.

BANDIT SCENARIOS

AND

HIGHWAYMEN ADVENTURES

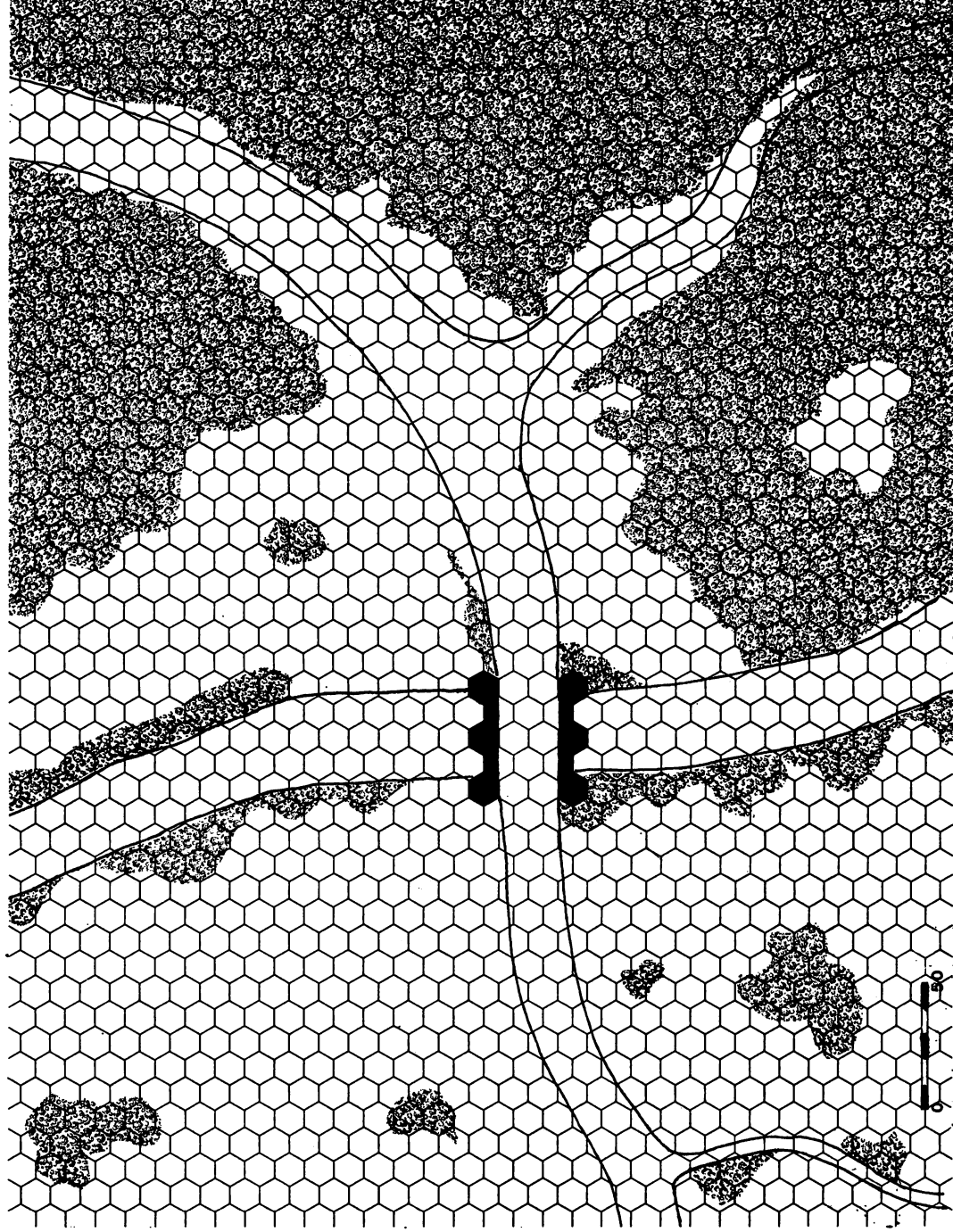
F. FROM THE PRINCE OF THIEVES

Introduction:

In this scenario, the players will portray a band of highwaymen drawn from the "less noble" racial elements of society - a rag-tag collection of orcs, kobolds, and goblins, with an uruk hai and renegade centaur supplying close range fighting strength. The group has selected a wooded area along the Long Road - the principal trade and travel route in the region - as their base of operations. From this area (see map), the city of Haven lies about 30 miles south on the Long Road. To the north, the Long Road winds west through the small village of Blanding (a town of population 500 about 10 miles distant), and then on to another major city, Kandai (about 45 miles from the mapped area). There is also a much cruder corduroy road leading to

the northeast; this road serves a large operating silver mine and the ramshackle community that has sprung up around this facility.

The Long Road crosses a stream in this area; the stream is quite deep at this juncture, and moves rapidly towards the east. The bridge across the stream has a base of wooden planks and stone sides; the sides are about 3.5 feet high. It is possible for characters to hide beneath the bridge, on the muddy strips of land that lie along each side. The woods surrounding the road are quite dense. Any thief concealed more than two trees deep in the forest should be almost invisible from the roadway; conversely, he or she will also find it very difficult to sight and successfully fire at travellers from within this thick cover.



The scenario materials presented hereafter describe the traffic passing along this segment of the Long Road over a single 24-hour period. These travellers represent the targets available to the thieves; some of these groups (primarily the centaurs mercenaries) are deliberately designed to be "too tough" for the players to handle, while others (the farmers, the charcaol maker) are probably too poor to justify the effort and risk of detection required to rob them. The group's ability to concentrate its efforts on the most lucrative targets will largely determine its success, and a player's contributions to this decision-making process can greatly affect his score for this adventure. In the planning phase of the adventure, the group must indicate to the GM the time that they will arrive on the scene, and any actions they are taking to prepare the site. The 24-hour schedule of travellers starts whenever the players arrive. The recommended time limit on this scenario is three hours (this should encourage players to be somewhat selective in their assaults).

Time: 7:30am

The Gypsy Caravan
(Category C - Travelers)

What the Players See:

Three solidly built, gaily painted wagons approach the bridge from the direction of Blanding. The wagons are pulled by teams of four horses, and each appears to be a completely constructed box, with a windowed door at the rear. There is a man driving each wagon, and a number of brightly dressed women and children can be seen clustering around the drivers, occasionally ducking back into the wagon through a leather-covered opening behind the seat. Behind the wagons come a group of mounted men and large boys driving a smallish herd of horses.

GM's Description:

A tribe of gypsies is taking a herd of broken but untrained horses to the Horse Market in the free city of Haven to sell. The group totals 6 men of fighting age, 6 women, and 6 children (3 of whom are larger boys, able to ride herd with the men, although not yet accomplished fighters). There are approximately 30 horses in the herd they are driving.

The men of the tribe are accomplished whip- and knife-fighters, and are adept with throwing knife and lariat as well. Whip and lariat are weapons not covered in the normal weapons list.

The whip comes in three lengths: 8', 15', and 25'; it requires minimums of 10 CDN and 13 REF, and 7 STR, 10 STR, and 14 STR, respectively, to cast properly. Whips operate best at target distances approximately 3' to 5' less than their total lengths (5' to 7', 10' to 13', and 20' to 23', depending on length), and have a base HACØ of 6 at that distance; they miss completely at longer distances, and suffer a penalty of 2 for each 20% of the distance closer than their optimum range (i.e., a 25' bullwhip being aimed at a target 15' away suffers a penalty of 4 to HP). If 5' hexes are being used for movement, the table below shows the base HACØ involved for the various distances:

Whip	1	2	3	4	5
8'		6	NA	NA	NA
15'	12	14	10	6	NA
25'	14	14	12	10	8

The weapon may be used to tangle and trip, or to damage (2D3, 2D4, and 2D6, respectively); the purpose must be declared before the cast. If the

proposed victim is able to see his attacker, he may attempt to avoid the blow, and subsequent entanglement, by making a saving roll against REF; of course, no other actions are possible for the victim that mr. If a person with insufficient REF is using a whip, a saving roll against REF is required on each cast; failure means that the person casting the whip has thoroughly tangled himself (requiring escape time of [25 - (CDN + REF) mr], and must make a saving roll against CDN to avoid inflicting damage upon himself (the entanglement only applies to the two longer whips).

The lariat is an extremely flexible length of line (either good quality braided cord - the standard lariat, or braided strings of very thin leather which have been impregnated with beeswax - the riata (about 10% of the lasso-type weapons are manufactured in this manner). Lassos are cast at their target using a saving roll against (CDN + 1/4 STR); if the cast is successful, a loop is considered to have been drawn about the target. Target motion is a penalty of 3 on the SR, distance greater than 25' is also a penalty of 3 - the total after all penalties have been applied is the effective total. Any untrained person attempting to use a lariat is subject to an additional penalty of 5 for each cast, and must also make a saving roll against REF each time the loop is cast to avoid becoming entangled in the line himself.

Maximum range for a cast is never more than the length of the lariat minus 10', and is dependent on the STR of the caster; the lariat may be cast up to 15' + 5' for every 3 points of STR in excess of 6. STR is also a factor in being able to reel the victim in, stop him, or remove him from his mount (it is quite unlikely that Meriadoc Tallcastle, killer hobbit and general lasso expert, will be able to keep his feet when he successfully throws a loop of his lariat around the neck of a runaway horse; the horse is considerably stronger and heavier than the hobbit, and will simply keep on going, trailing Meriadoc after him like a bouncing ball [unless, of course, Meriadoc has the common sense to let go of the lariat]). Unfortunately, this situation is not one in which hard and fast rules can be laid down; each GM should weigh all the variables before making his decision on the outcome of the attempt to reel in the victim.

Lariats may be recovered, coiled, and readied to throw again in [17 - ((CDN + REF) / 2)] mr, with an absolute minimum of 1 mr; if the casting SR is missed by more than half the effective total [when, for instance, a 19 or greater is rolled for a cast with an effective total of 12], the lariat is hopelessly tangled or caught, and will require 5 x the normal time to recover. The advantage of the riata is in the recovery process: its braided, waxed construction allows it to be drawn in and recoiled in 2/3 the normal time, since it tends to catch on small obstructions much less frequently.

If the caravan is attacked, the drivers of the wagons will lash their horses to greater speed in an attempt to outrun the danger (each of the wagons has a 20% chance to overturn in the rush of escape). The wagons will attempt to cross the bridge to the other side; if successful, the drivers will rein up, fetch bows from the interiors, and stand ready to support their fellows with missile fire. The men herding the horses will stampede the herd toward the attackers (if the position of the attackers can be located), closely following the animals (attempting to take advantage of the confusion the stampede will cause, and to be in a good position to recover the herd afterward). In most

cases, attacks by the riders will be made with throwing knives and whips. The purpose of the riders is to entangle, and then drag their victims; dragging causes 1D46 damage per mr, or 1D46 - 2 if a saving roll against STM is made (to disentangle one's self from the whip, or to cut it, a saving roll against [CDN + STM] / 3 is required - this may be repeated each mr as necessary; if a character is dragged, at each multiple of [STM / 3] points of damage accumulated, he should make a separate saving roll against STM in order to retain consciousness - it is possible for a person to be dragged to death). If the gypsies are successful in evading or escaping the players' ambush, they will continue on to Haven, but will neither inform the local authorities nor warn other travelers they may encounter (gypsies tend to be extremely clannish, and seldom do favors for others, even other gypsies).

Possessions and Cargo:

The horse herd is the primary possession of worth for this group, all of the horses are broken to the saddle, but none have been trained in any manner yet. Most of the herd is of good to average quality, but there are two horses whose qualities are of particular note. One is a large bay stallion with a white blaze on his forehead, who is a fantastic runner, and has Speed 35, Agility 15, Stamina 19, IQ 9, and Temper 13; the other is a black mare with white stockings, who is capable of being trained into a superb war-horse in half the normal time - Speed 13, Agility 21, Stamina 22, IQ 16, and Temper 4. The men of the tribe have already noted these horses for their special qualities, and expect to make a killing on them. Except for the bay and the black, roll D10 to determine the quality of the individual horse: 1-6 is average, 7-10 is good. The average quality horses can be sold for about 35 GP to 50 GP each, and the good quality ones for about 50 GP to 80 GP each (remember, they aren't trained in the least); the bay should bring at least 500 GP (if his speed is recognized... and touted), and the black is worth at least 2,000 GP untrained (she will nip and kick if given the least opportunity).

The wagons (which are called caravans) contain most of the possessions of the gypsies: household items, clothing, etc., and there is little of worth in these items. The wagons themselves are an excellent treasure, since each is capable of providing living accommodations for up to 10 people. In the largest of the three wagons (that of the leader of the tribe), can be found a small chest filled with gems and assorted coins; the chest is hidden in a cupboard under the seat running down the left side of the wagon. The woman's jewelry, about a dozen pieces all told, is worth perhaps, 100 GP.

The major treasure of the tribe (besides the horses) is a large (14" diameter) crystal sphere, which is under the care of Marta, the oldest of the six women. It rests on a base of carved ebony chased with gold, and is usually stored in a cubical box of highly polished flamework, which has been lined with padded velvet; the box is hidden, when not in use, in the smallest of the wagons, under a brazer - it resembles a chopping block when seen in the darkened interior of the wagon. The sphere has been thoroughly enchanted, and has a large number of spells embedded in it which allow the user (generally Marta) to do a certain amount of reasonably accurate prognostication. The sphere requires TAL of 13 to operate, and will display scenes and pictures of the future of one of the people (randomly determines) within a 5' radius of the sphere; simple concentration is sufficient to inaugurate a session, but the sphere requires one Tau point per minute for operation (Marta can operate it for almost 25 minutes). Value of the item is 2,000 GP base, 35,000 GP if the magic potential is understood.

Ransom Chances:

If either Mykal, the leader of the tribe, or Marta, the oldest of the three women, is captured, and the rest of the tribe escapes, the tribe will buy them back for 200 GP. No one else will be ransomed by the tribe, and no ransoms are available if the tribe is captured or wiped out.

Time: 8:00am

Farmers Going to Market

(Category A - Farmers)

What the Players See:

A wagon pulled by two mules slowly crosses the bridge; in addition to the driver and another person on the seat beside him, four figures are sitting on top of the plank sides, with their feet dangling over the edges of the wagon, two of them apparently children or young boys. The wagon appears to be piled high with produce of different varieties. A herd of goats, with two hrders, and a small flock of sheep tended by a shepherd and two dogs, follow the wagon down the road. The obvious course of the wagon and animals is toward Blaning.

GM's Description:

A group of local farmers are heading for the nearest town for market day. The wagon is loaded with produce, and the two flocks will also be sold in the town. There are 9 farmers and herders altogether (five humans, two half-elves, and two hobbits - these last appear to be children until closer inspection), and the only ones capable of much in the way of resistance are the three herdsman, although the two hobbits are reasonable with slings.

There is a base 25% chance that the two dogs guarding and herding the flock will smell the presence of strangers (if there has been fighting in the vicinity and blood has been spilled within 100' of the bridge, double this chance; if the player-characters are upwind of the dogs [check wind direction using a six sided die for the hex field], add 15% to the chances of detection). If so, they will attempt to drive the flock toward the riverbank, and away from the area. This action will alert the group to the fact that all is not as usual at the bridge.

If the group is attacked, there may be different reactions. If clearly outnumbered, they will:

01-70 surrender immediately;

71-95 attempt to escape by lashing the wagon up the

road, and driving the flocks into the trees;

96-00 attempt to fight.

If they are fairly evenly matched, the chances become 01-50, 51-90, and 91-00; if they outnumber their attackers by 2 to 1 or less, the chances are 01-35, 36-85, and 86-00; if they outnumber their foes by 3 to 1 or more, the chances become 01-10, 11-50, and 51-00. In all cases, however, two or more serious casualties will put them to fight. The dogs will join in the fight only if their master is being attacked; otherwise, they will simply herd the flock out of danger.

Possessions and Cargo:

The produce in the wagon will provide about 60 GP when sold in the town. The goats sell for 2 GP to 5 GP each, depending on size and/or age (a large young kid will sell for more than a scrawny old nanny or billy); the sheep are valued at about 3 GP to 8 GP each, according to sex and coat quality (a thick coated ewe would bring a good price). There is about 15 GP in assorted coins among the members of the market group.

Ransom Chances:

No ransoms are available for these farmers.

Time: 9:20am

The Centaur Scouts
(Category D - Warriors)

What the Players See:

Four centaurs approach the bridge, riding along the riverbank from the general direction of the town of Blanding. They appear to be lightly armed and armored, and are glancing warily about, as if surveying the area.

GM's Description:

These centaurs are the advance scouts for the mercenary cavalry troop of Galidonos Goldenhoof. They will scan the area around the bridge with relative care (one of them has a sense ambush chance of 75%), and will cross the bridge and continue down the opposite bank of the river if undisturbed.

Ambush, in the case of the sensing ability of the scouts, refers to an actual plan to attack. If the player-characters are huddling down in the underbrush, and attempting to make themselves as small and silent as possible, the chances the centaurs will sense their presence will drop to 20%. If the players' group is sensed, the scouts will send back one of their number to warn the troop of possible trouble; while the runner is warning the main body, one centaur will poke about into the fringes of the woods, probing bushes and trees with his lance, while the other two maintain guard with drawn and nocked bows.

If the group is attacked, one of them will wheel and immediately gallop back the way they had just come; the others will take defensive positions (on the other side of the river from the attackers, if possible), and wait, attempting to pick off any of their harassers who show themselves. They are armed with bows, and light lances, and have quivers of arrows and sabers slung at their belts; all are armored (torsos only) in leather (cuirboilli), and have small leather round shields slung on their backs.

Possessions and Cargo:

None of the scouts carry anything but arms and armor. The packs they would normally carry (personal possessions, etc.) are stored in one of the troop's wagons for the duration of their scouting tour.

Ransom Chances:

It is unlikely that any kidnappers will be alive to request ransom, after the rescue attempt has been made by the following party. However, most of the centaurs can arrange their own ransoms (a common military practice, particularly among mercenaries) of from 1,000 GP to 4,000 GP (2D4 x 500).

Time: 9:40 am

The Mercenary Company
(Category D - Warriors)

What the Players See:

A well organized troop of centaur cavalry rides down the riverbank, and crosses the bridge; they ride four abreast, and a colorful pennon flies from the lance of one of the centaurs in the second rank. They are accompanied by four large conestoga-style wagons, each drawn by a team of eight centaurs.

GM's Description:

The troop of Galidonos Goldenhoof is nearly 180 strong, and all are veterans of a number of battles (the minimum experience level for the centaur troop is



intermediate). It is unlikely they will be seriously delayed (or even hurt much) in wiping out any bandit force foolish enough to attack them. However, it is always possible (albeit farfetched) that some player's brilliantly conceived trap might succeed in wiping out a major portion of the troop.

The players may think to cut off and ambush only the wagons, which are at the tail end of the winding procession. These wagons, however, are moving at nearly the same speed as the rest of the column, and are being pulled by some of the strongest centaurs in the troop. These fighters are armed with saber and shield, slung, and are using special quick-drop harnesses for pulling.

The majority of the centaurs in the troop (those not on duty pulling wagons) are armed with bow, light lance, and saber, and armored in cuirboilli (hardened leather) on their torsos only; each carries a quiver of 40 arrows, a light metal helm (in the Norman style), a canteen slung at his belt, and a small leather round shield slung on his humanoid back; in addition each centaur carries a small cargo pack, mounted on the equine portion of his back, which contains personal items and possessions. (Samples of 4 different centaur fighters are provided in the statistics list at the end of the chapter.)

If the scouts have been attacked, the troop will arrive in battle formation, riding in ranks of ten, helms on, packs dumped, and light leather round shields strapped on their forearms. The front six ranks of the troop will be using lances, while the next four will have sabers drawn and ready; the remainder will have bows strung and arrows nocked. If the scout's report force, they will charge into the woods (it's amazing how well you can maneuver your horse through trees when you're part of the horse), and attempt to spear anything that moves or shows fight (gods above help the squirrels!!).

If the players should by some great mischance (or through overwhelming stupidity) manage to attack the troop without prior warning, those nearest to the point of attack will immediately charge the assumed position of the attackers with light lances (they all carry the lances when traveling - in battle formation, different groups use different weapons), while the others drop packs, don helm and shield and prepare for battle. Once the troop discovers that they are not facing major force, the woods will likely be filled with angry centaurs attacking with nearly berserker ferocity.

Possessions and Cargo:

The four wagons travelling in the van of the troop contain most of the specialized equipment required for the mercenaries' operation. In the third wagon can be found the troop's pay chests; two large, heavily constructed boxes secured with Complexity 4 locks, one containing 12,000 GP in gold coins, the other 2,000 GP in silver coins. The heavy armor and weapons carried in the other wagons have a value in excess of 250,000 GP, but it would be hard to dispose of the loot (and even harder to acquire it!).

Each trooper will carry a small amount of cash money with him in a belt pouch. This will normally be 10 GP to 60 GP (2D6 x 5) in assorted coins. Personal items are carried in the packs borne by each of the troop's members; these may include small pieces of jewelry (15% chance of 1D4, value 10 GP to 1,000 GP [1d10 x 1d10 x 10]), games (20% chance of 1, including board and 2D20 pieces 1 SP to 100 SP [1d100] each), cups, plates, and other assorted eating and cooking implements (45% chance of 1D6 assorted, value 1 GP to 1,000 GP [1D10 x 1D10 x 1D10] each), etc.

Ransom Chances:

Ransom is a normal part of military operations in the case of mercenary troops, and their members. Most of the troopers in the company are capable of supplying a ransom of 1,000 GP to 4,000 GP (2D4 x 500); leaders can be ransomed for 1,500 GP to 6,000 GP (3D4 x 500) base, with the top commanders bringing as much as 10,000 GP.

Time: 10:40am

The Road Engineers (Category C - Travelers)

What the Players See:

A large wagon, painted a garish orange and pulled by a team of four horses, approaches the bridge from the direction of Haven. The driver pulls it off the road just at the end of the bridge, and five additional men climb out of an opening in the side of the wagon. Two of the men are carrying lengths of dowel with red cloth attached - they station themselves one at either end of the bridge. The other four procure working implements (picks, shovels, etc.) from the rear of the wagon, and take them to a place on the bridge where part of the parapet seems to be crumbling away.

GM's Description:

A repair party has been sent out from Haven to effect a minor rebuilding of the bridge; word reached the city that a portion of the roadway and wall were crumbling, and becoming unsafe. This is a typical group of road workers.

If any approach the bridge, the two wielding the renowned "Red Flags of Omnipotent Halting" will stop them for at least 10 minutes before allowing them to proceed. There is no purpose to this, since the bridge is quite passable, and wide enough to permit both travelers and workers to occupy it at the same time.

Three of the work party, on reaching the indicated area, will set their tools into the ground, and lean on them, occasionally moving them a small amount, to give the appearance of working. The fourth man, a sunburned youngster, seems to be incredibly energetic, and winds up doing all the real work; he is eager, and innocent in the ways of the world, and the others are perfectly happy to let him exhaust himself in the performance of all their duties.

If the group is attacked or threatened, their initial reaction will be "You can't do that! We're from the Ministry of Roads in Haven, and we have to fix this bridge." When they see determination in the eyes, stances, and naked weapons of the player-characters, they will quietly surrender, except for the youngest man, who will attack with his shovel (there is a 75% chance that, if he does successfully strike a blow, it will be with the flat of the shovel, doing only half damage); however, the leader of the road crew will shout at him to surrender after only one swing, "D'ya wan 'em to kill us all? Kwicher foolishness!" The young man will at this point meekly surrender (he will make every effort to escape later). GMs should be prepared to handle the situation if the players decide to impersonate the road crew.

Possessions and Cargo:

There are quite a number of tools in the wagon, and a number of large, well-dressed blocks of granite (suitable for repairing bridges, walls, etc.). In the front area of the wagon can be found built-in seats, some clothing (for off-duty wear), and six lunches of varying size and quality. The men are each carrying small amounts of money (1D10 SP each) in assorted small coins, but there are no major valuables to be had. The horses pulling the wagon are solid draft animals of average quality.

Ransom Chances:

Surprisingly, the only one of the crew ransomable is the young eager-beaver. His parents are of an upper level mercantile family (and are distressed with the work he has chosen, although he expects one day to be the head of the Ministry of Roads), and has a Level 3 ransom.

Time: between 12:00noon and 12:30pm

The Courier and Guards (Category B - Merchants)

What the Players See:

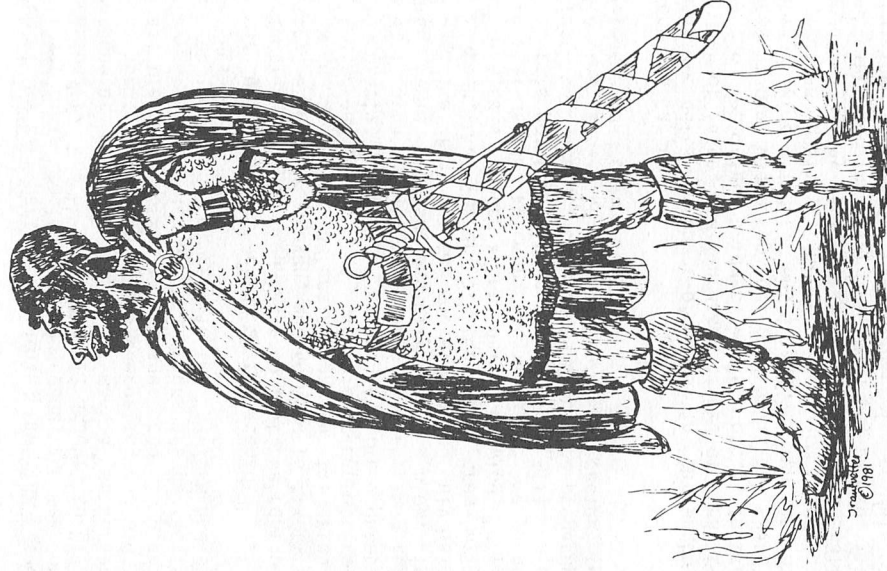
Three horsemen, all seated on handsome mounts, come galloping up to the bridge, from the direction of Haven.

GM's Description:

A courier and two guards are transporting letters of credit and other monetary information from the House of Rand in Haven to an allied banking family in the city of Kandai. Their horses are of excellent quality, and are capable of outrunning most other mounts.

The contract calls for them to be in Kandai before nightfall, so they will brook little in the way of interference. They will stop for the flag-men on the bridge, but will argue, bluster and threaten, and will proceed in a much shorter time than would be imagined.

If they are attacked, they will clap spurs to horse, and attempt to outrun, rather than outfight, whatever dangers present themselves. If the courier's horse is killed, one of the guards will surrender his horse quickly, so that the courier (and his valuable saddlebags, which will be the first item transferred) can continue dashing down the road. If all the mounts are killed, the party will attempt to fade into the



greenery, and make their way to the nearest town, Blanding. Only if both guards are incapacitated, and he himself is wounded and unable to ride away, will the courier surrender; if the courier escapes, the guards will surrender on any offer.

Possessions and Cargo:

The courier's saddlebags are the repository of the papers mentioned above. There are 4 letters of credit (in the amounts of 5,000 GP, 10,000 GP, 3,500 GP, and 6,250 GP), a confidential report on the funds available to the company owned by the brothers Bunn, and another thick report on crop futures north and east of Haven. These are the primary valuables the group is carrying. In addition, each of the riders carries (50 + 1020) GP for traveling expenses.

Ransom Chances:

There is little ransom available for the riders (only 1,000 GP for the courier, and none for the guards), but the reports may be ransomed for 5,000 GP for the Bunnco report, and 2,500 GP for the futures summary.

Time: between 2:00pm and 2:30pm

The Haven Stagecoach
(Category C - Travelers)

What the Players See

A team of 6 horses, in three pairs, pulls a large, swaying carriage along the road at a swift pace. The driver and another man occupy the seat at the front of the coach, and the remainder of the roof of the coach is loaded with tied down crates, bags, trunks, and boxes; inside the conveyance can be seen a number of figures. The coach is coming from the direction of Blanding and Kandai.

GM's Description:

The afternoon coach from Kandai is heading for Haven; these coaches run every other day (one day out, one day back). This run, as well as its usual driver and guard, has a full complement of 6 assorted passengers.

The driver is under orders not to stop for any reason whatsoever (although he will stop if flagged down by one of the road crew) outside of post stations and approved rest stops; he intends to follow those orders as strictly as possible. Any player-bandit who jumps in front of the coach and team to stop them will most likely be trampled. The team can be stopped by jumping on the back of one of the two lead horses, and reining them in (this should require assorted saving rolls against both CDN and REF [at considerable penalties]). If the coach is successfully stopped, the driver will make no effort to fight.

The guard carries a rod-like apparatus resembling a crossbow-stock which contains 8 Magic Missile spells (MR saving roll for no effect, else 204 damage; HACØ -2, apply criticals as any other missile) and 6 Shock Wave spells (MR saving roll for no effect, else STM saving roll for 1/2 damage, else 306 damage; in all cases, STR saving roll to avoid being knocked off feet [or from current perch]). If the coach is moving, there is a 35% chance that the guard will miss with a given shot of Shock Wave, and a penalty of 6 for shots with Magic Missile. If the coach is stopped, the guard will continue to fire (with no chance of missing on the Shock Wave spells) until the weapon's charges are exhausted, at which point he will make no further resistance, but will disappear into the woods at the highest speed of which he is capable.

The passengers in the coach are definitely a mixed bag: a mother and daughter pair, a swordsman, a rather pudgy priest, and an old man and his grandson.

The mother and daughter, Galianna and Cerafina, from the merchant family of Bogardo, are traveling to Haven for the girl's wedding to the son of another mercantile family. They will make no resistance (the mother will, however, fight fiercely to protect her daughter if any harm is offered to the girl), and there is a 25% chance that Cerafina will faint at the prospect of being searched by the player-bandits (or other proposed indignities).

The swordsman is a tall slender man, with a nose that resembles a large reddish cucumber, and a very finely crafted rapier hanging in a quality scabbard at his side. He is poetic, pathetic, and prophetic, and seems to be extremely gentlemanly towards women in general; he proclaims his undying love for a young woman by the name of Roxanne, but will pass up no opportunities for friendly relations with the opposite sex. He will be stand-offish and aloof (and generally unresponsive to the danger) in the presence of the player-bandits unless they either molest the women, or attempt to remove his sword. In both these instances, he will draw his rapier and attack. The other passengers refer to him as Cyr.

The rather pudgy priest, Migel (the Trembling), is a rich rather pudgy priest. He is also a coward, quite adept at groveling, and will make no attempt of any kind at resistance; he will quickly make it known that there is ransom available for him.

The old man and his grandson are traveling to Haven to enroll the grandson, Hekator, as a new student in the famous College of Mystic Arts. The old man, Melktor of Barova, was an excellent mage in his prime, and still maintains a good portion of his power and knowledge. If no major violence is offered to the party, the old man will most likely (90%) allow the robbery to proceed undisturbed. If hard violence is attempted, he will try to save the party, being most protective of his young grandson, next of the women.

Melkior depends heavily on a Sleep spell (MR saving roll at bonus of 3 for no effect; 22.5% cone of effect, 90' range; affects 200 HTK within the cone - sleep for 206 hours or until roughly awakened) for his main offensive capability, but he is also able to cast Magic Missile (see above; saving roll at a bonus of 2; HAC0 3) and Flamewash (MR saving roll at bonus of 2 for no effect; damage variable - 1D10(D8)); affects all within cone area 22.5%, range 40'; he is less likely to use these latter two spells because of the probability of injuring relatively innocent bystanders. Melkior may cast up to 28 points of spells, with both Magic Missile and Sleep costing 3 points, and Flamewash 2 points for each die of damage done (in terms of actual Tau power, the mage has 112 points available).

In general, the passengers will offer little fight unless it is necessary to protect themselves from some physical harm. They will not aid the player-bandits in any way, but will not do anything that might anger or arouse them without prior provocation. Since highway robbery is not an uncommon occurrence in the travelers' lives, and they expect to be robbed and released, not casually murdered.

Possessions and Cargo

There is a strongbox which contains 3,000 GP in gold coins under the seat of the coach. It is simply, but relatively carefully concealed behind a canvas cover, but almost any reasonable search will locate it - a casual glance has only a 5% chance of noticing that the canvas underseat is canvas.

The driver carries [20 + 2D10] GP for expenses, in a belt pouch, but has no other valuables. The guard carries some [5 + 1D10] GP, and wears a pendant on a necklace which is enchanted to repel insects.

The passengers carry some valuables with them, some in the form of cash and personal jewelry; most of their possessions, however, are in the baggage tied on top of the coach.

Galianna carries 5D10 GP in assorted coins in her purse, and is wearing a necklace worth 250 GP, two bracelets valued at 300 GP each, and three rings, one is her wedding band, the other two worth 150 GP and 250 GP. Her baggage, 2 large trunks, contains much clothing of decent quality, a jewelry chest with 8 assorted pieces of jewelry (one is a collar worth 2,000 GP, the other pieces average [2D6 x 25] GP each), and a fur cloak worth 800 GP. Cerafina is not carrying any cash, depending on her mother to provide minor needs in that respect, but she is wearing a pearl necklace and matching ring, gifts from her fiance, which are worth 2,200 GP and 1,000 GP respectively. Her luggage consists of one small case, containing clothing, and her wedding dress. The rest of her trousseau, and the household goods given her as a dowry have been shipped by a different route.

Cyr has nearly 600 GP in coins and small gems (mostly gems) in his belt pouch. His rapier's hilt is quite ornate, and the sword is worth about 12,000 GP in terms of decoration and quality. He has a small canvas bag on the top of the coach which contains clothing and a few personal items (among them a cameo portrait of the girl he calls Roxanne - he will kill to recover this portrait).

Migel is carrying nearly 1,000 GP in gems and coins in his wallet. He is also wearing a wide belt made of gold links with a base value of 8,000 GP; the belt is enchanted, and embedded with a number of spells, most of them having to do with his priestly profession (crowd control, charisma boosters, voice projection, etc.), which make the belt worth about 25,000 GP to another priestly type if the powers are known. In his luggage (a large trunk and two crates) can be found assorted rich vestments, a ciborium of

silver and ivory (value 4,000 GP) in a handsomely crafted, velvet-lined case of carved teak (value 1,500 GP), and a small coffer containing some 15,000 GP in gems (he travels in style, doesn't he?).

Melkior is only carrying 4D10 GP of coins, but he also possesses a letter of credit on the House of Hofstra for 8,000 GP (the tuition for his grandson's schooling). He is wearing four rings, none of any particular value, but all enchanted and embedded:

- a) plain steel band - contains a Missile Repulsor spell of 12 repulsion power (arrow 1, quarrel 2, spear or javelin 4);
- b) silver snake - contains a combination of spells granting a bonus of 50% of one's STM to saving rolls for poisons and venoms, with a reduction of the effect to 1/4 if the saving roll is successful.
- c) brass coffin on an iron band - contains spells warning of the presence within 100' radius of any undead, or creatures of the nether planes.
- d) carved pumice seal ring - contains a store of 56 points of Tau power (equal to half the total allotment for Melkior - he requires a fair amount of Tau power daily to maintain his health through various spells).

Melkior has one medium-sized carpet bag on the roof of the coach. Besides clothing, it contains a book of spells, 12 in number, all of which have to do with the maintaining of health. The book is bound in tooled leather, and has a locking hasp with a small padlock; the key may be found in Melkior's pouch.

Hekator is carrying no money - he is only fourteen, and his grandfather doesn't feel he needs much cash where he'll be studying for the next few years. His luggage consists of a small trunk of clothing, and three large crates containing various arcane and magical equipment, books, etc.; these are of low intrinsic value, but would be worth some 5,000 GP to a mage or other arcanist.

Ransom Chances:

The driver and guard have no ransoms available for them. The passengers are a different story; each of the six is ransomable:

Galianna and Cerafina can command ransoms of Level 3.

Cyr is ransomable at Level 4.

Migel can be ransomed at Level 1.

Melkior and Hekator will each bring ransoms at Level 2.

These ransoms can be arranged through relatives and/or business associates in both Haven and Kandai.

Time: between 3:00pm and 3:30pm

The Road Crew

(Category C - Travelers)

What the Players See:

The members of the gang which has been working on the bridge pile their tools and implements into the back of their orange wagon. Five of the group pile into the opening in the side, and the sixth climbs onto the driver's seat. The wagon is turned around, and rumbles off toward the city of Haven.

GM's Description:

Assuming the engineers are still alive and free, they have completed their work, and it's quittin' time.



Time: between 4:00pm and 4:30pm

The Convoy of Joy
(Category B - Merchants)

What the Players See:

Three wagons approach and cross the bridge from the direction of the city of Haven. The lead wagon is pulled by a team of 6 horses, has a canopy, and is filled with a gaggle of pretty, brightly dressed, and giggling young women. The second and third wagons are each pulled by a team of 4 mules, and have loosely tied canvas tarpaulins covering their cargos; the tarpaulins occasionally billow in the breeze. All three wagons are driven by armored figures.

GM's Description:

The weekly supply convoy is headed up to the Lucky Kardathian Mine, situated in the low mountains about 10 miles up the corderoy road that leads off near the bridge. In addition to the usual wagons of supplies (booze and food), this convoy brings the monthly visit from some of the girls of the Street of Silk Veils (the Joy lane in Haven). There are 10 lovely temptresses in the first wagon, each enjoying the opportunity for a lark in the country, and looking forward to the piles of silver she will make for her weekend's "work".

The second wagon contains many wooden cases of leather bottles, and a number of barrels. Some of these can occasionally be seen as the tarpaulin billows and flaps. The third wagon contains food supplies, mostly dry goods (flour, coffee, beans, etc.), but there are also four cases of sausages, three wheels of cheese, and some two dozen crates of fruits and vegetables. Since this is the trip when the girls make their appearance, the wagon also contains 6 wooden cases filled with assorted delicacies.

All three of the wagons are driven by members of the Lydian Sisterhood, a group of free women who owe dependence to no man whatsoever (this organization is found in most of the Ten Cities, and seems loosely affiliated with the Temple of Eollana). All three of the women are armored in leather, armed with shortsword and dagger, and have shields, bows, and quivers stored under the drivers' seats of their wagons.

If the convoy is attacked, the drivers will fight if they do not feel hopelessly outnumbered (3 to 1 or more), but will surrender in the face of certain defeat. They will not cooperate in any fashion with the player-bandits, and will most likely have to be bound securely to prevent attempts to escape and/or make some sort of counterattack. The Lydians will respond in a very negative fashion to any sexual suggestions.

On the other hand, the girls in the first wagon will make no resistance at all, and will respond very

positively to sexual suggestions; in fact, there is a 65% chance they will make these suggestions themselves, if none are soon forthcoming from the player-bandits, including an invitation to a general pleasure party, in view of the supply of potables and comestibles ready to hand. Any such party is likely to become noisy rapidly, and will be difficult to conceal in any close proximity to the road (the girls know about the next party to come down the road - it's a monthly occurrence).

Possessions and Cargo:

The wagons contain an ample supply of everyday foodstuffs (a supply sufficient for 150 men for a week to 10 days); this merchandise would be valued at 900 GP. The 6 cases of delicacies have a value of 150 GP each.

The second wagon in the line contains an ample quantity of assorted alcoholic beverages. There are 8 50-gallon barrels of beer (value 50 GP each), 4 30-gallon casks of wine (a cheap vintage, worth about 120 GP the cask, 6 cases of brandy with 12 leather bottles to the case (worth about 10 GP the bottle), and 40 12-bottle cases of a potent distillate called "Old Popskull", a favorite with the rough and ready miners (worth about 8 GP the bottle).

The girls are wearing a lot of jewelry; there is a 35% chance for each girl that the jewelry which she is wearing is real; if it is costume jewelry, it is worth about 2 GP to 30 SP (2D3 x 1D5) for everything the girl is wearing. If the jewelry is real, the girl will be wearing 1D4 pieces, each worth 1 GP to 200 GP each (1D2 x 1D10 x 1D10).

The team of 6 on the girls' wagon is an excellent team, trained to work together, and of excellent speed and stamina. As individual horses, they would be worth some 100 GP each; as a team, they are probably worth 1,000 GP.

Ransom Chances:

There are no ransoms (other than what the girls will do to obtain their freedom) for this group.

Time: between 4:45pm and 5:15pm

The Bullion Shipment

(Category B - Merchants)

What the Players See:

A very heavily built, and very heavily loaded, wagon, pulled by a team of 12 mules, rumbles down the corderoy road, out onto the bridge, and toward Haven. Two armored drivers guide the vehicle, and a number of armored men with bows and other weapons walk beside the slowly moving ponderosity.

GM's Description:

This is the monthly shipment of the silver bullion the Lucky Kardathian Mine has produced, smelted, and refined; the shipment is being taken to the House of Hofstra, agents for the miners in the city of Haven - it will probably be sold to the Mint, and used for coinage. The wagon is obviously very heavily loaded, and will sink into and bog down on any soft area of road that any of the wheels hit. Should this happen, it will require the assistance of all 8 of the walking miner-guards to release it from its muddy trap.

The two drivers are wearing chain; they are the only members of the group so accoutred - the others are all armored in leather. The drivers are actually regular guards at the mine, and are trained fighters; they are armed with broadsword and shield. The other guards are armed with bows, and picks, sledges, and other tools and implements from the mines.

If the bullion train is attacked, the two drivers are under orders to get the wagon away, regardless of

appearances of cowardice. They will whip up the mules and attempt to escape over the bridge, or down the road to Blanding. If escape is cut off (for instance, one of the mules is killed or incapacitated), the drivers will get their shields from under the seat, and stand ready to protect the wagon from all comers (they do know all the miners who are accompanying them as guards). If missile fire is being utilized by their attackers, they will take cover behind or under the wagon (whichever area is least exposed), and await close range attackers.

The miner-guards will react to an attack on the road by attempting to encircle the position of the attackers, and counter-attacking from behind (they all own a portion of the silver in the wagon and have a strong desire to see it delivered safely to Haven). If the wagon makes its escape successfully, however, they will fade into the woods, and attempt to rejoin it about a mile or so down the road; they will cross the bridge, if this is feasible, or will go up the stream toward Blanding to a ford about a quarter-mile away, and cross there. These guards are not likely to behave in a kindly fashion toward any prisoners they take.

If there should happen to be a party occurring within 150' of either the corderoy road or the main road, there is a 95% chance (minus 10% for each 30' distance from their closest passage) that they will hear and investigate. If they locate the player-bandits in the midst of carousing, they will attack; the girls (individually) will help them 75% of the time, or cower, whimper and scream the remainder.

Possessions and Cargo:

The silver bullion in the wagon is in the form of 10 lb. ingots, each worth 100 GP. The wagon is loaded with 2,000 ingots, stacked 5 wide, 40 long, and 10 high. Total value of the shipment is 200,000 GP. The ingots should be able to be sold for full monetary value (occasionally less a small exchange fee), but there is no place within easy reach of this site where the news of the robbery will not have quickly been told. It is not likely that the player-bandits will be able to dispose of the shipment in one lump.

The mule team and the wagon have a value of 2,500 GP as a unit, but could be worth about half that if sold piecemeal. Mules normally sell for 50 GP to 80 GP in most markets.

Ransom Chances:

There are no ransoms available for this group.

Time: between 5:30pm and 6:00pm

Farmers Coming from Market

(Category A - Farmers)

What the Players See:

A large farm wagon wanders down the road from the direction of the town of Blanding. The two mules which are pulling it seem to be under no direction at all, since the wagon travels from side to side of the road as the animals spot various luscious clumps of grass. From the interior of the wagon come the sounds of many voices raised in drunken disharmony.

GM's Description:

The farmers who passed here earlier in the day are returning to their homes after a successful day at the market. They have spent a portion of their profits on ale, beer, and other alcoholic potables, and are in no condition to notice anything.

Time: 3% chance each 15 minute period 8:00am to 5:00pm

The Charcoal Burner
(Category B - Merchants)

What the Players See:

GM's Note: There is a likelihood that this encounter will not be noticed by the players, particularly if they are engaged in some activity or atrocity out on the road itself. If so, they should not be informed of this man's presence. There is also a chance that he will receive some evidence of their presence, such as finding their camp, and will avoid the area of the bridge entirely.)

A sun-browned man leading three burros, roped together and loaded with large wicker panniers, approaches the vicinity of the bridge from the forested riverbank. Once he hits the road itself, he turns toward Blanding and wanders slowly along.

GM's Description:

Murhgin the charcoalier is a man of rather simple tastes. He collects deadfall in the forests and woods, and burns it to charcoal, which he sells to the people of Blanding to use in their stoves. Murhgin is an essentially peaceful fellow, and will go out of his way to avoid trouble. If he should spot the player-bandits (acting as bandits), he will make a wide detour and hit the road to Blanding about a half-mile up from the fork. He will hurry to the town, and notify Millard, the constable; it should take him about an hour to make the distance. If he spots nothing suspicious (suppose the player-bandits have taken the place of the road crew), he will wander out to the road, behave in a friendly fashion, and shortly take his leave.

Possessions and Cargo:

The panniers on the three burros are nearly filled with lumps of charcoal. These would be worth as much as 60 GP for the entire load (about 10 GP for the 150 lbs. in a pannier). There are also three large braziers, one on each of the burros, and assorted camping and some personal equipment loaded on the largest of the three.

Ransom Chances:

Are you kidding?

Time: 1 hour after a victim or Murhgin reaches town

The Posse
(Category D - Warriors)

What the Players See:

A large group of shouting, yelling riders comes charging down the road from the direction of the town of Blanding. They are waving various implements of destruction and mayhem, and appear intent on doing as much damage as possible to someone.

GM's Description:

The posse has been organized by Millard, the constable in the town of Blanding; it consists of Millard, and whatever townspeople he has been able to rouse out to "stamp out the bandit menace!" This will usually be about 14 men and older boys, but may range from 9 to 19 (7 + 2D6).

Posse members are 1st to 5th level characters, usually about 3rd (2D3 - 1 for level), and may be equipped as for fighter hirelings (see TG II, Rules). If there is any appearance of the posse being evenly matched or possibly outnumbered, they will send someone back for reinforcements (an additional 2D4 men and boys), and will settle into the woods for a siege. If they succeed in capturing anyone they will be generally ecstatic, but will feel they have done a good job if they succeed in driving the bandits off.

Possessions and Cargo:

Not much, only what they had in their pockets - 1 SP to 100 SP (1D10 x 1D10), and the values of their mounts (generally average to good).

Ransom Chances:

Millard has a Level 2 ransomability. The various townspeople have a 15% chance individually of being ransomed (roll D100: 01-90 Level 1, 91-99 Level 2, 00 Level 3).

CHARACTER DESCRIPTIONS FOR THE HIGHWAYMEN

Name	Character Notes	Class	Requisites ST CO RF SM IQ MR	Weapon	Combat HACØ	Damage	Armor Class	HTK
<u>Gypsies:</u> Drivers		INT HU FTRS	15 10 12 9 11 17	KNIFEe LBOW WHIP(15')e LASSO	8 2/6/9	1D5 1D6 2D4 tangle	LTH 4	29
Riders 1-2	a	VET HU FTRS	12 17 13 12 8 10				LTH 4	28
Boys	a	GR HU FTRS	9 13 16 11 9 14	THRKNe THRKN WHIP(8') WHIP(25')e LASSO	1/5/10 5/9/14	1D5 1D4 2D3 2D6 tangle	CLO 3	15
Leader	a	VET HU FTR	14 16 16 12 14 13				LTH 5	36
<u>Farmers:</u> Humans 1-2	b	INT HU NON	12 11 12 14 9 7	QSTF SLING	7 3/8/12	1D6 1D4	NON 0	14
Humans 3-5	b	INT HU NON	11 13 8 12 10 13	FISTS	9	1D3	NON 0	16
Half Elf 1-2		INT /E NON	10 14 10 11 9 15	QSTF	5	1D6	NON 0	15
Hobbits 1-2		INT HO NON	6 16 13 10 11 14	SLING	1/6/10	1D4	NON 0	11
<u>Scouts:</u> Centaur 1		EL CN FTR	17 12 10 14 8 13	LBOW LANCE SABER	0/4/7 3/6 5	1D6 3D8 4D4	SCA 8	35
Centaur 2		VET CN FTR	14 14 13 18 13 14	LBOW LANCE SABER	0/4/7 5/8 6	1D6 2D8 3D4	CHN 6	32
Centaur 3		VET CN FTR	16 13 12 13 10 8	LBOW LANCE SABER	1/5/8 4/7 6	1D6 2D8 3D4	CHN 6	28
Centaur 4		VET CN FTR	17 13 11 12 9 14	LBOW LANCE SABER	1/5/8 4/7 6	1D6 3D8 4D4	CHN 6	33
<u>Engineers:</u> Lad		GR HU NON	14 12 11 13 13 10	SHOVEL	12	1D4	NON 0	19
<u>Couriers and Guards:</u> Courier Guard 1		VET HU NON VET HU FTR	10 14 13 12 14 7 13 12 12 14 10 10	KNIFE 2BBAX LBOW HFSWD CPBOW	11 6 1/5/8 5 -1/2/5	1D4 3D5 1D6 3D4 1D6	LTH 4 LTH 4	12 26
Guard 2		VET HU FTR	14 11 12 10 9 8				LTH 4	31
<u>Haven Stagecoach:</u> Driver Guard		INT HU NON INT HU NON	15 14 12 14 8 8 13 12 11 12 10 10	None ROD	Special 2		NON 0 NON 0	25 22
Swordsmen		EL HU FTR	11 17 15 12 13 12	RAPre		1D12	CLO 3	36
Migel		VET HU PRT	9 11 12 16 14 11	None			CLO 2	23
Melkior		EL HU MAG	10 13 12 18 17 14	SPELLS			NON 0	30
Hekator		GR HU MAG	9 12 15 14 16 11	SPELLS			NON 0	17
<u>Joy Wagon:</u> Warrior 1	*	VET HU FTR	11 13 12 15 10 16	SHSMDe DGR LBOW	6 10 2/6/9	3D3 1D4 1D6	LTH 4	30
Warrior 2	*	VET HU FTR	10 12 13 12 12 5	SHSMDe DGR LBOW	5 10 2/6/9	3D3 1D4 1D6	LTH 4	21
Warrior 3	*	VET HU FTR	11 14 13 13 11 14	SHSMDe DGR LBOW	4 9 4/8/12	3D3 1D4 1D6	LTH 4	26
<u>Bullion:</u> Drivers 1-2 Guards 1-5		VET HU FTR INT HU FTR	14 13 12 16 12 13 16 14 10 14 8 10	HFSMD WRHMR LBOW	4 7 2/6/9	3D6 4D6 1D6	LTH 4 CHN 6	26 29
Guards 6-8		INT HU FTR	15 15 8 15 9 16	LGHMR LBOW	6 0/4/7	3D10 1D6	CHN 6	27
<u>Posse:</u> Millard		INT HU FTR	10 12 11 14 8 7	SHSMD	6	2D3	LTH 3	23

Character Notes:

a) For rules on handling the use and HP of the whip and penalty of no attack), which provides a +2 bonus to AC.
 b) The quarterstaves may be used defensively (at the lasso, see the gypsy encounter in the Highwaymen Scenario. * Indicates character is female

on roots as they charge, slipping on the only cow pie in a 200 yard radius, hitting an overhanging branch as they swing, bowstrings snapping, etc.). Unfortunately, Donegin has ascribed these accidents to poor tactics on the part of his opponents (none of them are as good as he is, of course), and has counted the confused retreats of the bewildered attackers as "having driven off the boundaries"; he will not attack without provocation, however, considering himself an honorable man.

Donegin will behave in friendly fashion to the party if they approach him in an open manner. He will join them for the night if they invite him, and will offer to repair whatever minor rips, tears and wear holes the party's costumes exhibit to pay for his dinner. He will also provide milk and part of a wheel of home-made cheese. The little man is a fount of knowledge concerning the gossip of the locale (the last town he stopped in), and will regale the party with a seemingly endless stream of trivia. There is a 35% chance that he will divulge 1D3g items of some worth or interest for each hour of gabble the players endure.

The tailor will move on the following morning unless he has been hired to produce clothing for one or more of the group; it usually takes him one day to complete an outfit (he is very quick with a needle). There are sufficient bolts of assorted materials in his cart to make 13 sets of clothing, and at the moment all cloth in his possession is of good quality.

Possessions and Cargo:

As mentioned above, the cart contains a quantity of bolt cloth; there are also three small chests containing needles, shears, thimbles, spools of thread, and multitudinous other items of needleworking paraphernalia. Hanging from one of the roof supports are six gowns for women and four suits for men, all needing minor alterations to fit most normal sized people (giants and dwarves need not apply).

Ransom Chances:

Donegin is all alone in the world (give him a chance and he'll tell you all about being an orphan), and there is no one to ransom him.

Party B-17

THE MEDICINE WAGON

What the Players See:

Two sorry looking excuses for horses drag a closed caravan along the road; the reins are tied to the side of the wain near the driver's seat, and the animals proceed at their own pace (very slowly). The sides of the wagon were brightly painted (now the paint is faded), and advertise the presence of

DOCTOR WILBERT OF BUNDERREFONS

Fizzician Extrarodinaire

Ailments Cured, Teeth Pulled, Horses Doctored

Inventor and compounder

of

THE WONDROUS ELIXIR OF GLOWING HEALTH
Sovereign Remedy for All the Ills of Man

From inside the wagon comes the sound of clinking, banging, clanging and sloshing as the rig meanders down the thoroughfare. Occasionally a sulphurous oath rings out from the dark and nearly invisible interior.

GMs Description:

Although he is a quack when it comes to treating most ailments, Wilbert (#102) is a decent dentist; he can pull a tooth with little damage to the surrounding mouth. Tall but round like a ball, the travelling medicine man has a ruff of curly white hair snaking its way around his skull just above his ears — the top of his head is entirely hairless, but the remainder extends some eight inches out wherever it grows. Loud, and generally cheerful, Wilbert peddles his noxious home remedy (the elixir mentioned on the wagon's side) in all the towns in which he stops; he draws a lot of customers, and even many repeat customers (anything that tastes that bad has to be good for you... somehow) — and, to be honest, the slop he sells is an excellent laxative (which frequently will help alleviate many of the ills to which mankind is subject).

The good 'doctor' will react to stoppage in a fairly bombastic manner (reminiscent of the traveling medicine man in "The Wizard of Oz"), and will offer to sell some of his remedy to the group at reduced prices. If the party becomes threatening, he will turn craven, and beg to be left unharmed, offering the location of a "fabulous treasure" as an incentive to release him — he sounds quite convincing in his description of the place, and the reason he has not gone after it himself (a 'horrible' monster which he is not strong enough to conquer), and there is a good chance the party will believe him if he is properly played. Since the treasure's location is some five hundred miles in any direction of which he can think, it is unlikely that a gullible party of players, once departed from the area, will ever meet up with him again.

Possessions and Cargo:

Some worn and oft repaired clothing, a few personal effects, and a 30 gallon cauldron and 400 one-pint leather bottles are the items to be found on a cursory search of the interior of the wain (most searches of the wagon are likely to be very cursory, since the stench from the brewing of the elixir is usually enough to gag a maggot). The cauldron is about half full of a thick, dark brown substance with an evil appearance, and some 150 of the bottles have been filled and corked; a ladle with a deep bowl hangs from the side of the cauldron, dripping onto the floor.

Wilbert's one good magic possession is hidden in the cabinets built in under the shelf that serves as seat and bed within the wain. It is a block of polished white stone, 10" x 10" x 6", with a circle incised into the top and marked in a brilliant red. When metal is placed upon the circle, the stone begins to heat it, and functions quite well as a stove; it can be used for heating as well since a small pot or pan placed on it without contents will shortly begin to glow red with energy — the block does not, however, bring metal (except lead) to its melting point.

Ransom Chances:

None

Party B-18

HOBERT THE PEDDLAR

What the Players See:

A dusty man mounted on a fine palomino stallion leads a string of four well laden pack horses along the side of the road. He looks constantly about him, and seems very tense (25% chance of sensing ambush), sitting his horse as if he intended to spur him to a high gallop at any second.

GM's Description:

Hobart (#103) travels this particular stretch of road frequently on his regular rounds of trading; he hits it about four times a year, and is always wary — since he has been robbed on it six times in the last five years. The trader is a medium height half-elf of spare build, with reddish hair and black eyes; he will not attempt to fight if stopped, but will drop the lead line for his packtrain, and spur the palomino on up the road. The horse is a superb runner (see the statistics for the animal in the section on Possessions and Cargo), and should be able to outdistance any pursuit except a well aimed arrow. If blocked from the front, Hobart will attempt to jump the stallion over the people (etc.) blocking his way — the horse has a good chance to clear most obstacles less than 7' in height (SR against 2/3AGL). If the jump is unsuccessful, the horse will fall (most likely on Hobart); a SR against 2/3STM will save the beast from serious injury.

Hobart will trade, information as well as goods, if the players approach him in a friendly manner (granted an unlikely attitude for thieves). The peddler also has three maps (in a pouch on his person, not on the pack animals) which he hopes to sell to a wealthy collector of oddments in a city at one end of his route; the maps all purport to lead to great treasure, but of the three, only the smallest and most crudely drawn is a true treasure map. Hobart feels the sale price of the maps will cover any losses he might sustain in abandoning his goods, since he believes (erroneously) that the man he is going to see will pay 4,500 GP for the three maps; unfortunately, the collector (Benzoamon Rackley, of the Museum of Oddities near Thieves' Market in Haven) will only pay 250 GP each for them.

Possessions and Cargo:

The packs contain many of the amenities that contribute to a comfortable life in those areas away from the major population centers — needles, pots and pans, scented wax blocks, ribbons, small pieces of costume jewelry, etc. The total value of the load (if completely sold out) is in the neighborhood of 3,000 GP, but the players will almost have to continue Hobart's route to make the maximum profit. Few of those with whom the trader normally deals will have cash money with which to purchase items; the standard transaction is bartering — "Ah'll give yuh dis niz beaver pelt fer dem needles 'n da thimble 'n da mirror, 'n Ah gotta good pair'a dekarated moccasins ta trade fer a block er two o' dat dere purty smillin' wax." — or equivalent bargains. One of the storekeepers in a nearby town could pay up to 1,000 GP for the entire load (starting much lower, of course), but might summon the local constables if he recognized Hobart's gear (1.5% chance) or felt he could get a better deal on confiscated goods.

The palomino stallion is of Excellent quality, SPD:31, STR:22, AGL:24, STM:26, INT:15, TMP:18, and has been trained by a highly qualified trainer. His value could be as high as 2,000 GP if sold in the proper market. The four pack horses are of decent quality, but are nothing special.

Ransom Chances:

Hobart — Ransom level 4; chance of response 35%; local.

Party B-19

THE RELIQUARIAN

What the Players See:

Along the road comes a closed carriage (similar in configuration to one of the old Wells-Fargo stages) drawn by a four horse team. The driver, a small but burly man, sits on the high seat, keeping the team at a reasonably comfortable clip (the carriage is hardly lurching at all) with occasional flicks of the reins (he does not seem to have a whip). A few large chests are strapped to the roof of the coach behind the driver.

Inside the coach can be seen a finely dressed man. He is partially surrounded by small and medium sized boxes with which he is fussing. (As the coach nears the thieves' position,) he leans from the window opening nearest him and calls something to the driver, who promptly begins to brake the coach and four to a halt.

GM's Description:

Kensol Harithwaite (#104 — the man inside the coach) is a seller of bogus relics. Most of his stock is contained in the boxes in the interior of the coach — fingerbones of saints, pieces of "the very wheel on which T'sori the Compassionate was broken", the shroud of Aris Gurcol, etc. He travels about in his coach, bilking fatuous collectors with such other items as a phial of vampire's blood, shards of the Turquoise Throne of Tavaltamitensicor (say that one three time fast!), and other "holy relics". Kensol, tall, slender, and very suave, is a fast and smooth talker, and is capable of selling shoes to snakes and salt to a man dying of thirst in the desert; a saving roll against DSC is required to avoid falling under the spell of his verbiage if he is allowed to get started talking (think of Professor Harold Hill, as played by Preston Foster in "The Music Man", and you'll get the picture); success on the SR simply means the character realizes that Kensol might be exaggerating just a little, not necessarily lying.

The driver is Boggi m'Alharkhi (#105), who has served as Kensol's confidant, servant and driver for nearly a decade. He is a man of small stature but incredible strength, and for some reason is devoted to the sophisticated pitchman he serves — certainly, the amount of pay he receives from Kensol provides no incentive for the feeling he has for his boss. Boggi will, if circumstances require, sacrifice his life for Kensol, with no second thought.

The coach is stopping because Kensol has felt the "call of nature"; if the thieves delay their ambush a second, they may see the lanky salesman amble into the brush at the edge of the road. When he returns, Boggi will whistle the team onward (if they've not yet been jumped by the ambushers).

If the coach is stopped and captured, Kensol will attempt to talk his way out of the fix in whatever way

comes to mind (and he has a facile imagination — remember the SR against DSC if he gets rolling in a spiel). One likely play involves a treasure map he has been keeping for just such a possibility. Kensol knows it isn't any good — he drew it himself; however, he happens to have duplicated (by sheer coincidence) the layout of an ancient temple, which has not been yet looted (GMs, have fun — you get to construct this one), and pinpointed its location.

Possessions and Cargo:

Kensol's business in the pair's last port of call was quite successful, and there is quite a sum hidden in the false floor of the coach, nearly 12,000 GP. Under the coach seats can be found a goodly supply of some of the various relics mentioned above, and one of the chests bound to the top of the coach contains some forty pieces of whales' rib, which Kensol is peddling to his marks as "dragon's rib", commonly believed to be a cure for many ills when ground and imbibed (one could say that the ribs are a whale of a rip-off). The other chests (there are five, all told) on top of the coach contain high quality clothing, and personal items for both men, but nothing else of major interest.

The small boxes inside the coach are a form of flashy packaging. Each is made of good wood, well fitted, and is lined with velvet. Kensol will frequently have a new supply made by a cabinet-maker in a town where he is vacationing or "just visiting".

Ransom Chances:

Kensol — Ransom level 5; chance of response 10%; long distance.

Boggi — Ransom level N; only Kensol cares for the little man, and he loves money more.

Travellers

Party C-16

THE TRANSPORTED DEBTORS

What the Players See:

A party of ragged and worn people, staggering under large packs, straggle down the road; there are fifty-odd of the poor wretches. They are being driven and guarded by about half-a-dozen lightly armored men with swords and whips, two of whom are mounted (one on a large bay gelding, the other on a small blue roan mare). Occasionally the crack of a whip and a shrill cry of pain will be heard.

GM's Description:

A party of debtors is being driven to market to be sold as indentureds; they were the dregs of the last indenture auction in the locale they came from, and the authorities hope they can be sold in another area. The group is about 70% male and there are none under the age of 18. While it is unlikely that such action may happen, if the players should 'free' the debtors, it is quite likely that some of them will resent the imposition of caring for themselves placed upon them by the rescue. Some of the younger and stronger men might (35% chance) be intrigued by the prospect of outlawry, and one or two of the women (not necessarily the younger or good looking ones) may appreciate the 'romance' of the highwayman's life. About all any of the

debtors will truly appreciate from the rescue is the chance to rid themselves of the packs they are carrying; it is very unlikely they can be easily induced to pick up the loads again — it should require that the bandits assume the roles of the guards to compel their obedience.

The guards are a group of gaolers from the prison in the locality where the debtors originated. Five of the men (the chief gaoler, mounted — #106, the other mounted man — #107, and the three older guards — #108, #109, #110) feel little compunction about deserting rapidly in the face of any danger, but will stay to fight if the odds are not overly high (if they approach or exceed 2 to 1 against the guards, sayonara!); while they value their jobs, they value their lives more. The sixth (#111 — on foot) is a young idealist who feels that even such scum as these debtors be deserve a small amount of protection; he will stand up to any attack until wounded; at this point, his ideals will evaporate, and he will depart as quickly as the others (if he is able). One of the two mounted guards (the chief gaoler, who rides the roan mare) has the indenturing papers for the various debtors in his saddlebags.

If left to themselves, the debtors will most probably clump together for protection until they reach the next town, and then scatter to the four winds. There are three of the men (#112, #113 & #114) who are smart enough to realize that their indenturing papers will brand them forever as escapees unless they are destroyed. If the players have captured or killed the guards, the three will attempt to obtain the indenturing papers from the chief gaoler's saddlebags, or wheedle them out of the players if possible; they will try not to be too obvious since they do not wish to call attention to the papers. If they can succeed in getting the papers, they will destroy their own, but will manage to retain as many of the others as they can, with the idea of selling their comrades in destitution (select from #115 to #120) to the authorities in the next large town.

If the players realize the value of the indenturing papers, they may assume the identities of the guards (none of whom are known in their destination), and sell the debtors at auction there. Even should the debtors tell a story of an attack by bandits, as long as the bandits maintain an air of equanimity and insouciance, they should be able to carry off the impersonation without a hitch — who'd believe the story of a debtor being sold to satisfy his debts, anyway?

Possessions and Cargo:

There is little of value in the possessions of the debtors other than the group themselves. The packs contain food supplies and minor camping equipment, and comfortable gear for the guards (they plan to hire a wagon for their return journey). There are two blankets for each of the debtors, and sufficient food to reach the next large town.

The guards have been provided with a small sum of cash money (about 200 GP) with which to make arrangements for the auction of the indentures in the target town. They expect to make contact with those who run the local gaol when they arrive. The indenture papers in the saddlebags of the chief gaoler, however, are the real treasure, and there are papers for all fifty

of the debtors in the group. The party consists of 35 males (x3) and 15 females (x5); age for an individual indenturer is given in the chart below.

INDENTURER AGES

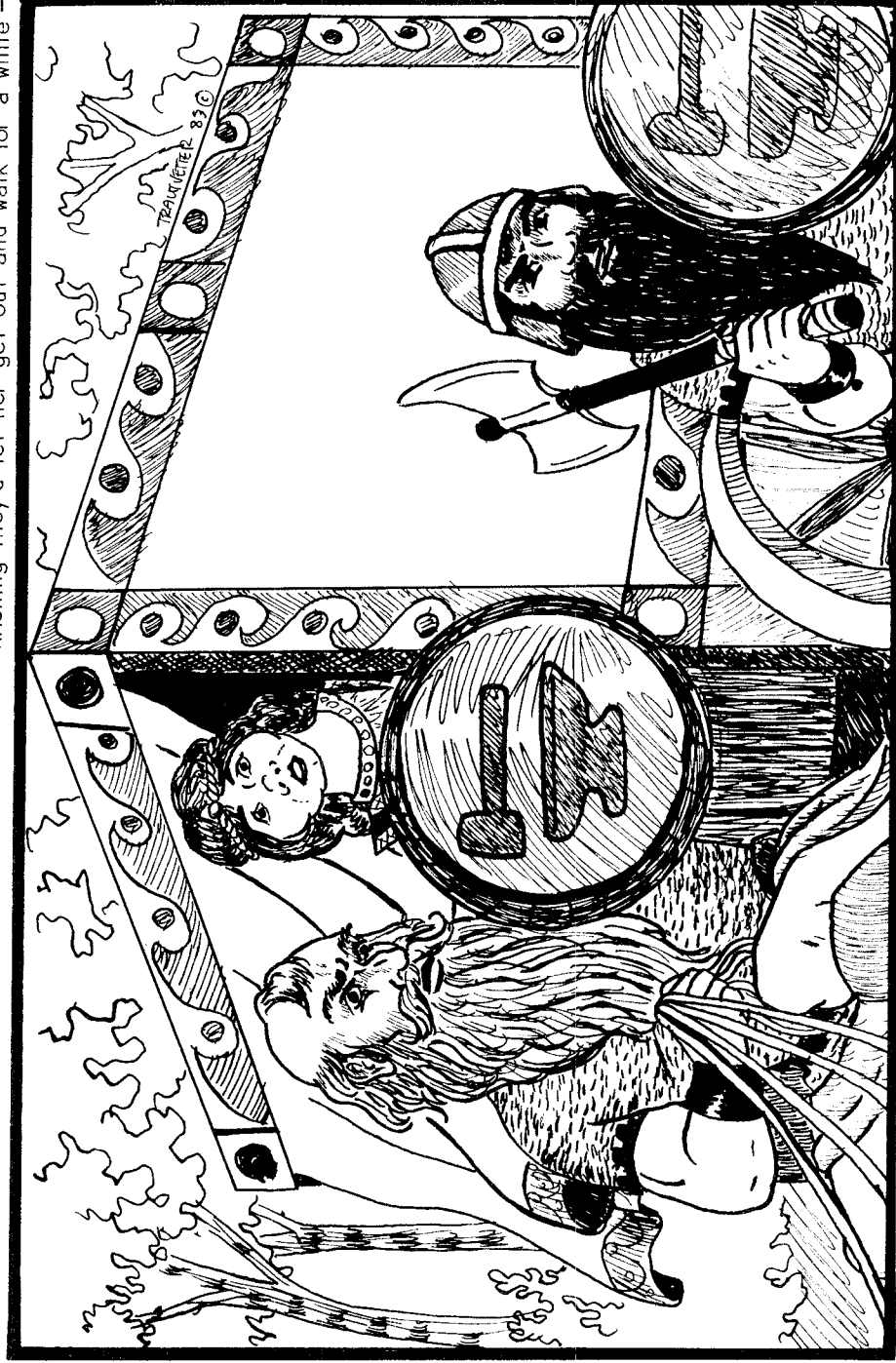
Die Roll	Age Group [Randomize]	Factor
01-10	14 to 19 [13 + 1D6]	8
11-35	20 to 25 [19 + 1D6]	10
36-75	26 to 35 [25 + 1D10]	6
76-90	36 to 45 [35 + 1D10]	4
91-97	46 to 56 [45 + 1D12]	1
98-00	57 plus [56 + 1D20]	1/2

Terms of indenture for each person may be determined using the chart to the right. It is realized that some incongruities may result, such as a 70 year old man with a 17- or 25-year indenture span; however, such things did actually occur — the person's indenture was not sold for very much, but...

The general base value in GP for an indenturer's contract is derived from the following formula:

$$\leftarrow \frac{\text{Length}^2 \times \text{Sex} \times \text{Age Factor}}{10} \rightarrow$$

All of the factors involved in the formula can be gotten from the information above.



Ransom Chances:

Chief Gaoler — Ransom level 4; chance of response 40%; local.
 Other Guards — Ransom level 5; chance of response 25%; local.

Idealistic Guard — Ransom level 4; chance of response 50%; local.

Debtors — you must be kidding; they were tossed into prison because nobody valued them enough to pay their debts off for them.

Party C-17

THE DWARVISH WEDDING PARTY

What the Players See:

A strange conveyance rumbles along the ruffed roadway, a brightly painted enclosed wagon drawn by a pair of donkeys. The driver's seat is occupied by an older and imposing dwarf, and half-a dozen others are trotting by the sides of the wagon. The sideboys can be seen to be carrying the standard dwarven war axe, and small round shields despite the weather, they are all clad in chain shirts. Frequent maledictions, directed at the pair of mules, ring out from both driver and sideboys.

GM's Description:

This party of seven dwarves is escorting their kinswoman, Zinara asha Kella (#121) to Haven, the big city in the area, to be married to a very successful dwarven businessman there, Bebil arn Hugin.

The bride-to-be is concealed within the wagon (wishing they'd let her get out and walk for a while —

the heat inside the conveyance is nearly melting her). Zinara is actually quite pretty (especially for a dwarf); she is wearing a very fancy outfit — for presentation to her husband-to-be — and her long reddish-blonde hair is done in two floor-sweeping braids. She sits on embroidered cushions among the chests and cases containing her dowry and trousseau.

The driver (leader of the group, Kurgi'arn Bokho — #122) is the girl's oldest living uncle, and the remainder of the escort is formed by assorted cousins, mostly Kurgi's nephews, Burin and Gurin'arn Boddo, Gari, Billi, and Hari'arn Tujin, and Kellin'arn Gothi (#123 through #128, respectively). The dwarves are doughty fighters, and will defend their kinswoman to the last man (dwarf?). Part of their defensive ardor is based on the value of Zinara's dowry and trousseau, inside the wagon with the girl; dwarves have a fine sense of value, and a reasonable sense of proportion — frequently, however, younger dwarves consider gold and goods of greater worth than their lives, particularly if they're in danger of losing one or the other).

Possessions and Cargo:

Zinara's dowry consists of a small coffer of gold coins and small gems, worth all told 10,000 GP. Her wedding dress (although it will only fit a well-proportioned dwarfven girl) is of white silk, embroidered with small pearls and diamonds, and is worth some 2,500 GP (she comes from a very wealthy family). Other items include a set of tableware (china and flatware) decorated in gold and turquoise inlay (worth 2,000 GP), and four feather comforters, elaborately embroidered and stitched (valued at 250 GP each). There are many other items of value, too numerous to detail.

The armor worn by the dwarves is of especially good quality (handed down as heirlooms in Kurgi's family for some hundreds of years; the chain shirts are +3 to defense (either HP or absorption), and the accompanying shields are +1 each. The axes were well sharpened (+1 to HP, or +2 to damage, depending on combat system used), but are of that peculiar balance which only dwarves can comprehend and use. If attacked, the dwarves will endeavor to protect the wagon as long as feasible; Zinara will be kept inside if missiles are flying, but will be escorted away (as far and as rapidly as possible) if only close weapons are in use.

The best items of treasure are the dwarves themselves. Bebli'arn Hugin in Haven will pay well for the safe delivery of his bride. The family of Kurgi will ransom the seven escorts (those that survive), if they can be contacted.

Ransom Chances:

- Bride — Ransom level 2; chance of response 100% (from future husband), 85% from family (dwarfven women are scarce and valuable); local.
- Leader (Kurgi) — Ransom level 3; chance of response 50%; local.
- Older dwarves (Burin, Gari, Kellin) — Ransom level 4; chance of response 40%; local.
- Younger dwarves (Gurin, Billi, Hari) — Ransom level 5; chance of response 40%; local.

Party C-18

THE HONEY WAGON

(GMs Note: It might be proper to give the party a touch of warning on this one, provided the wind is blowing from

the proper direction. The group may notice a slight stench — just barely enough to knock over any elephant in good health — coming from the vicinity of the wagon.)

What the Players See:

Two tired appearing mules drag a filth-encrusted wagon down the road. The driver, a redfaced man with a huge, mottled red nose, holds the reins listlessly, and lets the mules proceed at their own pace. The wagon is laden with a large number of barrels, which appear to be quite heavily loaded (they do not rock or jump as the wagon wheels hit the ruts in the road). Occasional deep, rasping snores may be heard from the driver's seat.

(Assuming the bandits allow the odiferous procession to pass on its way, nothing more will happen than a bad smell, but if the players come out to surround the man and his wagon....) The driver seems to pay little attention to his surroundings, being asleep. When the bandits stop the rig (they must be no more than a few feet away from the dray), the driver, startled from his somnolence, will stand up on the wagon; there is a good chance that the mules will shy at this action — if so, the back axle of the poorly kept-up vehicle shatters, as the wagon hits a rut. The wagon's tail falls to the ground, the barrels tumble and overturn, and a wave of nauseating, clinging (when it strikes), and offensively odiferous semi-liquid goo rolls over the roadway and whichever of the group are unfortunate enough to be at the rear (it is likely the players may find reason to relocate their ambush site and base of operations after this incident). The driver will leap from the seat of the now defunct wagon, and stand in the roadway, screaming imprecations and maledictions on the players for destroying his sole means of supporting his family.

GM's Description:

"Honey wagons" were used to collect the nightly refuse of local populations; this important end product was used to fertilize fields in the vicinity. Some wagons were not as well repaired as they could (or should) have been — it's hard to get close enough to something that smells that bad to fix it. It might be considerate that GM to allow his players a saving roll against REF to get out of the way of the splashing muck, should one or more have had the misfortune to be near the tail.

The conduct of this scenario depends, of course, on the players. It is not unlikely that the driver (#129) will be slain out of hand, but should the group (having momentarily taken leave of their collective sanity) decide to act in a humane manner, and offer to replace the man's wagon (the old one is thoroughly defunct), he will claim that it will cost him 500 GP to get another as good. This is palpably exaggerated — new wagons of the type he was driving seldom cost more than 250 GP, and a good used one can be bought frequently for as little as 100 GP. It would be hard to blame the thieves for whatever violent actions they take, given the general offensiveness of the driver and his cargo.

Possessions and Cargo:

Unless someone particularly desires a souvenir of a nauseating episode, there is nothing of value on the driver (or his corpse) or the wagon.

Ransom Chances:

Are you kidding?

Party C-19

I, SPY

What the Players See:

A thunder of hooves is heard approaching down the road, and shortly a man on a black mount comes into sight. He rides fast, occasionally tossing glances back over his shoulder as if he fears pursuit of some sort.

GM's Description:

Cahre Lejon (#130) has been on a mission for his masters in Mandalai, his home city, and is returning to them to report success. Hidden in his saddlebags are plans and charts of Beinswuddy Castle, a strong point that has prevented conquest of a particular area by the forces of the Duchess for nearly a decade; with these plans, however, successful siege can be laid to the fortress, and the obstacle to conquest reduced. It has required nearly six months for Lejon to get the information all together, and he feels he was compromised during that period — some one is likely to be on his trail (not really, but spies tend to be naturally suspicious).

Lejon will stop for no man, attempting to ride down or leap over any who get in his way. The horse is a Superb gelding, stolen from the stables of Beinswuddy as Lejon left (for this they might chase him — but nobody has noticed the horse is missing yet), and actions for him may be handled as in Encounter B-18.

Possessions and Cargo:

Lejon is carrying little except the plans of the castle. These would be of fair value to either of the two groups involved, although the forces of Mandalai will probably pay more for them than Beinswuddy's Baron (Duncan is likely to arrange a payoff-ambush to wipe out whoever saw the plans, a simple matter of pragmatic protection).

The horse is medium, SPD:32, STR:17, AGL:28, STM:22, INT:12, TMP:16. He has been trained for riding and racing (unfortunately, his speed capabilities were discovered after he was gelded), and likes to run. Value for the animal is about 1,500 GP.

Ransom Chances:

Cahre Lejon — Ransom level 3 (his masters figure he might be able to recollect some of the weak points of Beinswuddy, and Baron Duncan would pay well to insure his silence — permanently); chance of response 100% (from one or the other); local.

Party D-10

Warriors

THE
SAD
PROCESSION

What the Players See:

Five horses plod down the roadway. Only two riders, a younger man in partial armor and an older, greying man in commoner's clothes, occupy saddles, but the third horse has a recumbent form slung across its saddle. A fourth horse has pack gear slung upon it and the fifth, a magnificent blood bay stallion, carries only a high cantled saddle, draped in a coat of arms.

GM's Description:

The body slung over the horse was Sir Roald FitzHarold, a knight of the Mallory demesnes. He and his squire, Tolin Mallory (#131 — a grandson of Baron Janulo Mallory), attended a tourney being held by another baron; unfortunately, Sir Roald was accidentally killed in the joust. Tolin is escorting his dead master's body and warhorse home to the Mallory lands; he has hired an older man, Bridos of Novalin (#132), as helper and servant for the duration of the trip.

Tolin is very depressed at the moment; he is still trying to formulate an explanation of the accident (Sir Roald's shield shattered, and his opponent's lance point took him square in the chest, a very unlikely occurrence) which will satisfy his grandfather and the dead knight's family. He is paying little attention to his surroundings, and is riding unarmored, and almost unarmed (a sword slung from his saddle horn and a dagger on his belt); the boy almost wishes he might get killed in a bandit attack, so he won't have to tell the sad story — consequently, if attacked, he will fight fiercely, and resist surrender.

The older man, Bridos, is simply a servant. He is neither brave nor trained to weapons, and will be totally useless in any confrontation. If captured, he will whine and wail and beg piteously for his life.

Possessions and Cargo:

Assorted armor and weapons are strapped onto the pack horse. The set of plate formerly belonging to Sir Roald needs a touch of repair (there is a hole about the size of a lance tip right in the middle of the breastplate), and is built for a man of slightly larger than normal build (it would have to be re-fitted to handle a new wearer comfortably); it is not enchanted, but was of very good quality and has a non-magical bonus to protection of +1 (either HP or absorption).

Roald's heavy warhorse, Kusan, is a true treasure. Of good quality and excellent build (SPD:20, STR:27, AGL:19, STM:23, INT:15, TMP:7), the stallion is highly trained in war tactics, and has served Roald quite well for nearly three years in tourney and battle. The horse is valued at 8,000 GP; however, it will require a bit of training to get him to accept a new master — he is truly vicious, and will attack others with little warning.

Ransom Chances:

Roald's body — Ransom level 3; chance of response 50%; local.

Tolin — Ransom level 4; chance of response 35%; local.

Party D-11

A BIG GROUP

What the Players See:

GM's Note: It might take as much as 15 to 20 minutes for this group to pull near the thieves' ambush site; they are actually nearly two miles down the road when first spotted, but appear closer because of size.

Down the road away, a party is plodding along. They seem near, but are apparently taking their sweet time to travel, since they do not close the gap with any rapidity.

When the group finally arrives, it can be seen that they are of immense size, one of them almost 13' in height, the others ranging from 10' to 12'. The four

appear to be unarmored, but are carrying weapons slung at hips or across backs. One of the group is dragging a cart after him; it resembles a child's wagon in comparison.

GM's Description:

Four Krindorians, who have been serving in a mercenary company in Haven, are heading home for a visit. They are traveling relatively slowly for their race, since this is in the nature of a vacation (one of the reasons they are unarmored, another being that few in their right mind attack Krindorians). The four are Bennik:deredsoverdatreez (#133), Herkoribsovboat-legsaneedzem (#134 — who is a bit nearsighted and tends to loom over those things or people he wishes to see better), Richikanskarumtadethiddaskowl (#135), and Bobbistommzemfladerdannapanakay (#136 — the tallest); the latter two are brothers and quite devoted to each other (either will berserk on the death of the other, administering double normal damage, and taking three times normal wounds to dispatch) — the others are friends from other families. The weapons they carry tend to be smashing types like clubs and tampers, although Bobbi has recently acquired a greatsword with an 10' blade (carried in a sheath across his back) and is aching to try it out on something other than a tree (he

can draw and swing it in the same mr).

Assuming the thieves do not lose their perspective and attack these mountains of muscle, there is a possibility of recruiting them to aid in the ambush for a while. As long as the story told is plausible (in terms of romantic adventure or revenge or rescue), the giants are likely to believe it (SR against DSC for any of the big group to feel uneasy about the thieves' tale). However, the giants will only stay for one ambush, and will move on shortly thereafter; the players may also be surprised at the cost of feeding them — they consume very, very large quantities of food.

Possessions and Cargo:

The giants' treasure and possessions (including their leather armor) is carried in the cart being dragged by Benni. Most of the items (other than food supplies — the cart contains a smoked ox and 150 pounds of waybread) are not likely to be either valuable or useful to normal sized people.

Ransom Chances:

It is unlikely that the giants will be captured; if by some fluke they are, general ransom level is 5, with a 35% chance of response; however, it's a long, long way to Krindoria.

Character Descriptions for THE HIGHWAY ENCOUNTERS

ID#	Name	Character Notes	Class	Purse	ST	CO	RF	SM	DN	IQ	TL	MR	MG	AP	Weapon	Combat HACO	Damage	Armor Class	HTK
101	Donegin Tightseam	u	VET HU ART	3D5SP	08	16	13	13	08	12	10	10	11	12	DGR	19	1D4	NON 0	20
102	Wilbert of Bondurrefons		INT HU HLR	2D5SP	10	10	11	09	11	16	16	14	06				NON 1	21	
103	Hobart the Trader	s	VET /E TRD	4D12SP	12	13	12	14	17	12	08	06	13	13	RAPRe	4	1D12	CLO 3	26
104	Kensol Harlithwaitte	j	VET HU TRD	2D10GP	11	11	11	12	16	13	13	07	19	14			NON 1	23	
105	Boggi m'Alharkhi		VET HU FTR	4D8GP	17	14	11	16	09	08	07	16	08	06	SHSWDe	5	6D3	LTH 6	33
106	Chief Gaoler		INT HU FTR	3D10SP	10	12	10	12	15	10	10	10	12	11	BDSHDe	6	3D4	LTH 5	24
107	Mounted Gaoler		INT HU FTR	3D6SP	14	11	11	09	12	13	12	12	08	09	BDSWD	6	3D4	LTH 5	27
108	Gaoler #3	j	INT HU FTR	3D8SP	14	11	11	10	13	09	10	08	07	12	MAGE	7	3D4	LTH 4	23
109	Gaoler #4		INT HU FTR	3D8SP	13	11	09	12	11	08	08	07	10	15	SHSWD	7	3D3	LTH 4	21
110	Gaoler #5		GR HU FTR	2D5SP	12	10	13	12	13	09	11	13	09	10	MAGE	9	3D4	LTH 4	17
111	Idealistic Gaoler		GR HU ART	2D8SP	11	13	14	13	07	14	06	11	13	14	BDSWD	8	2D4	LTH 4	16
112	Smart Debtor #1		VET HU FTR		08	10	10	13	14	13	13	14	13	10			NON 0	19	
113	Cagy Debtor #2		INT /E NON		13	10	12	11	13	15	10	12	10	14			NON 0	15	
114	Foxy Debtor #3		INT /O FTR		12	13	09	10	17	12	11	08	12	09			NON 1	17	
115	Debtors #4-#14		INT MX NON		14	10	11	10	12	09	12	11	09	10			NON 0	16	
116	Debtors #15-#25		INT MX NON		12	09	10	13	10	09	10	10	11	11			NON 0	15	
117	Debtors #26-#30	*	INT MX NON		09	12	13	09	12	07	11	08	14				NON 0	14	
118	Debtors #31-#35	*	GR MX NON		10	12	13	12	11	08	11	12	11	16			NON 0	13	
119	Debtors #36-#45	*	GR MX NON		12	11	10	10	11	10	10	10	08	08			NON 0	13	
120	Debtors #46-#50	*	VET MX NON		08	13	08	13	10	09	09	11	11	09			NON 0	13	
121	Zinara asha Kella	*,a	INT DW NON	3D10GP	11	16	14	14	13	13	10	17	07	09	1BBAXe	4	3D5	C&S 9	28
122	Kurgi arn Bokho	t	EL DW FTR	4D12GP	13	14	12	14	09	10	14	14	11	06	1BBAXe	5	4D5	C&S 8	37
123	Gurin arn Boddo	t	VET DW FTR	3D10GP	17	13	10	15	12	12	13	16	09	08	2BBAXe	5	3D5	C&S 7	28
124	Gurin arn Boddo	t,x	INT DW FTR	3D10GP	14	17	11	13	10	11	12	12	08	09	2BBAXe	5	3D5	C&S 8	30
125	Gari arn Tujin	t,x	VET DW FTR	3D10GP	12	15	10	14	11	10	13	18	09	08	1BBAXe	6	4D5	C&S 7	27
126	Bili arn Tujin	t	INT DW FTR	3D10SP	16	13	12	12	10	10	12	10	07	10	1BBAXe	6	3D5	C&S 7	30
127	Hari arn Tujin	t,j	INT DW FTR	3D10SP	15	12	11	16	09	11	14	14	08	07	1BBAXe	6	3D5	C&S 8	30
128	Kelin arn Gathi	t,x	VET DW FTR	3D10GP	14	15	10	14	07	10	13	13	05	05	2BBAXe	5	3D5	NON 0	16
129	Driver		INT HU NON		13	09	10	12	08	07	11	14	04	06	DGR	6	1D6	CLO 5	28
130	Cahrre Lejon		VET HU ASS	2D6GP	12	14	17	13	14	16	14	16	12	10	BDSDe	5	4D4	LTH 6	27
131	Tollin Mallory	j	INT HU FTR	4D10GP	15	14	16	13	10	11	08	14	13	15	DGR	9	1D4	NON 0	17
102	Bridos of Nbovalin	J	VET HU NON		10	10	09	12	11	09	13	11	08	07	CLUBE	6	4D6	NON 2	58
103	Benni	J	VET KR FTR	2D8SP	23	10	08	19	10	07	10	14	08	10	TAMP	7	3D8	LTH 6	
104	Herko		VET KR FTR	3D8SP	22	09	09	17	12	09	12	16	07	09	TAMPe	6	4D8	NON 1	53
105	Richi		VET KR FTR	3D6SP	19	09	07	18	09	06	11	17	08	06	CLUB	7	3D6	LTH 5	
106	Bobbi	J	VET KR FTR	3D12SP	26	08	08	17	08	07	08	14	10	08	CLUBE	6	3D6	NON 1	46
		J													DGR	10	1D6	LTH 5	
		J													TAMPe	6	4D8	NON 2	49
		J													GTSDW	12	5D10	LTH 6	

Notes:

- * Female
- † Enhanced weapon or armor (value given)
- a NPC wearing valuable or ostentatious personal jewelry
- e Expert with weapon
- J NPC wearing some jewelry
- s Armor consists of shirt only; no protection for head and extremities
- u Untrained with weapon
- x If first attack in mr misses, return strike is allowed at penalty of -4 to HP

CAT-BURGLARY SCENARIOS

AND

SECOND STORY ADVENTURES

A. HELLIGOR'S

In the great trade city of Haven, just south of the Plaza of Troubadors, there exists a byway known as the Street of Silk Veils, where the women are fair (and so are their prices). Though the street lies at the mouth of the Labyrinth, that teeming den of thieves where no sensible businessman would walk unguarded after dark, the traffic flows along Silk Veils in a steady stream from noon to the midnight watch (and frequently beyond) and includes both peasant and princeling, the warrior just returned from distant battles, and the local merchant thankful for a peaceful afternoon of dalliance, far from the attentions of a shrewish wife.

Yes, the lovely ladies of the Street of Silk Veils are a treasure to many. But, as is often the case, these flesh-and-blood jewels yearn to have their beauty augmented by emeralds, rubies, silks, and pearls. Many lovers are eager to indulge the whims and caprices of their paramours, and frequently bring a gift when they come to call. Helligor, an elderly human merchant, has a shop strategically located not far from the northern end of Silk Veils, designed to cater to this trade. He sells a variety of jewelry items - necklaces, bracelets, rings, and the like - and keeps a fairly large stock of goods in his shop. Although he has lived and worked in the same simple two-story wood structure for over 25 years, there are abundant rumors that he hoards a vast treasure somewhere on the premises.

The objective of this scenario is to commit a successful burglary of Helligor's jewelry shop, in a manner that avoids detection and provides maximum profit to the player characters. It is designed for a party of 2 to 5 thieves of beginning or intermediate level. In preparation for the burglary, the thieves will need to observe the habits of Helligor, his family, and

staff, as well as the life styles of the other denizens of the Street (to obtain information in this manner, thieves may want to utilize the Disguise Roles outlined in Section I, Chapter 2, of this book).

On the next few pages, a GameMaster will find charts, descriptions, and suggestions for construction, of a thieving adventure in an area where the law is not as strongly or fastidiously observed as it might be in others. These aids allow a great latitude in the planning of such a playing session, and it is not expected that any two GMs will run the scenario in precisely the same way. If the players read these sections, it will greatly diminish the enjoyment the GM will be able to reap, since they will lose out on the entertainment of figuring out everything for themselves.

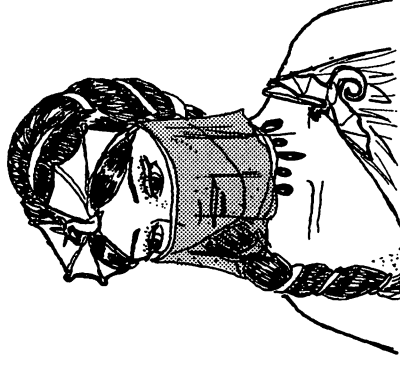
LIFE ALONG THE STREET OF SILK VEILS

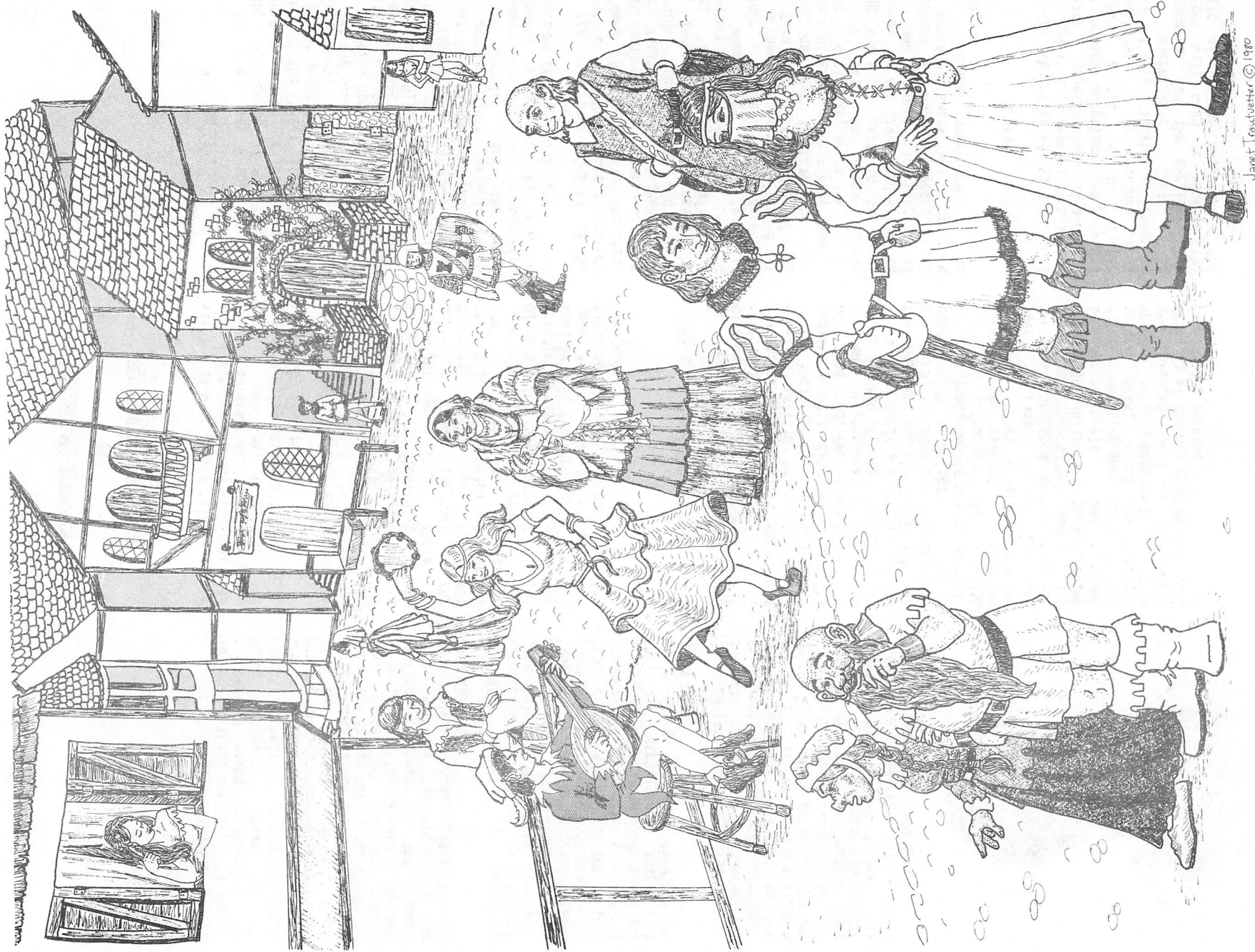
There are two distinct pricing alternatives for those seeking adventure on the Street of Silk Veils (so-called because of the custom that a woman seeking to earn a little extra income in an easy and pleasant manner usually dons silk veils to advertise that fact - we betide the man who propositions a bare-faced woman). Men of means can go to any of 6 large bordellos located towards the northern end of the Street, one of which, the Blue Lantern, stands 2 doors south of Helligor's. These 6 larger establishments try to maintain regular patronage by offering security and comfort, as well as pleasure - they provide meals for their patrons, a well-lit and decently furnished common room for drinks and conversation, and strictly enforce prohibitions on pickpocketing by their girls. These perfumed palaces normally open about an hour before dusk, since the heaviest traffic arrives between 6 and 10 in the evening, and a reasonable fraction of the men stay as late as 2 to 4 in the morning.

For those with but a few silvers to spend, there are a plentitude of independent young businessmen and happy amateurs. Their quarters usually consist of a straw mattress and a candle in one of the many rooming houses near the southern end of the Street, and in these surroundings, a man must often keep a wary eye on his sword, and a hand on his purse (a position hardly conducive to the pleasure one was seeking). Because of the greater risk, most of the trade with the streetwalkers takes place between noon and dusk.

The Street is patrolled erratically, if at all, by the local constabulary. As is the case with most of the byways bordering the Labyrinth, regular patrols seldom pass through the area. However, more than a few members of the various companies of the city guard have a lover or mistress on Silk Veils, and they will occasionally stop by to check things out when they have an opportunity.

The tables on the following page indicate the percentage chances that the thieves will encounter non-player characters while they are on the Street of Silk Veils, and provide a guide to an NPC's probable reaction to people they encounter in the course of play. Reaction dice results in particular should be adjusted by the GM if the thief player-characters are acting in a sage, or indiscreet, manner.





Jamel Foustetter © 1980

RANDOM ENCOUNTERS ON THE STREET OF SILK VEILS

POPULATION

(C = presence of a companion of the opposite sex.)

Hours	Streetwalkers	House Girls	Customers
4am - 12noon	0% C	0% C	0% C
12noon - 4pm	10% A	2% A	2% A
4pm - 8pm	30% C	5% C	20% C
8pm - 12mid	15% A	10% A	10% A
12mid - 4am	20% C	0% C	2% C
	5% A	0% A	5% A

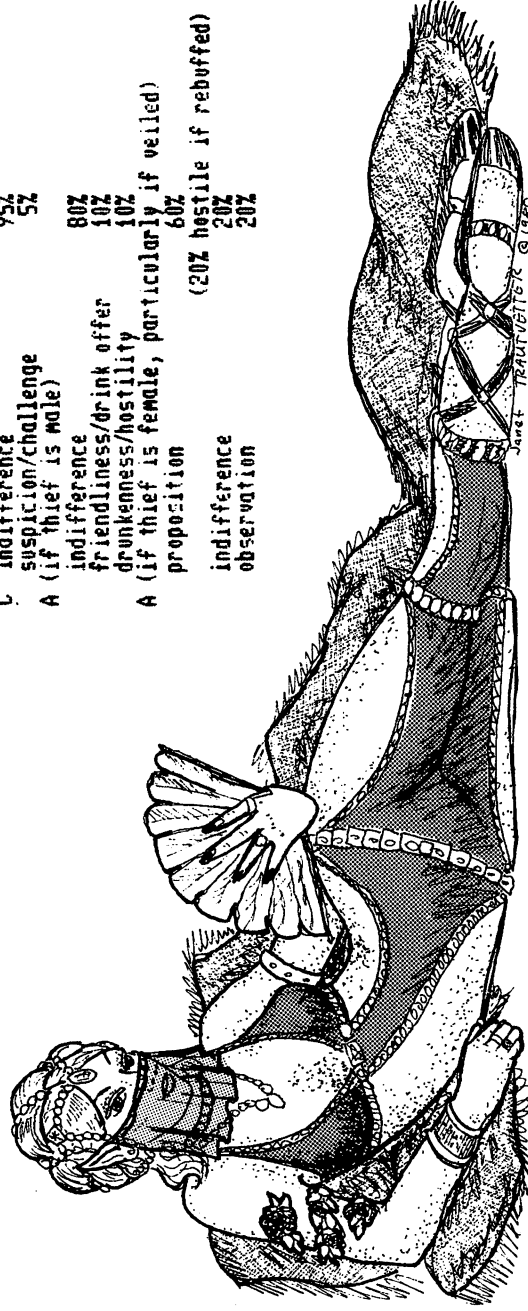
REACTIONS

Reaction	Streetwalkers	House Girls
C indifference	80%	70%
A observe	20%	30%
A indifference (if female)	50%	20%
A invitation (if male)	1%	40%
C indifference	20%	30%
A suspect/follow	15%	10%
A fear/run	15%	

CUSTOMER REACTIONS

Reaction	Everyman
C indifference	95%
A (if thief is male)	5%
C indifference	80%
A (if thief is male)	10%
A friendliness/drink offer	10%
A drunkenness/hostility	60%
A proposition	20%
A (if thief is female, particularly if veiled)	20%
C indifference	20%
C observation	20%

(20% hostile if rebuffed)



CONSTABULARY

5 daily patrols are scheduled to pass through the northern blocks of the Street of Silk Veils - at 10pm, 4pm, 7pm, 10pm and 1am. In actuality, only the first 3 of these appear with any regularity (90% chance that the patrol will appear as scheduled). There is only a 60% chance that the 10pm patrol will show, and a mere 25% chance that the 1am patrol will make its appointed round.

Other than these 5 scheduled rounds, there is a 5% chance that a lone constable or guardswoman will be somewhere along the street, at any given time. Check no more often than once each half-hour of game time.

CONSTABULARY REACTIONS

indifference	50%
stop/question	20%
suspect/follow	15%
observation	15%

LANDMARKS ON THE STREET OF SILK VEILS

In the diagrams at the end will be found a map of the Street of Silk Veils, and a set of floor plans for the jewelry shop. While players should be allowed free access to the map of the landmarks on the Street (since this information can be easily obtained through casual observation), they should know nothing about the inside of the shop initially, and should garner as much knowledge as possible themselves by infiltrating the shop and spying out "the lay of the land". Overly suspicious behavior will probably warn the shopkeeper or his assistants that something untoward is afoot, but casual observations made in the process of purchasing a piece or two of costume jewelry will provide a reasonable source of information.

Some of the major points of interest on the Street are (refer to the map for key-lettered locations):

- (a) **THE TROUBLED TROUBADOR** - is a pawn shop; Many a man has left his harp at the top of the Street of Silk Veils to get the money to go down the Street of Silk Veils.
- (b) **KARKI'S SWEETS & FLOWERS** - Karkki lives in a house across the plaza; his shop is open from noon to 10pm, and prices are reasonable.
- (c) **BURCALLO'S APOTHECARY** - he sells herbs of the dog, minor medicines, and many cosmetics for the girls; a bell hangs near his front door to summon him in emergencies. It could also be used to sound an alarm (maybe someone will answer).
- (d) **HELLIGOR'S** - more later.
- (e) **BETTINA'S** - does seamstress work, and clothes design and fitting for many of the girls of Silk Veils; she stays out of the affairs of others.
- (f) **MAMA ROSA'S ROOMING HOUSE** - is a cut above the normal for the girls

of the Street; it is clean, and relatively wholesome, since Rosa will take a broom to whomsoever makes a disturbance in her home; at present, eleven girls (just short of house girl class) live and work there.

(g) THE BLUE LANTERN - is one of the 6 major pleasure palaces on the Street.

(h) ENOS' LIVERY AND SMITHY - caters to the carriage trade on the Street; Enos is a rock of a man who works from shortly after dawn till dusk, and who will usually answer a call for help with sledge-hammer in hand.

(i) THE FOX AND GOOSE - is a bustling tavern considered safe and pleasant for a quiet flagon with one's amour.

(j) MENCHES' WALK - is a "quiet" and shady resting spot for working girls with sore feet.

(k) THE RED ROOSTER - another of the 6 major establishments.

(l) HEAVEN'S GATE - a competitor of the Red Rooster, is favored by Samurai for the delicious teas they serve their customers.

(m) AVRODEL'S WINE SHOP - carries many wines, and even some brandies, priced from as little as 3 coppers the skin (a medieval equivalent to Dago Red) to as much as 500 gold the bottle; the shop is open from about noon till nearly 2am.

(n) THE BLACK WHIP - is an establishment (not one of the 6 majors), about which little need be said.

(o) THE MUSTARD AND FENNEL - is a very seedy bar.

(p) AMBROSIA - is probably the oldest of the major establishments, having supplied the Street of Silk Veils with a luscious portion of its reputation for over 300 years;

there is a rumor that the madame who currently runs it, is the same woman who originally founded it.

(q) THE PERFUMED GARDEN - is almost as old as Ambrosia; it is renowned in even far lands, for both the beauty of its walled garden, and the beauties within.

(r) MADAME RUTH'S - is run by a gypsy with a gold capped tooth; for a price, she will provide any of 9 love potions.

(s) THE SILKEN CHAIN - has been run by Peiphar the Phat for nearly forty years; early in life, he suffered a misfortune which makes him useless to women; consequently, he cares little for them, but much for the profits they can bring.

(t) POTIPHAR'S HOUSE - is filled with many valuable items, and many very deadly traps for those unfamiliar with the inside; he guards the collections which are his pride and joy with the best which the money his girls earn can afford.

(u) THE HOUSE AND SURGERY OF MORDECAI, HEALER - is available at any hour to those who have been injured in one of the many loud "discussions" which break out on the Street of Silk Veils.

(v) THE LOVER'S NUT - is, as the name suggests, a hang-out for those whose quest has been unsuccessful.



Janet Trautvetter ©1980

- (w) THE VIRGIN'S FLUTE - opens out onto the Plaza of Troubadors.
- (x) VARIOUS SEEDY TO NOT-SO-SEEDY CRIBS AND ROOMING HOUSES - are scattered along the Street, and its offshoot alleyways; the closer to the north end of the Street, the cleaner and less risky they tend to be; chances for being mugged, robbed, and/or murdered vary from 99% (low at the south end) to as little as 3% (high at the north end), depending wholly on time and location.
- (y) FROD'S THEATER - is an imposing edifice which provides culture and entertainment for the denizens of the entire surrounding area (currently playing is a sparkling comedy entitled "Our Horkin Cousin"); it lies just at the entrance to the Street of Silk Vells, and it is not uncommon to see a stately and beautiful hoetera being escorted here by one of her favored customers.
- (z) THE BLUE HARPER - is not actually on the Street of Silk Vells, but is well known throughout the city as a quiet place for an excellent meal. Part of its appeal lies in the wide and airy balcony which overlooks the Plaza of Troubadors. Patrons may dine and drink here while being entertained by the jugglers and jongleurs who ply their trade in the spacious Plaza below.

HELLIGOR'S SHOP

PEOPLE

There are 7 individuals found during various parts of the day or night in or around the 2-story wooden building housing the shop and Helligor's home - Helligor, his wife, 2 children (a girl of 16, who is practicing studiously, in the hopes of getting a place in one of the grand establishments on the Street, and a boy of 9, who is a typical street urchin, but very handy with a

knife), 2 assistants, and a middle-aged warrior who acts as a mild deterrent to the petty criminals of the area.

Helligor is in his late fifties, having married late (one of the girls from the Blue Lantern), and is in no particular condition for combat. He is intelligent, and is a sharp bargainer, who will usually price items at 150% of their value, to let himself be haggled down to 100%; only rarely will the final price dip to even 95% of the value of the piece. The hours of major business for Helligor are between 4pm and 2am, and this is when he will be found downstairs in the shop. Helligor is a relatively sound sleeper, but advancing age has weakened his kidneys, and there is a 15% chance he will awaken to use the chamberpot while someone is in the room. His main defense consists of a loud bellow (he hopes his assistants will awaken and hear) and covering under the bedcovers thereafter.

His wife, Marushka, is a sound sleeper who will probably not awaken under most circumstances (10% chance, if there is much noise, none otherwise). She is almost never found in the shop, and makes her exits from, and entrances to, the upstairs living quarters via the back steps into the small alleyway which runs behind the building.

The boy-child sleeps the sleep of the innocent, like a log. However, if he is awakened (10% chance), he may elect to throw knives (85% chance), with which the little beggar is distressingly quick and accurate, particularly at close ranges.

The daughter, Marissa, is a light sleeper, and will wake up (85% chance) at virtually any noise on the upper levels of the house. However, she is easily attracted to most men,

and there is a 2% chance per point of a thief's MAG and APP that she will attempt to seduce a male intruder. If she does, there is also a 35% chance she will help him to escape.

The older of the 2 assistants, Fergus, has strong desires for Helligor's daughter. This is the only reason he stays on here, since he considers that he has learned "everything that old fool Helligor could possibly know". If the daughter screams, there is a 60% chance he will wake up, grab a club, and charge up the stairs to her rescue. He works primarily from 8am to 6pm, although he is frequently around in the evening moaning over Marissa (as it happens, Fergus is not one of the "Most Men" Marissa is attracted to). He is a reasonably sharp bargainer, although nowhere near the class of Helligor, regardless of what Fergus thinks.

Halley, the other assistant, works from 4pm to 2am, with Helligor, and is genuinely interested in the jewelry business. Unfortunately, he is basically unsuited for almost any business career, being possibly the worst haggler in the known world. If one approaches him for a price and bargains well, there is a 35% chance of getting a piece at a price only half its value. Helligor knows his tendencies, and seldom lets him work with any jewelry of real value.

The warrior-guard, Marius, is an old campaigner, who took this job to be near a young lovely who works on the street. He considers the work ideal since it leaves him mornings and/or evenings free to pursue his dandel fair. However, Marius is an extremely honest man, and will defend his employer to the death, feeling duty-bound since he has been paid. Marius works from midnight to about 8am, when Fergus opens the shop.

CHARACTER DESCRIPTIONS FOR THE PEOPLE OF HELLIGOR'S

CHARACTER	CLASS	ST	CO	RF	SM	IQ	MP	WEAPON	HACD	DAMAGE	HEARON NOTES	ARMOR CLASS	HTK
Helligor	VET HU TRD	10	11	8	13	16	12	POT	12	103		NON 0	22
Marushka	1PT HU HET	9	13	10	12	12	10	POT	10	103		NON 0	16
Boy	GR HU NON	7	14	19	8	10	16	KNIFE THROW	4	106		NON 3	9
									-3/1/5	104			
Marissa	GR HU HET	9	13	12	15	7	8	PIN	11	104		NON 0	16
Fergus	1PT HU TRD	14	11	11	9	14	12	CLUB	7	108		CLO 2	23
Halley	GR HU TRD	11	9	7	10	8	14	CLUB	8	106		NON 0	19
Marius	VET HU FTR	13	14	10	16	11	10	BDSWDE	3	208		CHN 6	31

ROOM DESCRIPTIONS

Four types of information are provided in the area descriptions that follow:

- 1.- What the player sees,
- 2.- GM's description,
- 3.- Special furnishings and contents,
- 4.- Population, if any.

Furnishings and their arrangement seldom change, but the population of an area normally changes with the hours, and is so noted.

A.) Entrance and Displays

1.- Double doors lead into a room 20' wide by 25' long. There are 2 long open topped velvet lined cases, one running 18' down each side wall from the front wall with many rings, brooches, necklaces, etc. set out. 2 8' cases in the center appear to have slightly more valuable trinkets in them.

2.- This is the main display area of the shop. Most of the trinkets and baubles immediately visible are of small value, although a large number of them could produce a tidy sum. There will 106x50 items in the 4 front cases. The 2 cases in the center contain those items of more value (above 25 GP), and have glass tops and a complexity 1 lock. The 2 cases along the walls contain nothing worth more than 50 GP (rarely), and most prices are marked at 150% of value.

3.- Items are valued by type:

- 1(D6) Bracelet 1D20
- 2(D6) Ring 1D100
- 3(D6) Earrings 1D10
- 4(D6) Necklace 1D100
- 5(D6) Anklet 1D10
- 6(D6) Brooch 1D20



4.- Traffic through the main sales area ebbs and flows substantially during the course of the day. Check for each type of occupant by chance if the thieves are in the shop during the given time period.

- 8am to noon
-10% 1 streetwalker
10% 1 constable
5% 1D2 couples
100% Fergus
- noon to 4pm
5% 1 streetwalker
5% 1 constable
15% 1D3 couples
100% Fergus
- 4pm to 8pm
10% 1 streetwalker
2% 1 constable
100% 1D4 couples
50% Fergus
50% Halley
50% Heligor
- 8pm to mid
5% 1D2 streetwalkers
10% 1 constable
100% 1D3 couples
75% Halley
75% Heligor
- mid to 4am
1% 1 streetwalker
10% 1 constable
25% 1 couple
50% Halley
50% Heligor
100% Marivus
4am to 8am
100% Marivus

B.) Sales Counter and Displays of Valued Items

1.- There is a heavily built counter stretching 10' across the back of the shop, about 3' from the wall. In the counter is a special case, in which is kept the most valuable item currently in the shop. In the case across from it are kept other special items of jewelry. There is a curtained door, through which the sales people in the shop occasionally disappear. To the left is a heavy chair.

2.- The sales counter is usually manned by either Heligor or Fergus, depending on the time (85% chance, otherwise it's Halley). The item kept in the special display case in the front of the counter is the most valuable of the 204 items brought to the shop on the first day of each week by the couriers from the House of Owen (see Armed Robbery Scenario A elsewhere in this Section).

3.- The items of jewelry in the shop at the beginning of the week may be randomly determined by the roll of a D20:

- 01) A golden dragon with emerald eyes and lapis lazuli inlaid body, on a chain of small golden links - 2500 GP
- 02) A silver tiara with a spray of golden spikes set with diamond chips - 1000 GP
- 03) A silver pendant of a griffin's head upon a heavy silver chain - 250 GP
- 04) A pair of earrings in the shape of butterflies with wings inlaid with tiny rubies - 850 GP
- 05) A golden ring with a setting of jet (the stone lifts to reveal a small cavity) - 450 GP
- 06) A carved rosewood jewelry chest, the top and front of which are inlaid with mother-of-pearl in floral patterning - 1200 GP
- 07) An anklet (looped cross) of beaten gold on a heavy chain - 300 GP
- 08) A ring of carved white jade with the silhouette of a maiden's profile inset in green jade - 3000 GP
- 09) A set of 3 silver hair combs, set with chips of sapphire - 600 GP
- 10) A collar, comprised of many linked squares of finely beaten gold; on the central squares, the shape of a phoenix in flames is set in opals, rubies, and amber chips - 8500 GP
- 11) A triple strand of size-graded, matched pearls, which have a delicate rose tinge - 1900 GP
- 12) A set of golden "Slave chains", with collar and key - 800 GP
- 13) A pair of matched filigree bracelets in silver, each with an inset of polished rose quartz - 400 GP
- 14) A heavy platinum chain with a pendant of a teardrop in scarlet crystal - 750 GP
- 15) A stiletto with a silvered blade, golden wired hilt, and small gems set into the guard - 500 GP
- 16) A golden signet ring inset with an emerald carved as a wolf's head - 2000 GP
- 17) A ring in white gold, inset with ruby chips in the shape of flames - 1000 GP
- 18) A massive silver ring - 200 GP
- 19) A set of spiked cestri (knuckledusters) in gold - 300 GP

20) A tableau of a faun and a nymph gambling over sword of emeralds, near a pool of turquoise - 15000 Gp

There is an 80% chance that one (1) of these items is sold each day after it is delivered; consider this as GM, when indicating the actual number of items in the shop at any given time.

4.- As for area A, but with additional chances for both Heligor and Fergus as noted above.

C.) Heligor's "office"

1.- An alcove 5' wide and about 8' deep contains a solidly built desk, and a sturdy chair. The desktop is covered with papers and ledgers which appear to be arranged into 2 piles, one heid down with a lump of drollish looking lead, the other with a chunk of clear crystal shot through with golden veining and small glints of red and blue. There are 2 drawers, one on either side of the desk.

2.- In this area, Heligor does his bookkeeping. Books, ledgers, and various business papers make up the 2 stacks upon the desk. The lump of leaden metal is a souvenir of bygone traveling days, as is the crystal; they both have value to Heligor, other than as paperweights, but one is of real value.

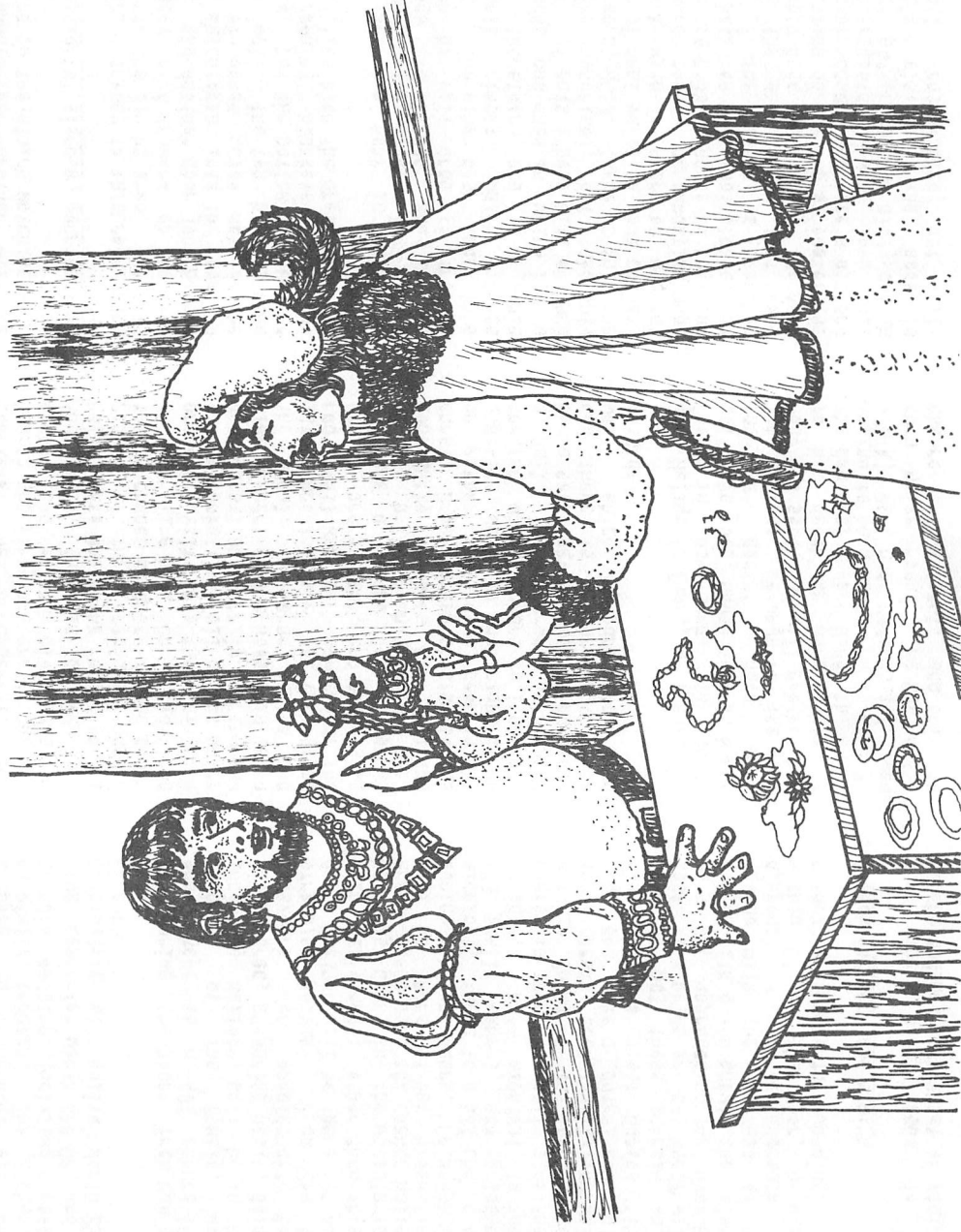
3.- The crystal looks immensely more valuable than the lump; however, while the crystal is a pretty geowag (simply pyrites) which should be described in glowing terms as if it were really worth something, the lead lump is a 3 pound chunk of mithral, worth about 15,000 Gp, and should be mentioned only in passing, as if for color in the description of the desk. Between the hours of noon and midnight, the lefthand drawer of the desk contains a cashbox in which will be found 1D100x10 Gp in small coins and gems. In the papers on the desk can be found 1D4 letters of credit or sight drafts (the equivalents of cashier's checks), worth 1D100x25 Gp each.

4.- Heligor will be found here 25% of the time between 4pm and midnight, and 75% of the time from midnight to 3am. There is a 10% chance that Halley will be hanging about Heligor's shoulders, trying to "learn the business."

D.) Assistants' Living area

1.- As one enters through the curtained door, there is a table with 2 chairs, to the immediate left, along the wall. A hearth and fireplace, with a kettle crane (from which hangs a kettle, usually with boiling water in it), occupies a goodly portion of the lefthand wall. At the rear of the area can be seen a stairway ascending to the upper floor. On the right hand wall of the area is a door. The area is 10' wide, and 15' to the stairs, which are 5' wide.

2.- In this area, Fergus and Halley take their meals, and do their normal everyday activities. The kettle of boiling water allows Heligor to offer a friendly mug of tea or coffee to a prospective big



spender. There are a number of ceramic mugs and steins on the mantel of the fireplace, along with an old sword in its scabbard, which is hung on the stone facing of the chimney.

3.- The sword is dull, the edges of the blade chipped and broken; it appears to be totally worthless, and it is; it's an old souvenir that Marius gave Marissa, and she hung it on the fireplace chimney to give the room some character; the sword is so badly preserved it has a penalty of 6 on hit prob; HACO 14. If used properly and carefully, the sword may succeed in cutting soft butter.

4.- From 8am to 6pm, Fergus is found here 15% of the time; from 6pm to 2am, about 60% of the time. Halley is found here 40% of the time between 8am and 2am. Heligor will be sitting at the table, drinking with a customer, about 10% of the time from 4pm to midnight. There is a 15% chance that Marissa will be teasing Fergus (provided Fergus is present), and if so, a 75% chance her brother will be sitting on the stairs watching.

E.) Assistants' sleeping quarters

1.- The entryway to this room opens out into the living area. There is a chest of 4 drawers on the left wall, and another door just beyond that, which opens into the room. A pair of bunks occupy most of the right wall. The top bunk is made neatly, but the bottom is a welter of rumpled blankets. A heavy cudgel lies atop the dresser.

2.- The top bunk is Halley's; Fergus is a slab. The cudgel belongs to Fergus, and is the weapon he will grab if trouble brews. The other door leads to a catchall closet, which extends under the stairs, and is a jumble of odds and ends in which live a number of rats (these bite on HACO 4 for surprise), but take only 4HTK each, AC6). There is only one thing of real value in that closet, a book with a story of a great treasure and an accompanying map; there is a 35% chance of noticing the book on a casual glance, and 100% if the closet is searched (it's the only thing that could possibly have any value). The book is sitting on the top of one of the piles of accumulated life's history (archeologists would love this closet, pot-sherds and all), and is totally visible; the book is slightly rat-nibbled, but still

legible, and the map is partially water-stained and only half-legible.

3.- The book tells the story of a great people of days of old, who buried their dead with fabulous treasures of gold, gems and jewelry, and many fine magical devices; the map shows the way to the fabled "Valley of the Dead", although the part that warns about the guardian dragon is where the water damage occurred (these will be covered in a future scenario, "The Tombs of Shalae-Chuen").

4.- The 2 assistants are usually found here between 2am and 8am; Fergus snores loudly.

F.) Family's living area

1.- As one ascends the stairs to the upper landing, a massive hatch can be seen on the left wall. A trestle table with 6 chairs, 2 of which are heavy deacons' chairs (one at each end), occupies the center of the area; 2 smaller chairs and a parson's bench complete the arrangement. The hearth and fireplace are to the far right, and extend along most of that wall. There is an oven door built into the stone facing on the right of the fireplace, and 2 kettle cranes attached to the sides of the fire pit. On a flat iron griddle built into the left side sits a teakettle (full of hot water and whistling merrily during any time members of the household is in the area). A large lupine dog lazes about on the rug (a braided rag oval) whenever members of the family are present, and appears to tolerate a second dog (a small yappy ball of white fluff that constantly harasses his feet and ears). 2 padded-top chests sit one on either side of a door in the opposite wall, to the right of an opening which appears to lead into a hall. The stair-well is guarded by a solid yet ornamental railing, and there is a door on the back wall, which appears to lead outside.

2.- Heligor's family is frequently found in this area. The large wolf-like dog, whose name is Wurf (Marissa doesn't have much imagination), belongs to the girl body and soul, and will protect her to his death (or more likely, to the death of anyone Wurf thinks is trying to harm her). He is HACO 2, 4HTK, AC6, and attacks 103 times each melee round. He has a 35% chance on his first, and only the

first, attack on any given victim of knocking that victim to the ground. If Wurf scores a critical hit, there is a 50% chance that it will be to the throat (triple normal damage), otherwise as normally rolled. He will accept food only from Marissa, and petting only from the family (Halley is "family"; Fergus isn't - and avoids the dog like the plague). The ball of fluff belongs to Maruska; he's a typical lap dog, all coverage and no brains.

3.- In the cabinets of the hatch are kept some of the family's treasures: silver tableware worth 800 GP and a set of embroidered table linens worth 500 GP. On the shelves of the hatch are displayed a set of 8 matched steins with silver handles, worth 50 GP each and a grouping of a dozen crystal goblets, worth 40 GP each (the entire set is worth 1000 GP, but only if all twelve of the matched goblets are there). There is a 45% chance of breakage of these goblets if not handled with reasonable care, but only 5% if they are wrapped in something soft and carefully treated. The 2 chests contain bedding, including a goose down comforter worth 400 GP, and 2 exquisitely sewn quilts worth 250 GP each.

4.- During the hours from 8am to 4pm, there is a 40% chance 103 members of the family, not including Heligor, will be in the living area, preparing meals, doing housework or needlecraft (or stropping knives). From 2pm to 4pm, Heligor will be there for his main daily meal; other than this, he eats down in the assistants' area. There is a 10% chance Halley will be there at any given time during daylight hours. From 4pm to midnight, there is a 60% chance of 103 family members, not including Heligor. From midnight to 8am Wurf is there, normally stretched out in front of the door between the 2 chests; occasionally, he will rise and make a patrol down into the shop to visit Marius (15% chance) but these patrols only last 10 minutes or so; Wurf will warn any approaching the door he guards with a low growl, the volume rising with the nearness of the approach - if the approach is within 5' of the door, he will attack with no further warning.

G.) Back entrance and stairs

1.- The door leads to a porch-landing, with a set of stairs

leading to a dirt alley. Across the way is the entrance to a reasonably well kept rooming house. Up and down the alley, which is about 6' wide, can be seen other entrances and occasional sets of steps to second story landings.

2.- The rooming house across the way is Mama Rosa's. There are chances, depending on the time of day or night, that some of the girls who live there and/or their customers will be either at the windows or walking down the alley. If the thieving party is caught attempting to force an entrance to the back door, it is unlikely that the girls or their customers will interfere directly, but the watch will almost certainly be summoned.

3.- There is nothing special here.

4.- From the hours of midnight to 8AM, there is only a 15% chance of notice in the alley. From 8AM to noon, the chance is 25%. From noon to midnight, the chance of being spotted in the alley if engaged in nefarious activities is 60%.

H.) Bedroom for Marissa and her brother

1.- The door opens into the room; it is 10' deep and 15' wide. Directly ahead is a cedar chest with 2 large cushions on top. To each side is a bed, the left one for the girl; at the foot of her bed is a small vanity with a mirror, the top of which is covered with various small jars and pots of cosmetics.

2.- The boy sleeps in the righthand bed (with 2 knives under his pillow). He sleeps like a log (there is only a 10% chance he will wake in anything less than a general uproar; however, he wakes with a knife in his hand). Marissa sleeps on the left; she is a light sleeper (85% chance she will waken and investigate if Wurff growls), and is attracted to most men (there is a chance of

((MAG + APP) x 2)%

that she will be intrigued by the idea of a thief and will attempt to seduce him. Refusal of seduction will bring screams of feminine rage and an attack with a hatpin; if the thief allows himself to be seduced, there is a 35% chance Marissa will conceal him if trouble erupts and attempt to smuggle him out at a later time. If Marissa is not intrigued in the first place, she will begin to scream immediately; in all cases, if she screams, Wurff will attack).

3.- Only Wurff thinks there is anything of value in the bedroom, and only if Marissa is there.

4.- During the hours from 8AM to midnight, there is a 15% chance Marissa will be at her vanity primping; otherwise the room is usually untenanted. From midnight to 8AM, both beds will be occupied (occasionally Marissa's will have 2 people in it, when she sneaks a lover in through the back door).

I.) Bedroom for Heligor and Marushka

1.- A 10' hall leads to the bedroom, which is 15' deep and 20' wide. Along the left wall is a large mirrored vanity, the top of which is covered with a litter of cosmetic pots and bottles. There is a large wooden jewelry chest on the right end of the vanity; its lid is lifted to reveal a number of pieces of jewelry. Immediately beyond is a wardrobe cabinet, along the opposite wall, facing the door. To the immediate right is a long, but very low (2.5'), dresser. A very large 4-poster bed is centered on the right-hand wall, upon which is painted a mural of a street scene leading to a wall centering a gate; tree limbs hang over the wall shading the gate which has a small lock on it. The mural covers the entire wall. In the far right corner is a chair. On the opposite wall centered, are glass-paneled double doors, which lead to a balcony. There is a large blanket chest with a padded top at the foot of the bed.

2.- The mural conceals a secret hiding area in which Heligor hides the special items and the cashbox each night when he closes the shop; the area is about 1' thick, but due to the mural the room appears to be a full 20' across. The secret panel is concealed as the third window on the first floor of the second building on the left side of the street; the catch looks like a small cat sitting on the windowledge (since it would be a dead give-away to describe the mural in detail at the beginning, it is suggested that it simply be mentioned, as described above; if the players ask specific questions, use the full description which follows). The mural shows a street which has 4 buildings on the left side of 3 stories, 1 story, 3 stories, and 2 stories, and 5 on the right of 4 stories, 3 stories, 3 stories, 4 stories, and 2 stories. There are 14 figures of people and animals included in the

scene, including a vendor with a wagon full of flowers and 3 customers, 2 children playing a game of marbles, a pair of young lovers in a doorway, and an old man hobbling along with a cane. The street leads to the wall of a garden, over which hang the limbs of a tree; in the wall is a gate, which conceals an additional secret panel which is a trap for the unwary - this panel is relatively easy to locate (there is a 15% chance of it being spotted by a person who is looking at the mural, rather than simply glancing, and a 80% chance of it being found by a casual search), and the catch is concealed as the lock on the garden gate. If a person reaches his hand into the cavity behind this panel, it requires a 4 die saving throw against reflexes to remove it before the razor sharp blade concealed in the cavity amputates that person's hand at the wrist. There is a small box concealed within this panel which contains 250 GP in small coins and gems; Heligor maintains this as a ruse, hoping to convince thieves and burglars that they have found whatever they were seeking (he has been robbed, burgled, and held up on an average of once a year for the last 15 years). The actual hiding place is much more difficult to locate; there is only a 1% chance of noticing it, and searching has a 20% chance. Heligor has been tortured by robbers twice in the past; both times they concentrated on Heligor himself, and learned nothing except that Heligor faints easily. However, if Marushka is tortured (actually, not simply a threat), Heligor will reveal the hiding place (first the fake one, if it has not already been found, then the real one).

3.- In Marushka's jewelry case are a number of decently valuable items, which she keeps in the bottom; in the top are kept some lesser pieces, which she wears on a regular daily basis. The bottom contains a 5-strand pearl necklace (1400 GP), matched golden coiled snake armlets with emerald eyes (800 GP), a single sapphire in a silver setting on a chain (2500 GP), a pair of haircombs in silver with carved ebony handles and the initial "M" inset in mother-of-pearl (600 GP), and an 8-strand gold chain set (400 GP). The minor pieces include a representative selection of upper

value rings, bracelets, necklaces, etc. from the shop's stock. In the chest at the foot of the bed can be found a blue velvet cloak with light blue satin lining (400 GP), 12' of Tyralian lace (1200 GP), and a bolt of light green silk (350 GP).

4.- From 2am to 10 am, Heligor and Marushka will be found here sleeping. Marushka will be found here 25% of the time from 10am to noon, straightening up, or primping at her vanity. There is a 40% chance that the yappy ball of fluff will be here during daylight hours; if anyone enters, he will attack (worrisome only, not dangerous), and bark at a furious rate. During the night, the little dog sleeps between Heligor and Marushka, and will awaken only if both Heligor and Marushka are awakened.

J.) Balcony

1.- Seen from the street, the balcony is semicircular, 5' radius, with a iron railing following the circumference. Glass-paneled double doors lead into the house.

2.- This balcony is easily reached from the roof, and the doors are not particularly well locked (a dagger slipped between the 2 doors will lift the latch on the inside with hardly any effort).

3.- Anything of value here would be totally visible from the street.

4.- People on this balcony are completely visible during daylight but those in the street below will seldom pay much attention, unless the people on the balcony are being loud and/or acting suspiciously. Marushka puts in a daily appearance on the balcony at about noon, to survey the action on the street below.

ADDITIONAL PERSONNEL

There are a number of additional people who may or may not get involved in the scenario. These include Enos, the blacksmith, who is up and working at his forge (just a short ways down the alley from Heligor's) by 5am each day, Lefty, the one-handed pickpocket, who circulates through the street mainly during the busy hours (he has a 60% chance of picking pockets or cutting purses, but otherwise functions as a 4th level thief), and Murfi, the trickster, who wanders down from the Plaza of Trobadors to do juggling and other prestidigitative tricks (he's actually a 6th level mage with a penchant for the stage), and the 8 assorted constables who occasionally appear on the Street of Silk Veils.

Enos will, if he's up and around, respond to any cry for help that he hears. He arrives clad in leather apron, and carrying a length of hot iron and a 9 pound sledge.

There is a 15% chance that a player will be one of Lefty's attempted victims, if they are on the street between 2pm and 2am. Lefty is a speedster, and is quite capable of outdistancing any pursuit. If caught in the act, he will break and then run for the nearest alley.

Murfi simply likes to show off, and enjoys the applause he receives for his tricks. However, if he is bothered to excess by a given person, he is quite likely to put that one to sleep; if he is attacked, he is capable of delivering 2 blasts of Thunderbolt, each doing 4D8 damage.

The constables are generalized representatives of the guard forces of the city. This is by no means a plun of a patrol route, given the high incidence of violence and crime. Consequently, unless a constable has a special paramour on the street (20% chance), he is likely to be somewhat lax in his peace-keeping efforts while in the area.

CHARACTER DESCRIPTIONS FOR THE PEOPLE OF THE STREET OF SILK VEILS

CHARACTER NAME	CLASS	ST	CO	RE	SM	IQ	MR	WEAPON	MAGO	DAMAGE	WEAPON NOTES	ARMOR CLASS	HTK
Enos	VET HU FTR	20	12	11	14	10	9	MAULE POWER	2	2D8 1D10	LTH 4	42	
Lefty	EL /O THF	10	16	18	11	12	13	DGR THROW	3 -1/3/7	1D6 1D6	NON 0	20	
Murfi	VET /E MAG	12	13	14	14	16	19	SPELLS DGR THROW	9 1/5/10	1D6 1D5	NON 8	29	
Constable 1	VET DW FTR	14	12	13	12	8	10	SHSHD	5	1D10	CHN 6	19	
Constable 2	VET HU FTR	13	14	9	12	9	15	BDSHD	4	1D10	CHN 6	25	
Constable 3	INT /E FTR	11	13	14	11	11	8	BDSHD	7	1D10	CHN 6	17	
Constable 4	INT EL FTR	14	11	11	14	9	7	SHSHD	7	1D8	CHN 6	20	
Constable 5	INT HU FTR	13	12	15	11	12	13	SPEAR	5-8	1D8	LTH 4	19	
Constable 6	VET HU FTR	10	13	11	15	10	12	SPEAR	3-6	1D10	LTH 4	28	
Constable 7	VET /O FTR	12	14	9	15	15	9	HLBRD	3-6	3D8	CHN 6	17	
Constable 8	INT HU FTR	13	10	13	14	12	12	HLBRD	5-8	2D8	CHN 6	22	

CAT-BURGLARY SCENARIOS

AND

SECOND STORY ADVENTURES

B. MAGIC BOOKS & SCROLLS

A few blocks to the north and west of the Street of Silk Veils lies Magic Street. By day, this colorful lane is a bustling center of commercial activity, where many exotic, fantastic, and diverse enchantments are displayed and sold. The clientele of the shops on Magic Street are also quite varied, ranging from middle-aged merchants, seeking "medicines for melancholy" to adventurers covetously eyeing the latest in magical dungeon aids (cloaks of invisibility, rings of shape seeing, and the like), and will occasionally even include the spurned lover seeking some diabolical device capable of wreaking a suitable revenge. All serious shoppers are men and women of means, however, for

magic items are not priced cheaply, and wizards are notoriously impatient (and dangerous) creditors (the number of well-dressed toads seen in the sewers near Magic Street is incredible).

After nightfall, Magic Street is rarely traveled by outsiders. Many mages spend their evenings engaged in research, experimentation, or potent conjuration (occasionally with disastrous results), in their personal laboratories; these individuals tend to become rather testy if disturbed. Those not so cloistered may often be found in the local taverns, where the unwary onlooker may become the target in a contest of spell-casting prowess or the victim of a sorcerous practical joke.

Magic Books & Scrolls is a well established shop which lies midway along the left side of the first block north of Caravan Street, the great east-west thoroughfare that extends the full width of the city. It has been in existence for over a century, and is well known for the quality and accuracy of its transcriptions and translations. Just across the street lies Enchantments, Ltd., the largest item creation and sales emporium in the city, with which MB&S does much business; it is rumored that the shop is better protected in arcane fashion than most others in the area, because of that business connection.



**YOUR MISSION
(SHOULD YOU CHOOSE...)**

In this scenario, the objective is to penetrate the MB&S shop, and successfully make off with as many valuable books and scrolls as possible. This attempt presupposes some experience on the part of the group of thieves so engaged, as the scenario is designed for thieves of intermediate to high level (5th to 9th levels of experience). No player should believe that this will be a simple break and enter; after all, the shop is located in the middle of one of the most sorcerous streets in all the wide world, and it would be foolish to suppose that the owner has not availed himself of some of the magical help available in the area for protective purposes.

In the next few pages are charts, descriptions, suggestions, and even some magic scrolls and spells to help the GM develop an interesting, possibly profitable, and definitely dangerous adventure for his players. There is a wide range of discretion available to the GM, and he can make the venture as easy or as difficult as he wishes. It is suggested, however, that a median difficulty will prove to be the most fun for all concerned.

**RANDOM ENCOUNTERS
ON MAGIC STREET**

The practice of magic is officially sanctioned by the High Counselors of Haven, so that wizards tolerate and are tolerated by their fellow townsmen to a greater extent than in many smaller villages. Nonetheless, mages in general come by their reputations for eccentricity honestly, and as a result their reactions during encounters with player characters or other NPCs may not follow normal expectations. All NPCs encountered on Magic Street have separate reaction patterns when magic-users are encountered (if the thieves are reconnoitering the Street in the guise of magic-users, and have been moderately successful in their impersonations, use the magic-user column for determining the NPC's responses).

CONSTABULARY

Magic Street and its environs are well-patrolled by the local guard both day and night. Patrols consisting of 3-6 guardsmen appear at the southern end of Magic Street every 90 minutes during daylight hours, starting at 7am, and every 2 hours, between 7pm and 7am. There is

a 10% chance that a patrol will not appear at all, and an additional 15% chance that it will appear 30-120 minutes later than scheduled.

CONSTABULARY REACTIONS

indifference 10%
stop/question 10%
suspect/follow 15%
observation 60%
detain/arrest 5%

In addition to the city's guardsmen, Magic Street is protected after dark on a rotating schedule by one of several high level "watch-mages". These people are provided with a number of items which will aid them in the capture of those attempting crimes along the street (the Council of Mages prefers to make "horrible examples" of those unlucky enough to survive being caught in the act on Magic Street), so the "watch-mages" will at first attempt to sleep, immobilize, or otherwise entrap. If the prey appears to be in process of escaping, however, they will "shoot to kill" with whatever implement or spell of destruction is at hand. More detailed descriptions of these characters are provided at the end of this scenario.

RANDOM ENCOUNTERS ON MAGIC STREET

Encounters
--- 1% chance of encounter each 10 minute period)

Time \ of day)	Buyer	Magic Seller	Non-merchant Magician	Other NPCs
8am-11am	25	15	10	10
11am-5pm	50	10	15	10
5pm-8pm	20	15	25	5
8pm-12pm	5	--	10	--
12pm-8am	--	--	5	--



Reactions of Encountered NPCs

1. To Magicians		2. To non-Magicians	
Reaction \ indifferent	curious	friendly	hostile
Buyer	01-20	21-40	41-50
Magician Seller	01-15	16-75	76-80
Non-merchant Magician	01-30	31-45	46-85
Other NPCs	01-10	11-30	31-50
Magician Buyer	01-20	21-40	41-50
Non-merchant Magician	01-30	31-45	46-85
Other NPCs	01-10	11-30	31-50
Magician Seller	01-25	26-45	46-60
Non-merchant Magician	01-40	41-50	51-70
Other NPCs	01-70	71-80	81-90
Magician Buyer	01-50	51-70	71-80
Non-merchant Magician	01-40	41-50	51-70
Other NPCs	01-70	71-80	81-90
Magician Seller	01-15	16-75	76-80
Non-merchant Magician	01-30	31-45	46-85
Other NPCs	01-10	11-30	31-50
Magician Buyer	01-20	21-40	41-50
Non-merchant Magician	01-30	31-45	46-85
Other NPCs	01-10	11-30	31-50
Magician Seller	01-25	26-45	46-60
Non-merchant Magician	01-40	41-50	51-70
Other NPCs	01-70	71-80	81-90
Magician Buyer	01-50	51-70	71-80
Non-merchant Magician	01-40	41-50	51-70
Other NPCs	01-70	71-80	81-90

LANDMARKS
ON
MAGIC STREET

In the maps in Section III, a diagram of a goodly portion of Magic Street will be found (it runs up into the Dwarven section of Haven, but only the blocks near Caravan Street are important in this adventure); there also will be found the floor plan for MB&S. Free access to the map of the street landmarks should be allowed the players, and they may wish to enter the shops to reconnoiter. Remember that magic items are quite expensive, and that loitering inside the shops, particularly by rag-clad beggars, would not only be frowned upon, but would likely cause a summons for the guard to eject such undesirables from the premises.

The major points of interest of the lower sections of Magic Street are (refer to the map for the locations which are key-lettered):

- (a) MYSTIC VALLEY TAVERN AND INN - is a popular eating and drinking establishment facing the Street of Caravans. Downstairs in the tavern, the gambling and song often last until dawn. The weary can retreat to the inn; the public rooms downstairs cost 5 SP/night, while private chambers upstairs (shaded portion of building) cost 3-5 GP/night.
- (b) GROUNDKEEPER'S COTTAGE - is the residence of a young deaf and dumb lad, called William by the local folk; he tends the grounds of the tavern and public square for his room and board. He wandered into the tavern one day five years ago; no one knows where he came from...
- (c) PUBLIC SQUARE - is a small park, used as the site for local civic functions. On a raised platform in the forefront, captured wrongdoers are displayed as a grim example of the price of unsuccessful crime on Magic Street. Few of these hapless rogues die from the punishment inflicted (but many wish for death before they are freed).
- (d) YE APOTHECARY SHOPPE - is a one-man operation run by a human alchemist named Thaddeus Chiselwick. The sales area in front is primarily stocked with potions in various sized bottles, but dried herbs and spices are also available. In the back room is a well-outfitted laboratory, where Chiselwick works extensively after closing hours.
- (e) MAGIC BOOKS AND SCROLLS - is the target of this adventure, about which much more will be said later.

- (f) FARSEAKER'S - is a shop specializing in magically sending and receiving messages to and from nearby towns (serving as a sort of medieval wireless service). The cost of sending such a message is substantial (200 GP and up), but the rate of successful transmissions is very high (90%).
- (g) THE PENTACLE - is a burned-out shell of a building. The charred sign is barely readable; beneath it a new sign has been tacked up:

PROPERTY TO LET.
EXCELLENT LOCATION,
CHANCE TO REMOVATE
AS YOU WISH.
CONTACT R. THOR GOFFREE,
18 RUNE LANE.

It is common knowledge that this was the former workplace of a trio of demonologists, now (hopefully) deceased.

- (h) EYE OF NEWT - is a spell ingredient store for those who still use ancient ritual in their enchantments. Older waxes can often be found on the premises sitting and swapping stories around a huge, simmering cauldron in the back of the shop.

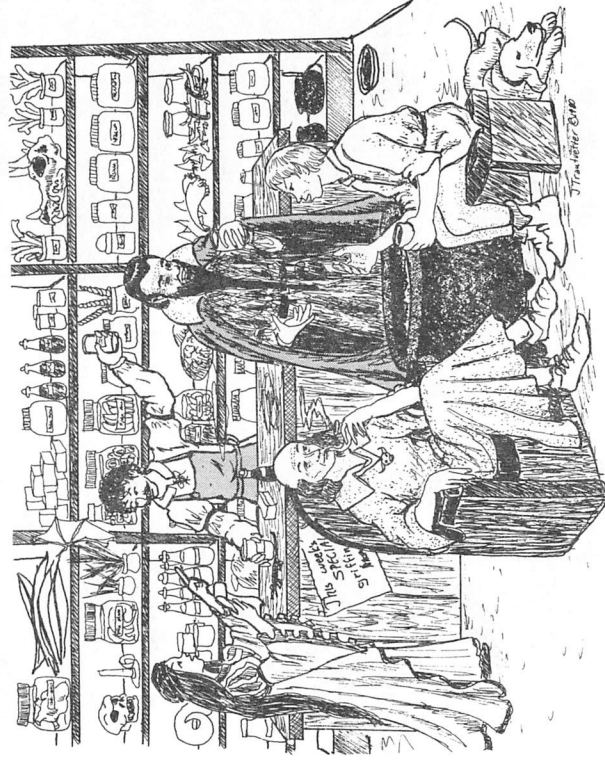
hour and the statutory frequently stand up to change positions.

- (k) GUILD OF MAGES - is the largest Guild Hall on Magic Street. The guilds serve several purposes - as meeting places, repositories of information, and as suppliers of adjudication in cases of dispute between mages. During the evening, the local watch-mage waits here, monitoring the activities along the street.

THE COLLEGE OF MYSTIC ARTS - is an establishment for the training of young (1st - 3rd level) magic-users. The proprietor is a female Elven mage, Zinfandel, who is only a mid-level (7th) wizard but a natural teacher. Total enrollment fluctuates between 6 - 12 students; the premises include a large lecture hall, and smaller practice rooms and lab facilities.

THE SCRIBE'S GUILD - is the Guild Hall for those involved in the practice of transcribing both magical and other documents. In the rear of the building, a small papermaking shop (Rapallo's) is operated to defer maintenance costs for the Guild Hall.

- (n) THE INVISIBLE SHOP - is appropriately named. Window shoppers peering into this corner store are frequently astounded -



- (i) STARKINDLER - is a tavern frequented by mages, particularly the young students from the nearby College of Mystic Arts.
- (j) ILLUSIONISTS' PARK - is a small triangle of landscape in which the laws of reality are permanently revoked. A popular resting place for visitors, since the water from the fountain changes color every

for although the clerks here seem to be doing a brisk business, the shelves that line the shop walls appear totally empty! The shop deals solely in invisible items of all types - from the sublime (weapons and cloaks) to the ridiculous (teacups, ashtrays, etc.). The apprentice clerk in the shop occasionally switches the contents of the shelves around, so

that a buyer can never be quite sure of what he has actually purchased.

- (o) **THE ENCHANTERS' GUILD** - is the Guild Hall for the Enchanters, a sub-class of magic users that may only cast spells through the use of pre-enchanted items (wands, scrolls, etc.). As the buying and selling of magic items is a major industry in Haven, the Guild Hall is a fairly busy establishment.

(p)

R. THOR GOFREE

TALENT SCOUT

is what the notice on the door says; Gofree is a schemer who tries to get a cut of every possible monetary transaction on Magic Street. Principally, he looks for people with high magical aptitudes (IAL > 12) and attempts to convince them to enroll in the College of Mystic Arts, which pays Gofree a commission on each student brought in. He employs a band of local urchins as information gatherers, and does have some latent psionic ability. Gofree also buys up vacant properties on Magic Street for resale.

- (q) **PIPER'S** - is a shop that sells musical instruments embedded with Charm spells; these items are very expensive.

(r) **THE HOUSE OF ILLUSIONS** - is so named because the exterior of the shop changes appearance every day. Inside, the two female proprietors, Melisandra and Cara, sell sleights-of-hand, perform shape-seeming transformations, and can be contracted to construct major illusions at sites selected by the buyer.

- (s) **EMPTY SHOP** - has a sign above the door:

FERDINAND'S
FINE MAGIC ITEMS

FINE MAGIC ITEMS

ALL WORK GUARANTEED

which has been whitewashed out and is hardly (just only barely) legible. The interior of the shop is a shambles, with shattered glass display cases and the ashes of a bonfire in the center of the floor. A card tacked to the door reads:

**PROPERTY TO LET.
ESTABLISHED CLIENTELE
WAITING TO BE SERVED.
CONTACT R. THOR GOFREE
18 RUME LANE.**

- (t) **UNUSUAL PETS** - is a favorite of characters stocking dungeons. The shop offers young griffins, shimmer-kittens, and other rare beasts.
- (u) **HIRE-A-MAGE** - rents the services of over 50 wizards for jobs ranging from fireworks displays at parties to major house cleaning ("Tell me, sir, just how big is the Balrog in your basement?"). The shop will on occasion provide recruits for dungeon expeditions (but only to parties with a good reputation for survival).

(v) **ENCHANTMENTS, LTD.** - is owned and run by Lady Ravena Geronde, a wily 11th level enchantress who combines business sense with magical ability. Housed in a large former warehouse, this firm provides the majority of the magic items (about 65%) produced and/or available in Haven.

(w) **THE HOUSE OF HEALING** - is a large monastery-like residence whose inhabitants provide medical assistance to all who come to their doors, under two conditions:

- 1) No weapons are allowed on the premises, and
- 2) A donation for services rendered is no amount is (however specified)

The healers residing here can repair even mortal damage, if they can be reached in time. Characters are welcome to stay in a semi-private room on the second floor of the structure during their period of convalescence; however, attendance in chapel is mandatory...



- (x) **WEAVER'S PLUS** - sells garments embedded with magical qualities. Items containing Shield or Limited Invisibility (invisible while stationary) spells are usually available (although most items

contain only a few uses of a spell rather than being permanently enchanted).

(y) **HECATE'S CIRCLE** - A wild tavern frequented by magic-users of all types. The outer building surrounds a circular, open-air garden, where Bacchanalian parties are frequently thrown.

(z) **HOME OF THADDEUS CHISELWICK** - The residence of the alchemist who owns Ye Apothecary Shoppe. As mentioned, he is seldom at home before midnight, for he spends long hours working in his lab. While in the lab, he will seldom notice external disturbances (like noises in the alley). However, when at home, he sleeps lightly and is watchful of potential danger.

(aa) **HOME OF COLCHESTER TIBBITS** - Tibbits, a human mage, is a genial man and a pillar of this community. He has two live-in apprentices, Carmella (human female) and Verdian (half-elf male). Between the hours of 9pm-2am, there is only a 30% chance that he will be home (since he is a regular customer of Starkindler's); if home, however, there is a 70% chance that he will notice any peculiar activity around the shops on his block, and investigate. At other times of the day these chances are 60% and 30%. The apprentices can be found at Tibbits' home 80% of the time. If Tibbits is not home, there is only a 15% chance that they will note and investigate a local disturbance of the peace; if Tibbits is home and alerted, they will accompany him 80% of the time.

(bb) **HOME OF ARTHEUS FARADAY** - Faraday, a human mage, is a recluse who virtually never leaves his house. He spends most of his time in his raised tower, working on experiments to grow strains of intelligent plant life. Faraday has a man-servant, Lukas, who runs errands, purchases supplies and keeps watch over the premises. Lukas is not interested in traffic along Magic Street unless someone trespasses directly on Faraday's property.

(cc) **MISCELLANEOUS SHOPS** - A collection of small shops selling non-magical, essential goods. On this block, shops include a green-grocer, a blacksmith and carriage-maker, and a candle-maker.

(dd) **PRIVATE RESIDENCES OF VARIOUS MAGES** - are a miscellaneous collection of 1-, 2-, and 3-story buildings of incredibly mixed architectural styles and periods.

ROOM DESCRIPTIONS

In the descriptions of rooms and areas that follow, information is provided in the order:

- 1.- What the player sees,
- 2.- GM's description,
- 3.- Special furnishings and contents,
- 4.- Population, if any.

Furnishings in rooms and their arrangement seldom change, but the population of an area may change according to the hour, and is so noted.

A.) Entrance and Window Displays

1.- The front entrance to the shop consists of a single thick oaken door, with the name Magic Books and Scrolls emblazoned on a bronze placard in five languages (Common Enchanter, High Elvish, Khazdul, and Goblin). Above the door, a heavy silver bell hangs. On both sides of the door, window displays show off some of the shop's finest craftsmanship, against a background of thick satin curtains of scarlet.

2.- During business hours, all traffic passes through this entrance, greeted only by a gentle clang of the bell. If the front door is opened while the shop is closed, a Langfield spell is activated in the 10' square area immediately behind the door (all entering must make a MR saving roll-4 or be immobilized for 10 melee rounds. Opening the door during off-hours also sets off the bell above the door, which peals a loudly clanging alarm.

3.- The left-hand display case contains an opened scroll, beautifully calligraphed on a fine vellum and laying alongside a gold scroll case inlaid with emeralds (together worth 1600 GP); and a thick tone on resurrection written in an obscure demonic dialect (worth 10,000 GP to the right buyer, however, only about 50 wizards in the entire world can read this text). In the right hand case, an open locket reveals a tiny slip of parchment containing three 4th Level spells, written in an extremely small but legible script (worth 5000 GP) and some restored fragments of text from an ancient and waterlogged manuscript (worth little in its current state, but potentially worth thousands completed).

C.) Alarikon's Office

4.- There is a 20% chance that someone will be stopped in front of the shop, admiring the display, at any point between 9am and 7pm. Otherwise, no one will be in the area.

B.) Customer Service Area

1.- The front door opens into a 20' x 35' room. A pair of rough wooden benches are set against the southeast wall, while a large L-shaped counter occupies the left rear corner of the room. A door is visible that leads to a walled alcove within the service area, and a thick velvet curtain hangs behind the counter.

2.- In the main service area, customers bringing new business into the shop stand in line at the counter until they are served. The benches serve as a waiting area for those waiting to privately see Alarikon or to pick up previously contracted items.

3.- Behind the counter there are a number of shelves and a locked two-drawer cabinet. The shelves contain a supply of small sheets of parchment (used for order forms and receipts), a half-dozen ink bottles, a dozen quill pens, and a cash box containing 200 GP in gold, silver, and copper coins. The top cabinet drawer has a Level 1 lock and the bottom drawer has a Level 3 lock installed; Alarikon and Peregrine have the only two keys to the cabinet. The top drawer contains the weekly cash receipts of the firm, if in the shop (there is a 15% chance that this is the day the receipts have been taken to the banking house; otherwise, receipts in the box equal a 06 x 2020 x 50 GP). The bottom drawer, during off-hours, contains the three null-magic amulets worn during the daytime hours by Peregrine, Harrow, and Ingtaal.

4.- There is a 70% chance that Joban and/or Mikal will be behind the counter taking orders; if neither is present, Alarikon will be manning this station and in an agitated state. Otherwise, there is only a 10% chance that Alarikon will be in the main service area at any moment. There is an 80% chance that there will be 108 prospective buyers in the shop at any point during business hours; in addition, there is a 40% chance that 104 non-merchant magic users will be in the shop.

1.- This partially enclosed area contains a heavy mahogany desk set (desk, chair, and upholstered cabinet) and two upholstered chairs. Bookshelves are built into the eastern wall of the room, and they are crammed with volumes.

2.- During business hours, Alarikon will take special orders in this area. Only Alarikon and his clients are normally permitted in the area; staff enter here only when summoned, and Joban and Mikal never allow anyone within while Alarikon is not present. If entered during off-hours, the top of the desk is usually clear; during the business day, it is usually covered with papers.

3.- The four bookshelves contain these types of volumes:

- a.) business ledgers for the last ten years of operations;
- b.) more ledgers, plus technical notes on ink- and papermaking, calligraphy, and bookkeeping (each of these tones, if read completely, will provide the reader with a normal level of expertise, or mastery if already known, in the training field represented);
- c.) six heavy scholarly tones on linguistics, and a number of older books written in ancient or unusual dialects (these older books will be nearly incomprehensible to non-scribes, and are not magical);
- d.) two books of magic spells, containing 7 and 4 spells respectively (see the spell roll-up chart listed at the end of this scenario).

Spell books are valued at the total of

100GP x level of spell squared thus a spell book containing a 6th, a 4th, and 3rd level spells would be worth 7900 GP (3600 + 1600 + 13 x 900); the other books, while having some minor sentimental importance to Alarikon, have Marginal Market value (maximum 50 GP each, even to a scholar on the subjects covered). Alarikon's papers during the business day, if a player-character gains access to this room by posing as a client, he may have a chance to observe some items of value in the pile of papers. There is a 20% chance that he will glimpse a letter of credit among these papers and a 5% chance that he will notice a piece of

"politically highly sensitive" correspondence. At night, the papers are filed away in the three drawer cabinet behind the desk. The first two drawers have Level 2 locks, and the third a Level 3 lock; only Alarkon has copies of the keys. Contents are as follows:

Drawer 1

contains general correspondence received by the firm, in the form of compliments, complaints, requests for information, etc. (no value to players).

Drawer 2

contains financial instruments - promissory notes (total value 900 GP), bills from suppliers (total value 1200 GP), and letters of credit (total value 4600 GP). The letters of credit can be used by the players to obtain ready cash; however, there is a 50% chance that they will be challenged if they attempt to redeem the letters in the city of Haven, where Alarkon is well known, and a 15% chance they will be challenged if the letters are redeemed within 20 miles of the city limits.

Drawer 3

contains copies of personal correspondences made by members of the local aristocracy and other prominent civic figures. These "politically sensitive" letters reveal mistresses, conspiracies, or other equally damning secrets of six local citizens. These documents offer potentially lucrative blackmail opportunities that could be explored in a later adventure.

4.- There is a 50% chance that Alarkon will be present in this area during the hours of 9-12am and 4-6pm. During the hours of noon to 4pm, he is here 30% of the time; between 6-8pm he is here only 5% of the time. There is a 5% chance that Harrow or Ingtaal will be present, but only if Alarkon is in. Similarly, there are the following percentage chances that a client will be meeting with Alarkon: 9am to 4pm, 25%; 4-6pm, 50%; and 6-8pm, 100%. No one will ever be present in the room between 8pm and 9am.

D.) Passageway to Scribes' Workrooms and Library

1.- A thick red velvet curtain hangs behind the counter area. Through a slit down the center, a passageway is visible.

2.- This curtain separates the sales area from the rest of the shop, and muffles some of the background noise arising from the customers. Anyone passing through the curtain while the office is closed must make a MR saving roll-3 or be affected by a Sleep spell (Sleep 206 hours if not revived by water or physical force - treat as 103 points of damage, armor does not absorb). On the north side of the curtain, another Tanglefield is set off - players entering the area must make a MR saving roll-5 or be immobilized for 10 melee rounds. If anyone becomes trapped in the activated tanglefield, the front door alarm bell is set off.

3.- No contents in this area.

4.- There are normally no occupants in this area.

E.) Central Passageway

1.- The passageway before the rear door is 5' wide and leads to a rear door. There is one opening 5' down the hall on the left hand side of the corridor, and two closed doors 5 and 20' down the right hand wall of the corridor.

2.- Any player entering any of the four 5' x 5' shaded squares marked on the GM's map must make a MR saving roll-3 or be trapped in a Tanglefield spell. Since each tanglefield spell was embedded by a different magic-user, a player walking the complete length of the corridor would have to make four separate MK saves to be unaffected by these traps. As in area D, the alarm bell is activated if anyone becomes trapped in a tanglefield; unlike area D, these traps remain set all day as well as all night.

3.- No contents in this area.

4.- No regular occupants in this area.

F.) Rear Entrance

1.- The rear door is made of thick oak, and opens out into the alleyway behind the shop.

2.- This door is virtually always locked; it serves principally as an entryway to the building for Harrow and Ingtaal (both of whom, along with Alarkon, have keys). Anyone passing through this doorway in either direction without magical

protection must make a MR saving roll-4 against an extremely potent Sleep spell (Sleep 406 hours if save missed, must use double normal efforts to awaken a character affected by the spell).

3.- This is your average doorway. If I were you, I wouldn't bother to steal it, but...

4.- No occupants save an occasional termite.

G.) Junior Scribes' Office

1.- There are nine chairs and desks crowded around this 15' x 20' room. A long, low table in the center of the room serves as a repository for reference books.

2.- The junior scribes work here during normal business hours. Each desk contains writing materials and blank parchments; there will also be 106 unfinished 1st level magic scrolls on various desks. There is a 30% chance that an original copy of the spell being copied will also be present in the room (on the same desk, or on the long table). Each desk has a single unlocked drawer.

3.- Five of the desk drawers are empty; three (1,2, and 3 on the GM's map) contain reference books on translation that would be worth 150 GP each to a scholar in linguistics or another scribe. Desk 3 also contains a packet of love letters signed with the initial K (for Krannok). The drawer in desk 4 appears empty, but has a false bottom (10% chance that this will be spotted during a rapid search, 40% during a careful search, otherwise players must cast a Detect Secret Doors spell or make a sense secret doors ability roll to discover). Beneath the false bottom are 8 completed magic scrolls - 2 Heal Light Damage (106 hits), 2 Hotshots (106 points damage each), 1 Read Magic, 1 Charn Humanoid, 1 Sleep, and 1 Shape Seeing spell.

4.- There is a 90% chance that any junior scribe will be present between 9 and 6. During these hours, there is also a 10% chance that Harrow and/or Ingtaal will be present, and a 5% chance that Peregrine will be in this room. Between 6pm and 9am, the room is never occupied.

H.) Senior Scribes' Office

1.- This is a 10' x 15' room containing two larger desk sets, a three drawer cabinet, and a long table. On the table, there are a pair of large jade bookends with seven books between them.

2.- Harrow and Ingtaol, the senior scribes of the firm, work here. The south wall of the room has a permanent Magic Mirror spell placed on it, providing a continuous picture of the activities taking place in the junior scribes' office (it functions as a one-way looking glass). On any day, there is a 40% chance that each scribe is working on a magic book consisting of 1d12+1 spells. If not working on a book, there is a 60% chance that the scribe is attempting to translate a document written in a strange tongue. If a scribe is not performing either type of special assignment, he is working on a scroll containing a high level (7th-10th) spell. During the day all copies and original texts will be visibly displayed in the room; during off-hours, these materials are stored in the cabinet drawers, which are protected by Level 3 locks. (Exception - high level scrolls are returned to the vault in the library each evening). The books on the long table are linguistic reference books on the Dwarven, Elvish, Centaur, and Dragon tongues. At night, a Sleep spell set on the doorway is activated (MR saving roll-2 or sleep 2D6 hours). Also note that the northern wall is 3' thick stone. Those hoping to gain entry by-passing the rear door will likely be disappointed, since 50 points of damage must be inflicted at a single point in this wall before it is breached, and an additional 150 points inflicted before a hole large enough to crawl through is opened (this process would likely make enough noise to raise the dead, let alone the local watch).

3.- If a scribe is producing a spell book, roll percentile dice to determine the portion of the book that has been completed; then roll a D10 for each spell to determine its level (1-5 = 1st level, 6-8 = 2nd level, 9 = 4th level, 10 = 6th level). If the current job is a translation, there is only a 10% chance that the text is magical; otherwise it is a diary (30%), religious book (40%), or history (20%). Unless magical, the text will be of no monetary value to the thieves. The books on the long

table are worth 300 GP each to linguistic scholars or other scribes; the bookends themselves are worth 75 GP.

4.- During the hours of 9am-6pm, there is a 75% chance that Harrow and/or Ingtaol are present, and a 10% chance that Peregrine is in the room. On rare occasions (3%), the senior scribes may be called on to work late (until 11pm). No one occupies the room between 11pm-9am.

I.) The Library

1.- This 15' x 25' room contains a single desk, located to the immediate right of the doorway, and a series of long open cases, each with three shelves. The shelves are lined with rack after rack of parchments and thick books.

2.- The shop's library serves as the repository for the magic books and scrolls accumulated by Alarcon and his predecessor. The shelves contain some reference books and all 1st-6th level spells not currently being used for transcription. Copies of higher level spells are kept in the iron vault in the northwest corner of the room. This area is the personal preserve of Peregrine, the hobbit Master Scribe whose desk sits in the entryway; even Alarcon does not know how his stack of information is stored. During night hours, and whenever Peregrine is away from his desk, a button hidden under the desk is activated to set an invisible light beam in the doorway that, when broken by any object or person, will trigger the front door alarm. In addition, a potent Sleep spell (MR saving roll-6 or Sleep for 2D6 hours) is permanently set day and night on the portion of the library floor plan marked on the map key. The only way to avoid passing through the sleep spell is to vault or climb over the hobbit's desk.

3.- The principal contents of Peregrine's desk are identified in his personal description above. The coded key kept in his desk, if found, may be figured out by anyone who can roll 4d12 under his intelligence (3D12 if the player is a hobbit, for the entire race has a fondness and a natural aptitude for such puzzles). The key, if deciphered, would reveal that the stacks are cross-referenced by racial language and spell level as follows:

a) The first case - contains scrolls and books written in the dwarven (Khuzdul) tongues. Shelf 1 (top) holds 4d12 1st level scrolls, 2D20 2nd level scrolls and 2D10 3rd level scrolls (see the spell roll-up table at the end of this scenario to determine the actual spells available). Shelf 2 holds 1D12 4th level scrolls, 1D8 5th level scrolls, and 1D4 linguistic guides to the various dwarven dialects. Shelf 3 holds 1D6 6th level spells and there is a 50% chance that 1D3 magical books (each with 1D12 spells inside) are also present.

b) The second case - contains spells and other documents written in elvish. Shelf 1 holds 3D10 1st level scrolls, 2D12 2nd level scrolls, 2D8 3rd level scrolls, and 1D12 4th level scrolls. Shelf 2 holds 1D4 5th level and 1D8 6th level scrolls. There are also three reference documents on naming conventions and a scholarly tome on the peculiarities of pure high elvish speech (which none but the Noldor nobility are ever taught). Shelf 3 holds 2 spell books; one contains healing and clerical spells (1D8 + 2), while the other contains spells suitable for dealings with woodland creatures (2D3 spells).

c) The third case - contains magical texts in two tongues: Kentaree (the language of the centaurs) and Enochian (the written language used by human mages). Shelf 1 holds 1D6 1st level, 1D8 2nd level and 1D6 4th level scrolls in Kentaree; there is also a 65% chance of 1D4 small books containing 2D3 spells each. Shelf 2 holds 2D12 1st level and 2D10 2nd and 3rd level scrolls in Enochian. Shelf 3 holds 1D12 5th level and 1D8 6th level Enochian scrolls, a reference volume on the variant dialect of the Island Peoples (worth 300 GP to a historian), and a volume on demonology (intermediate level, worth 1000 GP).

d) The fourth case - contains only a few items; written in less common magical tongues (Dragon, Sea Tongue, Giant Speech). There is only a 10% chance that a thief will be able to read any of these languages. Shelf 1 holds items written in Dragon; 1D10 2nd level scrolls, 1D10 + 2 4th level scrolls, and 2D4 5th level scrolls. Shelf 2 holds scrolls

written in Giant Speech: 1D6 1st and 2nd level spells, 1D8 + 1 3rd level spells, and 2D6+2 6th level spells. Shelf 3 holds a matched pair of volumes on offensive and defensive magic (2D8 scrolls in each, plus discussions of tactical options, sample combat examples, etc.). The two texts are written in Sea Tongue, and are samples of the curriculum that was offered at the New Atlantean School for Wizards.

4.- There is a 60% chance during business hours that Peregrine will be either at his desk or somewhere among the stacks. There is also a 5% chance that one of the junior or senior scribes is present, making a request for (or returning) a library document. Alarikon, if not busy with a client, enters at precisely 6PM and turns on the traps guarding the building. If Alarikon is otherwise occupied, Peregrine will activate the traps and wear his protective amulet home with him.

J.) Supply Room and Storage Area

1.- An opening in the south wall of the library leads into a 5' x 10' room. Two long tables occupy the center of the room; one contains equipment and tools for bookbinding, the other a variety of book covers and scroll cases. A medium-sized three drawer cabinet is centered along the south wall; in the northeast corner there is a neat pile of 1D4 scrolls and 1D4 books. All passing through the opening to this room must make a MR saving roll -2 versus a sleep spell.

2.- This area serves as a general storage area for materials and finished products. Peregrine works when necessary at a high stool set between the two tables, assembling the freshly copied pages of parchment into book form or rolling them and enclosing them in scroll cases. The covers and cases visible in the storeroom vary greatly in quality - about 80% are plain and functional (cloth, leather, wood, or brass) while the rest have some decorative features added (e.g., mother of pearl inlay, use of more precious materials like silver, gold, or velvet). The pile in the corner are completed products (books contain 1D8 spells each; roll up the spells contained from the table provided at the end of this scenario). On the western

wall, there is a secret panel that conceals the mechanisms for activating and deactivating the traps in the shop. The panel can only be located by a deliberate attempt to locate secret doors. If the panel is opened, six buttons are revealed; if pressed, they will deactivate these traps, respectively:

Front door - alarm
Front door - Langlefield
Curtain area - Sleep spell
Curtain area - Langlefield
Senior's Office - Sleep spell
Storage area - Sleep spell

A separate search for secret doors must be made to locate a small latch that reveals a seventh button, which when pressed deactivates the Hoarse of Flesh spell placed in the vault area. Only Alarikon is aware of the existence of this switch.

3.- The bookbinding equipment on the first table is worth 200 GP. The unadorned book and scroll coverings on the table are worth only a few silver pieces each, while the more ornamental pieces are worth 10 to 100 (D10 x 10) GP each. There are 4D12 covers on the second table, 20% of which are decorative. In the first two cabinet drawers are a stockpile of inks, pens, and parchment; in the third, 1D6 elaborately adorned coverings (like the one shown in the left-hand display case in front of the shop) are stored. Each item is worth 1D20 x 150 GP. The finished goods in the corner can be identified in the following roll-up procedure:

- 1) Roll D100 for type of item - 75% scroll, 25% book.
- 2) Roll D100 for type of covering - 80% plain, 16% some minor ornamentation, 4% very extensively adorned.
- 3) If book, roll D8 to determine number of spells contained.
- 4) For each spell (scrolls and books), roll D100 to see general skill level (90% 1st - 6th level, 10% 7th - 15th).
- 5) Identify actual spells contained according to the appropriate chart from the end of this scenario.

4.- There is a 20% chance that Peregrine will be present in this room during normal business hours. Otherwise, the room is unoccupied.

K.) The Vault

1.- In the northwest corner of the library, a 5 foot square area has

been blocked off for a thick iron vault. The door handle is centered on the east side of the vault.

2.- The vault is the repository of the shop's most valuable magic texts (containing 7th to 15th level spells). The walls are over a foot thick, and are impervious to even repeated weapons assault. It is protected by a potent enchantment, a Hoarse of Flesh trap, that is activated whenever the door handle is touched. (Note: The null-magic amulets worn by the staff, including Alarikon, will not protect characters from this trap.) If activated, the Hoarse of Flesh appears in a 10 foot diameter area immediately before the vault, encircling all living beings in that vicinity (no REF saving throw). The trap devours the flesh of its victims, and even armor does not intercede - the trap does 6D6 hits of damage to each character in its range per melee round of activation (up to 10 melee rounds total). The trap deactivates when no life forms are detected in its area. The victim's bones and possessions will be left behind if that's any consolation.

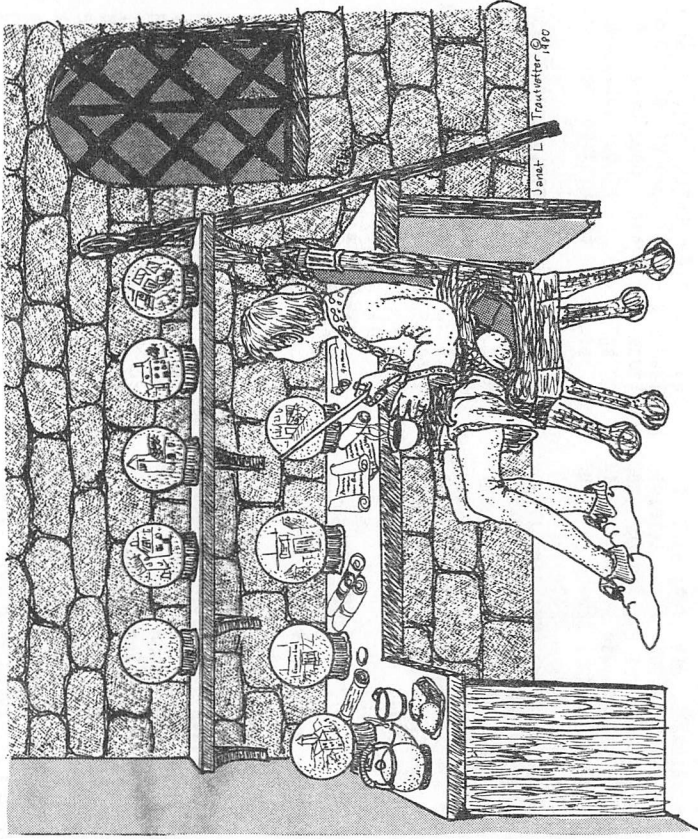
3.- The vault contains 35 copies of high level scrolls (use advanced spell roll-up table at end of this scenario to determine exact types available). There is also a glass case containing a few fragments of a tattered scroll in an ancient script (no monetary value).

4.- No, there isn't an invisible stalker, in here waiting to pounce. If your players have gotten this far, they deserve the reward. Of course, they still have to get back out, and they may no longer be alone...

GUARDIANS

The scheduled timetable for the local guard rounds was indicated earlier in this scenario. If the alarm bell rings or other signs of disturbance in the shop occur while the guards are on Magic Street, there is an 80% chance they will investigate. If more than three guards are in the patrol, they will split up and try to cover both exits from the shop with missile weapons; if successful, they will demand surrender. The guardsmen need never make morale checks during normal combat situations; however, if magic is used against them and inflicts damage, there is a 20% chance that they will panic and flee.

MR&S shop, who may become aroused by the activities of the thieves.



Chiselwick the alchemist, as previously mentioned, will be generally oblivious to street noise while he is working in his laboratory (there is only a 10% chance that he will notice even a loud noise outside). While at home after midnight, however, there is a 50% chance he will notice any major disturbance. If so, his actions will be geared toward insuring the safety of his property. If the back alleyway appears empty, he will attempt to return to his shop carrying a half dozen vials of various sedative potions (if he is surprised while carrying these items, he can throw them at a foe at a Hx60 of 11 - a hit will cause them to shatter, making the victim extremely drowsy, and reducing his fighting effectiveness by 1/2). If he sees that he cannot make it to his shop without confrontation, he will set off an alarm bell within his house to try and attract aid.

Tibbits, if alerted, will move quickly to investigate the source of any disturbance; he utilizes the combined effects of Fly and Shrink spells to transform himself into a form in which he can observe others unnoticed. He is not a violent man, and would prefer to subdue rather than vanquish foes; however, he also is a practical joker of some local repute. Consequently, his favorite tactic is to erect a Dimension Door in front of a moving opponent, to transport the latter to some unexpected spot - in this case directly in front of the nearest Guard House. Characters do not receive a MR saving roll against the effects of a Dimension Door; rather, the spell is cast directly against a given 10' area (earth has a natural magic resistance of 9, wood an MR of 11). Dimension Door spells last for 10 melee rounds, and normally appear as shimmering, portal-sized shapes; Tibbits, however, will cast a Limited Invisibility spell on the door after the first melee round in which it is created, making it undetectable to the naked eye. If Tibbits is seen and becomes seriously threatened by the thieves, he will Shape Change into some sort of monstrous form (GM's choice) to carry out his defense. All saving rolls made against spells cast by Tibbits are at a -2 to normal MR.

Verdian and Carmello, Tibbits' apprentices, may accompany their master, or possibly investigate on their own. In either event, they

spell capable of 4D10 damage (he has sufficient power to throw up to 3 of the latter spells, and can throw up to 6 Spheres of Darkness).

If he appears, the watch-mage will attempt to take the party alive. If his approach is unnoticed, he will begin by throwing a Sphere of Darkness within the shop, to generate fear in his foes. At first, he will remain outside the building, and try to paralyze any that attempt to flee; if no one emerges, he will open the door, reveal the Glaze of Noon, and attack with the wand. The mage will not hurl a Fireball unless his life is endangered by direct assault (the property of others along the street he guards). MR saving rolls against Fireballs are made at -3; saves against the Paralyzation wand at -6. If the player-characters are wearing any of the null-magic amulets from the shop, they will block the effects of all spells and artifacts except the wand of Paralyzation, but only for the person wearing the amulet.

In addition to these normal guardians of Magic Street, there are a number of additional residents of the area who may become involved in the play of this scenario. These other characters are neighbors of the

The watch-mage on duty normally (85%) waits in the audience room of the Mage's Guild building, monitoring activities along the street through a set of crystal balls endowed with Clairaudience; otherwise (15%) he is elsewhere on the street attending to other disturbances. The mage may become aware of the robbery in progress in two ways. If the alarm bell outside the shop is ever activated for 3 consecutive MR or more, the mage will respond immediately to the alarm. Also, once the alarm bell has been activated, the shop becomes bathed in a blue aura invisible to the naked eye but visible in the magic crystals. The aura remains even after the alarm is turned off (until a Dispell Magic is cast on the building). It will take 1D12 + 4MR for the watch-mage to notice the aura and respond.

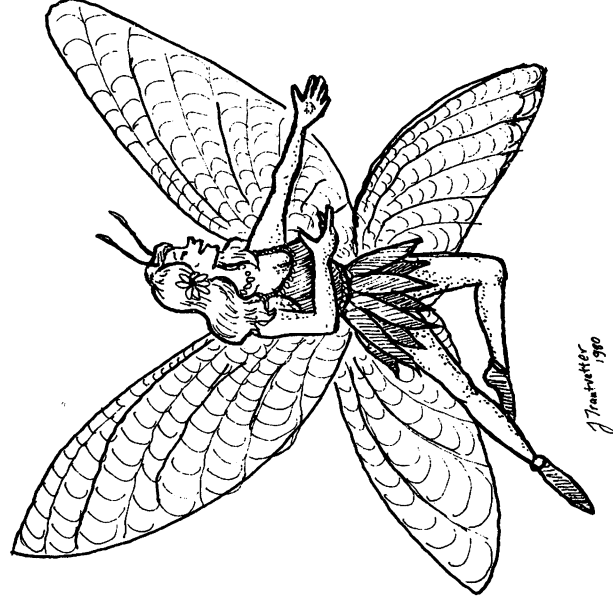
The mage serving as guardian is provided with a number of artifacts to assist his efforts to keep the peace. The Mage carries the following items:

- a wand of Paralyzation (containing 18 charges),
- a crystal containing Glaze of Noon and
- a Medallion of Shield, +6 (containing 24 charges, used 1 per MR).

The mage will also possess a Sphere of Darkness spell, and a Fireball

will remain outside the MB&S shop, cautiously observing. If the thieves are encountered, Verdian relies principally on a Charm Person spell; Carmella knows and uses Sleep as her primary offensive weapon. If threatened at close range, both apprentices can use Clumsiness or Shield spells against their attackers; however, there is a 40% chance that they will simply panic and try to run away.

Lukas will not make contact with the thieves unless they trespass on Faraday's grounds. In such an event, he will rush from the house, brandishing a huge club and demanding their swift departure. He will not give pursuit, but his bellowing is likely to increase the general watchfulness of others in the area.



CHARACTER DESCRIPTIONS FOR GUARDS AND MAGES

NAME	CHARACTER	CLASS	SI	CD	RE	SM	IQ	MR	WEAPON	HACD	DAMAGE	WEAPON NOTES	ARMOR CLASS	HTK
Constable 1		VET DW FTR	14	12	12	14	13	12	2HMR THROWN	3 4/8/15	1D8 1D4		CHN 7	36
Constable 2-4		INT HU FTR	13	9	8	12	9	14	MAE	6	1D4		LTH 4	25
Constable 5-6		INT /E FTR	8	12	14	11	10	8	SPEAR S BOW SHND	6/9 3/7/11 7	1D8 1D6 1D6	(1)	LTH 5	17
Watchmage 1		EL HU MAG	10	15	7	11	17	16	SPELLS	7	1D4	(2)	CLO 10	32
Watchmage 2		EL EL MAG	11	11	11	13	13	19	DGR SPELLS	6	1D4	(3)	CLO 7	36
Chiselwick		VET HU ALC	8	15	13	12	14	12	POTION			(4)	NON 0	21
Tibbits		VET HU MAG	13	10	11	15	14	16	SPELLS			(5)	NON 0	29
Carmella		INT HU MAG	6	13	17	10	15	10	SPELLS			(6)	CLO 4	15
Verdian		INT /E MAG	8	12	10	8	12	15	SPELLS				CLO 2	16
Lukas		INT HU MON	16	8	8	10	7	13	CLUB	8	1D6		CLO 2	26

(1) In addition to items and spells listed under the watchmage description, this mage knows the following spells (numbers refer to the Spell List below): 1, 2, 11, 13, 15, 30, 38, 45, 63, 67. All MR saving rolls made against these spells are at a -4.

(2) In addition to items and spells listed under the watchmage description, this mage knows the following spells: 1, 2, 5, 6, 12, 28, 33, 40, 44, 47, 55, 65. All MR saving rolls made against these spells are at a -3.

(3) Chiselwick has at his disposal inside the shop the following potion flasks that he will use if attacked: Acid (1D8 damage per vial, destroys all armor worn in that body area), Mists of Forgetfulness, Sleep, and Blast (2D10 hits damage per vial, used only as a last resort since it will damage the shop as well). All MR saving rolls at -2.

(4) Tibbits knows the following spells: 1, 2, 5, 14, 16, 29, 32, 37, 48, 58, 64, and Fly. All MR saving rolls are at -2.

(5) Carmella knows the following spells: 1, 2, 5, 7, 9, 12, 17, 20, 26, and Clumsiness. All MR saving rolls are at -1.

(6) Verdian knows the following spells: 1, 2, 3, 5, 6, 11, 18, 25, 31, 34, and Clumsiness. All MR saving rolls are at -1.

SPELLS OF ALL LEVELS

<u>LEVEL 1 (D10)</u>	<u>LEVEL 2 (D8)</u>	<u>LEVEL 3 (D6)</u>	<u>HIGHER LEVEL SPELLS (2D12)</u>
(01) Read Magic. (02) Detect Magic (03) Magic Missile (04) Moonlight (05) Shield (06) Voice Toss (07) Find Direction (08) Awaken (09) Read Languages (10) Detect Altitude	(01) Charm Humanoid (02) Detect Life (03) Hold Portal (04) Hot Shot (05) Listen (06) Noise (07) Sleep (08) Protection from Evil Influences	(01) Detect Enemies (02) Detect Evil (03) Detect Good (04) Detect Value (05) Daylight (06) Sense Hidden (07) Limited Invisibility (08) Charm Small Animals	(02) Moose of Flesh(15) (03) Null-Magic Shield(12) (04) Geas(11) (05) Stone to Flesh(11) (06) Hold Animals(10) (07) Heal Wounds(9) (08) Charm Monster(9) (09) Dimension Door(8) (10) Expand(8) (11) Shrink(8) (12) Camouflage(7) (13) See Invisible(7) (14) Uncurse(7) (15) Rapid Growth(7) (16) Shape Seeming(8) (17) Shape Change(8) (18) Summon Monster(9) (19) Timer(9) (20) Teleportation(10) (21) Zombies(10) (22) Transport Object(11) (23) Disintegration(12) (24) Plant Control(13)
<u>LEVEL 4 (D8)</u>	<u>LEVEL 5 (D8)</u>	<u>LEVEL 6 (D6)</u>	
(01) Detect Secret Doors (02) Discern Magic Spell (03) Sphere of Darkness (04) Knock (05) Levitate (06) Strengthen (07) Inglefield (08) Detect Invisible Presence	(01) Blaze of Noon (02) Bash (03) Haste (04) Hold Person (05) Night Sight (06) Slow (07) Detect Small Traps (08) Locate Large Object	(01) Detect Poison (02) Dispell Magic (03) Fall Invisibility (04) Lightning Bolt (05) Missile Repulsor (06) Silence	

SPELL
DEFINITIONS
AND
DURATIONS

- [1] READ MAGIC - will enable the caster to understand magical writing if he can read the language used.
- [2] DETECT MAGIC - will detect the presence of magic in an object or a 10' by 10' area.
- [3] MAGIC MISSILE - fires a magic bolt as if a +4 arrow shot from a composite bow. Caster may fire (level+1)/2 rounded down bolts per spell cast, but may not direct them at separate targets until 11th level.
- [4] MOONLIGHT - will produce a glow equal to the light of a full moon. It will affect any creature affected by moonlight. Lasts 40 hr.
- [5] SHIELD - will raise the AC of the caster by 8 for 2 hr or 4 for 4 hr.
- [6] VOICE TOSS - allows caster to project his voice up to (90' + 10' per level) away, but not thru solid material.
- [7] FIND DIRECTION - will give compass direction in which caster is facing.
- [8] AWAKEN - will awaken any one sleeping being.
- [9] READ LANGUAGES - will enable the caster to understand the meaning of any written message except magical runes.
- [10] DETECT ALTITUDE - will determine height above sea level.
- [11] CHARM HUMANOID - will put any specified humanoid under the control of the caster. May be broken, check every period of time according to IQ=3 - one month, IQ=18 - one day and make scale for the rest. Will break if suicide or extreme danger ordered.
- [12] DETECT LIFE - will determine if there is anything living in a specified 10' by 10' area.
- [13] HOLD PORTAL - will cause a door to be held as if barred by a 1' by 1' cross section of oaken beam.
- [14] HOT SHOT - fireball causing 1d6 of damage.
- [15] LISTEN - raises hearing ability by 60% for 4 hr.
- [16] NOISE - will create a distracting noise at a distance of up to 300' from the caster.
- [17] SLEEP - will cause living beings to fall into a deep, natural slumber, from which they may be awakened by 2 hr worth of shaking. The spell affects 50 + (25 X caster's level) hit points, starting with the lowest hit point being in the spell area.
- [18] PROTECTION FROM EVIL INFLUENCE - will increase your saving throws against evil influences or spells cast by evil opponents by 4 or 1/3 your MR, whichever is greater. Lasts 4 hr.
- [19] DETECT ENEMIES - will determine if there are enemies present within a range of 100'.
- [20] DETECT EVIL - will determine if a specified being or object harbors evil influences.

- [121] DETECT GOOD - will determine if a specified being or object harbors good influences.
- [122] DETECT VALUE - will give the exact value of an object 75% of the time, +/- 30% 15% x 106 20% of the time, and a completely erroneous value (+/- 10-1000% (10% x 10100)) 5% of the time.
- [123] DAYLIGHT - will produce light equivalent to the light in a shaded room during the day. Will not harm beings who are susceptible to the sun's rays. Lasts 40 MR.
- [124] SENSE HIDDEN - will determine if anything has been hidden or concealed in a specified 10' by 10' by 10' volume. Does not reveal location or type.
- [125] LIMITED INVISIBILITY - will render invisible any living being or object, human-sized or smaller. Does not allow movement or attack. Lasts 20 MR.
- [126] CHARM SMALL ANIMALS - enables caster to charm 106 rabbit-sized or smaller animals. Complicated directions will break charm.
- [127] DETECT SECRET DOOR - will determine if a secret or concealed door, panel, opening, etc. is present in a 10' by 10' by 10' area.
- [128] DISCERN MAGIC SPELL - will determine what spells have been embedded in an object. First successful cast reveals number of discrete spells embedded in object. Will only reveal 1 spell per successful cast. Spells are revealed in order by level starting with the lowest.
- [129] SPHERE OF DARKNESS - will cause a sphere of lightlessness to form about a specified point in line of sight up to 50' away. Sphere is 10' in radius and lasts 8 MR.
- [130] KNOCK - will cause any locked door or object to open for 2 MR, then will close.
- [131] LEVITATE - will raise the caster's center of gravity from the surface up to the rate of 20' per MR. Newton's

Law will apply if free floating. Lasts 40 MR.

- [132] STRENGTHEN - will add to the STR rating of beings: +108 to fighter classes, +106 to roquish classes, +104 to the other classes. Lasts 2 hours and receptor must rest for 1 hour afterwards.
- [133] TANGLE FIELD - creates a volume 10' by 10' by 10' in which one moves as if in molasses. Any blows struck are at 1/8 speed and -8 HP. Any object entering the field is affected.
- [134] DETECT INVISIBLE PRESENCE - will determine if something invisible is present within a 30' by 30' area. Will not see object or know what it is or know where it is in the area.
- [135] BLAZE OF NOON - produces light equivalent to full noontime daylight. Beings who can be hurt by the sun's rays will be hurt by this spell. Lasts 40 MR.
- [136] BASH - will deliver a blow equal to the blow of a battering ram to any specified door, object, or living being. To a living being it does 3010 of damage, or nothing if MKST is made.
- [137] HASTE - will speed up receptor by 1/2 current speed. Lasts 40MR.
- [138] HOLD PERSON - will prevent 204 intelligent beings from approaching caster or will function as a charm spell at -6 ST on 1 intelligent being.
- [139] NIGHT SIGHT - allows the receptor to possess hypervision for 240 MR.
- [140] SLOW - will slow receptor to one-half current speed. Lasts 40 MR.
- [141] DETECT SMALL TRAPS - will determine if there is a small trap on an object or in an area 3' by 3'.
- [142] LOCATE LARGE OBJECT - will reveal the direction and distance of a specified object within a range of 250'. Object must be clearly pictured in the mind.
- [143] DETECT POISON - will determine if poison or venom is present in a living being, object, or a volume 10' by 10' by 10'.
- [144] DISPELL MAGIC - will dispell another's magic 80% of the time. There is a +/- 5% per level difference in trying to dispell a magic spell.
- [145] FULL INVISIBILITY - will render invisible any living being or object that is human-sized or smaller. Receptor may move but any attack will render receptor visible again. Lasts 20 MR.
- [146] LIGHTNING BOLT - sends a lightning bolt (3' diameter, 60' length) up to 300' away in direct line-of-sight. The bolt will travel a MINIMUM of 120', even if it must rebound to do so. Bolt will do 4010 points of damage to any being or object struck, half if MKST is made.
- [147] MISSILE REPULSOR - will repulse up to 10 points worth of missiles per MR; spear is worth 4 points, bolt 2, and arrow 1. Lasts 4 MR.
- [148] SILENCE - will create silence within a 15' radius of the receptor. Lasts 20 MR.
- [149] NOOSE OF FLESH - creates a living circle of flesh up to 30' in diameter that is 4' wide. It contracts at the rate of 1' per MR until it meets and consumes itself. Will consume all organic matter within the circle.
- [150] NULL-MAGIC SHIELD - projects a 8' diameter sphere which nullifies magic, both incoming and outgoing. Lasts 8 MR.
- [151] SEAS - will cause a person to go on a quest, at caster's direction. Penalties for deviation range from cramps up to death, at caster's option.
- [152] STONE TO FLESH - will return the statue of a victim of stoning to the flesh state.
- [153] HOLD ANIMALS - will prevent 20x0 small animals, or 10x0 large animals, or 104 huge animals from approaching

or 1D4 large, or 1 huge animal at ST-6.

[154] HEAL WOUNDS -
will heal from 2D20 points of damage on a specified person.

[155] CHARM "MONSTER" -
is the same as CHARM HUMANOID except any living being can be charmed.

[156] DIMENSION DOOR -
creates a door thru anything up to 50' in any direction which allows up to 6 people to pass thru. Door lasts for 10 hr.

[157] EXPAND -
will cause the receptor to double in size every 4 hr that the spell is in effect. Weight goes up proportionally.

[158] SHRINK -
causes receptor to shrink to 1/2 size and 1/4 weight.

[159] CAMOUFLAGE -
causes any non-living object to be disguised as any other object of the same size.

[160] UNCURSE -
gives a % chance equal to ((IQ + TAL) x 2) of curse removal.

[161] SEE INVISIBLE -
allows receptor to see any invisible objects or living beings within a volume 10' by 10' by 50' in a direct line of sight. Lasts 4 hr.

[162] RAPID GROWTH -
will cause plants to grow wildly, and double the area that was covered. The volume of plants in the area will double every 6 hr. Will physically mature animals at the rate of 10% each 8 hr. Growth only occurs while caster is actively keeping the spell going.

[163] SHAPE SEEMING -
allows caster to assume the seeming shape of any living creature of approximately the same size.

[164] SHAPE CHANGE -
allows receptor to be any living being of the same approximate size and weight. Shape chosen by the caster.

[165] SUMMON MONSTER -
will call the nearest "monster" of about 16 hit dice. The monster will not be under the control of the caster.

[166] TIMER -
will allow caster to specify a time delay for activation of a spell up to 1 year.

[167] TELEPORTATION -
allows caster to teleport himself and what he is carrying to any destination. Chance of death according to knowledge of area: from 50% chance of death if caster has never been there, to 1% chance if caster has lived there for 2 years or more. Scale the percentages for the time spent in a area.

[168] ZOMBIE -
will animate 1 dead humanoid body which is then under control of the caster. Zombies can absorb 25 + (1D6 x 5) points of damage.

[169] TRANSPORT OBJECT -
enables caster to teleport objects to any destination. May transport up to 50 pounds.

[170] DISINTERGRATION -
will totally disintegrate any living thing or object.

[171] PLANT CONTROL -
allows caster to command 100 square feet of herbaceous living matter.

CAT-BURGLARY SCENARIOS

AND

SECOND STORY ADVENTURES

C. THE TOWER OF TSITSICONUS

The old man accepted the mug of steaming mulled wine the slim young girl had bought him. He sipped at the hot concoction for a moment, looking at her over the rim of the mug with his rheumy eyes. "So you wish to know of Tsitsiconus, is it, young mistress? Well, tis when a tale of him I can tell you. He was old when I was young and spry meself, and of interest to pretty little jades like you. And his mistress...oh, how beautiful she was; half the men in the city doted on her, it seemed, me among 'em, and I was only 14 when she died.

"But to tell a tale...



"Fifty years ago and more, Tsitsiconus the puissant mage did move from the free city of Haven to a wondrously fashioned tower of polished green marble set within a cunningly landscaped walled garden. He was very old, nearly four centuries having passed for him since his birth, and also terribly tired from many decades of prodigious spell-casting and mighty mancies. He wished simply to retire, and to putter with experimenting, and to go quietly down the last years of his lengthy life.

"And too, he wished solitude to be alone with his great loss, for gone was the one true love of his life, the beautiful Sharella, a lithe and nimble lady of roguish demeanor for whom he had created many an aid to her dangerous avocation (tis true, fair lass, the lively wench was an accomplished thief). Even the arts of Tsitsiconus, mighty though they might have been, could no longer stay the hand of Time, for she had already lived, and kept her great beauty, more than three times the normal human span of three score and ten. Now

she lay cold and wan, and the mage grieved for her.

"The tale is told that he gathered up all his possessions (and they were many, and very wonderful to describe), and moved into the slender green spire inside the high wall of the garden (yea, and not far from here, even, only down the road to the village of Alduree), and that there he stays. The folk of the village see him occasionally of an evening, standing proud and lonely on the palisaded promenade at the tower's very top, gazing out toward the sunset. And other times (thanks to the gods, only rarely), there are strange moans heard, and glittering flashes spied, and wierd and unearthly lambent blue glowings descried surrounding the tower's high reaches -- and the villagers of Alduree hide in their cots and hovels, and pray to whatever gods they hold dear, that nothing dire befall.

"Seldom indeed for the five decades past did Tsitsiconus leave his tower and garden. Lately, though, he has been seen going much more frequently, traveling to the city Haven or to one of the nearby towns and hamlets, probably for some oddment of arcane value necessary in his experiments in mancy and conjuration. And he travels in arcane splendor, in a curious cart pulled by no visible earthly steed. This marvelous cart has not tongue nor harnessing, but seems to move of its own accord. Tsitsiconus may be seen, sitting in luxury within, as the contrivance hurtles along the road at a speed faster than a galloping horse.

"Yes, he is still there, although it seems of late, that he is much more active than in the yesteryears, for he goes abroad more often, and stays agone longer. He is absent, sometimes, even two or three days..."

This scenario could be considered a test, for 3 to 6 higher level (veteran and above) thieves wishing to make a connection with the Guild in Haven. The village of Alduree is located only forty miles westerly from Haven along the Great Trade Road, and is easily reachable by either foot or mount.

It is probably a good idea for the GM to have the group of player-character thieves (if they have not already joined the Guild) be "caught in the act" by a group of Guild-affiliated thieves (this could produce interesting subplots), and be offered three choices:

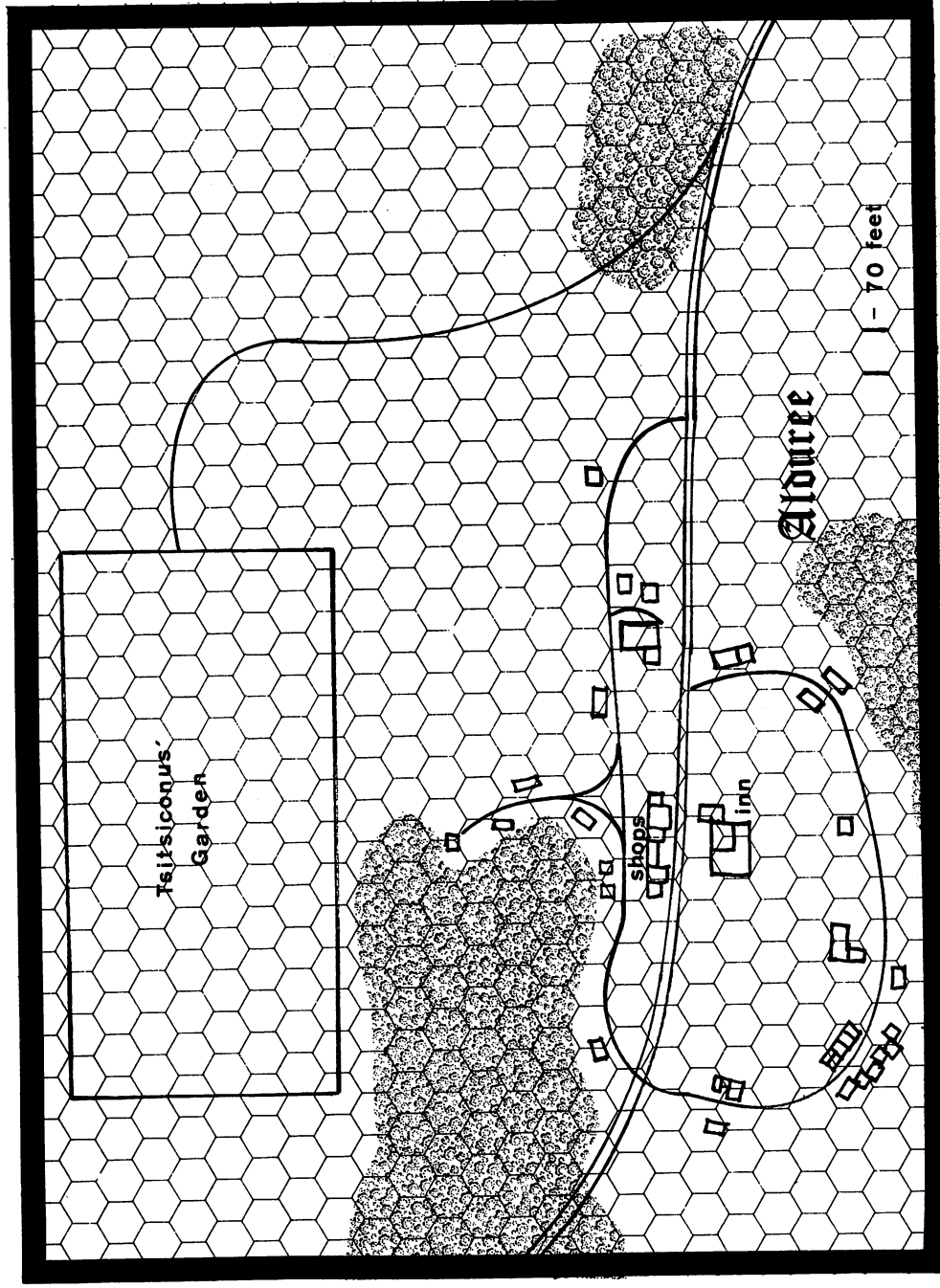
- get out of town, and never return;
- accept the mission to the tower of Tsitsiconus; or,
- suffer a slow and probably painful death at the hands of the Guild.

For those thieves who are already members of the Guild, the Guildmaster might have heard of

a special treasure in the tower that he wishes for himself, or, possibly, he has accepted an unusual commission from a potent mage from a distant land to procure a special book which is in the possession of Tsitsiconus (the thieves will most probably be warned not to open the book under any circumstances). There are multitudes of ways to introduce the scenario.

Over the next few pages, the GM will find descriptions of the tower itself (and its

various contents), and the gardens surrounding the tower, as well as the village of Alduree, a small population center with only 300 inhabitants. Maps of these locales may be found scattered in among the sections dealing with the locations. The mage, his mechanical servants, and other enchanted creatures that may be encountered during the adventure, are described at the end of the scenario, including details on their fighting capabilities and special abilities.



THE VILLAGE OF ALDUREE

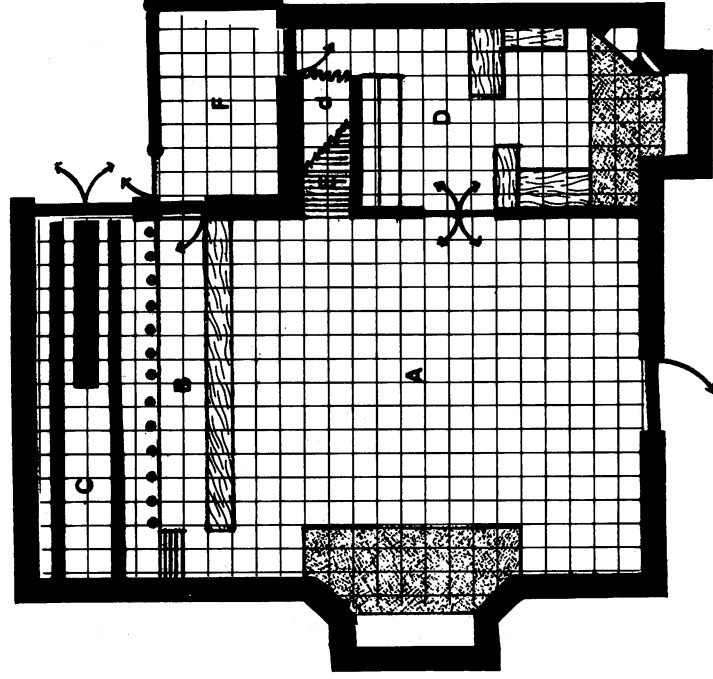
Alduree is a small village with are few shops (a fletcher/bowyer, a seamstress, a blacksmith who does wainwrighting on the side, and a sutler who carries a reasonably decent selection of everyday goods, nothing fancy), and a single tavern, the Gilded Plow, generally considered the center of social activity. Most of the village's men are small farmers and herders; the tavern serves as their one contact with events in the outside world.

The Gilded Plow is a two-story brick and timber building, with a heavy oaken door. Over the entrance hangs a plow painted a shiny yellow (the owner cannot afford real gilt paint), from which the tavern draws its name.

The common room is almost deserted during the day (occasional travelers may be found enjoying a good home-cooked meal from noon to about 2:00 in the afternoon), but is crowded, smoky, and noisy from 5:00 til nearly midnight. There will usually be 10-40 farmers and travelers in attendance (10D4).

Hurkash Drythroat, the owner of the inn, is growing old, but still serves his customers (and himself, frequently, complaining of a throat arid from talking, smoking, etc.; this earned him his name) with jacks and fiagons of golden homebrewed ale or sparkling white and red wines. Prices in the inn are quite low, and value for price is excellent; meals are available as well as drink, and are prepared by Lynnea, the daughter of Hurkash; this

young woman is generally considered the best cook in the village, and probably some 50 miles around. Two other young girls aid Hurkash and Lynneia with the customers: Elena is tall, slender, and blond (and eminently patable), while Delyla is a cute young brunette. Neither is particularly averse to friendly foolin' around.



The Gilded Plover

The inn is a lively place in the early evening, with local musicians, singers, and dancers (almost all bad, but well-intentioned) displaying their talents. Occasionally, a brawl between friends will break out; there is a 15% chance of a fight, and a 60% chance that it will turn into a larger free-for-all possibly involving as many as 40% of the denizens of the tavern. Rarely (5%), the entire common room will become one swirling fight, with virtually everybody in attendance being dragged into participation, willing or not.

In the Gilded Plover, many rumors are traded, started, embroidered, and otherwise amplified. There is a 35% chance that a local treated to a flagon will have some juicy bit of gossip to relate. Some of the current dirt is (roll D10):

- 1) Fregain, the shepherd's son, saw Tsitsiconus leaving in his magical cart yesterday at noon. (True)
- 2) Morris, a locally raised boy who joined the mercenaries, has returned for a visit, and he has a magic sword for sale. (Mostly true, but the sword's magic is a Detect Value spell which gives highly inflated values for worthless items, and extremely low values for important items; Morris will ask 5,000 GP for the sword, but can be bargained down to 1,000 GP.)

3) A wierd black hawk-like creature was seen yesterday evening, circling the mage's tower. (False, some drunk's delirium.)

4) Lynneia has many suitors; chief among them is Bardol, the biggest, toughest, nastiest young farmer in the village. Bardol will make life very unpleasant for anyone he thinks is a serious rival for Lynneia's hand. (True, Bardol is mean.)

5) Tsitsiconus was seen returning to his tower late the previous night; he had a mysterious woman in the cart with him. (False)

6) Lynneia is sweet on Jareth, a young shepherd, who frequently plays his harp at the tavern in the evening; Bardol hates him, and will start fights with him if both are there. (True; there is a 50% chance for each boy that he will be in attendance; if a fight starts, there is a 35% chance that it will devolve into a general brawl.)

7) A large silver bowl was dug out of the field of Nicodraj only two days ago; some think it is a burial gift to some olden warrior or wizard. (True; the tomb is buried 50' under the large oak, in the northeast corner of the field. It is suggested to GM's that they either design this one themselves, or wait for Thieves' Guild V, which will contain "The Illusionist's Tomb.")

8) The mage Tsitsiconus has been gone for three days. (True only if 1. has not been rolled)

9) Three of the village's young bucks hopped the wall into the garden of Tsitsiconus only a fortnight past; they were chased out by a large black ferocious monster; all of the boys escaped without injury. (True)

10) Kermit, the local arrowsmith, is overstocked with finished arrows, and will sell many for only half the normal price. (True, but the arrows he sells at the bargain price are improperly balanced, and are at a penalty of 2 to HP; a trained archer has a 35% chance of detecting this on handling, a bowyer 50%, and a fletcher 60% -- mastery of any of these fields adds 15% to the chance of detection.)

There are some rooms available upstairs at the Gilded Plover; prices vary depending on the dress of the person seeking lodging. The finer a person's habilliment, the higher the price on the room; the top is 5 gp for a private room (for one night), scaling down to 1SP for a one-quarter share of a bed in a 3-bed dormitory.

(GM's Note: If you wish to make a complete adventure out of the Gilded Plover, see THE COMPLETE TAVERN, also by Gamelords; this booklet contains everything you always wanted to ask about running a tavern but were too busy to ask.)

Players may also wish to stop into the other trade establishments in the village.

Blythe, the seamstress, is competent but not outstanding; she is capable of mending rips and tears in clothing, or doing a new garment in 2 to 3 days, depending on the amount of sewing (female styled clothing takes longer than male).

The looks of Snanderbatch, the blacksmith, belie his trade. He is a small man (of wiry strength, though), and does not appear to be able to perform his duties. His appearance is a shock to those who engage him in battle (he has a 40% chance of a KO on any punch that lands) or in tests of strength (he is the local arm-wrestling champion). There are possibilities for an interesting match, since the locals will challenge any large man with apparent strength to contest their champion, and are willing to bet money on the outcome (the amount of the bet placed by any individual is limited to a high of 2 GP, since no one in the village has much money other than Tsitsiconus). The blacksmith's chances of winning such a match are 50%, + 5% for each point of STR by which he exceeds his opponent.

The sutler is sharp and a wheeler-dealer; he is likely to present a shopper with what the shopper thinks is an excellent bargain, but is actually a slightly high-priced lower-quality version of the same item. His name is Lyndon, and there is a 65% chance that any item he sells to an outsider (the villagers are used to him, and his tricks) will be worth only 80% of its cost, particularly if the individual looks to be leaving the village shortly (an additional 15% chance). The cash drawer contains 420 GP in assorted coins and small gems, and is located under the pile of blankets at the left end of the counter.

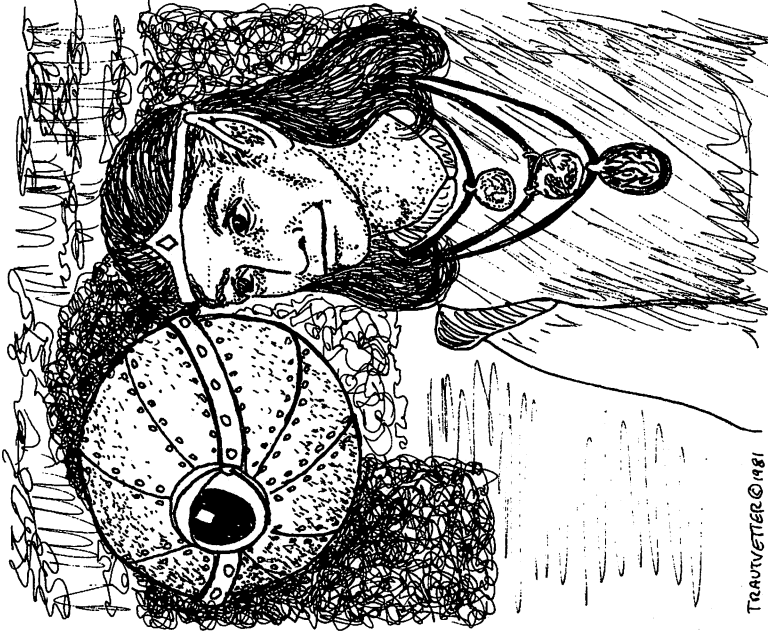
The fletcher/bowyer (mentioned above) is a good solid craftsman. Other than the arrows mentioned in Rumor #10, his stock is of good quality (there is a 5% chance of finding a superior bow among his wares [a bonus of 2 to HP]; use the chances for recognition of the faulty arrows as chances for recognition of the superior workmanship of the bow), and is priced normally. If he is asked, Kermit has an excellent quality magic long bow, which he is willing to sell for only 5,000 GP. The bow has a bonus of 3 to HP, and has a Shedwater spell embedded which prevents it from becoming wet under any circumstances (a wet bow has a penalty of 6 to HP, and all ranges are halved - bows take 1D4 days to dry to normal, and the bowstring must be replaced); there is also a Support spell embedded which allows breakage of the bowstring only 15% of the times it would normally break. The bargaining price from Kermit will start at 15,000 GP, but he can be argued down (use Haggling procedure outlined in Thieves' Guild I). A small box (with a Complexity 1 lock) under the counter in his shop contains 140 GP in assorted coins and small gems.

TSITSICONUS, MAGE

Tsitsiconus' tower is slightly north of the village proper, in plain sight. Since the bulk of the adventure takes place here, it seems appropriate to introduce its builder and sole resident.

Tsitsiconus is half-elfen, and his ancestry is shown by his pointed ears, of which he is inordinately proud (he does consider them his best feature). He has thick brown hair, worn long, with a touch of gray at the

temples. Of average height and build, Tsitsiconus would not stand out in a crowd, were it not for his eyes - they, alone show the centuries he has seen pass.



TRAVIVETER©1981

The mage typically dresses in blue and silver, and carries with him a pouchful of powder-potions with different potentialities for use in emergencies. He has a sense of humor, and is not sadistic or cruel; in fact, he will tend to stand by and watch in any situation not involving harm to him personally, or to someone (or something) he is particularly fond of, or involving a loss of some object important to him (attempting to steal any of Sharella's possessions while Tsitsiconus is watching is a probable death sentence).

Tsitsiconus wears three medallions almost constantly. The first allows total invisibility once a day, lasting until he drops the glamour, or until he makes an attack. The second provides protection against damage from fire and heat (cancelling 75% of damage automatically; a successful saving roll against STM cancels the remainder). The third allows him to assume the guise of a very small green dragon (guise only, none of its powers are available to Tsitsiconus, although Tsitsiconus's own powers are considerable and can be used to reinforce the image). These three medallions are of bronze, and are strung on a triple thong which he wears around his neck. He also wears a small ball of clay, with 6 pieces of turquoise stuck in it, on another leather thong (this was a gift from Sharella, which she gave him in the early days of their love; he has worn it constantly ever since - it has absolutely no powers of any kind); this is most often strapped around his left wrist.

If rumors garnered at the Gilded Plow do not place Tsitsiconus away from home, there is a 15% chance that he is absent without the villagers having observed his departure. If he is at home, there is a 65% chance he will watch the thieves' attempts with amusement (until they make a mistake); if he is not desirous of visitors, he will send the Servant to inform them (loudly, very loudly; requires a saving roll against STM, or the resultant deafening will last for 5 to 15 days [2D6 + 3], with a 10% chance of being permanent) that their presence is not appreciated. If the Servant fails to drive them away, he will employ the methods listed below to encourage departure.

Since he is a mage, Tsitsiconus is quite capable of casting many varieties of spells. He is very competent with fire, and excels in bodily control of anything living. If he decides that whomever he is watching is going too far, he will cast various influences upon them to make them stop, return items, and eventually leave; if this doesn't seem to work, Tsitsiconus will use spells of control. If all friendly (i.e., not instantly fatal) methods fail, Tsitsiconus will start tossing flame. He is capable of 'firing' shafts, balls, and walls of fiery destruction (averaging about 5D12 in damage potential); up to 6 of these can be hurled before Tsitsiconus needs to rebuild his power. Only one flame blast may be flung per mr, and there must be a mr's rest before the next may be gathered and thrown. When he has tossed his limit, the mage will attempt to leave the immediate area; if he can procure water, mix a special powder in it, and drink the resulting potion, he will regain sufficient power for another set of flame blasts. There are four packets of this particular powder in his pouch; their parchment wrapping is marked with green and black stripes.

The other packets in the pouch are marked with red stars, with blue and yellow diamonds, and with blue crescents. The first contains a curative powder (there are eight packets) which will heal 2D8 points of non-critical damage; the second is simply salt (there are 6 packets), and will flavor food; the third contains a powerful sleep spell (saving roll against both MGR and STM, at a penalty of 4; if either is missed, "Lulla-bye and good night"), which can affect any being of up to 25 200 HTK, putting him to sleep for 15 to 25 hours (2D6 + 13) - there are 4 of these last. All powders must be mixed with either water or wine, and drunk; taking them dry completely negates the effect; the exception is the sleep powder, which may be blown upon its victim (if dry, there is no penalty to the saving rolls, and sleep lasts for 2 to 12 hours [2D6]). Taking the salt, dry or as a potion, requires a saving roll against STM, or the person will be seized with violent nausea and cramps (too much salt can kill); there is a 5% chance of death if the STM save is missed.

If Tsitsiconus is in mortal danger, a slender red-haired figure dressed in black will be seen trying to shield him. This is Sharella, whose love for Tsitsiconus is so strong that she will return from beyond to protect him. Sharella will be able to stop

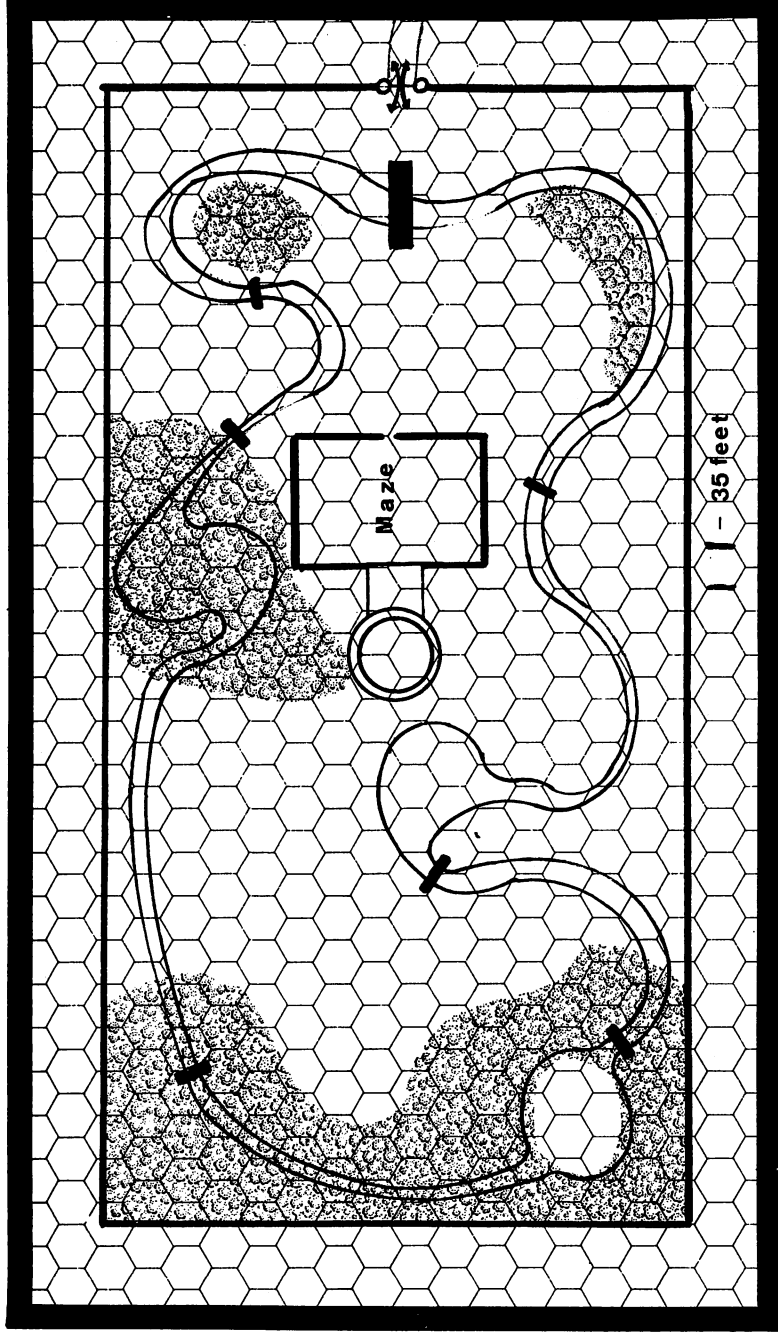
any spells cast by a mage of less than 7th level, and has a 35% chance of deflecting up to three weapon strokes per mr (each weapon stroke [missile or close] should be rolled individually); she cannot affect any living being other than to deflect weapon blows or to dissipate spells cast at Tsitsiconus. Tsitsiconus does not know he has this supernatural protection.

The Servant of Tsitsiconus is a mechanical-magical automaton, which the mage built over a century ago. It has 4 soft, rubbery balls mounted in its base (on which it rolls all over the tower in its various duties), and 12 tentacles of flexible metal coils. It is semi-intelligent, and can absorb (and carry out) a medium complex program; it does have a number of built-in programs, which define its normal tasks in the tower. The Servant's body is a box 3' long by 2' wide and 1.5' high (remember this is magic, not technology - the box is hollow), and is decorated with gold scroll-work, and a number of small gems set in a peculiar pattern.

This pattern is one of the magical controls on the Servant. It also responds to verbal commands if prefaced by the words "Tsitsiconus commands"; the magical-machine has a reasonably large vocabulary, and there is an 85% chance that it will understand any given set of instructions; add 1% to 14% if the instructions are very simple, or very common words (e.g., "Go to the first level" would be about a 9% bonus, while "Stop" would be 14%). The Servant will consider any person not wearing a special medallion to be an unauthorized intruder in the tower (these medallions are kept in a small niche on the first level, in set in the portion of the fountain's rim facing the elevator). If Tsitsiconus is not on the first level, the Servant will suggest that they leave, and go in search of its master. If Tsitsiconus is on the same level (even in invisible form, for the Servant's vision is not obscured by such devices), the Servant will ask its master if the party is authorized (it will ask until it gets an answer, which could prove embarrassing to Tsitsiconus if he wished to remain concealed). The Servant will request departure of unauthorized people three times, and will then attempt to remove them; it is capable of holding even a struggling person in two of its tentacles (each arm of the Servant has an equivalent STR rating of 27), and it can carry 900 lbs. without difficulty. Special behavior for the Servant is noted in the various level descriptions, where such behavior is applicable.

THE GARDENS OF TSITSICONUS

The walls of Tsitsiconus's retreat enclose an area 800' by 400'. The walls are 13' high and 2' thick -- it is quite easy to stand atop them. In one of the 400' lengths, there is a gate, with two wings of black wrought-iron grating, each 10' wide and 15' high; this gate is centered on the wall. The pair of gates has a chain securing them, fastened by a Complexity 2 padlock. The chain can be broken with use of a prybar; make a saving roll against STR for each mr of attack - a successful roll snaps the chain.



The acreage inside is covered with beds of blooming flowers, soft green turf, and small copses of trees. A little stream meanders throughout the park, until it turns eventually in a complete circle; there is one big bridge which crosses the stream near the gate, and 6 smaller ones scattered along its length. In three different areas, the stream widens into pools. The base of the tower is completely surrounded by thick hedgerows (described in greater detail in the next section).

This lush garden is inhabited by a pair of black leopards and the Floating Eye. The leopards were sent to Tsitsiconus as a gift, and are purr-fectly tame, having received nothing but kindness since they were small cubs. The leopards are very friendly, so friendly in fact that they will come bounding up to greet any one they discover in the garden (there is a 10% chance one or both will be in the vicinity of the thieves' entrance, and a 35% chance that they will appear every 10 m or thereafter) in typical housecat fashion, with purrs, leg stroppings, and licking of hands. They are harmless unless attacked.

The Floating Eye patrols throughout the garden area; it responds to movement, and frequently will be found investigating a swaying flower or one of the leopards as they gambol about on the sward. It is one of Tsitsiconus' failures in enchantment and construction (few and far between), but the device's mentality was so child-like and appealing that Tsitsiconus did not have the heart to dismantle it. The Eye is capable of telepathic communication, and will occasionally regale Tsitsiconus with tales of meandering regale tossing treetops, and pouncing pussycats. If

it approaches, there is only a 20% chance that the movement, it detected in the thieves' vicinity was the thieves; even so, it is likely to be distracted by some other movement, if the thieves lie motionless for a moment or two. On the other hand, if they flee in panic, or try to attack it, the Eye is almost sure to report these "strange creatures" to Tsitsiconus.



THE TOPIARY MAZE

Topiary was a popular artform in which close-grown hedging was planted around wooden or metal frames, and then carefully pruned to resemble the forms of animals, mythical beasts, or just fanciful shapes. Within the hedge surrounding the single entrance to Tsitsiconus's tower is a maze of hedged pathways, with chambers occupied by some of these topiary animals. The only way to the entrance is to solve the maze (unless, like Tsitsiconus, you have a magical way of entering).

someone who has made his saving roll), a bridge of a glittering crystalline substance resembling a solidified rainbow (it's actually temporarily condensed air) will form from about 20' in front of the statue straight to the double doors at the base of the tower; these doors will automatically swing open at the same time. The bridge will remain for 4 mr (about 1 minute), and then disappear (dropping anyone standing on it about 20'); the key will fall out of the lock and the process must be repeated to recreate the bridge. It takes about 3 mr or 45 seconds to cross the bridge on foot (or 1 mr in the cart).

Throughout the maze (areas 'B' to 'Y') can be found the topiary animals. Statistical descriptions of these animals will be found on the last page of this section; each of them is protected by the equivalent of chain armor (AC6 - it's hard to kill a bush), and have a MGR of 10. Animal control spells will not work (remember, these are just bushes), but plant control spells would be effective against them.

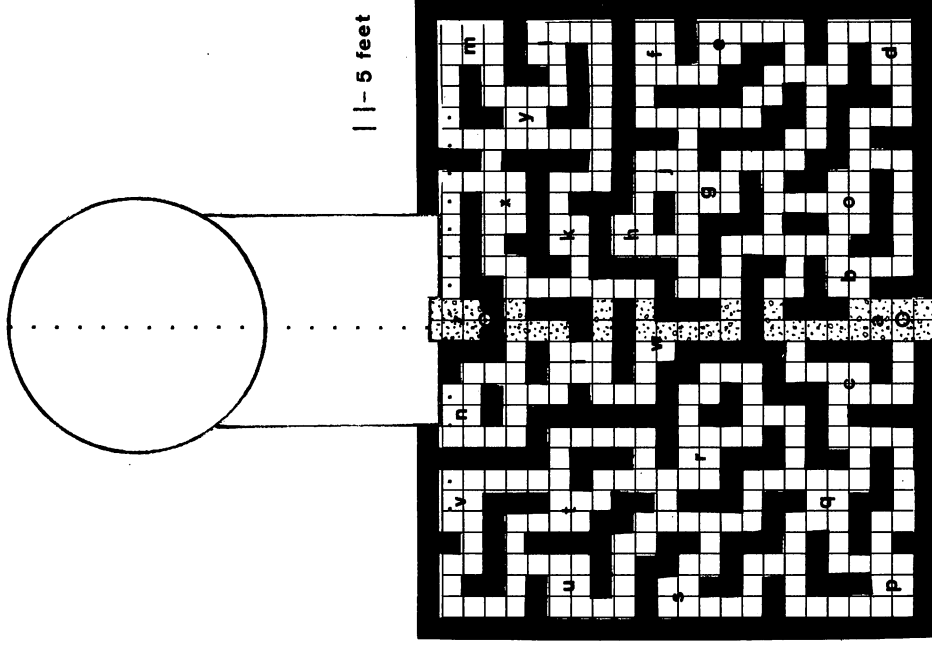
If the party remains in an area for a length of time, the animal in that area will activate in the 5th to 10th mr (1D6 + 4) after their arrival. No animal will leave its area unless the animal is a beast of prey (marked * in the descriptions) and is pursuing a wounded person. In all the areas except 'A', 'B', 'I', AND 'W', there is an 8% chance (approximately 1 in 12) that there is a decayed, rotting corpse (altogether deserving of interest) in the area. A search will require a saving roll against STM to avoid nausea (the worse the saving roll is missed, the worse the nausea will be; there is a concomitant penalty of 3 to Hp for a period of [30 - STM] minutes); the search will bring to light 2D20 GP in assorted coins and small gems, and will require 2D4 mr (30 seconds to 2 minutes) to complete.

At the end of the maze (area 'Z') is another statue, life-size in pink marble; it is standing in a small niche in the hedge, and has no pedestal. The statue is of a lovely young woman (Sharella); her arms are extended in loving invitation towards the doors of the tower. At her feet in the ground is a golden plate, about 2' by 1'; engraved on it are the words "Beloved, come unto me." (This is simply a statue, but, oh boy, what a statue!)

If the party has reached this point, they find themselves at the entrance to the tower. If they have arrived by bridge, the doors are open; otherwise, they can be opened only by inserting the key (from the first statue) into the lock on the door (the keyhole is quite visible), or by picking the lock (it is a Complexity 4 piece of work). If the key is used, there is no saving roll required.

WITHIN THE TOWER

The tower itself contains fifteen levels, each of which will be described in its own section. There are some areas of description which are common to all levels, and it would be pointless to repeat these in each section.



At the entrance to the maze (the area marked 'A') is a white marble statue of a slender man in a robe. The sculpture stands on a cubic pedestal, about 3' on a side; it resembles Tsitsiconus. In the right hand is a key, in the left a lock; the key obviously fits the lock. As a party approaches, the statue (which is enchanted, and has a Message spell embedded) will intone "Depart hence! Thy presence merely intrudes upon my grief. Only one who holds the key to death's lock is truly welcome."

The party may make what they wish of this statement (they probably will anyhow), but it refers to a solution to Tsitsiconus' problem in raising Sharella from Death's grip, not to the action of the lock and key described below. The arms of the statue are articulated, and it is capable of inserting the key into the lock (Tsitsiconus can activate this effect from his special cart, or the statue's hand can be manipulated to place the key in the lock and turn it without touching the key itself). The lock and key may both be removed (very easily) from the statue's hands. However, any living being who personally inserts the key into the lock must make a saving roll against STM at a penalty of 3 to avoid instant death; if the statue is holding the key when it is inserted into the lock, this effect can be ignored. When the key is inserted and turned (either by the statue or

RAMPS

At the back of each level is a ramp to the floor above; these ramps are marked on the diagrams with an arrow -- the arrow indicates down. The lower terminus of a ramp is always on the right side of the diagram; the upper terminus is to the left on the level above.

The ramps are stone, cantilever supported from the wall of the tower. Each is 4' wide and ascends at an approximate angle of 22.5°. Surfaces are paved with a rubbery substance, which allows traction for the Servant (and other mechanisms). The ramps are screened from the remainder of each level by two panels of pierced-metal lacework which reach from floor to ceiling; at midpoint between these two panels is an opening 3' wide where a bridge of glowing crystal running beneath the ramp to the floor above leads to the arcane elevator.

There is a penalty of 20% of speed assessed when running up a ramp, and running down requires a saving roll against REF for each 5' descent (3 saving rolls for most floors, 5 for 2nd to 1st). A fall will inflict 1D4 damage, and deposits the faller at the bottom of the ramp; a saving roll against STM is required, or the person is stunned for the following 1D4 mr.

FLOORS

The floors are constructed with planks of polished ebony 12" wide and 2" thick. These are laid in three crisscrossing layers, and have been firmly pegged in place. The first floor is done in marble, not wood.

The floors are occasionally covered with fine carpeting or, rarely, parquet or mosaic (any non-ordinary floor coverings will be mentioned in the particular section).

CEILINGS

The ceilings are comprised of the supporting beams for the floor above; heavy beams (18" square cross-section) of flamework (a reddish wood of flame-like grain with alternating light and dark hues) run from side to side of the diagram. The underside of the floor above is easily discerned between the beams of the ceiling.

From these beams swing chains of wrought gold suspending glowing crystal globes in baskets of golden filigree work. The crystals are enchanted, embedded with Variable Intensity Light spells which are voice controlled -- the command "Dawn" brightens the light, "Dusk" dims it, and "Dark" extinguishes it. All globes on a particular level respond to the same command at the same time.

THE ELEVATOR

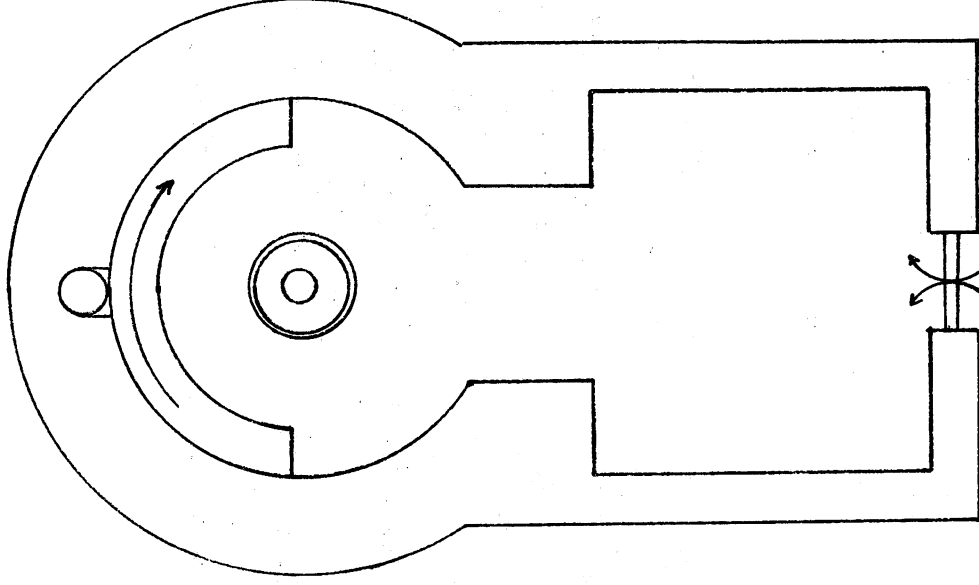
The arcane elevator is reached on all floors but the first by crossing the bridges of illuminated clear crystal; these bridges are always lit, and can be extinguished only by Tsitsiconus himself. The elevator will arrive at the level stop by the time a person has crossed the bridge.

The elevator itself is a 4' diameter disc of 3" thick blue metal. It responds to thought commands for the level the passenger(s) wish to reach. If Tsitsiconus is in the tower, the disc will always be found at whichever level he is upon; if he is not present, it will rest on the first level until summoned by someone crossing a bridge.

LEVEL I

Entry Hall and Garage

On this level, Tsitsiconus keeps his wondrous cart pulled by no horses, when he is home. Invited guests (of which there are very few) are greeted in the area behind the garage.



"Diagram of Level I"

What the Players See:

As the doors swing open, one can see a nearly square room, with a wide opening to the rear. The opening leads to a passage which extends 8' into another chamber, circular.

In the center of the second chamber is a fountain, double-tiered, which sprays a reddish substance into the air above it. There are 16 goblets set on the rim of the lower bowl of the fountain.

At the rear of the second chamber can be seen a ramp leading upward from right to left; the ramp appears to be of stone, about 18" thick. Under this ramp, directly at the back of the chamber can be seen another opening.

On the floor of the small (4' diameter) chamber may rest a thick disc of a bluish metal.

Gamemaster's Description:

If Tsitsiconus is at home, a cart will be parked in the center of the squarish area. This cart is 4' wide and 6' long; it has two axles, front and rear, both apparently movable, but there is no visible method to attach an animal. The interior of the cart is luxuriously appointed, and golden rods from the four corners support a silken canopy. There is a small door at the rear, with a locking arrangement; a keyhole is obvious. (The horseless carriage can make speeds of up to 30 mph on smooth level ground, and 15 mph uphill or on rough ground. It requires an expenditure of 1 Tau point per 10 minutes of running. The cart resists entry by any object when the door in the rear is closed, as a screen is erected up from the cart's sides to the canopy; the screen can prevent the entry of objects up to 250 lbs. in weight, if moving at more than a snail's crawl. The key to the door's lock, a Complexity 5 masterpiece, is found on the person of Tsitsiconus.)

If Tsitsiconus is not at home, there is a 60% chance that the Servant will be stationed in the center of the 8' passage, awaiting his arrival with mechanical patience. If the Servant is not on guard, there is a 60% chance it is in the back portions of the garden, tending the plants and animals; otherwise, it is on one of the upper levels (roll 2D8, with a result of 16 giving Level II), and will arrive in (4 x levels distant) mr. The thieves may avoid the Servant by riding the elevator; it is possible to avoid it entirely by simply changing levels at the proper time, since it requires 4 mr for the Servant to ascend or descend a level.

The fountain sprays a fine quality wine, which has an unusual effect on interlopers if they consume it (if the drinker has been invited in by Tsitsiconus, the wine will have no effect whatsoever -- other than the usual); an imbibor will feel a total loyalty to Tsitsiconus, and will attempt to persuade (or force if necessary) the other members of the party to leave without further ado. A saving roll against MGR, at a penalty of 4, is allowed.

The opening in the rear lead to the elevator. It can, and will, operate in response to anyone's thought commands.

The 16 goblets are of top quality leaded crystal, and the set is worth 2,000 GP. The cart has a base value of 10,000 GP, 150,000 GP if the magic is known.

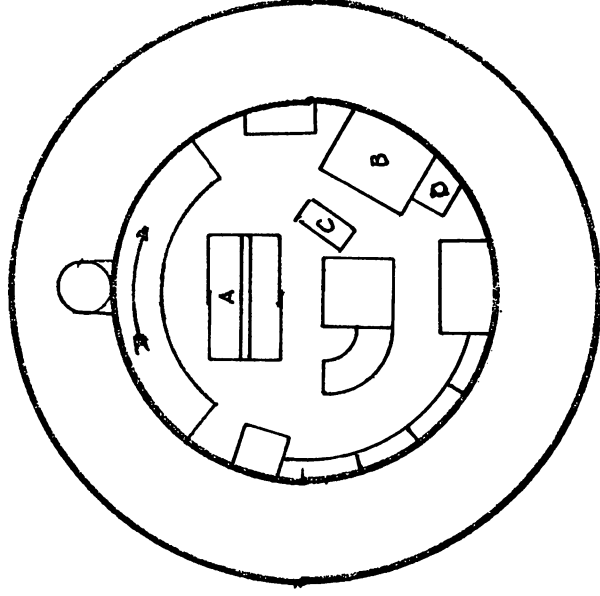
LEVEL II

Mechanical Tinkering Area

Many intricate and puzzling devices, like the Floating Eye in the garden and the Servant of Tsitsiconus, were constructed here.

What the Players See:

A well-equipped workshop greets the eyes. There is a workbench with a partition upon which are hung all manner of woodworking and carpentry tools, and a platform with a small quarter-arc ramp leading to its top. Cabinets and bins line the walls, and there is a forge, with anvil, bellows, coal bin, and tool rack to one side.



"Diagram of Level II"

Gamemaster's Description:

The equipment in this area is all of excellent quality, as are the various supplies and components. Underneath the workbench (A) can be found 1D100 ingots of assorted metals, composition:

<u>D20</u>	<u>Metal</u>
01	Gold
02-04	Silver
05-08	Copper
09-10	Brass
11-14	Bronze
15-20	Iron

These ingots weigh 10 lbs. each.; brass and bronze are 2x and 3x the value of copper, respectively, while iron is 1/2. There are 100 coins to a pound.

Only the forge, anvil, and bellows are enchanted. The forge and the bellows are demon-inhabited, and the anvil weighs 75 lbs. If the anvil is successfully removed, it will give a bonus of 1 or 2 to any weapon or armor -magical, simply quality workmanship facilitated by the spells in the anvil.

There is a 25% chance that there is a partially constructed mechanism sitting upon the platform (B); it will be 20% to 80% complete (2D4 x 10%).

LEVEL III

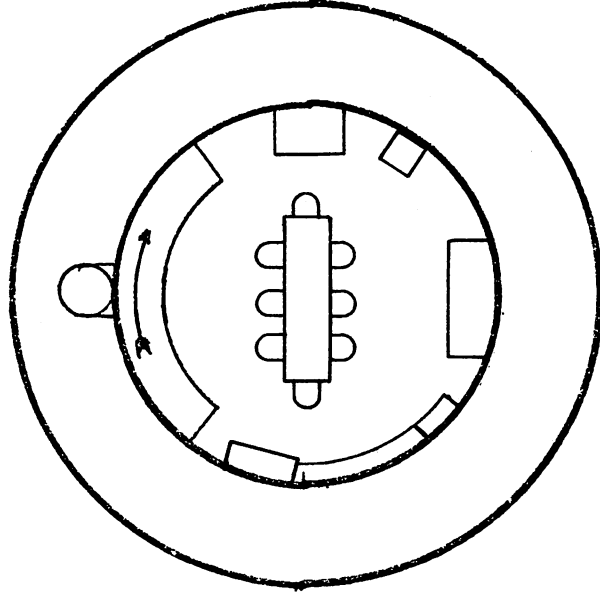
Kitchen and Food Storage

If there are guests, Tsitsiconus prepares the repast; otherwise, he eats whatever the Servant provides.

What the Players See:

A large dining table, surrounded by eight comfortable chairs, occupies most of the area near the ramp. Counter-clockwise from the elevator bridge along the walls, can be seen a tall chest of black wood, a set of cabinets, storage shelves and drawers underneath a finely-crafted maple counter-top some 14' long

and 3' wide, a set of narrow shelves with many small bottles upon them, a very large box-like item about 3' high and 5' wide with 2 doors in the front, a butcher block table with cutlery in a rack on its side, and another tall chest of black wood.



"Diagram of Level III"

Gamemaster's Description:

The two tall chests are stasis cabinets, the one on the left for hot preparations, the right-hand one for cold storage (the right-hand cabinet is about twice the size of the left-hand one); there are no dishes in the "Hot" keeper, but there is a quarter of beef, an already cooked haunch of venison, and 8 2-quart jacks of good ale in the "Cold" keeper. The box-like item with the two doors is a magical kitchen center. It combines stove, oven, and dishwasher. The top is quite hot, with the heat increasing to the right (it is capable of virtually cooking a hand should it be carelessly placed on the surface). The left-hand door reveals an oven of respectable size; a 60 lb. roast will cook in less than an hour. Behind the right-hand door is a pair of racks; any pots, pans, or dishes placed on these racks will have any food remaining on them transported to a large silver bowl embedded in the ground behind the largest copse of trees in the garden (thus cleaning the dishes, and simultaneously providing food for the leopards).

There is a set of chef's cutlery in a fine wooden knife rack, sitting on the counter. The knives are enchanted, and have Ever-Sharp, and Multi-Speed spells embedded in them; HACO against vegetables (and other foodstuffs being prepared) is -20, with 60 blows per mr (otherwise known as a magical medieval mincing machine). The set of knives (there are 10 of them) weighs 12 lbs., and is worth 150 GP to any chef of repute, and about 2,500 GP if the magical powers are known. The knife block weighs 5 lbs., and is worth about 25 GP (but it's great for storing the cutlery). Two different complete sets of tableware (utensils, drinking apparatus, and

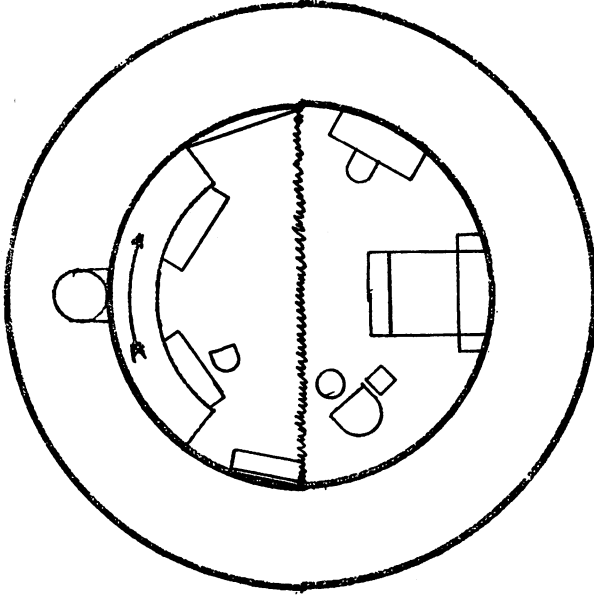
dishes) can be found under the maple counter; one is obviously valuable, worth some 2,800 GP for the complete set; the other is well used, but Tsitsiconus will track down and dispose of whomsoever has a hand in stealing it, since it is one of his mementos of Sharella -- in itself, the set is virtually worthless. In the drawers here, can be found three lace tablecloths (worth 800 GP each), and some sets of fine linen tablecloths and napkins (worth 450 GP, 900 GP, and 150 GP; the quadiest set is the least costly).

The narrow shelves hold a collection of spices and condiments in apothecary style jars. A jar will contain 106 ozs. of a particular herb or spice, and will be worth (1D10 X 10GP) per ounce. The jars themselves are worth 15 GP each, and weigh 1 lb. There are 145 of them.

LEVEL IV

Tsitsiconus's
Bedchamber
and
Dressing Area

Tsitsiconus located his sleeping area centrally to many of his varied interests.



"Diagram of Level IV"

What the Players See:

A heavy curtain of blue and silver brocade divides the level in approximate halves. In the near side can be seen a 5-drawer dresser, two wardrobes, and a wooden chair. On the wall at the foot of the ascending ramp is a large mirror, some 6' wide by 8' high.

Through the curtain (which divides neatly into quarters) can be found a large, very comfortable bed with a canopy suspended from the ceiling, a desk and chair, and an armchair, footstool, and side-table grouping. At the foot of the bed is a large cedar chest with a padded top. On the wall over the desk is a portrait of a very lovely woman, and tapestries adorn the walls. There is an excellent carpet under the armchair, and a white fur rug on each side of the bed. The bedspread is also of fur, lustrous, long-haired, and golden-red.

Gamemaster's Description:

The dresser contains normal underclothing, and personal items. In the wardrobe near the chair will be found some 30 outfits, tailored to fit a man of average height and build. All of the clothing is of excellent quality, well above the normal cut. The second wardrobe contains footwear; there are approximately 10 pair of sandals, 16 assorted pair of shoon (some even have bells on their toes), and 6 pair of boots (3 dress, 1 riding, 1 work, and 1 mountain). Three of the pairs of sandals (#3, #8, and #9) are enchanted, for wall-walking, water-walking, and triple-speed, respectively. The riding boots and the mountain boots are also enchanted, the former for mental communication with one's mount, the latter for finding (and gripping on) any ledge of at least 1/4" depth. None of the other footwear is enchanted.

The mirror is of polished silver, and is totally unbreakable (although attempts will cause resounding metallic banging), as well as thoroughly unenchanted.

The portrait over the desk in the bedroom of Tsitsiconus is of Sharella. Any man gazing at the portrait for more than a few moments must make a saving roll against DSC, or fall in love with her. This will create a longing for only Sharella, and general disinterest in most other women (it requires the attentions of another female with a combined MAG and APP of at least 32 to break the spell).

In the desk's four drawers can be found: a packet of three-century old love letters from Sharella to Tsitsiconus (if these are stolen, and Tsitsiconus is contacted, he will agree to ransom the letters for 25,000 GP; if they are destroyed, his vengeance will be terrible); some quality stationary with Tsitsiconus's device (a silver griffin on a background of blue and gold diamonds) imprinted in the upper left corner of each sheet; a small metal cash-box containing 360 GP in assorted coins and small gems, a chain with a small round gold pendant set with a winking red stone (this is the switch for the magical component of the treasure vault locks), and a small slip of parchment with the words SHARELLA, MUSIC, and BRAVERY written on it (these are the authorization references for the Librarian, the first allowing access to anything, the second to all but books of spells and demonological forms, and the third to all but the above and books on improvement of physical characteristics); and 3 crystal wands (red, white, and blue). Each drawer contains a different type of item.

The wands are similar in construction, and action, but each color has a different result. Each wand is 24" long, and 1/2" in diameter, tapering smoothly to a point. The effects are:

RED - delivers a blast of flame in a 23o cone to a distance of 40'. Anyone caught by the flame within the first 20' will suffer 4D10 of damage, the next 10' 3D10, and the last 10' 2D10; past that, the damage is negligible. A saving roll against MGR reduces damage by 1/2; hiding behind a solid object blocks the flame in the shape of the object.

WHITE - shoots a thunderbolt. this travels in an absolutely straight line to the first and second objects only. The first object

in line will take 10D10 of damage, the second half that amount. A living being may make a saving roll against MGR and STM; if either succeeds, damage is reduced by half; if both succeed, no damage is suffered. In all cases, the being is stunned until he makes a saving roll against 1/3 STM, or for 1 hour, whichever is shorter; also, any metallic objects in the being's possession at the time of being struck stand a 95% chance of being fused, twisted, and generally rendered useless.

BLUE - projects a freezing blast in a 10o cone that reaches up to 100'; if the beam strikes any large solid object (something the size and weight of a 1960's American automobile, for instance), it will be absorbed, and lose all effectiveness; the beam does 12D10 to the first object it strikes, 8D10 to the second, and 4D10 to the third -- if any of these amounts is double or more the absolute damage of the being struck, he is instantly frozen solid, and there is a 75% chance that the expansion caused by the freezing will cause the subject to shatter spontaneously. A saving roll against MGR will reduce damage by 1/3, and a saving roll against STM by 1/2; if both are successful, damage is reduced to 1/3. In all cases (if the being survives), he will be inactive (due to shivering) until a saving roll against 1/3 STM is made.

In all cases of these wands, operation requires a minimum TAL of 9 and an expenditure of 5 Tau points per blast. The wands have not been reloaded recently, and each will have 1D6 charges. Tsitsiconus does know exactly how many charges are left in each.

On top of the desk are two magical globe lamps, and what appears to be financial papers; there are two letters of credit among them, one for 5,000 GP, the other for 40,000 GP -- both are on banking houses in the city of Haven, but the House of Jerudon, which guarantees the smaller amount, knows Tsitsiconus very well, and will find some excuse to delay the thieves while the guard is summoned. There are four tapestries adorning the walls; each is worth (1D100 x 1D10) GP.

The armchair is very comfortably upholstered, and the side-table sports a globe lamp similar to those on the desk. There is a 35% chance that there is a book or scroll from the library on the table; if so, there is a 75% chance that it is a book of spells (contains 3 + 1D10 spells, each of level 2D6). There is a 40% chance that Tsitsiconus's favorite pipe is also on the side-table; it has been specially enchanted to allow the smoker to always blow perfect smoke rings, in different colors, and to control their movements (a dance of the smoke rings is a frequent form of entertainment for the mage). The carpet is an antique from far Kadiristan, and is worth 25,000 GP; it is 8' x 12', and weighs 60 lbs.

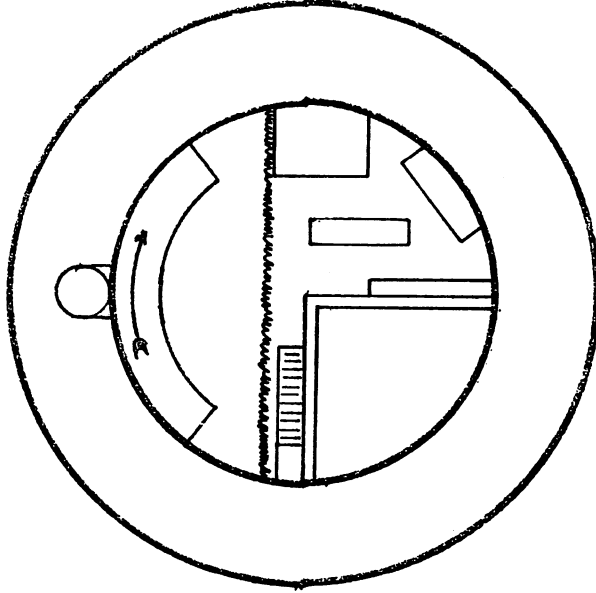
The white fur rugs are polar-bear skins, and have been specially treated to render them superbly soft and silky. They are valued at 1,500 GP each, and weigh 20 lbs. each. The fur bedspread is from the great woolly megathere of the far southern reaches of Lumineris, and would fetch an easy 8,000 GP; it weighs 40 lbs.

The chest at the foot of the bed contains silk and satin sheets and pillow-cases (Tsitsiconus is a believer in luxury). All of the bedding is monogrammed.

LEVEL V

Bathing and Laundry

When it comes to bathing, Tsitsiconus is a sybarite; he also prefers his clothing immaculately clean.



"Diagram of Level V"

What the Players See:

A curtain of green and gold brocade hides most of the level from the view of the casual passer-by.

When the curtain is parted at one of its three breaks, a large tub, constructed of glistening blue stone and rising 4' from the floor and occupying fully 1/4 of the level, can be seen; a set of steps climbs to a small platform at the rim of the pool. On the other side is a large green box reaching from floor to ceiling and about 8' wide, with a single door centered about 4' off the floor. There is a shelving unit against the wall which appears to be filled with a large number of pieces of fluffy white cloth. A long bench runs beside the pool, and a curious table, 6' by 3', covered with a clean white cloth, is set near the bench.

Gamemaster's Description:

Much magic can be detected on this level, since the pool, the large box, and the table are all heavily enchanted and ensorcelled.

The pool is magically heated, and, after use, will drain itself (into the nearby river), and refill with clean, hot water which is lightly scented with flowers.

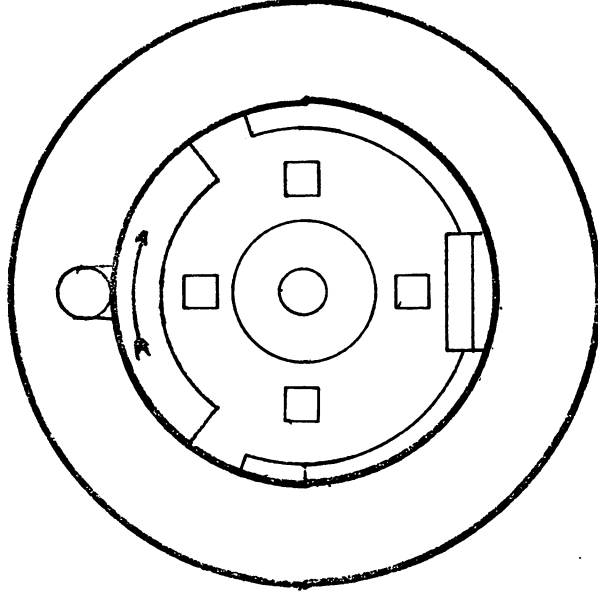
When clothing or other material is placed inside the door of the large green box, it is cleaned, folded or pressed, and returned to the area of storage most commonly reserved for

that clothing. Any person attempting to investigate the interior of the box physically will be returned to the table nearby, cleaned and folded (this is very likely to prove fatal). This arcane laundry is run by a group of demons (not particularly intelligent ones), and any magical attack is 85% likely to release them from the confines of the box. This includes any and all disenchantment spells; physical attacks will have the same effect each blow after 60 points of damage have been dealt to the box. The table provides a thorough massage when any being reclines upon it; it is not activated by inanimate objects.

LEVEL VI

Alchemical Laboratory

The mage can brew or concoct virtually any potion he desires in this well-equipped laboratory.



"Diagram of Level VI"

What the Players See:

In the center of the floor is a raised area comprised of fire-brick; set upon this is a large copper cauldron, 3' deep and 5' in diameter. Four bookshelves surround the brick-ed area, and the wall is covered with shelving upon which can be seen many large (about 2-gallon) jars, all at least half-filled with substances. A counter and shelf unit stands at the back, the counter covered with measuring devices and grinding equipment (mortar and pestle sets), while the shelves are lined with various forms and shapes of glassware. Under the counter lie many pieces of split firewood (alchemy does not function properly on any but natural fuels; arcane heat and magical fires produce only ineffectual potions).

Gamemaster's Description:

Virtually any substance required for potion brewing can be found in one of the jars on the shelves. There is a 20% chance that

Tsitsiconus has been brewing, and that there are 2D6 beakers of some potion sitting on the counter (this potion may not be of particular use to the party of thieves, but it will not, under any circumstances, be poison). A beaker will contain 2 + 1D4 doses of the potion. (Console yourself, GM; even though it will not be poison, no rule says it cannot be a sleeping potion or something equally non-fatal but hampering.)

There may be alchemical recipe books on the bookstands; the chances are:

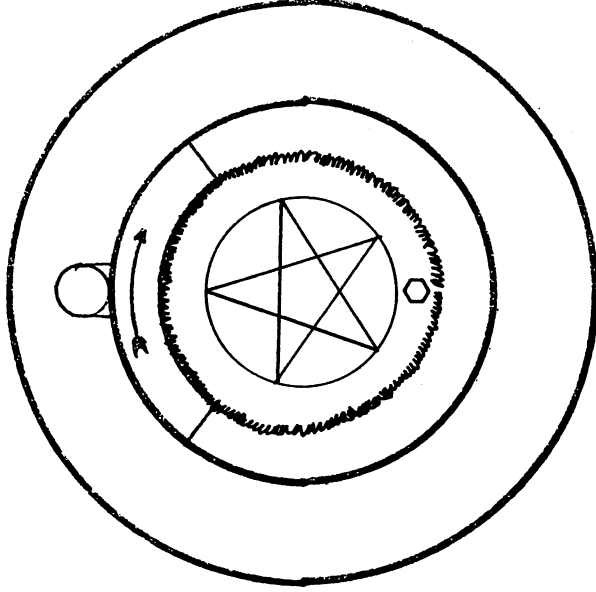
D100	Books
01-40	None
41-65	1
66-85	2
86-95	3
96-00	4

One of these books, if any are present, will be open to the recipe for the potion in the beakers. Each book will contain 3 to 18 recipes (3D6), and the lower the number of recipes in the book, the higher the complexity of the recipes (and the power of the potions) will be.

LEVEL VII

Demonological Summoning Chamber

Within this velvet-enclosed sanctuary, Tsitsiconus has bound many of the dwellers of the Abyss to his service.



"Diagram of Level VII"

What the Players See:

A red velvet arras completely surrounds the central portion of the level and totally blocks the view into the center. The curtains are firmly attached to the ceiling. (There are only two breaks in the fabric, one for the elevator, the other directly opposite.)

Within the central area, a huge piece of obsidian 12' in diameter and 4" thick occupies the exact center. It is etched and inscribed with a carefully drawn pentacle filled in with silver. A tall candelabrum with five branches

stands at each of the points of the pentacle. There is a podium between the legs of the pentacle farthest from the elevator. Upon this podium lies a huge tome, 3' high by 2' wide, and 12" thick; it is covered with a scaly, reddish leather with gold-embossed trim, and is secured with a golden strap hasp and a heavy padlock.

Gamemaster's Description:

The book is one of the objects of the mission, and it is relatively easy to steal. However, it is extremely heavy, weighing some 45 lbs., and will not be easy to carry. If the book is opened, two very powerful demons will be released; it is unlikely that any of the party will be strong enough to resist (unless the robe described below has been located), so opening the book will generally be fatal to whichever party members are on this level. The lock on the hasp has a Complexity 10 (it was made over 3,000 years ago by a master locksmith), and will firmly resist all attempts to break it. The key is one of those on the ring in Tsitsiconus's possession.

Within the podium will be found, carefully folded, a robe apparently made of netting; the material used is gold wire, and most of the interfections have been set with small gems in mystic patterns. (This robe has the power to nullify all magical or arcane powers directed at its wearer. When worn, it emanates a field some 3' from its surface through which no spell will penetrate. It does require an expenditure of Tau points equivalent to 1/10 the power expended by the caster of the hostile spell to nullify that spell. Demonic powers may be nullified also [Tsitsiconus wears this robe whenever he summons dwellers in the Abyss]. The robe has a base value of 45,000 GP, and 150,000 GP if the magic is known; however, it is a notorious item, and will be hard to dispose of.)

LEVEL VIII

The Library

Here are over 10,000 books, tomes, and scrolls - and the Librarian knows them all.

What the Players See:

The entire level seems to be comprised of shelves, built in a semi-circular pattern; they reach from floor to ceiling, and are nearly filled with assorted scroll cases, scrolls, books, tomes, librams, etc.

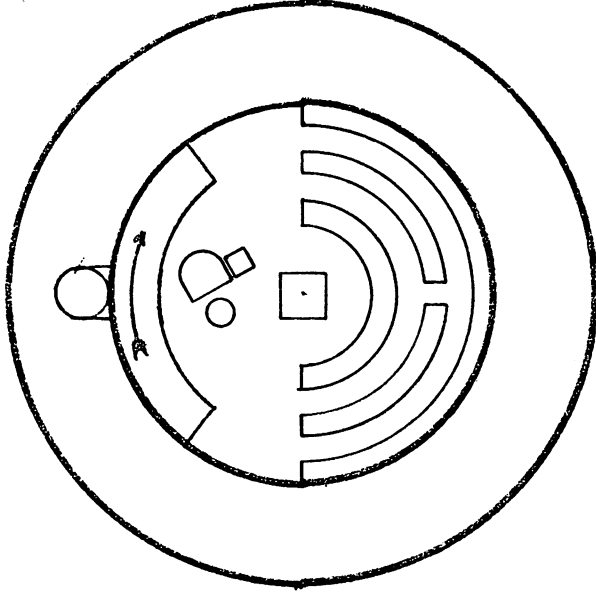
Between the arms of the ramp is located a small grouping of a comfortable armchair, hasp-sock, and side-table. An odd-looking multi-armed statue of a woman's torso with a snake's lower body sits on the floor nearby; it stands 7' tall, and appears metallic.

Gamemaster's Description:

The statue is the Librarian, one of Tsitsiconus' favorite mechanical toys. The Librarian knows the location of every one of the 10,000-odd volumes on this level, and will fetch a particular book on request, or a selection of reading material if a particular subject is specified.

Under the side table can be found a white box with a white leather carrying strap; the box is 11" by 11" by 18" high, and the strap is designed to allow it to be slung from one

shoulder to the opposite hip. The top of the box is hinged, and is pierced by a 1" diameter hole, centered. When the box-top is lifted, it may be seen that there are 100 6" deep pigeonholes at the bottom in a 10 x 10 lattice. There are 2 scrolls in the pigeonholes.



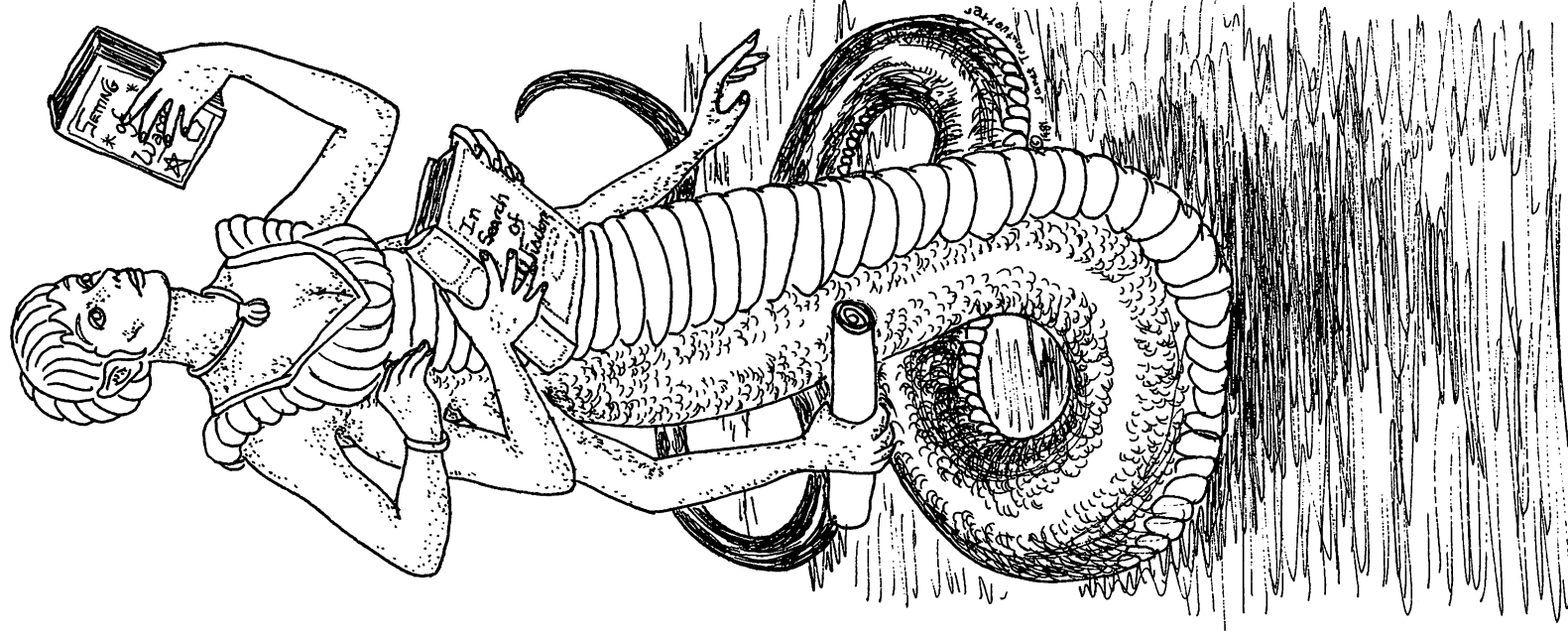
"Diagram of Level VIII"

(This box is a spellcaster's scroll case; it will hold up to 100 scrolls, and will present any scroll the wearer thinks of, provided it has been inserted in the box in the first place, to the small hole in the top. The two scrolls presently in the box are both "Discern Magic". The base value of the box is 750 GP; if the magic is known, the value is 50,000 GP.)

If someone attempts to wander among the stacks, the Librarian will first warn them (in a sweet feminine voice), "The stacks are off-limits to unauthorized personnel. Please do not disturb the arrangement of the volumes." If the intruders do not remove themselves from the shelving area within a reasonable amount of time, or if they remove material from the shelves, the warning will be repeated. If it is again ignored, she will state, "I have summoned the Servant. If you do not leave the stacks, he will be forced to eject you." The Servant will arrive in normal limits, plus an additional 20 mr if he was outside. If a battle ensues, the shelves will be blocked off by an arcane shield to prevent damage to the materials; this shield is impenetrable by any normal means.

The Librarian will respond to any normal requests for books. If the request is for anything of major significance (i.e. spell books, manuals to increase abilities, etc.), she will state, "Authorization is required for the volume you have requested. Please state your authorization reference." This reference (which Tsitsiconus changes weekly) may be found on the slip of paper in the cash-box in Tsitsiconus's desk on the bedroom level. If it is not given, only light reading material will be provided. If more than one reference is given, only the original reference provided will be used (on any given day).

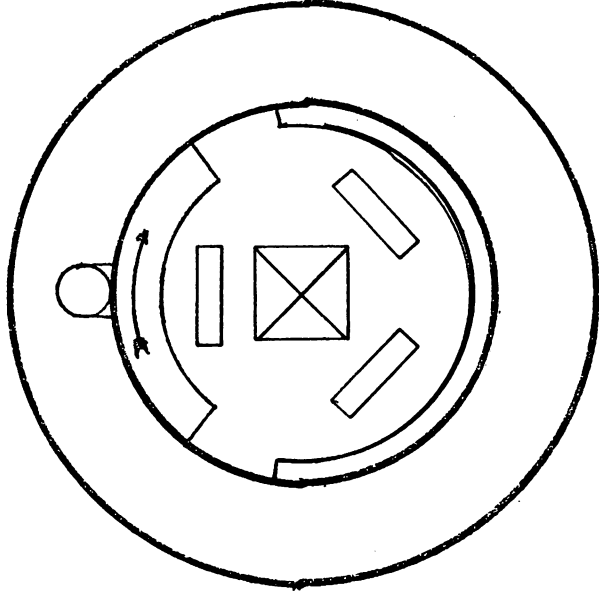
The Librarian will defend the volumes with her mechanical life if necessary.



LEVEL IX

Museum and Study Area

Mementos of past triumphs, and of a dear lady, as well as unusual items of all types, are displayed throughout the glassed cases of this level.



"Diagram of level IX"

What the Players See:

Glass-fronted display cases line the wall opposite the ramp, and three are also set in a triangle about the room. In the center of the floor is a tall revolving stand divided into 4 areas, each of which appears as the stand turns. There appear to be a multitude of items on display on this level.

Gamemaster's Description:

All items in the cases are unreachable unless the glass is shattered (if this occurs, the Servant will be teleported to the middle of the ramp leading up to Level X, and will forthwith attack anything on Level IX). Only the items in the revolving stand are easily accessible.

The case along the back wall is devoted to general mementos and souvenirs, including a 2' high, 1' square block of clear crystal in which appears to be a doll resembling a mage in full robes. On closer inspection, it can be seen that the doll is looking back at the person inspecting -- this is actually Borandor, Tsitsiconus's arch-enemy, whom he beat in a duel arcane, and subsequently shrank and imprisoned in the crystal. Borandor can be freed and restored to normalcy by cracking the crystal with some heavy object; it is extremely unlikely that Borandor will be grateful, and the chances are 85% that he will simply blast the party out of existence, and then go hunting for Tsitsiconus. Borandor could be described as evil to the core, and if he does not destroy the party, he will probably imprison them in some arcane fashion to await

his return (Tsitsiconus will most likely win; Borandor is 250 years out of practice; the thieves will be found by Tsitsiconus when he returns). There are various oddments of magic scattered in and among the items in these cases, and the walls above the cases are decorated with many different weapons and shields, souvenirs of Tsitsiconus' travels. None of the armament is enchanted, however.

Each of the four sections of the revolving stand display a different exhibit:

Section 1 - a display of specialized weapons, such as tiger claws (called bagh nakh), cesti (Roman-style boxing gloves, usually studded with nails and broken glass), and about 10 different styles of infighting knives (pointard, khukhri, bolo-knife, machete, tulwar, snicker-snee [8 blades, 4 out each end with a grip in the center], etc.). The khukhri is enchanted, and will treat any armor that is basically leather (including scale, banded, studded, etc.) as if it didn't exist; basic HACO is 9, and it does 2D4 damage; there is no way to be taught this weapon, normal usage may be attained by eight weeks of solid practice.

Section 2 - a number of very early magical artifacts, wands (most looking like divining rods), amulets, etc. None of these presently have any power, although all have been successfully enchanted, some with as many as 7 full enchantments (roll 2D6, add 2, and divide the result by 2, rounding down).

Section 3 - 6 arcane toys:

- A set of 50 toy soldiers, which march on command. Value 250 GP.
- A remarkably true-to-life bird in a cage, which sings lull-a-byes. Value 500 GP.
- A doll, which can talk (answering simple questions, and making the sort of sounds which please a little girl) and walk. Value 1,000 GP.
- A rocking horse in the form of a pegasus; it can actually fly, but can only bear the weight of a child. Value 2,500 GP.
- A doll in the form and costume of a jester (wearing motley); it can dance and do prat-falls. Value 750 GP.
- A game-board with animated pieces, which can provide an opponent when no one else is available. Value 1,500 GP.

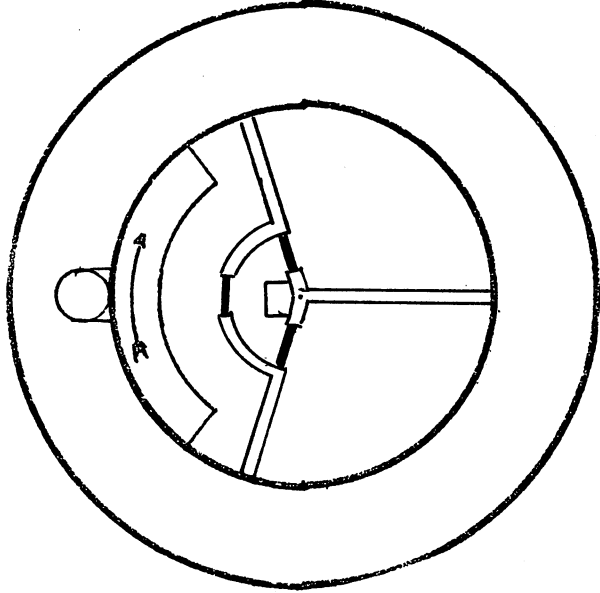
Section 4 - a life-size mannequin resembling Sharella. It is dressed in a black body-hugging suit of wool such as she used for her thieving escapades, a black felt hat with a floppy brim, and a black cloak of velvet. Around its waist is wrapped a rope with a small grapnel attached and a belt with two formed leather pouches. (The rope and grapnel are permanently fastened, and enchanted as a unit. The rope is 100' long and is easily cast to that distance, even straight up. The grapnel will land silently and fasten itself to good purchase automatically. A simple twitch releases the grapnel, and the falling rope will silently coil itself. The rope will support up to 150 lbs.) In one of the pouches is a set of lock picks in a red leather roll-up, and a 4" circlet of braided bronze wire, in the other is a blowgun 12" long and 1/2" diameter with a small snuffbox 3" by 2" by 1", full of blue powder. (The lock picks are of 9th level equivalency, and bestow an additional 15% to lock-picking skill, which is added after adjustments are

made for the Complexity of the lock. The bronze circlet will outline the disarming area of a known [not just suspected] trap, when the trapped object is examined using the circlet to look through. The powder in the snuffbox will carry up to 25' if blown through the blowgun; it is a very powerful sleeping potion [saving roll against MGR at a penalty of 5], and can affect up to 150 HTK.)

LEVEL X

Treasure and Strongrooms

Little meets the eye of the casual passer-by, save an innocuous door, but this level conceals fabulous wealth and mighty artifacts of conjury.



"Diagram of Level X"

What the Players See:

Walls from floor to ceiling form a small passage only 4' wide. The center section of the wall is semi-circular, and is broken by a door.

Inside the door is a small chamber shaped like a wedge of cheese. Two doors, doubly barred and locked (the locks are integral parts of the massive bars), are placed opposite the first entrance. Between them stands a small table on which is set a box, 24" by 15" by 6" high; there is a glass panel centered on the 24" length of the box.

Gamemaster's Description:

Tsitsiconus's treasure vaults are well secured even from a determined assault on their integrity. There are two bars and two locks for each room; each lock has a magical component as well as a key (there is actually only one key, which is kept on Tsitsiconus's belt at all times). The magical component prevents the insertion of any material object (like a key or lock pick) into the keyhole; it may be released by the small pendant found in Tsitsiconus's desk on the

bedroom level (it is a toggle switch effect -- one touch releases it, the next resets it). The locks themselves are Complexity 10, with a separate enchantment to negate the effects of the various ability enhancers Tsitsiconus made for Sharella (when you know of an effect, you try to protect against it). If Tsitsiconus should ever lose the key or the pendant, the Servant has built-in duplicates.

The box is enchanted, and embedded with many spells. Its primary purpose is to evaluate objects; any gem, piece of jewelry, or arcane object (of smaller size than 2' cubed) will be valued to the nearest 100 GP. The box has a limit of 7 figures (anything worth more than 9,999,999 GP will be given a value of 1 GP), and the value is displayed in the small glass panel (an arcane form of digital display).

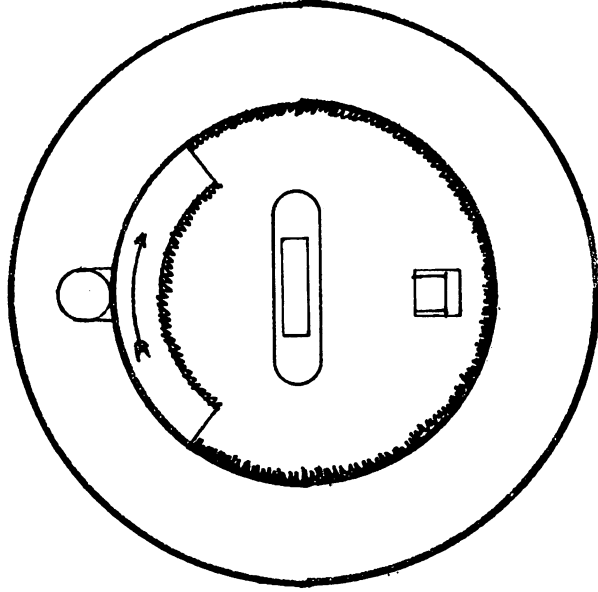
If the party should succeed in entering the actual treasure vaults, the one on the right contains some 3.5 million in coins, gems, jewelry, objects d'art, etc.; methods for valuing partial hauls from hoards such as this are discussed in Thieves' Guild II, under "The Dragon's Hoard" heading.

The vault on the left contains arcane artifacts that Tsitsiconus prefers not to have loosed on an unsuspecting world. Of the 60-odd items in the vault, only one is capable of being understood and possibly used by anyone who is not a mage of at least 10th level. A box of carved wood, 12" by 12" by 6" high is attached to a broad leather belt; the top of the box is hinged so that it opens away from the person wearing the belt. (The box is a tesseract, and can hold up to 1,000 cubic feet of material [or 75,000 lbs.]. Large amounts of metal [such as large piles of coins] will anchor the box in place; otherwise, weight and inertia tend to be neutralized [when the box is reasonably full, it will require extra effort to get started and to slow down; this may be reflected by cutting planned movement for the initial three or movement in half if the person had planned to move 4 hexes, he may only move 2 and extending the movement on an attempt to stop move less than the speed of the previous move for 1 additional move]. Once objects have been placed inside the box, a person reaching inside may mentally call for an object, and it will be placed in his hand. The box is presently empty, and its base value is 500 GP; if the magic is known, it is valued at 100,000 GP.) The remaining objects in the room may be described very generally. An object will be 2D20" by 2D12" by 2D8", and will weigh 1D6 x 1D10 x 1D3 lbs. (a maximum of 180 lbs., with an average of 38.5 lbs.). The base value of the object is the weight x 1D10 x 1D10 (this does give different values than multiplying by 1D100; see the multiplication table chart for a 10 by 10 matrix).

LEVEL XI

Burial Chamber of Sharella

Quite often will Tsitsiconus be found here, gazing on the sweet countenance of his lost love.



"Diagram of Level XI"

What the Players See:

The entire level is draped in heavy blue velvet. In the center is a stand, 7' by 4' by 3' high, covered with a glistening green fabric. On this stand lies a coffin of clearest glass, containing the body of a woman attired in a skin-tight black body suit. At each end of the bier is a 7' tall golden brazier, from which rise flames of many colors (there is no standard lighting on this level; all illumination is provided by the braziers). Opposite the elevator is a heavy but comfortable chair.

Gamemaster's Description:

This is the resting place of Sharella; she lies here, untouched by time, uncorrupted. Around her neck is the Talisman of the Thief. Her feet are shod with sandals, and there is a finely crafted dagger in a jeweled scabbard belted to her slender waist (the dagger is on her left side and can be seen from the top of the ramp; if anyone notices, the large piece of faceted quartz set as a pommel will begin to glow brightly as the party approaches the bier).

Any man who succumbed to the portrait on Level IV, and has not been decharmed, will, when he gazes at the actuality, be totally entranced, and will refuse to leave. If other members of the party attempt to despoil her, he will attempt to prevent such despoilment, employing violence if necessary. (Tsitsiconus has a number of agents, men who have come under the spell of Sharella's beauty, whom he uses to search for the ingredients he needs in his grand attempt to resurrect his lost love. Any thief remaining behind [no man under the spell will leave consciously, unless treated by Tsitsiconus] will become one of these agents.)

The dagger and the sandals are, very obviously, enchanted. (The sandals have a multiple strength Silence spell embedded, and will muffle any sounds [including speech] made by the wearer to the whisper of a zephyr. The

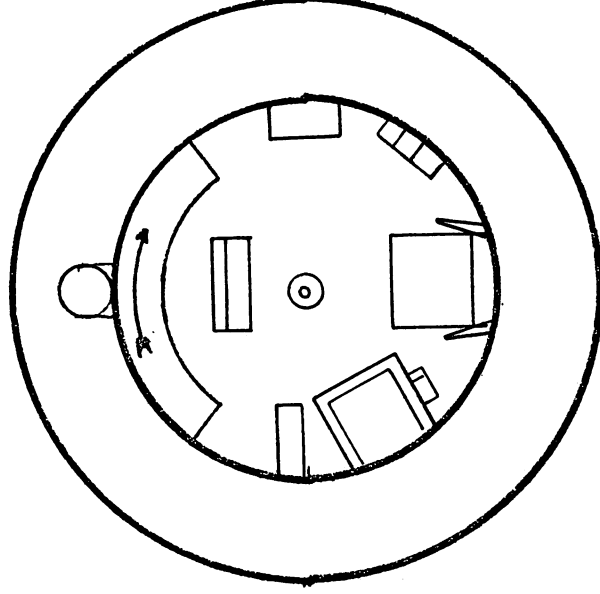
dagger has a pommel, a 2" sphere of faceted clear quartz, which will begin to glow redly when anyone approaches within 15'.)

The casket is made from glass and will shatter easily. There is no other way to gain access. There is a 15% chance that the broken glass will cut Sharella's body. If any damage is done to her, Tsitsiconus will seek out and destroy those responsible for the sacrilege (this will probably require some time, and in an on-going campaign, will provide some interesting side-line adventures for those not under the threat of Tsitsiconus's displeasure; any involved in the actual vandalism will receive a series of 8D10 flame bursts, when Tsitsiconus catches up to them, until they are completely incinerated; there should be a 10% chance per month of this occurrence, with an additional 10% if the character is not in hiding).

LEVEL XII

Sharella's
Personal Chambers
(reconstruction)

To keep her memories always fresh in his mind, Tsitsiconus constructed this level as a near duplicate of her chambers in their mansion in Haven.



"Diagram of Level XII"

What the Players See:

The level is well furnished, and there seems to be an attractive young woman in residence; she appears to be moving around the level, attending to various duties. She can be seen sleeping, bathing, attending to her toilet, selecting clothing from the wardrobe and dresser, and sitting and reading.

Widdershins (counter-clockwise on the diagram) from the top of the ramp, there is a small cedar chest, a bathing pool of pink marble 8' long by 6' wide and 3' high, with a bench, also of pink marble, and a set of wooden steps, a magnificent bed, with a partial canopy hung from the ceiling, and, on

either side, a night stand, a chest at the foot of the bed, a mirrored vanity with a padded seat, and a large wardrobe. In the center of the floor may be found a brocaded divan, a comfortable chair, and a dresser with a hutch mirror (the small shelves at the sides of the mirror have assorted decorative knock-knacks displayed on them). The entire level is carpeted in a soft bluish-gray fur, very thick and very soft.

(If anyone inspects the ceiling, it will be seen that, in addition to the normal lighting fixtures, there is a large black ball about 3' in diameter affixed to the central beam, and completely centered on the level.)

Gamemaster's Description:

The large ball on the ceiling is a projector of a fully programmed illusion incorporating sight, sound, smell, presence, and touch; it was done for Tsitsiconus by one of his oldest friends, a powerful Master of Illusions. The full program requires about 6 hours. The young woman is Sharella (Charmed men will have problems on this level too), but, since she is a programmed illusion, she will not notice the presence of the party. The cedar chest near the pool contains toveling, and scents for the water in the pool. The pool itself is very similar to the one on Level V. The chest at the foot of the bed contains silken sheets and pillowcases.

The bedspread is made from a silvery fur, very soft and luxurious; it is valued at 4,000 GP and weighs 30 lbs. The head of the bed is in a light blue velvet, with a silver dove with wings outspread embroidered on it (this is Sharella's device).

On the vanity may be found a large number of cosmetic bottles, and other beauty aids (Sharella didn't really need them; when one has an APP of 21 and a MAG of 16, that's generally enough to entrance any man who isn't already dead [and mayhap some of those too]); there is a set of comb, brush, and hand-mirror worth 500 GP, and the various bottles are cut crystal worth 150 GP each; there is a 35% chance that a bottle is filled with perfume, 1D6 ozs. worth 1D10 x 1D10 GP per oz. Others are cosmetics such as lip-rouge, kohl for the eyelids, powders, etc.

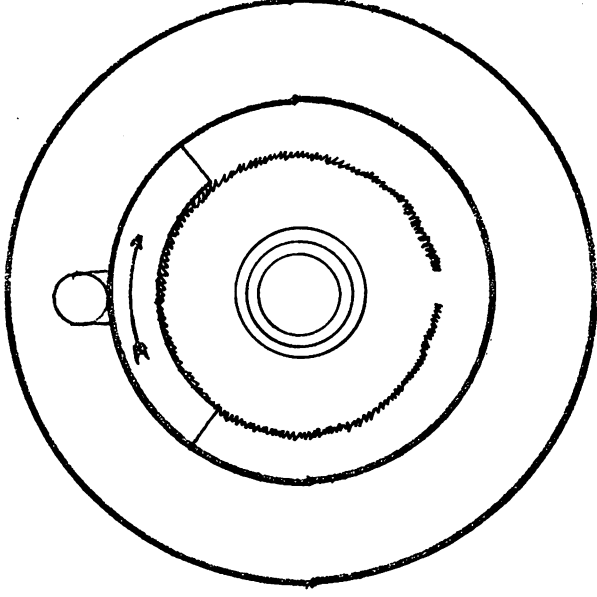
The wardrobe contains approximately 50 outfits (complete with footwear) of exquisite quality and design; any given outfit is capable of enhancing the APP of the woman who wears it by [(20 - APP) / 2] (the better looking you already are, the less clothing will enhance beauty; however, poorly worn garments may easily detract from anyone's APP). These outfits are all of the quality demanded by the higher nobility.

In the dresser with the hutch mirror can be found accessories and feminine undergarments of incredible luxury. On top of the dresser is Sharella's jewelry case; it contains many different pieces (2D20), among which are a platinum and diamond tiara worth 15,000 GP, a butterfly brooch in gold, whose wings are set with multitudes of differently colored gem chips, worth 6,500 GP, a pair of diamond earrings worth 3,500 GP, and a fine bracelet-necklace (it may be used for either) of gold chain connecting pierced-work gold cages of rubies worth 8,000 GP. (For the other pieces, the value is [50 x 1D10 x 1D10 GP each].)

LEVEL XIII

Meditation Chamber

The heavy blue-green curtains surrounding the chamber promote peace and tranquility, and, Tsitsiconus hopes, acceptance of his loss.



"Diagram of Level XIII"

What the Players See:

A floor to ceiling arras of sea-blue/green/go conceals most of the level from sight. The curtain parts opposite the elevator.

In the center of the floor is a three-tier dais, covered in the same color as the arras; the ceiling inside the enclosure is also draped in a blue-green cloth. The dais rises 2' from the floor, and the rings are 8', 6', and 4' in diameter respectively; the top is comfortably padded.

Gamemaster's Description:

This is a chamber for meditation; there is nothing of particular interest to be found here.

LEVEL XIV

Throne Room

and

Promenade

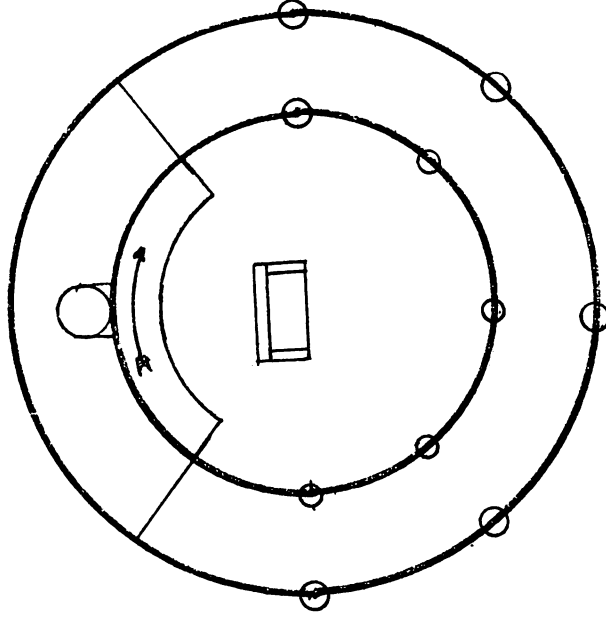
Twas a throne carved for two; now only one occupies the seat of the huge red stone.

What the Players See:

A large throne, seemingly carved from a single block of carnelian, occupies the center of the level. The level is completely open except for the back where the elevator is, and there are pillars supporting the level above. The inner circle of pillars is in blue marble, and the outer is in white.

On the arms of the throne may be found two items, a short 3' staff with a 1' diameter, 2" thick disc of clear crystal mounted at one end, and a belt, 4" wide, comprised of small (1" on a side) golden squares, linked together. On the seat of the throne can be found two large cushions, which fill the entire seating area.

A promenade extends 12' out from the tower, and is bordered by a palisade 3' high and 18" thick; these are of the same green marble as the tower itself. The view from the promenade is magnificent.



"Diagram of Level XIV"

Gamemaster's Description:

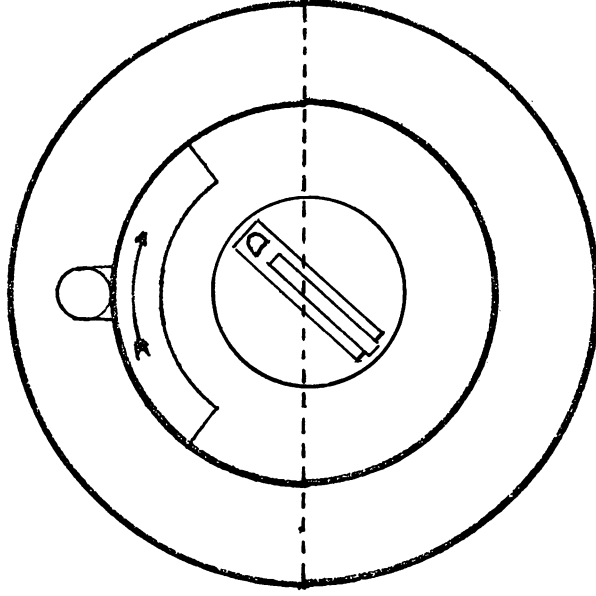
The two cushions are heavily embroidered with heraldic devices, one a silver griffin on a background of blue and gold diamonds, the other a silver dove with wings outstretched on a blue background. These are the arms of Tsi-tsiconus and Sharella.

The two items on the arms of the throne are indeed enchanted. The crystal disc, when focused on any scene in direct line-of-sight, will show a perfect 1/6 scale representation of that scene, no matter how far distant it may be; it cannot penetrate any barriers, only line-of-sight can be viewed in detail. The belt contains a 16-point missile repulsor spell (spears and javelins are 4, knives and quarrels 2, and arrows 1), and incidentally functions as an arcane raincoat in all but the heaviest downpours (which it will reduce to the effect of a gentle rain).

LEVEL XV

Astrological Observation Facility

On clear nights, the entire Zodiac may be described from this small but well-equipped observatory.



"Diagram of Level XV"

What the Players See:

In the center of the level is a raised disc of wood 6" thick and 12' in diameter. On this is a 10' long, 3' wide platform supporting a chair and a 6" diameter tube mounted so it can be easily swiveled up or down; at the end of the platform opposite the seat a golden arrowhead emerges from the wood. The rim of the outer disc is marked off in gradations (there are 360 major demarcations, with 60 lesser demarcations, every fifth one slightly longer, between each pair).

There are no beams for the ceiling here; the roof is a hemisphere of clear crystal, through which one may see the sky.

Gamemaster's Description:

The person sitting in the seat can control the direction the entire apparatus points in by simply thinking directions. This is a small but well constructed arcane version of Palomar.

CHARACTER DESCRIPTIONS FOR THE TOWER OF TSITSICONUS

CHARACTER NAME	CLASS	GP	ST	CO	RF	SM	IQ	MR	WEAPON	HACO	DAMAGE	WEAPON NOTES	ARMOR CLASS	HTK	RIDING ANIMAL
In The Gilded Plow															
Hurkash Drythroat	INT HU NON	12	13	9	12	10	8	8	HANDS	9	1D4		NON 0	23	
Bardol	INT HU NON	16	11	10	16	8	12	12	HANDSE	6	1D8		NON 0	31	
Jareth	GR HU NON	12	17	13	13	13	7	7	HANDS	5	1D4		NON 0	19	
Snanderbatch	VET HU NON	18	14	11	17	10	11	11	HANDSE	3	1D8		NON 0	37	
Inside the Walls															
The Floating Eye	GR MX EYE	-	-	-	-	2	19	-	-	-	-		MAG 9	85	
Grimdal	LEOPARD(m)	22	19	23	16	3	10	10	CLAWS	3	2D4	(1)	FUR 8	59	
Bethla	LEOPARD(f)	20	20	23	17	3	16	16	CLAWS	3	2D4	(1)	FUR 8	65	
In the Tower															
Tsitsiconus	EL /E MAG	14	13	11	13	19	18	18	SPELLS	8	1D6	(2)	MAG 4	30	
The Servant	INT MX ROB	68	10	28	-	6	15	15	ARMS	2	2D5	(3)	PLT18	126	
The Librarian	GR MX ROB	28	23	18	-	7	11	11	HANDS	5	2D4	(4)	SCA13	53	
In the Maze															
"B" Tortoise	GR BUSH								SNAP	9	2D6		VEG 6	34	
"C" Rabbit	GR BUSH								KICK	10	2D4		VEG 6	22	
"D" Cobra	GR BUSH								STRIKE	6	1D6		VEG 6	27	
"E" Boar	GR BUSH								GORE	8	2D4		VEG 6	25	
"F" Swan	GR BUSH								SNAP	9	1D2		VEG 6	16	
"G" Raccoon	GR BUSH								BITE	10	1D4		VEG 6	20	
"H" Eagle*	GR BUSH								SNAP	8	1D6		VEG 6	18	
"I" Ostrich	GR BUSH								KICK	9	2D4		VEG 6	15	
"J" Wasp	GR BUSH								STING	7	1D6		VEG 6	19	
"K" Kangaroo	GR BUSH								KICK	7	1D3		VEG 6	22	
"L" Leopard*	GR BUSH								CLAWS	7	2D4		VEG 6	25	
"M" Musk Ox	GR BUSH								GORE	9	2D6		VEG 6	34	
"N" Clam	GR BUSH								CLOSE	-	1D8		VEG 6	30	
"O" Hippo	GR BUSH								STOMP	10	2D8		VEG 6	14	
"P" Stork	GR BUSH								RAPR	8	1D8		VEG 6	16	
"Q" Bee	GR BUSH								STING	9	1D4		VEG 6	38	
"R" Rhino	GR BUSH								STOMP	12	2D5		VEG 6	32	
"S" Griffin*	GR BUSH								SNAP	7	2D5		VEG 6	14/30	
"T" Hydra	GR BUSH								BITE	9	1D4		VEG 6	26	
"U" Weasel*	GR BUSH								BITE	8	1D6		VEG 6	23	
"V" Wolf*	GR BUSH								BITE	7	1D6		VEG 6	35	
"W" Lion*	GR BUSH								CLAWS	5	1D8		VEG 6	40	
"X" Tiger*	GR BUSH								CLAWS	5	1D8		VEG 6	25	
"Y" Yak	GR BUSH								STOMP	9	2D6		VEG 6	25	

- (1) The two leopards will never attack unprovoked. If provoked, they get 2 claw attacks each mr. If both claw attacks hit, they also rake their opponent with hind claws for an additional 2D8 damage.
- (2) Tsitsiconus will normally use spells in combat situations; the dagger is used only when he is trapped.
- (3) The Servant receives 2D6 attacks with its arms each mr. If two arms strike a single opponent, he is caught. If the Servant catches all its opponents, it will carry them to the front gate and eject them.
- (4) The Librarian may make up to six strikes in a mr.

The animals in the maze are immune to missiles and pointed weapons such as spears and rapiers, and take only 1/4 damage from blunt weapons. Only edged weapons give full damage (remember, these are BUSHES!).
 Fliers are able to fly. The bee, wasp, clam, weasel, and rabbit are giant-sized versions. The clam can only close and do damage if a person is foolish enough to stick his hand, head, or torso into the clam (there is what appears to be a large pearl near the back of the clam). The hydra takes 14 points of damage to each of its 7 heads, and can sustain an additional 30 to its body; on any given mr, it will attack with (1D8 - 1) heads.

CAT-BURGLARY SCENARIOS

AND

SECOND STORY ADVENTURES

The cloaked and cowed leader of the Black Hand sat at the head of the table, surveying the quartet of thieves before him. All were attempting to look nonchalant. They were good men, he knew; but, as he scanned their curious, somewhat anxious faces in the flickering lamplight, he could not be sure if they were good ENOUGH...

"Gentlemen," the leader began, "tonight is a portentous evening for our brethren throughout the city! The Guild has again turned aside our most potent thrust at the last moment. Time after time, we have come so close to crushing their fading powers, only to be set back by cruel fate." The leader rose abruptly, and smashed his mail-encased fist against the oaken tabletop. "I will not be denied again!"

A decanter half-full of wine, toppled from its perch by the force of his blow, fell to the floor, shattering, spraying glass fragments and wet red spots over the surrounding tiles. The four said nothing, merely eyed their shadowy master, who now paced back and forth before them, his dark eyes ablaze with hatred. Finally, after several moments, the tall, blond-haired thief called Jayonge broke the ominous silence. "And how may we serve your needs, Father Marco? We would all gladly give our lives to hasten the day of our accursed enemy's downfall."

"You may well do so!" the leader rasped, as the guttering Flame cast madly dancing shadows across his face. "The mission you will perform is but the first part of a plan to divide and demoralize the Guild from within. It is well known to all the Black Hand that the Guild leaders have no greater source of pride than their supposedly inviolable sanctuary, Rogues' Roost - and that this building houses the Guild's revered shrine to its past masters, Masters' Lounge, where the skulls and hands of these men and women are forever preserved and displayed. Forever, my brothers - until now!

"You four are to find a way to gain entry into Rogues' Roost - to violate the inviolable. Once you are within, you are to locate and gain entrance to Masters' Lounge, where you will steal the skull and hands of the venerated First and Foremost, Del ur-Venite himself. In its place, you will leave the severed remains of Decla Monro, that bumbling oaf who was the last Guild lieutenant sent to . . . manage our holdings in the Commons. In this way, Master Azimuth (that simpering swine) and the rest of his men will know that the Black

Hand is responsible for this retribution - and that none of them can ever feel safe under the Guild's protection again!" He ended on a rising note of near hysteria.

"Surely you jest, Father, and make sport of your loyal supporters." The speaker was a short man of swarthy complexion, sitting to Father Marco's left. Now, instinctively, his right hand rested on the hilt of the ornate dagger hanging from his belt.

"I do not jest, Cugar - especially about a matter of this importance!"

"Then you are mad!" Cugar shouted, leaping to his feet. "It would be bad enough if we had only to deal with the fact that we were outnumbered 20 to 1. But tis well known that the spirits of the thieves of eld still prowl the corridors of the Roost, and will allow no harm to befall their own. We cannot hope to complete such a mission."

"That is just the sort of old wives' tale the Guild hopes we will believe..."

"Believe what you will, Father. I'll not risk my life challenging that legend, nor will anyone else once I've told them." Cugar turned and strode forcefully toward the door. Strode two steps, then crashed to the floor, blood gushing from a gaping, jagged wound in his throat. Marco retrieved the blade which had opened it, flow, wiped it on the dead man's shirt, and returned it to the small sheath concealed within the folds of his cloak. He turned toward the three stunned witnesses to his ruthlessness, and eyed them accusingly.

"That was unfortunate - unfortunate but necessary," he said in level tones. "If this venture is to succeed, these plans must be kept secret from all without these four walls. If any of the rest of you prefer to refuse this mission," his voice was silky, dangerously sweet, "there'll be no knife - just a few days in a quiet isolated cell, until the job is finished."

For a few seconds, the tension made the silence in the room almost palpable. Finally, Jayonge spoke up. "I'm not afraid of idle rumors, Father." The tall, wiry man at Jayonge's left shoulder, Seveye Bureem, nodded agreement, slowly. Marco eyed them momentarily, then turned to the third survivor, a robust man with graying sandy hair.



"Well, Krannock? Have you nothing to say for yourself? Or are you afraid of ghosts?"

Krannock replied in a calm, almost singsong tone. "Yes, my lord. I am frightened. Only young men or fools are fearless in the face of danger - and I am neither. As to ghosts, I fear your confident words cannot reassure me; for you have been all too fallible these past several months." Marco stiffened, but did not speak. "Still, my lord, I think your idea is a good one - provided that the three of us are given access to the Hand's storeroom of magical accessories, and can equip ourselves in a manner that gives us a reasonable chance of succeeding at this task. It seems only fair, my lord, given our, ah, sudden reduction in numbers." A thin smile crept across Krannock's features, as he saw that his gambit had borne fruit. He decided to press his luck. "My lord, I, for myself, would like to know the rest of your plan, so that I might better understand the role we and our task are to play."

Marco's eyes glinted like flint on steel as he glared back at his bold questioner. "You will have the assistance you require to accomplish your mission, Krannock, though I thought you were of greater mettle. As for the information you seek, that too will be provided - if you return successfully with ur-Venite's skull. For now, my brothers, listen closely - and I will tell you what is known of Rogues' Roost..."

* * * * *

In this adventure, the players will attempt to execute the daring robbery just outlined by Father Marco. To do so, they must first conceive a strategy for gaining entry into the Guild's sanctum sanctorum. Once within the walls of the Roost, the agents of the Black Hand must quickly locate the object of their mission, all the while avoiding the guardians of the Guild's headquarters, and the clever snares for the unwary (and unauthorized) that the Guildmaster uses to protect his environs.

If the traditional scenario format is used, the GM will have the responsibility of playing the various Guild thieves and officers present at Rogues' Roost, as well as any NPCs encountered in the vicinity of the house. Alternatively, the scenario can be run with a second group of players portraying 3-4 members of the Guild who are actively engaged in the Roost's defense. These players will act in the roles of trusted underlings to the Guildmaster.

(GM's Note: If this scenario is played with Guild player-characters, the GM may find it necessary to adjust play balance by somewhat reducing the total number of guards and traps located around the Roost.)

THE BLACK HAND THIEVES

Although the GM may at his discretion allow the players assuming the roles of the Black Hand infiltrators to use their own characters, we recommend instead that they portray the pre-rolled thieves described below, and be allowed to transfer any experience points earned on this mission to their other characters (this trio of thieves has been designed to provide a mix of the skills most likely to prove useful on this mission, and drastic alterations of this line-up may greatly change the play balance of the scenario).

Jayonge - (6th Level Male Human Thief)

Jayonge is a fearless young second story burglar with great agility and quickness. He has a 92% chance of climbing 10' of vertical surface without falling, and a +5 Dodge Bonus (which when added to his cloth armor, gives him an effective armor class of 7). He is ambidextrous, a very accurate marksman with a throwing knife, and unafraid to take on a man in hand-to-hand combat if the going gets rough. On the negative side, Jayonge's exuberant self-confidence sometimes goes too far, and leads him to act rashly (without thinking of the possible consequences). He also remains a product of a rather barbarian upbringing, and has trouble impersonating anyone of station. He has done very well for himself financially in his relatively few years as a criminal, but is fanatically loyal to the Black Hand cause and completely willing to lay his life on the line to see this mission successfully completed. He has survived some very close scrapes with death in the past, causing some to say that the gods smile on him (a not unreasonable conclusion; the GM should at least treat him as having considerably above average luck when interpreting the possible consequences of a set of actions).

Sense Traps	30%
Opening Locks	50%
Locating Traps	25%
Disarming Traps	40%
Pocketpicking	70%
Silent Motion	35%
Hide in Cover	45%
Climb	92%
Hear Noise	30%
Sense Ambush	15%
Spot Hidden	20%

Krannock (7th Level Male Human Thief)

Krannock, now in his forties, is no longer as nimble as he was in his youth, and wears spectacles on most occasions. The years have only added to his greatest assets, however - a very intelligent, inquisitive mind, and a crafty tongue. Krannock is incredibly well read on hundreds of subjects, from history to herpetology and religion to real estate. He is a master of disguise, able to impersonate men of all stations (Krannock is of Guild social background himself) and, except for warriors, all walks of life (including priests and mages). He is an excellent mimic, who after one listening can duplicate most voices (80% chance); he also is a practiced ventriloquist, who can throw his voice up to 50 feet. He is an expert on the derivation and use of slow-acting contact poisons (all his weapons are coated with a substance that induces temporary catatonia within 5-10 minutes after its entry into the bloodstream). Krannock is a confidence man by trade, working his swindles throughout Haven under a dozen faces and aliases; he prefers this sort of crime, for he is not fond of killing, and believes his scams are a fair game of wits that the public is too stupid to win. Krannock is a cynical man, with a dim view of human nature and the intelligence of the average individual. He is disliked by many of the Hand's men (Jayonge among them) as standoffish and elitist, and is often quite blunt (as shown in the opening vignette) about the organization's flaws; nonetheless, he believes at bottom in doing a job well, and will not forsake this mission unless all hope is lost (despite his obvious self-protectiveness about life and limb). He prefers guile to force in all instances, and is not a particularly proficient fighter despite his experience level (for he makes use of these skills very infrequently). He has a weakness for women, and they are one of the subjects on which he does not act sensibly.

Sense Traps	37%
Opening Locks	55%
Locating Traps	50%
Disarming Traps	40%
Pocketpicking	75%
Silent Motion	35%
Hide in Cover	35%
Climb	85%
Hear Noise	40%
Sense Ambush	53%
Spot Hidden	51%

background himself) and, except for warriors, all walks of life (including priests and mages). He is an excellent mimic, who after one listening can duplicate most voices (80% chance); he also is a practiced ventriloquist, who can throw his voice up to 50 feet. He is an expert on the derivation and use of slow-acting contact poisons (all his weapons are coated with a substance that induces temporary catatonia within 5-10 minutes after its entry into the bloodstream). Krannock is a confidence man by trade, working his swindles throughout Haven under a dozen faces and aliases; he prefers this sort of crime, for he is not fond of killing, and believes his scams are a fair game of wits that the public is too stupid to win. Krannock is a cynical man, with a dim view of human nature and the intelligence of the average individual. He is disliked by many of the Hand's men (Jayonge among them) as standoffish and elitist, and is often quite blunt (as shown in the opening vignette) about the organization's flaws; nonetheless, he believes at bottom in doing a job well, and will not forsake this mission unless all hope is lost (despite his obvious self-protectiveness about life and limb). He prefers guile to force in all instances, and is not a particularly proficient fighter despite his experience level (for he makes use of these skills very infrequently). He has a weakness for women, and they are one of the subjects on which he does not act sensibly.

Seyve Bureem (7th Level Male Orc Thief)

Seyve normally makes his living as a highway robber or mugger rather than as a second story man, for his greatest skill lies in his potent physical strength; however, he is also a highly trained picklock with a surprisingly delicate touch for a fellow of his physical bulk. Seyve keeps mainly to himself, and has few close comrades in the Hand; he is fairly even-tempered for an orc, but a dangerous enemy when angered (as two former tormentors, now lying on the bottom of the River Dorian, could truly attest). Like many of his ancestral kindred, Seyve has a weakness for desecrating symbolic treasures that his foes hold dear; he will find it difficult to keep these emotions in check while in the halls of the despised enemy. As a trained locksmith, he has a 60% chance of disarming traps, and a 75% chance of picking locks; he is also a 90% pickpocket, and has basic First Aid skills. He says little, and is not very successful at disguise (unless he is portraying a beggar or physical laborer). Of the three, he is the most likely to try and save his own skin if the mission appears endangered.

Sense Traps	35%
Opening Locks	75%
Locating Traps	45%
Disarming Traps	60%
Pocketpicking	90%
Silent Motion	40%
Hide in Cover	45%
Climb	87%
Hear Noise	40%
Sense Ambush	30%
Spot Hidden	27%

"The Insider"

There is a fourth Black Hand figure who may become a factor in the course of this scenario, a thief who has infiltrated the ranks of the Guild and become a highly placed official in that organization, with free access to all parts of the Roost. This person is described by Father Marco only as "the insider", and is to be contacted by Jayonge, Seyve and Krannock only if they can figure out no other way to gain entrance to the Roost. Marco (i.e., the GM) should emphasize strongly to the Hand players in setting up the mission that "the insider" represents a very, very valuable conduit of information about the Guild's activities, and that any active intervention by that party in this adventure could well jeopardize that person's position of influence (by placing him on the scene of the crime at the time of its commission, and subjecting him to continuing suspicion).

If the Black Hand players decide that they must use the insider, they are instructed to leave a message at Caddis Fly's Rooming House (room 2B), indicating their desire for a meeting. When the message is received (a process which may take several days), a coded reply will be left at Caddis' front desk (the code an agreed-upon one given to both parties by Marco); the reply will set up a meeting in a barroom several blocks away from the Roost, near the perimeter of the Labyrinth.

At that meeting, the insider will be revealed to be a female, although she will be hiding her true identity (wearing the garb she uses as Areesha, the common trollop who rents room 2B at Caddis Fly's). She can provide help of several types, ranging from providing the thieves with a relatively secret starting place for their assault (the insider has a working relationship with Karla, the kind hearted whore at Grubb's Meats and Massage, and the latter will agree to let "Areesha" use her upstairs bedroom at Grubb's for an evening), to entering the Roost and providing a point of entry (unlocking one of the balcony doors, for example), to actively producing a diversion within the Roost to cover the activities of the trio. Of course, the greater the insider's direct involvement becomes, the greater becomes the likelihood that she will be revealed as an infiltrator, so that she will fight vociferously to keep her participation to a minimum. (If the GM feels that the players are callously risking this major resource in order to insure that their mission is completed, he should feel free to reduce any EP awards the players receive at the end of the scenario, to reflect the hidden costs of their actions).

Special Resources of the Hand Thieves

It should be assumed that the trio of thieves making the assault on Rogues Roost have complete access to any sort of basic equipment they might wish to carry (ropes, grappling hooks, lock picks or cutting tools, etc.). The Black Hand players should, however, each identify the items they are carrying with them, so that the GM can determine whether a character's freedom of movement will be inhibited by the weight or bulkiness of his equipment. In addition to these basic items, the Hand thieves are also permitted to select a limited number of items from the organization's jealously guarded stockpile of magical gadgetry. We recommend that the Black Hand players be permitted to select 3-5 items from the list below (divided up between the individual characters in any way they see fit).

- 1) An emerald amulet containing three charges of a Sleep spell (MR saving roll -2 or sleep 1D6 hours, affects up to 100 HTK of individuals within its 30 degree spell cone)
- 2) A belt of Giant Strength (doubles the effective strength of the wearer for 10mr; 5 uses)
- 3) Climbing boots with a Glue spell within their soles; when activated, give the wearer 96% climbing skill for 10mr (2 uses)
- 4) A ring of Haste (doubles wearer's normal movement allowance for a time period equal to character STM + 2 mr; 1 use)
- 5) Spectacles of far vision that enable the wearer to see through any solid objects, up to a range of 50 feet (5 uses)
- 6) Small silver mirror that emits a Freeze ray (victim must make a MR saving roll or be rendered completely immobile for 3D20 minutes, duration cut in half if STM saving roll is made; 3 uses. (Note: If affected individual is struck a damaging blow while frozen, he receives another saving roll against STM to awaken)
- 7) A set of three glass balls (red, yellow and black in color) - when shattered, they release the following magical energies: Red - sheet of flame, 10' cubic area (any person or object caught within its boundaries takes 2D6 damage per mr until extinguished). Yellow - Blaze of Noon spell; all looking in its direction make STM saving roll -4 or blinded 2D6 melee rounds (kobolds, dwarves, and other predominantly underground dwelling races, make their STM saving roll at -8). Black - Hurls surrounding area (50' diameter, 10' high) into total darkness; infravision functions at half normal ability.

8) Small tablets which, when swallowed, will temporarily shrink the swallower (and everything he holds) to 1/10 his normal height - effect lasts 8+1D8mr. While in shrunken state, character retains his normal strength, but not his normal mass (4 tablets)

9) Cloak of Stealth - While worn, always adds 20% to wearers ability to Hide in Shadows; a spell embedded in the neck clasp can also be activated to almost completely (95% chance) silence the movement of the wearer (Note: the spell does not muffle the voice of the wearer, or the sounds made by any objects he comes into contact with - like the falling vase he just knocked over). Duration - 10mr; 3 uses

10) Dust of Befuddlement - A pouch contains three small vials filled with a fine powder; the powder may either be ingested, or used as a thrown weapon with short/medium/long range limits of 10/30/60 feet, base HACØ of 3/8/13 (defender receives no adjustment for armor, but does receive any Dodge bonus he possesses if not surprised). If struck, victim must make MR saving roll -5, or become confused for 1D20 minutes; while confused, victim will believe and do almost anything (including taking orders from his assailant), provided the statement or action does not directly jeopardize his personal well-being (in cases where the individual is extremely loyal to a cause or another person, this restriction would extend to actions harming those third parties as well).

11) Pair of matched throwing knives - If thrown simultaneously, the blades will act as a unit, striking or missing the target at exactly the same spot (thus only one die roll is made for the 2 attacks) - on a successful hit, they will each do double damage (2D4), and there is a 40% chance of a critical hit. If thrown by a character who is not ambidextrous, subtract 4 from the player's normal hit probability, to reflect his unfamiliarity with 2 weapon attacks.

12) Headband with a Missile Repulsor spell - will deflect up to 8 "points" of thrown objects per mr (arrow, rock, bolo = 1 pt, quarrel, thrown axe or hammer = 2 pts, spear or javelin = 4 pts). Spell lasts 1mr; 7 uses

13) Glass container filled with oil of slipperiness - if broken, will render the 10' area surrounding it virtually impassable on foot (anyone running across this area has a 90% chance of falling; walking 60% chance; once fallen, there is only a 25% chance per mr of regaining one's feet). Duration of slipperiness is 1D20 minutes

14) Ring of Levitation - When activated, will raise the wearer off the ground at the rate of up to 20' per mr. Newton's Laws apply if the character is free-floating (5 uses)

15) Healing potion - Will heal 2D6 points of damage per draught taken (3 draughts in bottle). Cannot heal damage taken from critical wounds.

16) Bronze gauntlet containing Bash spell - will deliver a blow equivalent to the blow of a battering ram to any specified door, or object. If a living being is struck, the blow does 3D10 damage, or nothing if the victim makes a saving roll versus MR (5 uses)

17) Scrolls - The three Hand thieves may each use these scrolls to cast magic spells. Kramnock has a base 0% chance of having a spell misfire, Jayonge has a base 10% chance of misfire, and Sevey Bureem a base 30% chance. Misfire chances may increase if the spell being read is very complex, as indicated below. The number in parentheses after the name of each spell represents the number of mr it takes to read (and hence activate) the scroll. If a spell backfires, it may either have no effect or produce a completely opposite effect (for example, a Detect Traps spell might set off any traps in the immediate vicinity).

a) Hold Portal (3) - Will cause a door or other barrier to be held as if barred by a 1'x1' cross-section of oaken beam. To break the spell, a

group of assailants must roll under their combined STR rating on 10D12 (normally, no more than 3 individuals can effectively participate in such an attack unless some sort of ram is being used). Lasts until broken.

- b) Detect Traps (2) - Will reveal if there are any traps within a 10' radius of the caster.
- c) Full Invisibility (5) - Will render the caster invisible; he may move normally, but any attack will render him visible again. Lasts 20mr. Increased chances of backfire - Jayonge +10%, Seveye +20%
- d) Lightning Bolt (2) - Will fire a lightning bolt (3' diameter, 60' length) up to 300' away in direct line of sight. Does 4D10 damage to anything struck (1/2 damage if MR saving roll is made). Increased chances of backfire - Krannock +10%, Jayonge +30%, Seveye +40%
- e) Silence (2) - Creates a mobile sphere of silence in the 15' radius around the caster. Lasts 8mr.
- f) Heal Serious Wounds (6) - Can heal 2D20 points of damage sustained by a single person, including critical wound damage (reduces recovery time for sprained or broken limbs by 1/2). Increased chances of backfire - same as for Lightning Bolt (d)
- g) Snake Seeming (4) - Allows caster to assume the shape of any living creature of approximately the same size, but does not change his actual physical abilities. Duration - 10+STM mr. Increased chances of backfire - same as for Full Invisibility (c)

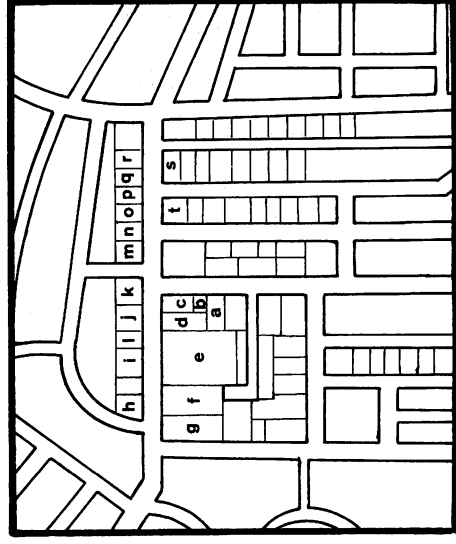
THE SCENE OF THE CRIME

The Labyrinth Rogues' Roost lies in the southern end of the city, in the midst of a maze of narrow streets and alleyways commonly known to Haveners as "the Labyrinth". Virtually all the buildings and roadways in this neighborhood are in a sorry state of disrepair; trash and refuse litter the streets. The inhabitants are little better than their surroundings, a raucous collection of ragged children, liquor-breathed derelicts, alleybashers, and cutthroats. The City Guard seldom traverse the perimeter of the Labyrinth (they tend to keep the inhabitants in, and advise outsiders to stay out). The only law that is obeyed within the quarter is the law of cold steel; the mere flash of gold in an outsider's purse is sufficient to arouse unwanted and unwelcome interest. The buildings in the area are an unsightly mix of tenement housing, second-hand shops (where the best goods in stock are stolen, and the rest are of dubious quality), and grimy taverns; nearly all the buildings are constructed of wood and brick. Because of the general lawlessness of the area, nearly all the commercial establishments in the Labyrinth close well before dusk, the only exceptions being the taverns. Traffic along the streets is rather sparse at all times, for not even the most adventurous tourist's guide to Haven would call the Labyrinth a place worth visiting.

The headquarters of the Thieves' Guild is housed in a nondescript four-story building that sits on Cust Way (in the secret argot of rogues known as Thieves' Gant, "cust" means the successful execution of a snatch-and-grab larceny, a purse-snatching), and its exterior appears as run down as any in the immediate vicinity. The buildings on either side of the Roost are two-story brick-and-wooden structures, with flat roofs; directly across the street is a row of small one-man shops, a long strip of frame rowhouses that have badly deteriorated. The area looks as villainous as any portion of the Labyrinth, and is, in a sense, both deadlier and safer than these other sections.

The Immediate Neighborhood

The various buildings that lie in the immediate vicinity, and hence might enter into the play of the scenario, are briefly described (along with any inhabitants of interest) and identified by letter code on the map below.



- a) Brodamer's Apothecary - is run by a shabbily dressed quack physician named (appropriately) Brodamer. His potions, powders, and salves are as likely to hurt a patient (35% chance of 1D4 internal damage per day of ingesting a medication prepared by Brodamer) as to help him. The shop also carries a variety of miscellaneous notions (needles and thread, hair brushes, twine, etc.) of mediocre quality.
- b) A small one-story home - usually inhabited by Somnor the Strangler, Lightfingered Likka, and Somnor's "lady love", Moreena. At present, Somnor is serving a one-year term in the Gray Halls, and Likka and Moreena are rumored to be getting very close.
- c) Amber Gree's Rooming House - is a three-story flophouse of the lowest order, vermin infested and reeking with stench. There are two "rooms" (small areas partitioned off by thin boards) vacant here, one of which is on the third floor and has a window-opening which faces the side of the Roost.
- d) Grubb's Meals and Massage - serves fast, reasonably edible meals on the first floor, while his stable of four rather washed-out middle-aged women serve up a variety of sexual services in the rooms upstairs. Karla, a kind-spirited, droopy-chested blonde, is somewhat of a local favorite; she is known to have helped out a number of men when they were down on their luck, and she appears willing to let a fellow she likes (saving roll against MAG) spend the night for free.
- e) Rogues' Roost - is described in extensive detail below.
- f) The home of Mr. Rasputin - occupied by the unofficial boss (first name unknown) of the Labyrinth; he is often called upon to settle disputes between residents. He owns and operates a cut-rate building supply store near the South Docks, and is said to be heavily involved in Haven's smuggling traffic. The house is in decidedly better upkeep than its neighbors, and Mr. Rasputin employs a squad of half-a-dozen bully boys as guards.

g) Crotofiran Mission - is one of several streetside missions maintained by the monks of Crotofiros (child carriers) in and around the Labyrinth. Here they offer food and shelter to the homeless children of the area (known as "street rats" by those with less reverence). The friars beg daily in the wealthier sections of the city for money to carry on their work. Most native Haveners (including the denizens of the Labyrinth) consider it extremely unlucky to hurt one of these monks, or to steal from them, even though the Crotofiros are totally pacifistic in their creed.

h) Emmettik, Greengrocer - has an open-air market which carries day-old bakery products, slightly overripe fruit, wilted produce, etc., all procured through the hustling enterprise of his two sons. The boys make daily rounds of the more illustrious marketplaces to retrieve (scavenge) these modest gems.

i) Tiropodus, Wheelwright - is a former pickpocket of moderate repute; he was forced to seek another profession when his last conviction in court led to the loss of his right hand. He makes only a modest amount from his small business in repairing hand- and pony-carts, and it is rumored that he earns most of his living fencing stolen gems (making use of his underworld contacts). Tiropodus is a frequent visitor to the Silver Penny (k), and is quite an unpleasant lout when drunk.

j) Caddis Fly's Rooming House - is an establishment which is a bare cut above Amber Gree's; it's not that there's less dirt - it's just been pushed under the beds and threadbare carpets more recently. There are no current vacancies - at least there won't be any until someone enters 4-C to investigate the aroma and discovers the deteriorating corpse of its former tenant, a victim of a murderous quarrel.

k) The Silver Penny - is a rowdy - and occasionally fatal - drinking establishment frequented by many of the Guild thieves. The proprietor, Varkin Jelas, has a rare malady afflicting his vision, and has not seen a single criminal act take place in his tavern for over thirty years; the dried bloodstains on the barroom floor and in the dark corridors which lead to the other rooms tell quite a different story. The Penny is the only business establishment on Cust Way which is open after dark; it remains open till 1:00am.

l) Cacodyl, the Potioneer - operates a vile smelling shop, with many tables filled with laboratory apparatus in which steaming liquids bubble, belch, and fizz. Cacodyl is a master craftsman at synthetically producing poisons of many types and strengths; in the practice of his art, he has inhaled so much of these substances that he is virtually immune to poison himself. He rents a room at Amber Gree's, but is frequently found sleeping on a cot at the back of the shop (particularly when he has a batch brewing).

m) Flicker's Pawn Shop - buys and sells a wide variety of items, from jewelry to weapons to musical instruments. Flicker takes the time to carefully examine each new acquisition, and he seldom (10%) misses noticing when an item possesses concealed properties (magical enhancement, secret compartments, etc.) - the better items are taken to Thieves' Market, and there sold (after unenhanced duplicates have been fabricated to serve as replacements). His living quarters are behind the shop; Flicker is a very light sleeper, and will arise to investigate any noise he hears inside or outside the shop.

n) Roah the Tailor - mends and sells used clothing, and occasionally produces some new garments to order (his

stitchery and styling are above average, but he uses cheap and poorly dyed fabrics, so clothing made by him looks old after just a few wearings). Roah has been known to indulge in a bit of second-story work in his off hours, and is a member of the Thieves' Guild.

o) Madame Zanwig, Oracle - is, by day, one of the most over-theatrical astrologer/palm readers in all of Haven. By night, the lady is a rather fearsome contract killer (an expert at disguise); she is currently on assignment for the Guild. There is a 20% chance she will complete the mission on the night the Black Hand thieves make their assault; if so, she will enter Rogues' Roost to make a report.

p) The Bargain Barn - is a cornucopia of the unsightly and the barely functional. The shop's primary stock is furniture and "objets d'art", with a few trays of smaller items (mostly costume jewelry, old spectacles, and an interesting collection of old insigniae, medals, and awards). Koltrak Tanady, the shop's proprietor, has rescued the majority of his wares from various refuse piles around the city; in most cases, this retrieval is a bad idea.

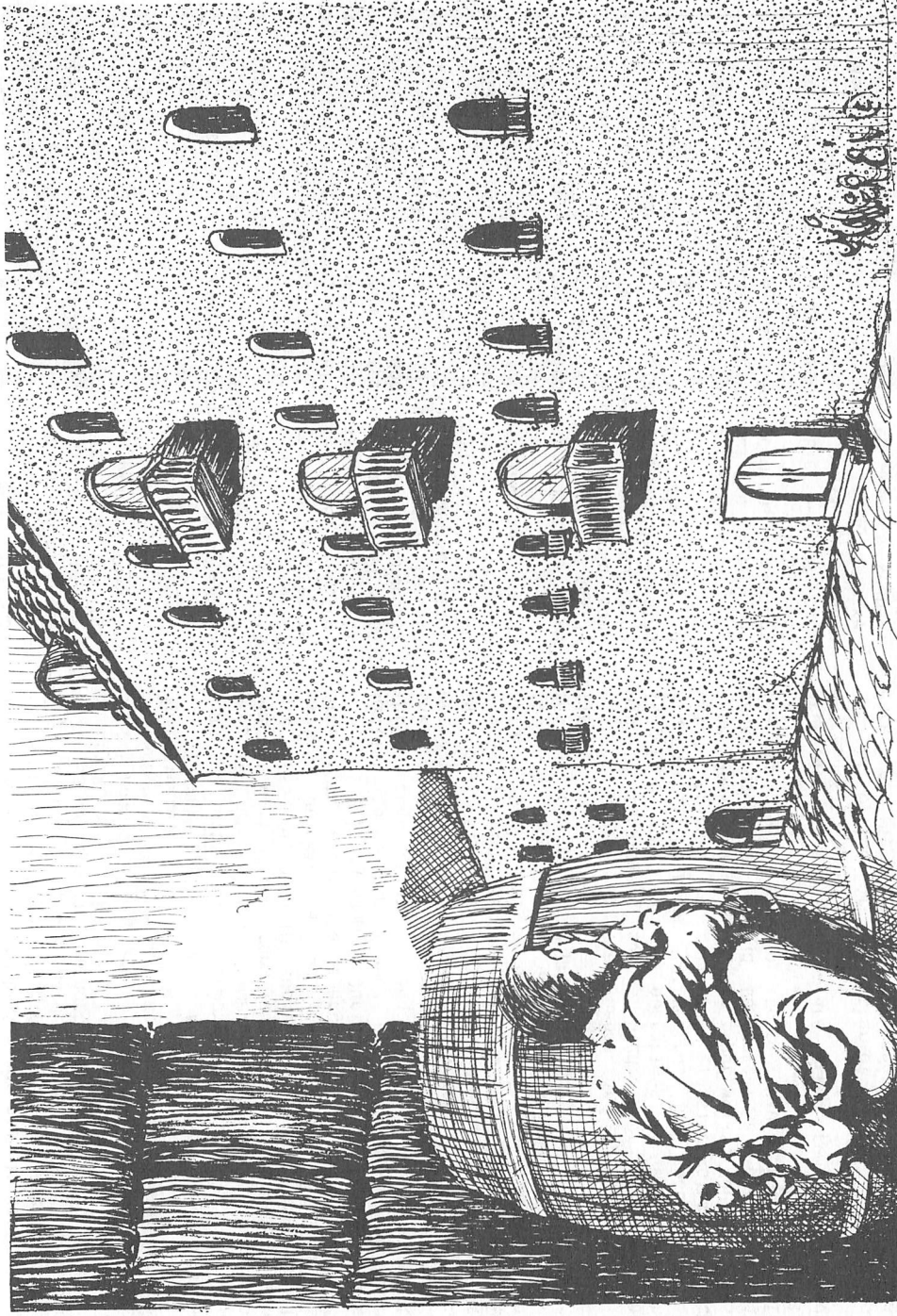
q) The house of Shala-Beth val Prado - an unemployed alcoholic, is a ramshackle pile of unrepaired planks, which appears in imminent danger of complete collapse. The old man shares his home with two of the local street rats, who bring in sufficient coppers with their petty schemings and small larcenies to keep him besotted on cheap rotgut.

r) An empty house - whose windows are currently boarded up, has a handwritten "For Rent" sign hung upon the front door. Koltrak Tanady will rent the place out, though he does not actually own it (he did hang the sign, however); the owner has not been seen for over a year, and his whereabouts are unknown. There is a cache of stolen money (700 GP in gold coins) stashed in a concealed compartment at the back of the fireplace in the main room, but no one (other than the owner) knows about it.

s) Fandral's Weapon Shop - specializes in the types of weaponry favored by those of roguish bent - short (concealable) blades, blowguns, small throwing weapons, saps, garrotes, etc. None of the weaponry is magically enhanced, but the quality of Fandral's wares is surprisingly good, and his prices are reasonable (almost everything in the shop is "hot"; if the buyer does not indicate that he is carefully scrutinizing the item before completing purchase, there is a 20% chance that it will have some distinguishing feature which will make it recognizable to those familiar with the previous owner).

t) A glass- and trash-strewn vacant lot - has become the "hangout" for the street rats in this part of the Labyrinth. For a few coppers, the rats will volunteer to perform any number of helpful functions, including spying, message delivery, and supplying information. They are generally reliable and useful little scum, as long as one bears in mind two restrictions:

- 1) they will always exaggerate a story, and 50% of the information they pass along is either rumor or sheer fabrication; and,
- 2) there is a 60% chance they will not complete the task they've agreed to do if their "employer" has been foolish enough to pay them the entire sum agreed on, in advance. Within these restrictions, the urchins will co-operate at least half-heartedly for whatever money they can get.



ROGUES' ROOST

EXTERIOR

As has been previously noted, the Roost is four stories tall, with a full attic floor and two basement levels. The ground floor is windowless, and can be accessed only by the large, heavily scarred but unadorned, oaken front door (it bears no identifying marks of any kind). There are abundant windows on the upper levels, spaced at about 8' to 12' intervals along the outside of the second, third, and fourth floors. All of these openings are barred, a not uncommon practice in a neighborhood where the most common professions are larcenous in nature (buildings g, i, l, m, & t are similarly protected); the bars on the Guild windows are about 1" thick, and are maintained in excellent condition. There are fifteen smaller windows in dormers scattered around the attic floor; these are covered by a wire mesh for protection. The roof of the building is of slate, and is flat on top but peaks at a 45° angle along the sides; at the rear of the building is a rather large chimney comprised of a double layer of brick. At the front, in a line up from the main entrance, can be seen three stonework balconies, one above the other; each is guarded with an iron railing, and the double doors leading onto the balconies are of heavy wood with glass panels (they are locked from the inside when not in use). In addition to the front entrance, there is a covered passage that runs along the east wall of the building and descends to a basement landing, leading to a set of double doors; these doors are open from 7:00am to 9:00pm daily, but are locked at other times.

INTERIOR

There are over ninety rooms in Rogues' Roost; consequently, the room descriptions given will highlight the most important areas of the building, and those where the Black Hand or Guild players are most likely to find themselves. Detailed plans of the various floors are provided to give the GM a schematic view of the relationship between various rooms and corridors, and to give him a playing surface to run the adventure on. If the scenario is being run with a team of players representing each of the two sides, it is suggested that the GM reproduce an extra copy of these plans so that each team can deploy its forces secretly until a face-to-face confrontation occurs.

SUBBASEMENT

There are two areas here - a beer and wine storage cellar (a), cool and well stocked, and the master vault (b), where the Guild's greatest treasures are kept. Both these areas are accessible only by elevator - the storage cellar via a huge, plainly visible dumbwaiter in the kitchen, one floor up, and the other by an arcane device hidden behind a secret panel in the office of the Keeper of the Records on the ground floor. Neither room all likely to come into play, except possibly in an attempt by the Black Hand thieves to escape from the Roost. Two passageways at the north and south ends of the wine cellar lead into the sprawling system of catacombs that underlie much of Kurgan's Hill (the southern portion of the city, where

the Labyrinth lies). Anyone entering the catacombs likely a map (see Library - 3rd Floor) is indeed likely to lose his pursuers in the twisting passages; however, he is also quite likely to wander in circles for days, before finding a path that leads to the surface (assuming the sewer rats don't wind up feasting on him).

BASEMENT

c) Kitchen - A common commissary, which serves meals at noon, and from 6:00-8:00pm. A dumb-waiter in the southwest corner leads down to the beer cellar. The ramp in the northwest corner leads up to the alley behind the Roost, where all the kitchen refuse is thrown out (after hours, a metal plate slides down from the ceiling to shut off this access). In the north wall, there is an enormous fireplace with bread ovens on either side - baking is done almost continuously from 8:00am to 8:00pm; after 8:00pm the fire is left to die down for the night. Anyone climbing down the inside of the chimney can only exit at this level of the building (although the Guild Master can enter the shaft through a secret panel in his rooms that only opens from the outside).

d) Refectory - Long tables and benches provide seating for up to 200 people. The novices taking training at the Roost eat here twice a day, as do some of the in-house staff (while others leave the building in search of more appetizing fare). For the evening meal, a number of the Guild's beggars also come in through the passageway (f) to dine.

e) Various food and utensil storage areas.

f) Basement entryway - The King of the Beggars and 1-2 of his lieutenants oversee the comings and goings through this entryway. Anyone coming to the door must give the current password (spread to the beggars each dawn as they congregate in the stone passageway, known as "Beggars Walk"), and announce his day's take, handing over the Guild's 25% share to the doorkeeper. Once both are accomplished, he is permitted in the refectory. Anyone suspicious is hauled upstairs to the Office of the Master of Novices, and locked in to await interrogators from among the on-duty sentries.

GROUND FLOOR

g) Ground Floor Entryway - The front door opens outward, revealing a short flight of steps up to a fairly long landing (1) which ends at another locked door. A knock or call will bring the sentry stationed in the second anteroom (2) to the door. He will open a panel set at eye-level, and demand the day's password, or a display of the Guild's mark (in the olden days, the mark was tattooed onto the individual's person, as the Black Hand still prefers to do in most cases. Now, the symbol of a thief's allegiance may be placed by an invisible enchantment, or be attached to some article of his clothing. In whatever manner it appears, he must reveal it at this checkpoint to proceed further, or give the password). If a satisfactory indication is given, the door to (2) will be opened. Those giving the password are permitted only to pass through doors on the east or west walls which access the two large dormitories, in rare cases, if they claim they have information of critical importance to deliver, they will be admitted to the waiting room, and permitted to speak with the "duty officer". Those with the mark of the Guild may pass through the north door into the sentry room, and on about their business. The north door is locked from the sentry room side, and unlocked only if the guard at (2) gives the OK (a special password sequence between the guards is set up to alert the sentry room men if the guard at (2) is acting under duress (i.e., at swordpoint)

h) Dormitories - Two large rooms filled with bunks arranged three high. Beggars and other Guild thieves without accommodations can sleep in these rooms on a

first come-first served basis; no one is admitted to the dorms after 11:00pm (upon which time the doors from (2) are locked by the guard stationed there). Each dorm also has a door in the north wall leading to the main Sentry Room; these doors are kept locked from the Sentry Room side, and are unlocked only when there is a disturbance in one of the dorms that the sentries investigate.

i) Main Sentry Room - A sparsely furnished room, outfitted with a small armory. There are 3-5 guards on duty here at any given time. One of the doors in the western wall of the room leads to the guards' sleeping quarters, where 4-10 additional guards are usually resting or relaxing (and can be quickly summoned to arms in the event of an emergency).

j) Waiting Room - During the day, Guild thieves waiting to see the Keeper of the Records (to report their recent activities, and present the Guild with its share of the take) are seated here. In the evening, a moderate level Guild functionary acting as "officer of the day" sits in this paneled office, and handles emergency requests for assistance, or settles disputes between Guildsmen. An elevator in the corner of the room is used in emergency situations to transport thieves to the Guild Healer's Surgery on the third floor.

k) Office of the Keeper of Records - In this plushly furnished, soundproofed inner sanctum, the ledgers of the Guild's operations are maintained by Arquephus, the Keeper of Records. The records of the Guild's transactions fill many massive volumes, which line bookshelves along all four walls. One of these bookcases pivots around to reveal a short passageway leading into the elevator to the Vault. Both doors to this room are kept locked from the inside while Arquephus is present, and are locked from the outside between 6:00pm and 9:00am.

l) Office of the Master of Novices - Should not enter into the play of this scenario, unless the Hand players should rouse the suspicions of the guards and be hauled in for questioning.

m) Trophy Room - Velvet-lined cases filled with memorabilia from the Guild's greatest criminal ventures. The cases include personal effects of the master thieves who committed these crimes (weapons, clothing, burglars tools, etc.), replicas of the famous items of booty that were captured, and pictures and diagrams illustrating how the crime was committed. One wall is lined with statuary depicting long-standing nemeses of the Guild.

n) The Masters Lounge - A room used by Guild members for quiet contemplation; many thieves swear they have gotten inspiration from communing with their ancestral counterparts here. Niches have been carved out of the marble walls of this room, each filled with the preserved skull and hands of the former Masters of the Guild. This room is the Black Hand's target.

o) The Great Hall - A large, two-story high ballroom used for large meetings and formal celebrations. A staircase along the west wall leads up to a balcony lined with the portraits of illustrious archfiends of the past. The chimney at this level has several small (6" square) vents which allow heat from the fireplace below to escape and warm the room.

p) Private accommodations - Small private bed-chambers available to Guild thieves of 4th or higher level who wish to spend the night at the Roost. 106 of these rooms will be occupied on the evening that the Black Hand makes it's assault.

SECOND FLOOR

q) Balcony (Rogues Gallery) - The walls of the balcony are lined with a dozen portraits depicting the most notorious thieves who ever belonged to the Guild. The spirits of three of these master thieves still reside in Rogues Roost, and keep a watchful eye over

its security (even though they are confined to the Great Hall in terms of active movement). The spirits will sense the presence of evil if the bones of the Guild Masters in the Masters' Lounge are disturbed - they will create a disturbance of their own in the Great Hall (by knocking something over, emitting a high-pitched cry, etc.), to attempt to make the Guildsmen in the Roost aware of the threat. If the Black Hand thieves should enter the Great Hall after disturbing the bones of the ur-Venite, the spirits will physically attack them (treat the spirits as wraiths for purposes of determining combat abilities and special attacks).

r,s) Quarters of the Master of Novices, Instructors Quarters - The seven individuals charged with indoctrinating novice Guild candidates in the thievery arts are semi-permanent residents of Rogues Roost. See the Random Encounters section of this adventure below for an explanation of procedures for determining the whereabouts of these individuals during the course of the scenario.

t) Novices Dormitory - At any given time, there will be 6+3D10 novice thieves undergoing training at the Roost. After 9:00pm, all novices are supposed to be in their quarters with lights out (with no exceptions, unless indicated by a Random Encounter result).

u) Classrooms - These rooms are locked at night when not in use.

THIRD FLOOR

v,w,x) Healer's Office, Surgery and Recovery Room, Patient Bedchambers - The private province of Dradd Plen-or, the Guild's Healer. Dradd's surgery room is equipped with the most recent innovations in medical technology, and his supply cabinets are filled with potent salves, ointments, and antitoxins. Though there are six curtained bedchambers outfitted as temporary patient bedrooms, it is seldom that more than one or two of these are in use.

y,z) Salle D'Armes, Weapons Master's Quarters - The Weapons Master, Pocheffski, teaches a variety of weapon skills in the salle D'Armes. A system of filtered lamps is used to simulate nighttime fighting maneuvers, and the western portion of the room has been built up with rock and sand into a rough terrain replica. The Salle D'Armes will be locked at night. Pocheffski, though now in his late fifties, is still cat-quick on his feet, and able to move with great stealth across the familiar terrain of the Roost. He has excellent hearing, and is very likely to hear and investigate any sort of disturbance in the gymnasium or hall outside his quarters.

aa) Gymnasium - Another impressively outfitted facility, lined with tumbling mats, balance beams, ropes, and a mechanical, 15' tall, climbing apparatus which changes its surface characteristics (1,457,769 combinations in all) every time it is scaled. The facility is frequently used by non-resident Guild thieves in the mood for a good hard workout (or feeling stale after a period of inactivity, like prison).

bb) Armory - A large weapon storage area, replete with short stabbing blades of all types, a variety of thrown missile weapons, and other specialized tools of thievery assault (brass knuckles, saps, garrotes, etc.). The door is always locked unless the Weapons Master or Quartermaster is inside; they have the only keys.

cc,dd) Quartermaster's Office, Supply Room - Brindle Bakker, the Guild's quartermaster, keeps track of the flow of the organization's basic supplies (food, equipment, etc.) at a desk piled high with papers. Brindle takes herself and her job very seriously, and is a chronic worrier who gets intensely upset if even a single ball of twine is unaccounted for; she often works late into the night, totally oblivious to her surroundings, filling in page after page of elaborate

accounting ledgers. Brindle has the only key to the main supply room (complexity 3 lock), which contains a cornucopia of equipment, both common (blankets, packs, ropes, lights, etc.) and specialized (lock picks, safecracking tools, a wide selection of poisons and other drugs).

ee,ff,gg) Healer's, Quartermaster's, Librarian's Personal Quarters - The private bedchambers of these three Guild functionaries are filled with their personal effects, and contain little that is out of the ordinary. The Random Encounters procedure described in the next section is used to determine whether these NPCs are present in their rooms at any given time.

hh) "Board Room" - Special planning meetings involving the highest level Guild officials are held in this plushly furnished chamber, which has a well-stocked liquor cabinet, and a detailed city map along one wall (the map is dotted with pins of various colors, and a variety of pen-marked circles and arrows. There is a 5% chance that such a meeting is being held on the night of the Hand's assault (if this is the case, all the special quarters on the 4th floor will be filled for the night); otherwise the room is kept locked (complexity 4 lock).

ii,jj,kk) Librarian's Office, Record Storage, Maps and Plans Room - The office of Rasoom, the librarian, is filled with unruly piles of books stacked on every chair, table and other flat surface in the room. Although Rasoom's predecessors had set up an elaborate filing system to keep track of the Guild's many reference materials, he is hopelessly lazy about such matters, and relies heavily on his photographic memory to locate the books and maps that Guild members request. The record storage room contains the historical records of the Guild's activities, and several shelves of reference books on various aspects of the thievery arts. The Guild's collection of maps and building plans is extraordinary in its depth; the Guild has complete (though not always up-to-date) floor plans for some 35% to 40% of all the buildings in Haven (annotated, with markings detailing sentry routes, traps, and secret panels and passages), and for many other major structures located outside the city (including the country estates of many of Haven's leading nobles, a number of large temples, a few of the older castles, etc.). These rooms remain open until midnight to 1:00am each night, and are often full of Guild members planning break-ins or burglaries. Rasoom feels the Roost's guards can worry about the safety of the library's materials; he spends the majority of his evenings gambling and wenching at one or another of the many sleazy bars dotting the Labyrinth.

FOURTH FLOOR

ll) Hideout Quarters - Rooms used by fugitive Guild thieves being sought by the authorities, or by others seeking revenge. On a roll of 01-20 on a D100, these rooms are totally unoccupied; 21-80, 1D6 rooms are occupied; 81-00, 2D8 rooms occupied. Occupants of these rooms are very likely to notice noises outside their quarters, but very unlikely to investigate such sounds by openly revealing themselves (talk about paranoid!).

mm) Special Quarters - These lushly furnished chambers are maintained for the use of high ranking Guild officials from other parts of the city (and from out of the city) who wish temporary accommodations when they are called to the Roost to confer on Guild business, or when they come to advance their own personal inquiries. Under normal circumstances, there is a 40% chance that 1D3 of these rooms are occupied; all these rooms will be full if a meeting has been scheduled for the "Board Room" (see room description hh).

nn) Guildmaster's Quarters - A 3 room suite consisting of living room, study, and bedroom. Two large gorillaoid bodyguards accompany the Guildmaster at virtually all times. A secret passage in the wall of the study

provides the Guildmaster with an access to the flue of the chimney, to provide him with an escape route in the event of an attack.

Points of Entry

One of the most critical problems the Black Hand players must surmount in this scenario is figuring out a way to get inside the building itself. The following paragraphs are intended to provide the GMs with additional information about the various points of entry into the Roost.

1) Beggar's Walk - The ranks of those who make their living by crying their tale of woe in the streets of Haven are constantly changing, so that the appearance of a new face in the crowd of beggars coming to the Roost for a meal and a bed will not greatly disturb anyone (unless that newcomer acts very suspiciously or does not know the password, which can almost always be picked up on the streets for the price of a copper). Unless the Black Hand thieves truly come up with a brilliant stratagem, however, any character entering the Roost in the guise of a beggar should find it very difficult to get beyond the four walls of the refectory or the dormitory room, for there are several sentries around to ensure that the beggars do not overstep the bounds placed on where they are allowed to go and what they are allowed to do. Possible plans that might work (depending on how realistically they are carried out) would be pretending to have an illness requiring the Healer's surgical attentions; claiming one had obtained important information from a conversation taking place nearby (which might get you an audience with the duty officer); or starting a verbal or physical ruckus within the dorm room after "lights out" (which could get you pulled out of the dorm and brought to the Master of Novices' office for interrogation). The doors here are locked for the night at 9:00pm; there is a sentry on duty after hours, to direct stragglers upstairs.

2) Front Entrance - If entering as a beggar, the same strengths and weaknesses of this approach listed under the Beggar's Walk heading apply. The front door also offers a thief the chance to gain a much less restricted form of entry if he can successfully impersonate a Guild figure. To do so, one must accomplish all of the following: a) Find a Guild thief who wears the "mark" of the Guild in the form of an external insignia (20% of total membership); b) Capture that thief and snatch his insignia; c) Successfully convince the guards of his "identity" (if the thief grabbed by the Hand is from another part of the city, and does not often visit the Roost, the successfulness of the impersonation will depend solely on the Disguise ability of the character assuming the role. Alternatively, if the thief grabbed is a native of the Labyrinth, and not very similar in physical appearance to one of the thieves, there is a 30% chance that he is personally known by the on-duty sentries so that the disguised character will be immediately revealed as an imposter).

3) 2nd-4th Floor Windows - It would take all night to cut through one of the window bars by hand, and the noise would be certain to rouse anyone inside the room (50% chance of awakening people in adjacent rooms as well). If a character uses some sort of acid to prime the bars, the same operation would take 1/2 hour per bar (but the acid would likely play havoc with the saw blades as well, necessitating their frequent replacement). If the Hand thieves select the Belt of Giant Strength as one of their magic items, there is a chance that its wearer can bend these bars sufficiently to squeeze a human-sized figure through them (85% chance if worn by Seyve; 25% if Jayonge; 15% if Krannock). The windows which adjoin the Guildmasters

Quarters, Special 4th Floor Quarters, and the Third Floor supply room are all trapped with alarms (see Traps below) in addition to the protection provided by the bars.

4) Attic windows - Any thief with a good pair of wire cutters should be able to create an access hole into the attic in about 15-30 minutes, provided he can reach the rooftop and keep his footing on its slick slate surface. The interior of the attic is, of course, completely dark and anyone without infravision or a light source is likely to crash about the assorted debris extensively before he can find the stairs to the 4th floor.

5) Chimney - A two-piece iron covering must be removed to provide access to the shaft of the chimney. Players must make Climbing ability rolls to safely negotiate the first 20 feet down the shaft; thereafter, they will find that a set of hand and footholds seem to be regularly set into the shaft (part of the Guildmaster's emergency escape route). Anyone entering through the chimney must exit through the basement fireplace, unless they have brought along the magical Shrink pills, and squeeze their temporarily reduced bodies through the hot air vents into the Great Hall.

6) Balconies - A tempting red herring. Unless the "insider" or one of the thief characters already inside the building deactivates the elaborate complex of traps surrounding these points of entry (see below), anyone attempting to pass through the balcony's doors will hardly catch the occupants of the Roost unawares, if indeed they are able to pass through these doors at all. A Detect Traps scroll used here would probably register 10 on the Richter scale.

Traps and Alarms

It should come as no surprise to any rogue to learn that the Roost is well protected by a variety of mechanical and arcane snares designed to detect, delay and/or disable any intruders to this supposedly inviolable sanctuary. These various traps and alarms are described below, and identified by number so that they can be located on the floor plans presented at the end of this book (traps marked with an * may be eliminated at the GM's discretion to adjust play balance, particularly if there are active Guild players participating in the scenario).

T1 (Vault Room) - The handle to the vault is protected by a Noose of Flesh spell; if turned, a 10' diameter circle of living protoplasm appears before the vault door; the Noose contracts at a rate of 1' per mr and consumes all organic matter (including flesh) that it contacts (MR saving roll at a penalty of 8 or death if touched; CDN saving roll at -5 to dodge free of its clutches if within its circle but not yet in contact). T1 can only be deactivated by turning the proper key in the niche located along the opposite wall of the corridor; only the Guildmaster and Keeper of Records have copies of this key.

T2 * - The stairwells leading between the basement and 1st floor, 1st and 2nd floor, and the 2nd and 3rd floors are monitored by a tracking system. Anyone breaking the plane of the tracking beam activates the system, which records a picture of the passerby and stores it (in miniature) in one of the six large jewels inset into the weapons rack in the Main Sentry Room. When a picture has been so recorded, the jewel housing the image glows with an unnatural light until the image is summoned. If a character makes a successful Detect Traps roll in the vicinity of these stairwells, he should readily discover the location of the beams, and should be able to figure out how to climb the stairs without activating these rays.

I3 (Keeper of Records Office) - The concealed door leading to the vault elevator is Wizard Locked (STR saving roll on 7D12 to physically shatter the spell, no more than two persons can exert force against the door at the same time). The lock may also be temporarily deactivated by a Word of Command, known by the Guildmaster, the Keeper of Records, the Librarian and the most trusted Guild lieutenants (including the "Insider").

I4 * - The display cases in the Trophy Room are trapped; breaking into any of these cases without a proper key will both set off an alarm, and release a poison gas from the base of the case (STM saving roll at a bonus of 6 or death; second STM roll or unconscious 1D6 hours; REF saving roll at -4 to avoid inhaling the gas at all). Trap is activated and deactivated from a panel housed in the Sentry Room, and is always set at night.

I5 - All balcony entrances are protected by a three-pronged trap: a) an electrified blast, released whenever the outside handle is touched (3D8 damage, STM saving roll at -4 or immobile for 2D12 mr from system shock); b) a Tanglefield spell blanketing the entire 10' of hallway just inside the balcony - activated whenever the door is opened from the outside (MR saving roll -3 or trapped for 10 mr); and c) an alarm bell (located on the ceiling of the hallway) that is activated whether the balcony door is opened in either direction. These three traps are all activated and deactivated by separate toggle switches located behind a hidden wall panel on each hallway (GM's Note: If the rolls for random encounters have previously indicated that a novice has illegally left the premises, then the second floor balcony traps will be deactivated).

I6 - The exterior door handle to the Healer's Supply Room is trapped with a Sleep spell (10' radius, MR saving roll -2 or sleep 2D6 hours).

I7 - The door to the Main Supply Room is trapped with a charm of Befuddlement (STM saving roll at a penalty of 5 or operate at $\frac{1}{2}$ normal mental capacity for 1 hour).

I8 - The windows outside the Supply Room, Master's Chamber, and 4th Floor Special Rooms are all trapped with alarms.

I9 - The area directly before the inner door to the Guildmaster's bedchamber is protected by a double blade trap (swords emerge from floor and sidewall, doing 2D10 damage each, HACØ = 3).

INHABITANTS OF THE ROOST

Guild Players

If the GM and his players wish to run this adventure as a competition between the teams, the second group of players will assume the roles of 2-4 loyal Guild members called upon by the Guildmaster to assist in keeping the hold secure. The Guild players may choose to portray any of the following characters:

1) Rank and file Guild thieves, with temporary quarters among the 1st floor private rooms. Rank and file will have their movements warily scrutinized (and perhaps somewhat inhibited) by the regular on-duty sentries; they have a 5% chance of knowing the rumors about the spirit forms inhabiting the Great Hall's gallery.

2) Resident instructors, normally charged with teaching novice thieves the various roguish arts. They have virtually complete freedom of movement anywhere in the Roost except the 4th floor, and have a 30% chance of knowing the spirit rumors. Their permanent quarters are on the 2nd floor.

3) Guild lieutenants, housed in the 4th floor special quarters. They have complete run of the premises, and unquestioned authority to command the sentries to action in an emergency situation. They have a 25% chance of knowing the spirit rumors.

Regardless of whom the players portray, the information they receive at the outset of the scenario will be essentially the same. Guild informants are said to have heard rumors that the Black Hand is planning some sort of direct assault on the Roost. The objective of this attack is not known, and neither is the size of the group charged with making the assault (though it is assumed that the numbers involved are small, due to the very fact that the informants have been unable to learn anything about the attackers). The players are assigned to lend their help to the regular protective forces, but are told not to inform the sentries of the assault threat (in order to prevent an outbreak of chaos in the lower ranks).

All Guild players are assumed to be familiar with the basic layout of the Roost, though only lieutenants would be aware of the building's secret passages. The players will be urged by the Guildmaster to subdue and capture the Hand intruders if possible, so that the latter may be questioned.

Sentries

1) Front Gate - Between the hours of 6:00pm-6:00am, there are three guards continuously on duty at the Roost's front entrance. These guards are never derelict in their duties, and will never desert their posts (except to rouse reinforcements from the adjoining guard sleeping quarters).

2) Beggar's Walk entrance - One guard is on duty from 9:00pm until morning. There is a small eye-level panel set into the door in this entranceway which the guard can use when he hears a knock or other disturbance outside. After midnight, there is a 20% chance that this guard will be asleep at his station, because disturbances occur so infrequently.

3) Guildmaster's Quarters - The Guildmaster always travels with a pair of personal bodyguards. If the Master is gone from the Roost, these guards are also absent; when he has retired for the evening, one of the two stands watch outside the door to these quarters, while the other one rests on the couch within. As befits such important guardians, both are extremely light sleepers (85% chance of waking if there is a disturbance outside the Master's bedchambers).

4) General - Normally, there are two guards charged with the responsibility of patrolling the entire Roost on a half-hourly basis. These patrols take 10-12 minutes to complete; between rounds, the patrollers wait in either the Main Sentry Room (70%), the office of the Keeper of Records (20%), or the main room of the Library (10%). There is a 15% chance each patrol that the guards are delayed 2D6 minutes investigating some sort of disturbance. There is also a 10% chance that one of the guards will remain behind on a given patrol, to catch a quick nap. (GM's Note: If this scenario is being run with active Guild players, the GM may wish to remove these wandering sentries from the action to adjust the competitive balance of the adventure).

Random Encounters

The various other transient and permanent residents of the Roost may become involved in the play of the scenario, for their normal movements may chance to bring them in contact with the Hand intruders. Before beginning the scenario, the GM must determine the Starting Location of each of the Guild NPCs present in the building using the following procedure.

1) Make the appropriate die rolls indicated in the Roost room descriptions, to determine the number of NPCs (if any) occupying the 1st floor private rooms and 4th floor special quarters.

2) Locate each of the above individuals, and the following permanent residents of the Roost: the Guild Master, the Quartermaster, the Librarian, the Weapons Master, the Master of Novices, the six instructors, and the ten off-duty guards. Roll a D100 and consult the table below (subtract 10 from the base die roll result when rolling for guards; add 20 when rolling for the Quartermaster, Weapons Master, or Master of Novices; add 35 when rolling for the Guild Master).

01-15 Character out of building; will not return during the course of the evening.

15-40 Character out of building; will return during the course of the evening.

41-65 In building, but in room other than one's own (roll D10 for exact room determination: 1 library, 2 gymnasium, 3 surgery, 4-6 one of 1st floor private rooms, 7-9 room of permanent staff member, 10 4th floor quarters).

66-00 In building, in own room.

Modified die roll results of 0 or less are treated as 01's; results of greater than 100 as 00.

3) The Healer, any fugitives using the hideout quarters, and the Novices are all assumed to begin the scenario in their respective rooms. GMs should note the locations of every NPC on a copy of the floor plan, so that he can correctly inform the Hand and/or Guild players of potential encounter situations.

4) Once play begins, the GM will make periodic checks to see if these NPCs are changing location. If there are no Guild player characters, these checks should be made once every 10 game turns; if there are active Guild PCs, movement rolls should be made less frequently (every 20 or 30 min). Checks are made using a D6; on a 5 or 6, NPC movement occurs, and a further D20 is rolled on the Random Event Table below to determine the exact action taking place.

RANDOM EVENT TABLE

1) Minor disturbance in one of the 1st floor dormitory rooms (squabble between two or more beggars). Two sentries enter the dorm to investigate; there is a 50% chance the instigators will be taken to the Office of the Master of Novices for questioning, and a 20% chance they will be ejected from the premises.

2) A badly bloodied Guild thief is led through the front entryway by two of his compatriots, and is immediately passed through to the Healer's Surgery.

3) A Guild thief enters with an urgent report concerning a man being kept under surveillance by the Guild. He is taken to the Waiting Room, where the Duty Officer decides that his news requires a high level decision, and summons either one of the in-house Lieutenants (if any are on the premises) or the Guildmaster himself.

4) One of the Novices slips out of the Novice-dorm after curfew, and leaves the Roost via the second floor balcony (deactivating all traps and alarms in that area) to keep a rendezvous with a lady love.

5) The Quartermaster, troubled by a series of small thefts from the Guild's supply stores, goes to the Masters' Lounge to ponder her possible courses of action.

6) One of the thieves staying on the 1st floor becomes restless, and goes up to the Gymnasium for an after hours workout. If the Weapons Master is in his rooms, he is roused by this disturbance, and looks in on the workout for a few moments before returning to bed.

7-11) An NPC identified as being "outside the Roost" at the start of the scenario returns to the building, entering by the front doors and going directly to his room:

7) Thief staying in first floor private room

8) Guild lieutenant staying on 4th floor

9) Resident Guild official (Master of Novices, Weapons Master, Quartermaster, Librarian, or Guildmaster)

10) Instructor

11) Off-duty guard

12-16) An NPC identified as being "inside the building, but in a room other than his own", returns to his quarters.

12) Thief staying in 1st floor private room

13) Guild lieutenant staying on 4th floor

14) Resident Guild official (see list above)

15) Instructor

16) Off-duty guard

17-19) One of the Roost's inhabitants is roused by a noise outside his room, and opens his door to look for its source. For the next 20 minutes, the individual in question will be extremely aware of sounds around him, and likely to investigate any new noises he hears outside the room.

20) The Librarian develops a craving for a midnight snack, and goes down to the kitchen to find bread and cheese, returning 15 minutes later with a full plate in hand.

(GM's Note: if an instruction cannot be carried out because no character in that category of individuals is in a location where he can fulfill the directions given, the instruction is ignored and it is assumed that nothing happens during that game turn.)

SWITCHING THE HEAD

If the Hand thieves manage to make their way into the Masters' Lounge, they will find the room unlit (unless the Quartermaster is present - see Random Encounters List). If the thieves work by torchlight or lantern, it should take them several moments to locate the skull of their target among the 50-60 niches spread about the room. As soon as any one of these sacred skulls is touched by the hands of an outsider, there is an 85% chance that the spirits residing in the Great Hall Gallery will rise and begin making a great commotion, hoping to bring guards onto the scene of this desecration. The spirits cannot leave the confines of the Great Hall; they can, however, render themselves partially tangible and attack the Hand agents if the latter enter the Great Hall after the spirits have been aroused.

During evening hours the following rooms are unlit when unoccupied: Offices of resident Officials, Kitchen and Refectory, Masters' Lounge, Great Hall, Gymnasium and Salle d'Armes, and Conference Room. The Trophy Room, Library, corridors and stairwells are all dimly lit (equivalent of a Moonlight spell). Living quarters are left lit or unlit according to the GM's discretion. All other areas are brightly lit at all times.

If the sentries and/or Guild players become alerted to the Hand intruders, and pursuit begins, the GM should bear in mind that the Guild characters have a thorough knowledge of the Roost's layout, and that the Hand players do not. Hence, unless the Hand players retrace their steps exactly in making their retreat,



they will have to spend some amount of time getting their bearings in each new room or corridor (thus making it possible for the Guild sentries to close on their quarry, even though their normal movement speeds may be the same or worse). Conversely, if the sentries have lost sight of their quarry and come to an intersection, they may attempt to make a Hearing roll (40% chance per sentry) to determine the position of their foes; if this fails, a random die roll is made to determine the direction in which they continue "pursuit".

SCORING THE SCENARIO

For the Hand thieves, of course, successful completion of the mission is the only way to accomplish a complete victory. Groups which make little or no use of the services of the "insider", and who take the minimum number of magic items necessary to accomplish their objective, should be ranked more highly than those who over use (or overtly abuse) these resources. The second most desirable objective (though Father Marco would doubtless disagree) is for the thieves to escape capture, because the capture or death of the

intruders is likely to increase the Guild's morale, even if the thieves have penetrated far enough to make the switch before they are apprehended. The least satisfactory results are, in order of preference: a) capture or death after the successful switch has been made, b) capture or death within the Roost, before the snatch, and c) the lowest ignominy, capture or death before the group has even gained entry to the Roost.

If there are active Guild players, their order of preferred outcomes is of course the reverse of that listed above. Like the Hand thieves, the Guild characters will be ranked more highly if they accomplish their objectives with a lesser number of advantages (players portraying rank and file thieves would receive higher ratings for a given outcome than instructors, who in turn would be more highly rated than those playing Lieutenants). If the Guild players make heavy use of specialized character skills, or magic weapons or artifacts, their rating should also be reduced. Both sides should be penalized for attempting to kill their foes, except in self-defense. Individual players on either side may also be awarded bonus points if they conceive and execute a particularly innovative strategy.

CHARACTER DESCRIPTIONS FOR INTO THE DRAGON'S JAWS

Name	Character Notes	Class	Requisites						Weapon	Combat HAC	Damage	Armor Class	HTK
			ST	CO	RF	SM	IQ	MR					
Jayonge		VET HU THF	10	16	19	16	13	14	ThKNFe KNF MACE	1/5/10 10 7	1D5 1D4 2D4	CLO 7	26
Sevye Bureem		VET OR THF	17	16	10	8	8	11	KNF MAULe	9 5	1D4 4D6	LTH 6	28
Krannock	(1)	VET HU THF	9	12	8	12	16	9	Thrn DGR BOLO	3/9/15 7 2/7/12	1D6 1D6* 1D5	CLO 3	26
"the insider"	*	EL HU THF	5	15	17	12	16	14	SMAXE RAPRE ThKNFe	8 5 -1/3/8	2D3* 1D12 1D5	CLO 7	23
GUILD SENTRIES (roll D6)													
Sentry 1		INT HU THF	6	10	10	14	9	11	ThKNF KNIFE CLUB	3/7/12 10 6	1D4 1D4 2D4	LTH 5	17
Sentry 2		VET /E THF	14	14	11	11	11	18	SLINGe RAPRE	0/5/10 3	1D6 1D12	CLO 4	32
Sentry 3	*	VET HU THF	10	14	15	12	12	7	rNGCHE BDSWD	5 6	1D8 4D4	CLO 5	22
Sentry 4	(2)	INT HU THF	15	12	13	13	16	13	SMAXE	7	2D3	LTH 8	24
Sentry 5		INT OR THF	11	8	13	14	14	11	DGR	10	1D4	LTH 5	22
Sentry 6		VET DW THF	12	12	12	10	10	19	MGSTR BOLOe	9 1/6/11	2D8 1D6/t	LTH 6	25
INHABITANTS OF ROOST													
Instructor A		INT HU THF	17	12	10	16	11	6	BDSWD	6	4D4	CLO 3	32
Instructor B	*	INT HU THF	10	11	18	10	14	14	DGR SLING	10 1/6/10	1D4 1D4	NON 4	22
Thief A		INT EL THF	14	13	11	14	10	12	KNIFE	8	1D4	NON 2	21
Thief B		VET HU THF	14	15	13	10	13	5	MACE	6	3D4	CLO 5	29
Lieutenant A		EL HU THF	8	17	16	14	11	14	BOLOe	0/5/10	1D6/t	CLO 6	23
Lieutenant B	(3)	EL HU THF	17	13	13	7	14	12	RAPRE WRHMe	2 5	1D12 4D6	CHN 6	29
Arquephus	(4)	INT HU THF	10	15	16	9	17	11	DGR	8	1D4	CLO 2	15
Dradd Plen-or	(5)	VET /E HLR	8	17	13	15	13	7	HYPOe	5	1D12	NON 0	21
Potcheffski	(6)	VET HU FTR	12	16	16	8	12	11	RAPRE HMRe	1 7	1D12 4D4	CLO 6	24
Brindle	*	INT HU THF	7	13	11	10	14	14	ThKNFe	3/7/12	1D5	NON 0	17
Resoom		VET HU SCH	11	13	12	8	17	6	DGR	9	1D4	NON 0	18
Azimuth		EL HU THF	16	12	19	11	16	15	None SMAXEe	4	3D5	CHN 12	44
Bodyguard 1,2	(2)	VET HU FTR	16	14	11	14	8	19	Thrne WRHMe FLAILE	2/7/11 5 5	1D8 4D6 3D8	SCA 12	46

NOTES:

- (1) Krannock's blades (marked *) are coated with a poison that induces a catatonic state in the victim within 5 - 10 mr. STM saving roll at -4.
 - (2) Armor magically enchanted to +2 protection.
 - (3) Armor is shirt only.
 - (4) Armor has shield spell embedded - when activated, increases AC by 5 for 10 mr.
 - (5) If he hits successfully, victim must make a STM saving roll at a penalty of 6 or fall unconscious (after 1D6 mr). Fumble means that he hit himself.
 - (6) +2 to Hit Probability (non-magical).
- * - indicates character is female.
t - indicates the weapon will tangle the target as well as damaging it.

AND

SECOND STORY ADVENTURES

D. THE HOUSE OF POTIPHAR THE PHATIntroduction

Along the Street of Silk Veils, there are many houses of pleasure. Most are of good to high quality while a few are shoddy at best. One of the better houses is the Silken Chain, situated about halfway between the Plaza of Troubadors and the entrance to the Labyrinth. The Silken Chain has been known on the Street for many, many years, and has had many owners. For the last three decades, the owner of the Chain has been Potiphar the Phat. Potiphar is quite tall and very fat, not surprising in view of the fact that he is a eunuch.

Potiphar lives in a house across the alley from the Silken Chain. The two buildings are connected by an enclosed wooden bridge at the second level. For more information on the Street of Silk Veils, see Thieves' Guild.

* * * * *

The thieves planning this burglary are all Guild thieves, and this is an assignment given to them by the Guild. The Guild has told them to break into the house, determine the location of, and then acquire the religious icon known as Moruss. This icon is said to have magical properties, and is known to be made of emerald and smaller than a bread box, and that's it. They have been provided with floor maps of Potiphar's house, but they are sixty years out of date, therefore while the layout is the same, the room's purpose is unknown. The thieves can be assumed to have all things thieflly necessary to break into a building (ropes, lock picks, etc.) and the GM may wish to create a list of items, some potentially useful and others certainly useless, from which the thieves may select their equipment. The time limit for this scenario should be about 4 hours, although the GM may wish to extend this.

Potiphar the Phat

Potiphar the Phat (also known as the Human Packrat) is a rather bulky fellow in his mid-fifties. He has casual habits, and a keen, though somewhat warped, mind. When he was but a boy, desert raiders swept in on his family's steading near the ocean, 500 miles away from the nearest desert (which confuses him greatly to this day), killed his mother, raped his father, then emasculated Potiphar and left him for dead.

Potiphar survived, and was raised by sea merchants who taught him the Way of the Ocean. It was at this time that Potiphar's penchant for collecting first appeared. At first, he began hoarding anything made of cloth. This was no problem, until the morning that the crew awoke to find all the sails gone, and Potiphar attempting to stuff them into his cabin. Because of these and other personal problems the merchants were forced to ask Potiphar to leave. Potiphar, believing as his friends to be joking, was laughing hysterically as they threw him off the ship (5 miles out). Through some perverse luck, a giant whale surfaced near Potiphar and carried him to shore. Ever since, Potiphar has never said a bad word against fish of any sort.

He wandered about the countryside for several weeks, collecting ideas, until he finally decided to make a name for himself, get rich, and then take revenge on those who had harmed him. He traveled to Haven, and was immediately arrested and charged with rape. He was able to beat the rap (for obvious reasons). After this quite popular trial, Potiphar was approached by the aging former owner of the Silken Chain and asked if he would like to work for a chance to own the House. Potiphar jumped at the opportunity, and was soon learning the 'tricks' of the trade.

Strion, the former owner, was very pleased with Potiphar's enthusiasm and dedication; he was also very happy with Potiphar's uninterest in girls themselves. Strion did not become too upset when he discovered that Potiphar had kidnapped six of the girls and had kept



them bound up in his room for several days (he had found something infinitely more interesting to collect). Two years later, Strion died, leaving everything to Potiphar.

With his new found wealth, Potiphar realized that he need not collect surreptitiously any more, he could actually pay for what he craved. Thus began the most incredible purchasing binge ever recorded in Haven's history. Over the space of 2 weeks, Potiphar spent over 100,000 GP (fully two-thirds of Strion's wealth). Luckily, Potiphar is rather good at coming up with ways to make money, so he is able to remain quite wealthy despite his frivolous spendings.

He has now been the owner of the Silken Chain for over 30 years, and he still continues to buy whatever seems, to him, to be necessary to satisfy his urges. At present, he has two major cravings: emeralds and cats. Potiphar has, at this moment, over 100 cats living in his house, and more show up every day. The house smells of cat, and wherever one goes, one will find cats. Potiphar has recently discovered the whereabouts of the raiders which attacked his family. They are now raiding in the mountains to the west of Haven. Their leader, a small effeminate man named Buruthe, is a man with a dream: to set up a desert kingdom (now if he could only find the desert...). Potiphar is obsessed with taking revenge upon the group, and is actively searching for fighters to make an assault on the lost band.

Potiphar's Equipment

Potiphar wears a stout bronze necklace at all times. It is very strong, and will resist almost all attempts at destruction; neither is there any apparent way in which the chain may be removed from Potiphar's neck as there is no clasp. Because of magical enchantments, the chain will appear invisible to anyone who misses their MR saving roll. The chain gives the following benefits to Potiphar:

- 1) When he (Potiphar) wishes, it can make him seem to shift, and waver as though non-corporeal. This ability gives him an incredible AC bonus of 10, for the enchantment does work to keep Potiphar's body out of the way of damaging blows. This AC bonus will work if Potiphar is being assaulted by more than one attacker at a time. Because of the taxing effects of this spell, Potiphar loses one point of STM per mr of the use of this spell, and it takes approximately 2 mr for the spell to become effective (during which he does not lose STM points).
- 2) If Potiphar wishes, a Magic Mouth spell will emanate from the chain. This spell will create a piercing shriek lasting 2D5 mr. All within 20' of Potiphar must make a saving roll against STM or be paralyzed for the duration of the spell. Potiphar does not need to make this roll.
- 3) The chain has a 35% chance of detecting an ambush, with an appropriate bonus if the thieves are really haphazard about it. It also has a 25% chance of spotting a tail, this chance increases by 5% for each turn (10 minutes) over half an hour that the same tail follows Potiphar.

Potiphar's dagger is enchanted, and has a Back Bite spell embedded in it. This spell has the effect of making all of Potiphar's attacks equivalent with a thieves' rear attack (+4 to attack), and does the following damage: 1-4 3D4, 5-7 4D4, 8-9 5D4, 10 Death.

Potiphar also has the power of Moruss, the religious item which is the object of the thieves' attack, as long as Potiphar is within 5 miles of his home, he may call upon any felines in the vicinity to give him aid. An average 'cat-calling', should manage to bring in anywhere between 1 to 60 snarling, ferocious cats ([1D6 - 1] * 10 + 1D10 - 1). See the section on cats to determine the ensuing battle.

House of Potiphar

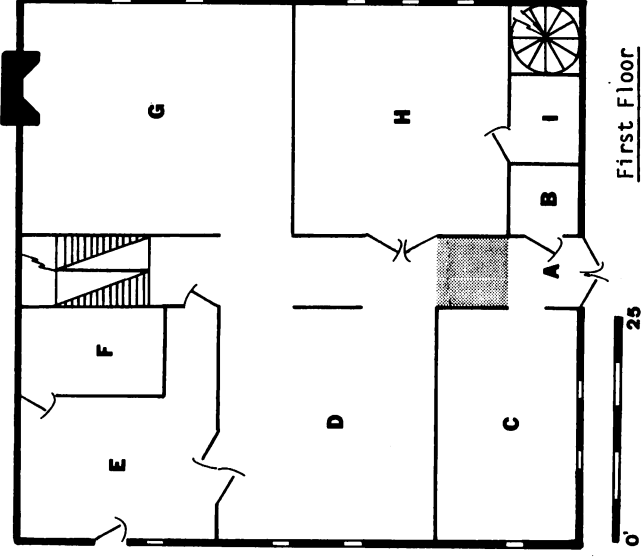
First Floor:
a) Entrance Hall - The large, iron bound double doors lead from the Street of Silk Veils to a wide, warmly accoutred hallway running the length of the house. There are many beautiful, as well as expensive, wall hangings, tapestries, rugs, etc. which adorn the entire lower floor. There is a marked absence of paintings and mirrors throughout this level, as well as an obvious lack of functionality; everything appears to have been designed entirely to please the eye, and toward that end, no small error has been overlooked.
Occupants: 1D6 + 1 Cats

b) Cloak Closet - Just what it says; Potiphar keeps most of his extensive wardrobe of cloaks in this small room. It smells of mothballs and old fur.
Occupants: 2D6 a female cat with 2D4 kittens

c) Waiting Room - A richly furnished room with many priceless items in it. The room is rather dimly lit, and the several windows are heavily draped.
Occupants: 1D5 + 1 Cats
8:00am-4:00pm 20% 1D4 people waiting to see Potiphar

d) Main Dining Room - There is a large U-shaped table in this room (the opening of the U is toward the kitchen). A huge chandelier, constructed of green and white crystals (no, not diamonds and emeralds, although it may appear so to someone with a greedy eye) hangs from the ceiling, and is the only source of light in the room. The chandelier is specially constructed to send a shaft of greenish light to strike at the point on the table where Potiphar usually sits. The silverware used in this room is normally stored in a small chest in the northwest corner of the room. The chest is not locked, but is trapped (see Traps and Alarms). The silverware is of above average quality, but is not particularly old, or rare (approximately 1000 GP for the full set).
Occupants: 1D8 + 4 Cats

e) Kitchen - This is where all the meals are prepared. Potiphar employs a very good human chef, whose specialty is spicy beef dishes. The chef, Trice, is a tall, wiry man with a generally benevolent nature. If, however, his kitchen is invaded by anyone of whom Trice

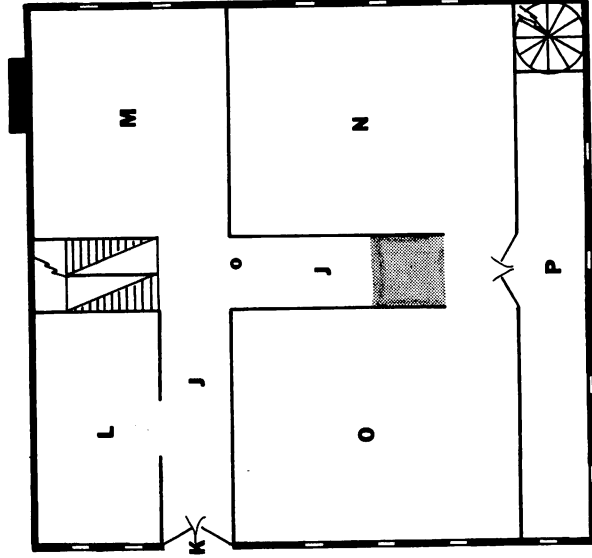


does not approve, he will become livid with rage and demand that the "bloody intruder" leave immediately. His violent behavior, as well as high magnetism have always served him well, and no one has ever stuck around for very long. Should anyone ever call Trice's bluff, he will collapse into a sulker, uncommunicative mood, and it is highly recommended that the stubborn person not partake of Trice's meals for at least a week. Potiphar has had installed a sort of magical dumb-waiter. In the southwest corner of the kitchen, there is a small chest-like box with 12 buttons on it. The buttons are not marked, and only Trice knows what all the buttons do. The purpose is: a tray of food is put into the box, the lid is closed, and the button(s) corresponding to the required room is(are) pushed and the tray of food is teleported to the room, where it rests upon a small metal disc (the receiver). At the receiving end, once the food is done, the tray is replaced on the disc, and while the tray is transported back to the kitchen, the dishes are cleaned and returned to their places, and the trash is deposited in the middle of the Peace Mountains (unfortunately, since anyone sitting on a tray would be considered trash, (s)he would end up in the Peace Mountains, too).

Occupants: 1D3 - 1 Cats (Trice hates cats)
 7:00am-9:00pm 85% Trice
 8:00am-5:00pm 30% 1D4 House Staff

f) Pantry, Storage Area - This area contains most of the kitchen supplies as well as some house supplies. The southern 6 feet is enchanted with a permanent Cold spell, and acts as a freezer. There are at least 2D4 sides of beef hanging here at any given time.
Occupants: 1D4 - 1 Cats (objects of Trice's vengeance)
 10% Trice (if he is in the kitchen)

g) Sitting Room - This large room is very comfortable, with rugs, pillows, ottomans, etc. strewn about. The fireplace to the north is very large, and there are several jars of a fine powder on the mantle. Potiphar uses this room to entertain, as well as to relax in. For very special customers, he will hold a party in this room with some of the girls from the Silken Chain. The powders on the mantle contain very strong enchantments, and when a small pinch is tossed in the flames, they can cause a variety of emotions, depending on which powder used. The different types of effects are: 1) Sleepiness; 2) Anger; 3) Generosity; and 4) Happiness. There is a fifth vial, which Potiphar always has on him, which is a very strong aphrodisiac.



Second Floor

Potiphar is immune to all these effects, but others must make a MR saving roll at -6 (-8 for the latter) or succumb to the effects of the powder. Besides the powders, there is nothing of very much value in the room.

Occupants: 2D6 + 10 Cats

h) Game Room - This room contains several gaming tables and a small help-yourself bar. Potiphar rarely uses this room, and therefore it is rather spartan in furnishings.

Occupants: 1D6 Cats

i) Private Game Room - When Potiphar entertains, this room is used for private gaming (neh, neh, neh...).

Occupants: 1D3 - 1 Cats

Second Floor:

j) Main Hall - The walls along the entire length of this hall are adorned with the myriad works of painted art which Potiphar has collected over the years. These paintings range from antique original masterpieces to crayon drawings with (to Potiphar) much sentimental value.

Occupants: 1D6 + 1 Cats

k) Bridge - These doors lead to a bridge which spans an alley, and enters the Silken Chain. The doors at both sides are kept locked at all times (complexity level 3 locks), and Potiphar has the only key.

Occupants: see Hall

l) Display Room (Coins) - At one time in the distant past, Potiphar was an avid collector of coins. In this room, he has displayed much of his collection. None of his truly rare coins are displayed (they are in his vault in the basement). The value of all the coins in this room is well above 40,000 GP (this is not just gold value). This room is, however, heavily trapped (see Traps and Alarms).

Occupants: 1D6 + 1 Cats

m) Display Room (Arms) - Potiphar also used to collect arms. In this room can be found virtually any type of weapon ever produced. Many of these weapons are quite old, and verging on uselessness (if used, there is a 50% chance per m that these weapons will break). There are, however, a few fine weapons of good to excellent quality. None are so fine as to add anything to HP or DAM, but they are beautiful works, with no exception.

In a glass case against the north wall are three of the magical weapons which Potiphar has procured in his years of "packratting." One is a silver broadsword which will, once per day, allow the bearer to fly for up to 10 minutes. The second magical weapon is a simple quarterstaff, seemingly very old and rotting; it is actually very strong and resilient. This staff will cast both Haste and Strength on the wielder when using it, but only if trained in the quarterstaff. The third arcane symbols engraved on it. The manufacturer of the bow was a famous enchanter who lived several hundred years ago. He tended to have problems with his works, because his memory was faulty. This bow gives the user a +4 HP, and doubles the normal range; however, if the target is missed, the arrow will turn around and strike at the archer as if at short range with the same bonus to hit.

Occupants: 1D6 + 1 Cats

n) Display Room (Felines) - One of Potiphar's present infatuations is that of cats, of any and all kinds. He has managed to acquire an amazing variety of feline paraphernalia. He has cat-rings, statues, paintings, vases, etc., as well as numerous live examples. Virtually anything which can be made to resemble cats

can be found in this room. Much of it is very old and falling apart (Potiphar is not prejudiced by age in the slightest); however, there are also quite a number of excellent pieces of work. In addition, there are three special items which are placed in positions of importance. These pieces are:

1) A small, 3" high ivory figurine with finely detailed features, and small slivers of diamond for eyes. When concentrated upon, the figure will create illusions which are very complete, involving all the senses. The illusion will only remain as long as the bearer is concentrating on it.

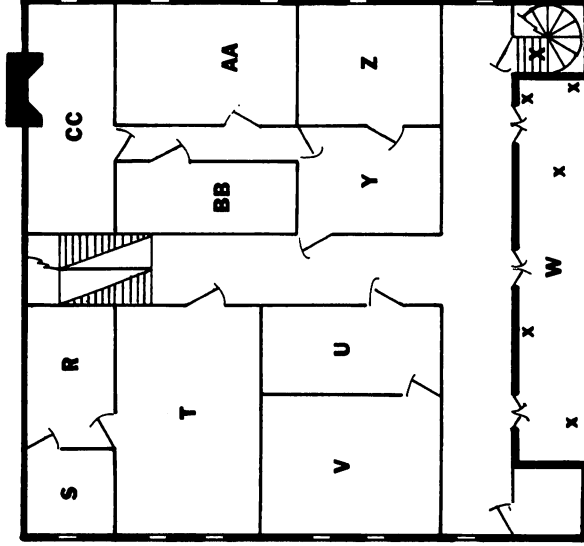
2) An ancient piece of parchment has the outline of a cat in a fine, thin gold leaf. The parchment is very old and will likely (25% chance) crumble if picked up (increase crumble chance if handled roughly). This is a magical "kitty litter." If a cat "uses" the paper, it (what he used it for) disappears.

3) In a small wicker pouch, there is a large cat's-eye opal. If placed in an empty eye socket, it will graft there, and return sight to that eye with infravision as well as +4 to vision.
Occupants: 2D6 + 2 Cats

o) Display Room (Emeralds) - The lighting in this room has a very noticeable green tinge to it. In the four glass-enclosed display cases, there are over 200 emeralds, ranging in size from tiny to quite large (the head of a pin to grapefruit sized). These are Potiphar's pride and joy; he keeps the remainder of his emeralds in his safe. All of these emeralds are cut to resemble something (there is a predominance of feline forms). There is one special item here: the largest of the emeralds is shaped to resemble a Gordian knot, and is incredibly detailed. When held to a knot, that knot will never become untied unless the rope is broken, or the holder of the emerald wishes it to untie.
Occupants: 1D6 + 1 Cats

p) Trophy Hall - The walls of this long, narrow hall are lined with plaques, stuffed heads, trophies, etc. Some of the animals represented are the stag, the bear, a hellhound, a medusa, and many more. There is no thing of real worth in this room except for two things:

1) The medusa head is enchanted so that the snakes move, hiss and try to bite (although they will stop short of actually biting anyone), and occasionally the eyes will open, staring with hatred at anyone in front



Third Floor

of it; there is no danger of being stoned. This item is of worth only to Potiphar, and anyone else with a similarly wierd sense of humor.

2) On the back of one of the newer plaques, which is kept on the eastern wall, is a small piece of paper which is a 5,000 GP gift certificate at Enchantments, Ltd. (the winner of the contest for which the plaque was given met a mysterious death, and Potiphar was able to pick up the plaque at the auction of the man's goods). Potiphar does not know of the certificate's existence.
Occupants: 1D6 + 1 Cats

Third Floor:

q) Main Hall - The floor of the hall is parqueted black onyx, and jade (see Traps and Alarms).
Occupants: 1D6 +2 Cats

r,s) Dressing Room, Bath Room - These two rooms are noticeably damp. The dressing room includes a massage table and a small magical "washing machine." The bath room (not bathroom, bath room) has a large sunken tub with hot and cold water faucets (water magically heated). There is also a fixture which will heat rocks to turn the room into a sauna/steamroom.
Occupants: 1D6 - 1 Cats

t) Gymnasium - This room has a lot of varied exercise equipment, and a mat for wrestling matches (Potiphar enjoys participating in as well as watching wrestling).
Occupants: 1D6 Cats

u,v) Guest Suite - These two rooms are very well furnished, and there are many fine works of art adorning the walls, floors, and tabletops. The outer room is a comfortable sitting room and the inner room is a fine bedroom with a huge, down four-posted bed. The rooms are decorated with a general greenish cast.
Occupants: 10% Guest

w) Balcony - Three french doors lead to this wide balustrade which overlooks the infamous Street of Silken Veils. Whenever all three doors are closed and locked (complexity 3), the traps on the balcony automatically turn on (see Traps and Alarms).
Occupants: 1D6 - 1 Cats (at night none)

x) Potiphar's Private Stairs - The lock to this door is extremely elaborate (complexity 6), requiring two keys to open. The stairs lead down to Potiphar's vault.
Occupants: None

y) Potiphar's Reception Room - Between the hours of 8:00am and 5:00pm, a beautiful, naked human female acts as a secretary to Potiphar as he works on furthering his monetary wealth. She is not overly bright and is confused easily.
Occupants: 1D12 Cats
8:00am-5:00pm 80% secretary

z) Potiphar's Private Office - This room is furnished with a low couch and several chairs. Potiphar sits behind an immense desk with papers strewn about haphazardly. Potiphar spends almost half of his time here, working on various get richer schemes. While sitting in the chair, there is a Missile Repulser spell which deflects up to 8 points every mr, and can absorb up to 30 points before needing to be recharged.
Occupants: 2D6 (5D6 if Potiphar is in) Cats

aa) Potiphar's Library - In this room, Potiphar has collected hundreds of books and scrolls on hundreds of subjects. Subjects range from cooking to machinery, magic to strategy, dwarven monastery doctrines to marriage primers.
Occupants: 1D10 Cats

bb) Potiphar's Wardrobe - In this room is kept most of Potiphar's clothing. There is little of interest to a non-tailor.

Occupants: 25% a female cat with 205 kittens

cc) Potiphar's Bedchamber - This room is incredibly lavish, and is extremely pungent. There are upwards of 50 cats living in this room, and BOY DO THEY STINK! Potiphar has become used to the stench and it does not bother him; however, anyone entering unprepared must make a STM saving roll to avoid feeling very nauseous (-2 CDN, -4 REF for 4D6 mr).

Against the north wall, there is a fireplace and on the mantle of the fireplace is the object of the thieves' mission: an 18" tall emerald statue of a yawning cat. This statue's origins are magical, and it gives the bearer empathic control over felines within 50 feet. It takes at least a week of concentration to become attuned to the statue, at which time one may be at a distance of five miles from the statue and still command its power.

Occupants: 45 + 1D20 Cats

12:00mid-7:00am 90% Potiphar

Basement:

In the basement, there are essentially only two rooms: the wine cellar/storage area and Potiphar's vault (they are totally isolated from each other). There is nothing of interest to the thieves in either room, and they should not come into play in this scenario.

Occupants: None.

Roof:

The roof of Potiphar's house is covered by shale shingles (say that ten times fast). These create a considerable amount of noise when walked upon, and unless a Move Silently roll is made for each ten feet of movement, there is a 10% chance (+10% per character failing the roll each time) that someone on the street has noticed something unusual is occurring on the roof.

Attic:

The attic, reached by stairs from the third level, is a thoroughly uninteresting musty room full of dusty, disheveled pieces of furniture, boxes, as well as the occasional stuffed animal. There is no light in this dingy place, and the amount of dust raised by any small movement will make anyone start sneezing their heads off.

Occupants:

The place is haunted, but the ghost is chicken, and will go to any length to avoid being seen. He is, however, allergic to cats and thus keeps them away.

them in, there is virtually no way at all to achieve the interior of the house without bringing the entire city guard down on them. If the thieves have managed to get someone inside the house, and if he can find the alarm switch (the switch is very well hidden, roll at two-thirds normal sensing ability), then there should be no problem in gaining entry to the house.

b) Back Door - The back door leads into the kitchen from the alley between Potiphar's house, and the Silken Chain. This door is kept locked (complexity 3) at all times. There is a small window near the door which is kept open at all times, and is the route by which the cats are able to enter and leave the house.

GMs Notes:

The window is barred and the ledge is set with an alarm so that if any weight of more than 25 pounds is set on it, an alarm will begin to ring. The door is guarded the same way as the front door, with an alarm which is turned on and off by a switch hidden behind a secret panel to the right of the door (two-thirds normal roll to find the panel as it is concealed quite well).

This door is, as the front door, next to impossible to get through without inside help. The cat window would be easier to enter, except that the bars are specially treated to resist acid, requiring twice the normal time for acid to eat through unprotected steel. They may still be sawed through, but the amount of noise is likely (40%) to attract attention from either the Silken Chain or one of the boarding houses backing on Potiphar's home.

In any case, there is always the possibility of someone wandering through the alley, or catching sight of the thieves from a balcony and either calling for the guard (25%) or attempting to scare the thieves off themselves (75%).

D100

01-10 Drunk staggers down alleyway singing loudly and (surprisingly) on key. 20% attracts attention from the Silken Chain. Will do just about anything if the thieves attempt to shut him up, but is quite likely to pass out at any time.

11-35 Courtesan from (50%) the Silken Chain, or (35%) the rear boardinghouses, or (15%) a streetwalker comes within seeing range of the thieves. She is alone.

36-70 Same as above, except she is with 1D3 customer(s).

71-95 Well dressed young man walks past alleyway and sees the thieves. There is a 10% chance that he will ask to join the thieves.

96-00 Guardsmen (1D3) walk past alleyway and see the thieves, they will immediately investigate.

c) Bridge to Silken Chain - This bridge is totally enclosed, and there is no way to get on the bridge from anywhere other than the house or the Silken Chain, unless they are willing to spend a few hours prying boards, nails, etc. in order to create an entryway (the bridge was well built).

GMs Notes:

Unless the GM wants to design the bordello, this point of entry is effectively ruled out. Should the thieves reach the bridge, then the door leading to Potiphar's house is guarded identically as the front door, with the addition of a sleep gas which is emitted at the same time as the alarm is sounded. This gas is very potent (MR saving roll at a penalty of 2 or sleep 1D6 hours), and will expand to fill the entire bridge area in 2mr.

d) Third Floor Balcony - This balcony runs along nearly the entire front of the house, and is fronted by a rail

Points of Entry

a) Front Door - The obstacle of the front doors are not impossible to get around. The lock is quite cumbersome, and should be fairly easy to pick (+3% per level of experience). The three main problems to entering here are: 1) the alarm which rings when the door is opened if the hidden switch by the door is on; 2) the 1-inch-thick metal bar which is on the inside of the door, and is locked shut when the door is locked; and 3) the fact that the Street of Silk Veils is quite busy at all hours (see Thieves Guild for details on Street traffic). There is little to no chance of anyone obviously breaking into the house from the front door, and not being seen.

GMs Notes:

Should anyone attempt to try and break in at this point without having a confederate on the inside to let

which protects anyone from falling 30 feet to the Street of Silk Veils. During the daylight hours, there can usually be seen several cats sunning themselves on the railing, and occasionally Potiphar or one of the house staff can be seen on the balcony doing various things. At night, there is never anyone or anything to be seen.

GMS Notes:

During the day there is no danger at all to being on the balcony area, the french doors are kept locked (complexity 3) and if the glass is broken an alarm is set off. At night (after 7:30), the balcony becomes a place of death, for Potiphar used to collect traps, and he set up some of them on this balcony. For descriptions on these traps, see Traps and Alarms.

e) Chimney - The chimney is, by far the easiest entrance into the house. There are no alarms, traps, or even bars defending the entrance.

GMS Notes:

The reason that there is nothing guarding this entrance is that to use it, you must be able to fit through a hole 4 inches in diameter. The smoke exits through a dozen of these small holes, thus creating a very effective anti-break-in device. In addition, the entrances to each level of the house are covered by metal flues which effectively cut off all chance of entry either way. Any attempt to remove these flues (saving roll versus the combined strength of a maximum of two people from the outside, and only one if in the chimney itself against 5D12 will successfully remove the flue) will automatically set off an alarm. No chance of removing the tripwire (also, since this is not really a trap per se, a player's Trap Sense ability will not be set off).

f) Windows - All windows in the entire house are guarded by bars, most of which have been treated to resist acid (as is the cat window near the back door). In addition to the bars, all the windows on the second floor and the windows to Potiphar's bedchambers are trapped (see Traps and Alarms).

Traps

Front Hall: - In the area of the front hall marked on the map, there is a deep plush, blood red carpet. The plush of which seems to wave in the dim light. If prodded with a pole, weapon or some other implement, the rug seems normal, however, if a character walks on it, (s)he must make a STM saving roll or become paralyzed for 10 + 1D12 X 1D12 minutes. This trap will set off an alarm.

The switch to this trap is hidden behind a secret panel which is shared with the switch for the alarm on the front door. This panel is situated at about a foot off the floor, just to the right of the doors. The panel is extremely well hidden (search at two-thirds normal abilities)

Silverware Chest: - As said before, this chest is not locked, but it is trapped. The trap takes the form of a Tanglefoot spell cast on the 10' square area around the chest (essentially, the character(s) trapped within the area are surrounded by air the consistency of mollasses). This trap will set off an alarm.

Back Door: - The back door, if opened while the alarm is still on, not only trips off an alarm, it also sets off the following trap. As soon as the doorknob is turned, then a double-strength Glue spell is activated on the doorknob. This spell will hold fast anything touching the knob (unless a MR saving roll at a penalty of 4 is made), and it requires a STR saving roll on 6D12 to get the stuck object free. If this is part of a body, then the character also receives 4D6 damage and

there is a 30% chance of breaking a bone (STM saving roll at a penalty of 4 cuts both damage received and breakage percentage in half). The spell is inactivated by the same switch which turns off the alarm (see Points of Entry).

First-Second Floor Landing - As soon as over 30 pounds of weight is placed on the landing, it triggers a Shock Wave spell directed down the stairs. This spell delivers 3D6 points of damage in addition to possibly knocking the receiver tumbling head-over-heels down the staircase. A MR saving roll will cut damage received by one half; STM and REF saving rolls are required to prevent the character from being impelled down the stairs. This trap does not set off an alarm.

The safety to this trap is concealed in the riser of the last step.

Second Floor Main Hall - If someone steps on the outlined area on the map, then the trap is set off (unless the off switch located under a secret panel in the floor [marked 'o'] has been switched to off, this switch turns all traps on the second floor off). The trap takes the form of a Sleep spell, MR saving roll or sleep 1D4 hours. This trap will set off an alarm.

Coin Display Room - If any of the display cases are either moved or broken into, a network of thick iron bars slide out and close off the entrance to the room. This trap will set off an alarm.

Arms Display Room - If anything is disturbed in this room while the traps are still on, then 3 swords will immediately begin attacking the thieves. Treat them as 5 Hit Dice monsters with HACØ 6, AC 6, each do 3D4 points of damage, and have 24 Hit Points. These swords will not radiate any magic (if sensed for), nor are they magical if taken from the room (the magic comes from the trap itself, and any three swords will be animated [including the thieves]). This trap will not set off an alarm.

Third Floor Balcony - There are several traps active on the balcony between 7:30pm and 7:00am. They are (unless stated otherwise) all controlled from within Potiphar's bedroom.

1) The middle 12' section of the railing is attached to the balcony proper with springs, and it will fall out toward the street if it is pulled on or if a force of 25 pounds or more is applied to it. If a character finds himself in a situation where he has grabbed the faulty section of the railing and is falling with it toward the street, he must make a saving throw versus REF to react in time to reach for a rope or the secure part of the railing (he must be within reach of the latter, i.e., not in the middle of the collapsing section). If he was pulling from the street side and has made his REF roll, he must again save, this time against CDN at a penalty of 2 to see if he successfully grabbed the secure railing or rope. When a character fails either roll, he suffers a 30' fall. This trap will not set off an alarm, although anyone on the Street should have a rather humorous time watching this poor thief trying to save his neck.

2) The floor of the balcony is trapped also. The traps take the form of bear traps and are marked by circles on the floor plan. When stepped on, they do 6+2D4 DAM and have a 30% chance of breaking the leg if the victim is wearing anything less than boots. In addition, all persons so caught must make a STM saving roll at +2 or fall unconscious for 1D4 mr. The trapped character must roll under their strength on 4D12 to open the jaws of the trap (taking 1D3 DAM in the process), or they may be pried open with appropriate instruments and aid from others. This trap will not set off an alarm.

3) Anyone pressing along the west wall in order to avoid detection will trigger a trap on that wall when they have moved in from the balcony 4 feet. At that point a set of spiked bars will penetrate a false section of the wall and the player may have been struck by up to 3 spikes. The spikes are set at the heights of 1', 3', and 5' and are coated with a level 10 poison. The spikes have a HACØ of -10 (due to the close proximity to their target) and do 1D6 points of damage each. This trap will not set off an alarm.

4) The balcony doors are all locked from the inside and may only be opened from the outside if the secret panel beside each set of doors is found and the switch therein is pulled. The doors are unlocked only as long as the switch is being pulled and it only unlocks them - it does not pull them open. If the thieves are somehow able to pull the doors open without using the hidden switch, an alarm is set off.

5) All the doors have false keyholes. Anyone trying to pick the "lock" will suffer 3D10 points of electrical shock. This trap will set off an alarm.

6) After the doors have been unlocked via the hidden switch, it is important which side of the door is opened. If the left-hand side is opened, three darts (HACØ 0, Level 10 poison, 1D4 DAM) are fired from the western wall at heights of 1', 3', and 5', at a distance of 4 1/2 inches from the wall (sufficiently close to hit a man pressing against the wall). If the right-hand side of a door is opened, nothing happens. If the party tries to force the doors by pushing them in (they open out), another three darts are fired as above. There are enough darts available to the firing mechanism to keep up with a full night's activities.

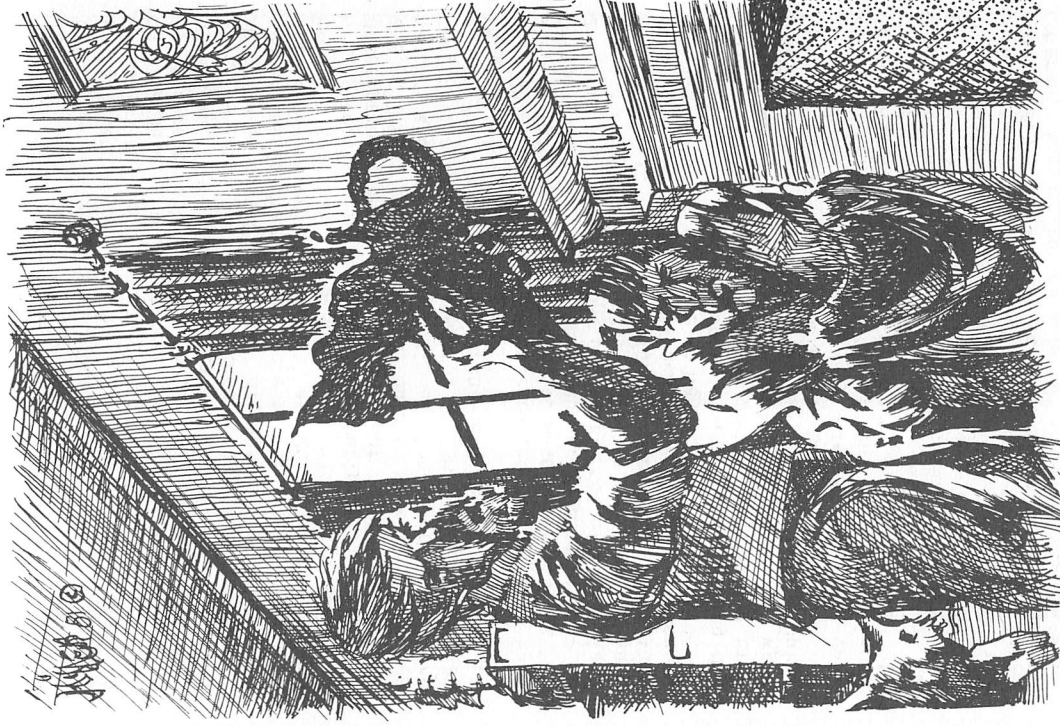
Main Hall - If any character decides to concentrate on the floor of the hall (examine the pattern the parquet floor makes) he or she must make a MR saving roll. If this is failed, the character will become confused for 1D6 melee rounds. Roll to determine his course of action:

- D10
- 1-5 - Stands bewildered
- 6-8 - Attempts to leave by path of entry
- 9 - Attempts to leave by nearest exit
- 10 - Begins to cry loudly

Potiphar's Private Office - If the door is opened and one attempts to enter, a saving throw versus REF must be made to dodge a swinging sandbag. The sandbag falls from the ceiling and is triggered by pressure outside the portal. It delivers a blow for 2D4 DAM, HACØ 0, and is designed to impact with its target at a height of 3'. Anyone so struck must make a SST at a penalty of 4 or fall unconscious for 2D6 minutes. This trap will set off an alarm.

Secretary's Office - Failure to pick the complexity 2 lock on this door (the door leading into Potiphar's private chambers) releases a cloud of laughing gas (make a MR saving roll or laugh uncontrollably for 5M mr), which will fill the entire area. This trap will set off an alarm.

Potiphar's Room - The Morrux is set upon the mantle of the fireplace, and rests atop a spring-mounted cylinder. The statue is the weight holding the cylinder down. When the statue is lifted off the mantle, the cylinder will rise rapidly, firing a Magic Missile (HACØ -2, 1D8 DAM) straight ahead, 30 degrees left, and 30 degrees right of straight ahead. Anyone 10' or more away from the mantle may make a REF saving throw at a penalty of 4 to duck the missile. In addition, as the cylinder rises a Blaze of Noon spell turns on for 5 seconds. Anyone facing the mantle at the time of ignition, even those who ducked, will be blinded for 8 + 2D4 mr. This trap will set off an alarm.



Windows - Nearly all the windows to Potiphar's home are trapped in one way or another; most are merely equipped with alarms, while a few have actual traps. The cat window near the back door has been detailed, and the pressure switch described for it is the most common form of trap present on the house's windows. The only windows which are not trapped in any way are those leading into the first floor waiting room, they are considered to be of unimportance considering there is no (obvious) way of avoiding the rug trap in the front hall. The windows which have traps in addition to the alarm are those leading to Potiphar's bedchamber. These have Glue spells active on the central bar, so that anything touching the bar must make a MR saving roll or become instantly fixed to it. See the back door description to see how to unstuck stuck characters.

Chimney - The interior of the chimney is trapped in the following manner. Anyone attempting to climb up the shaft must make a MR saving roll or succumb to the permanent Sleep spell embedded in the stones at the base of the shaft. At the same time, a Slipperiness spell becomes effective throughout the entire shaft. If a MR saving roll is made, then there is no effect, otherwise, the character loses all purchase on the walls, and will fall to the bottom.

General Notes - At first glance, there appears to be no way in the world that anyone will be able to penetrate the web of alarms and traps which Potiphar has set up in his house. In short, Potiphar is extremely paranoid and will go to great lengths to secure his carefully hoarded "valuables" from being stolen.

If the house is observed in greater detail, several ways become apparent in which methodical, determined thieves might manage to avoid all the pitfalls and emerge successful. To begin with, there is virtually no means of entering the house without inside help because of the fact that the Street of Silk Veils is the most active spot in the city after the sun has gone down. There would be next to no chance of anyone breaking into the house without being seen. Therefore, the thieves must find a way of secreting one of their number inside the house before it closes. This should not prove overly difficult, as Potiphar is, at the moment, searching for men to help him take revenge on his parent's murderers (see Potiphar's character description), and he sees upwards of twenty volunteers a day. The thieves should be able to walk in with three members and walk out with two as long as they are very unobtrusive in their movements. The GM should give them a base 20% chance of being seen, and add or subtract to that as (s)he feels fit.

Once the thieves are able to get inside, the next step is finding the best time to make their assault. If Potiphar is home, all of the traps will be on; if he is out, the trap on the front door will set off the alarm after a delay of 30 seconds (to give Potiphar a chance to switch it off). Therefore, there is no immediate advantage to gaining entrance in Potiphar's absence, although later it may come in handy.

The chief problem, once gaining entry, facing the thieves is the whereabouts of their objective. If they have been able to talk to Potiphar earlier, they will know where his personal office is, thus perhaps tipping them off as to the position of his bedroom.

Potiphar is very fat, very high-strung, and very wary of having his treasures stolen. Should the alarms go off when he is home, he may have a heart attack. If the alarms go off during the day, there is only a 3% chance of this occurring. At night, however, there is a 15% chance if he is not sleeping, and a 25% chance if he is sleeping. If Potiphar does suffer cardiac arrest, then there is an 80% chance of immediate death or coma; otherwise, he will be in very bad shape, but alive and coherent enough to be able to identify the thieves (should they reach his position) at a later date, assuming he does not die (45% chance).

Alarms - The alarms in Potiphar's house are of the "HELP, HELP, I'M BEING ROBBED, HELP!!!" variety. When an alarm is set off, there is no denying that an alarm has been set off. The medieval equivalent of sirens, bells, airorns, etc. are blared very loudly from a hidden speaker on the roof of Potiphar's house, and a small fireworks display is let off from the chimney. In addition, a similar (although considerably quieter, and minus the fireworks) alarm is also set off at the nearest guard station. Potiphar 'donates' a lot of money to the watch commanders of the station in return for prompt response to any alarm. Therefore, 404 guardsmen will respond in 203 minutes. This does not take into account the presence of wandering guardsmen (see Thieves' Guild for details on the presence of these men).

NPCs

In order to make the GM's job easier in running this scenario, the following compilation of various reactions by the NPCs has been added. The GM may make use of it as (s)he will.

Potiphar - Should players attempt to join Potiphar's growing mercenary force, he will be very congenial and will gladly accept the aid of the thieves. He will tell them of his harrowing younger days, of the deaths of his parents, etc. He will then

relate to the thieves the fact that he has finally discovered the whereabouts of the band, and is now mounting a force to wipe them out entirely. The band numbers about 80, and he wants to amass a force of 200 or more. He will have already gathered 100, and is anxiously awaiting the day of his revenge.

Potiphar is no fool, and will not do anything to jeopardize either him, or his plans. He is a shrewd businessman, and will easily recognize a bluff of any obvious type.

Trice - Trice will usually (90%), immediately run out of the house at the first sign of trouble, and fetch the guards from next door. Otherwise, he will grab a huge cleaver and go to investigate. He knows of the existence of all the traps in the house, and will attempt to mislead the thieves if given the opportunity.

House Staff #1 (Hobbit) - This is the downstairs maid, and is the one who answers the door during the day. She will turn on the rug trap, and turn off the alarm on the front door before answering, and will quietly turn the alarm back on before leaving the adept to go find Potiphar. She has become rather adept at this, and will rarely be seen in this act.

House Staff #2 (Human) - This man is the upstairs servant, and Potiphar's personal aide. He is cowardly, and will cooperate with the thieves' willingly, although he will not reveal any information about the traps, or the whereabouts of the Moruss.

Secretary - This woman is very beautiful, and works evenings in The Silken Chain. She is very self assured of her beauty, and will attempt to vamp the player-thieves if she has the chance to. She is not too intelligent, and will generally faint if threatened. She does not know any of the traps except the two leading from her office.

Random Encounters

Every ten minutes (or less if the GM feels the need) that the characters are in the house, roll a D4. On a 1, there is an encounter. The given time periods are only an approximation, and any conflicts caused by this the second roll should be handled in the easiest way by the GM.

7:00am to 9:00am

D10

1-6 Large group (40 + 1D20) of cats ranging through the house pass by the thieves. There is a 15% chance of 1D6 cats stopping to investigate the thieves.

7-9 If on the first floor, the thieves run into Trice, who will immediately question their reason for being. If on the upper floors, then one of the thieves has stepped on a cat toy, which makes a loud "squeek", calling 2D12 cats who "want to play."

10 The thieves run headlong into Potiphar.

9:00am to 12:00noon

D10

1-4 1D3+1 cats decide to follow thieves, meowing loudly and persistently. They will follow the thieves for 4D5 minutes before wandering off.

5-7 1D2 House Staff

8-9 Cat toy

10 Potiphar

12:00noon to 4:00pm

D10

- 1-5 1D3+1 cats decide to follow thieves, meowing loudly and persistently. They will follow the thieves for 3D10 minutes before wandering off.
6-8 1D2 House Staff
9-10 Cat toy

4:00pm to 7:30pm

D10

- 1-4 Large group (20 + 1D12) of cats ranging through the house pass by the thieves. There is a 30% chance of 2D4 cats stopping to investigate the thieves.

5-9 Potiphar (20% with 2D6 guests)

10 Cat toy

7:30pm to 7:00am

D10

- 1-8 1D3+1 cats decide to follow thieves, meowing loudly and persistently. They will follow the thieves for 2D6 minutes before wandering off.
9 Cat toy

- 10 Large crash sounds as cats knock over display case in 1D4: 1) Coin Room; 2) Arms Room; 3) Feline Room; 4) Emerald Room is knocked over. There is a 75% chance that Potiphar has heard the crash, and he will investigate in 2D3 minutes.

Unless stated otherwise, any loud ruckus made by the cats will only occasionally (25%) be looked into by anyone in the house (although the thieves don't know this, and should make them quite anxious). If these disturbances occur at night, Potiphar will only hear them if they are on the same floor he is on (see above for exceptions). He will always go to see what they are interested in.

Potiphar's Schedule

7:00am - 8:00am

Potiphar wakes up if he is at home, or he arrives back at the house and readies himself for the day's activities.

8:00am - 9:00am

Potiphar reports to his office to do his early morning work.

9:00am - 12:00noon

Potiphar works between the office, the Silken Chain, and various points around the house.

12:00noon - 12:30pm

Potiphar spends his lunch time in the Silken Chain every day.

12:30pm - 4:00pm

Potiphar travels about, making business calls around the area, otherwise, he stays at the Silken Chain.

4:00pm - 6:00pm

Potiphar is relaxing at home, if (20% chance) he has guests, he is on the first floor, otherwise, he will be (30%) on the first floor, (25%) on the second floor, or (45%) on the third floor.

6:00pm - 7:30pm

Potiphar is usually (80%) eating here with (D10: 1-4) 1D6; 5-7) 2D5; 8-9) 3D6; 10) 4D8) guests.

7:30pm - 12:00mid

Potiphar normally (65%) goes out at this time (he is an avid theatergoer, and is looking for some way of collecting plays), sometimes (35%) he stays home at which point he is likely (40%) to be having a party.

12:00mid - 7:00am

Potiphar is 90% likely to be in his room. Otherwise, he will be 60% working in his office, 30% wandering through the second floor galleries, or 10% out of the house (will return in 10D10 mr).

Potiphar is an avid cat-lover, and is always accompanied by a swarm of 3D12 + 6 cats; although he never seems to notice them. Potiphar rarely wears much jewelry because he doesn't wish to risk losing something, and he does not really care to look regal. He usually carries 2D10 GP with him, and is very careful about where he keeps it.

Potiphar rarely does one thing twice in a row, and is very unpredictable; however, the schedule above can be used as a rough guideline. Also the random encounters should be used to determine Potiphar's chance of being in the house at any specific time. There are only two things which Potiphar does every day, without exception: 1) He always eats lunch at the Silken Chain, and will not be disturbed; and 2) He will always be back in the house no later than 12:30am.

Cats

Potiphar literally lives in, as well as owning, a cathouse. There are well over a hundred cats living in and around his house. Because of a cat's curious and independent nature, they will generally follow anyone who is acting in a stealthy, unusual manner. Because of this, the thieves may decide that the best thing to do is to go on a cat hunt (to get rid of these royal pains in...). If this is the case, then the GM must have some basis on which to run cats in melee.

A cat generally will attack with claws and a bite; if a cat is able to jump on his victim, then he will be able to use four claws, otherwise, he will only use two. A cat is a rather small animal, therefore large numbers of furious felines may attack a single person. If the characters actively undertake catslaying, there is an 80% chance that the cats will mount a counterattack involving up to 60 (12 + 4D12) cats.

The general statistics for cats are as follows:

CHAR	ROLL
STR	1D4
CDN	5D6
REF	5D8
STM	1D8
DSC	2D6
IQ	1D6
MGR	3D6
MAG	2D12
APP	2D12



attempts to knock cat off, or in some way cat rid of it; at which point, the cat must make a STR saving roll).

A cats hit points are determined by adding its strength and stamina ratings together, dividing by 1.5 (rounding up), and then adding a D6 [(STR + STM)/1.5 + 106]. This gives a range from 2 - 18, with an average of between 7 and 9. A cat has a base hit probability of 8, and they receive the bonuses from CDN. In short, cats are nasty when they are in a pack, and they could prove most difficult if in large enough numbers.

** ALLERGIC TO CATS? **

Note: - Should any character be allergic to cats (15% chance), then he is going to be very uncomfortable in this house. The allergy will take one of the following forms:

D10

1-6 The character will begin feeling stuffy-headed, have a runny nose, and will begin sneezing uncontrollably. This will not affect combat unless he sneezes (20% chance, roll at the beginning of each mR) at which point he may attack at a penalty of 8 during that round (once someone begins sneezing, he must make a STM saving roll each round, or continue sneezing). The sneezing may be held quiet as long as he is not attempting to do anything else; if he is trying to climb surfaces, he is in serious trouble!

7-9 The character will begin to feel itchy, armor will begin to chafe, and a rash will develop. This type of reaction will cause the person to lose 1 point of both CDN and REF: In addition, the person will suffer a general 15% decrease in thieving abilities due to serious itching.

10 This is the most serious type of reaction: the person will start to feel ill, and his throat will begin to feel very tight. In the space of 10 minutes, breathing will become very difficult. This reaction causes a loss in CDN and REF of 4, and the person will become semi-conscious from lack of air in STM+10 minutes.

Cats have a base armor class of 1, and because they are so fast, they receive an additional dodge bonus of 5 irregardless of their REF, and this bonus applies at all times (i.e. cats have an effective base AC of 6). Their dodge bonus due to REF is added on top of this value.

In melee, cats tend to yowl, hiss, and make so much racket that there is no chance of anyone inside the house not hearing the battle (there is also a good chance of anyone passing by outside the house hearing something as well).

With claws, cats do 1D3 points of damage, and with their bite, they do 1D3 the first round, and they can then elect to gnaw for 1D2 (no armor absorption) for each melee round thereafter (until victim either

CHARACTER DESCRIPTIONS FOR POTIPHAR'S HOUSE

Name	Character Notes	Class	Requisites							Weapon	Combat HACØ	Damage	Armor	
			ST	CO	RF	SM	IQ	MR	Class				HTK	
Potiphar	a	VET HU MER	9	7	13	15	16	16	KNIFE	6	Special	NON	10	31
Trice		VET HU CHF	13	16	10	11	9	7	LGKNF	6	2D3	NON	0	35
House Staff 1		INT HU NON	11	14	14	9	7	11	THKNF	4/8/13	1D4	NON	0	22
House Staff 2	*	INT HO THF	5	16	17	6	15	12	DGR	5	1D4	CLO	4	19
Courtesan 1 (House Girl)*		VET HU CSN	9	18	14	12	12	13	KNIFE	4	1D4	NON	1	23
Courtesan 2 (Street) *		GR /E CSN	10	14	12	15	8	10	None			NON	0	18
Customer 1		VET HU FTR	17	11	14	12	12	16	HFSWDe	0	3D6	CHN	6	37
Customer 2		VET /E BRD	10	14	13	15	13	10	BDSWDe	5	5D4	LTH	4	32
Customer 3		INT HU DRU	9	7	9	11	3	10	RAPRe	4	1D12	NON	0	17
Drunk	b,c	VET /O DRU	19	12	4	13	7	13	None			NON	0	22
Dandy		GR HU THF	11	11	10	11	8	12	BOTTLE	9	2D4	CLO	2	13
Guardzman 1		INT HU FTR	12	11	15	13	9	10	RAPR	12	1D8	CHN	6	29
Guardzman 2		INT HU ARC	8	14	15	11	12	8	BDSWDe	4	3D4	LTH	4	22
									SHBOWe	1/5/8	1D6			

Character Notes:

a) For description of Potiphar's private arsenal and defenses, see his character description.
 b) The ratings for this NPC are given for the time at which he is drunk. Should the player-thieves manage to meet him in a sober state, he has the following changes: STR 14, CDN 16, REF 10.

c) The drunk will generally swing wildly with his bottle, and should it hit, there is a 90% chance that it will break (causing the drunk to collapse in misery). Should the bottle not break, the struck character must make a saving roll against STM to avoid unconsciousness.

* indicates character is female

CAT-BURGLARY SCENARIOS AND SECOND-STORY ADVENTURES

F. THE SMITHY OF VULTAR

It was a normal night at the Hearth and Hound. The pub was located a block off Southbridge, just inside the begrimed area of Haven known as the Labyrinth. Its patrons were plainly dressed, sitting in groups of two or three at well spaced intervals, talking in low voices. No one appeared to be aware that anyone else was in the pub other than his own party; minding one's own business (or at least appearing to) was a way of life in the Labyrinth.

The barkeep, a round, oily fellow called Meadbottom, had just served the third round of ale to the patrons in the corner booth, a group of two men, a woman, and a hobbit. Meadbottom knew two of them to be Guild thieves. Not their usual haunt, the Hearth and Hound, and the yellow cap with its long draping feather that the woman wore was too garish for folk who generally preferred not to be noticed. The other patrons of the pub were having a more difficult time than usual minding their own business. The four had been sitting there, barely speaking to one another for nearly an hour. Obviously waiting for someone, thought Meadbottom; I hope whoever it is doesn't have trouble on his mind.

The door to the Hound opened, admitting a most peculiar man. He was tall and bulky, wrapped in a dark cloak, with a long beard, and wore a yellow hat with a draping feather much like that worn by the woman. After standing a moment for his eyes to accustom themselves to the gloom, he shuffled awkwardly towards the four-some in the corner, leaning heavily on his staff, and muttered something in a rough voice to the closest of the men. The answer was apparently satisfactory; but then the man the stranger had addressed turned such a look of cold steel on the rest of the room that curiosity rapidly vanished, leaving the five to conduct their business in apparent solitude.

The stranger remained standing, bracing his weight with his staff. "You are the . . . locksmiths, I presume?" His voice was gravelly, and they had to strain to catch his words. "I have contracted with your . . . employers to have a very special task performed, a task that requires skill, cunning, and a certain disdain for personal danger. The rewards are great if you succeed."

"And if we do not succeed?" asked the hobbit, who had begun fingering the hilt of his dagger, to Meadbottom's obvious discomfort.

"There is always risk in your profession, no?" the stranger rumbled. "But here is your task; you will recover and deliver me a sword, a very special sword, made by the greatest dwarven weaponsmith in the world. Its hilt is made from a unicorn's horn, and the blade glazes like the sun. An enchanted pearl is set into the hilt. 'Tis said to be very powerful, a weapon for a king or hero.

"The smith who made it is called Vultar, a dwarf whose every work is a masterpiece, whose skill in metal is unsurpassed, and who is, without exception, the most devious, cunning and unscrupulous being alive. The sword is at his smithy, a fortress carved in the face of Hagwife Cliff and defended by insidious traps and monstrous protections. I am prepared to pay as much as 25,000 gold to each survivor if the sword is delivered.

"I have arranged for Vultar to leave his fortress in four days, for a week-long visit with the family of the dwarf Durn in the Dwarfrow. They have a daughter named Goldenrod, a lovely girl; but Vultar knows more about chainmail than females, so my associates have been interceding on his behalf. Now Durn wishes Vultar to come and pay his respects personally, which times itself nicely for our . . . business." The stranger fumbled with an inner pocket, and brought forth a golden key, and a sealed envelope of brown paper, which he laid on the table. "Here are directions to the smithy, and some initial advance on your . . . fee. The lock on the front door is magical, and most deadly. I believe this is a copy of its key.

"When you have the sword, you will return here to meet me. I wish you luck." The stranger turned to go.

"Wait, sir - " this from the woman, her eyes narrow and distrusting. "What else can you tell us of the smithy? Does the dwarf live alone? What kind of protections does the place have?"

The stranger frowned. "There are apprentices, I believe. Probably they cut their teeth on battle-axes, so they are better avoided.

"You will have to be very careful. Vultar is most wary of the secrets of his trade, lest his rivals steal them. And, like most dwarves, his gold is his heart's greatest love. I leave you warned."

The patrons of the pub pretended not to notice the stranger as he lurched and wobbled out of the Hearth and Hound, nor the departure of the four thieves ten minutes later. The offensive yellow cap and feather were retrieved from under the table by a loitering kobold, which everyone noticed, but nobody cared.

SCENARIO BACKGROUND

GM's Notes

The mysterious stranger is Vultar himself (#101). His peculiar walk is caused by his being on stilts, which also prohibit his sitting down. He will, if asked, attribute his limp to an old war injury (the Dwarf and Goblin wars of fifty-odd years ago).

Vultar has a problem. Three years ago, a young warrior of the distant land of Tharcage commissioned Vultar to create a very special sword. The warrior Jenad is a prince of the deposed royal house of Tharcage (recently subjugated by the southern arm of the Namori Empire), and wanted a weapon capable of driving out the conquerors and returning his country to his control. The task of creating such a weapon, that would enhance its user's leadership and magnetism, battle prowess, and protect its wielder from most forms of magical harm, was a challenge to the dwarven smith, and he worked long and hard on the sword.

Unfortunately, the contract had a delivery clause, with a substantial penalty for failure. Due to supply problems (for which Vultar blames the hoarding of his rival enchanter, Mahti of the Dwarrow), the sword took almost six months longer to complete than Vultar had planned, leaving him a scant five months to deliver the sword to Jenad in Tharcage. To reach the distant prince in time will require taking a four month ocean voyage, and Vultar, like any self-respecting dwarf, is quite terrified of ships and sea travel.

To further complicate matters, Vultar is in love. When last in Haven, Vultar was smitten by the beauty of Goldenrod asha Durn. He managed to speak with her and exchange locks of hair (the one possession Vultar values above his gold!).

The major obstacle to this romance is himself. While trying to raise the price of a battle axe that a cousin of Durn was seeking to purchase, Vultar described himself (without mentioning his true name) as a poor craftsman, who lived from commission to commission. He spoke morfully of sometimes having only one commission a year, neglecting to mention the fact that he turned down hundreds of offers in that year, or the price he usually got from that one commission.

Goldenrod was immediately drawn to him. The fact that he would admit to poverty (a most disgraceful state for a dwarf) when most of her suitors bragged about their wealth and prestige made her feel as if he wanted her for herself, rather than her considerable dowry. Durn, having never met Vultar before, ran him off when Goldenrod mentioned his copperless condition, and Vultar has not been able to explain to her or her father his true circumstances. The numerous gifts and the prestige of Vultar the Smith have won Durn's heart, but not his daughter's, who waits daily for some news of her poor suitor. Durn is anxious to get his daughter married to a dwarf of station, and if Vultar does not act soon, there is another rich smith, Mahti, (whom Goldenrod detests) who would be next in line for her hand.

There is no way that Vultar can concentrate on solving his own personal dilemma without suffering a grave financial penalty for the late delivery of the sword, and the shame of his first broken contract. Nor can he bear to lose his beloved Goldenrod, PARTICULARLY to his despised professional rival. However, if he can get the sword delivered, half his problems will be solved, and he can turn his attentions and energies toward successfully wooing Durn and Goldenrod. Vultar must make sure that anyone entrusted with delivering the sword has a reasonable chance of surviving to deliver it. The master smith felt that the only way to determine this was a test of some sort, so Vultar arranged to have the sword stolen from his smithy-home in order to assure himself that they will have a good chance of completing their mission all the long way to Tharcage and Prince Jenad. Note that Vultar contracted for the delivery of the sword, not just its successful theft. This also explains the high reward Vultar has

promised. Vultar feels that thieves are survivors, used to the secretive ways of underground revolutions, and more resourceful than brawny fighters who depend more on their swords than their wits.

Vultar wishes to stay in Haven to court Goldenrod. He hopes that there will be sufficient evidence of the thieves' break-in to provide an alibi for himself, if the thieves do not make the delivery safely. He will, of course, deduct the full value of any damage to the complex or of any additional goods stolen from his lair during the robbery from the thieves' reward (which he fully intends to pay, if the party returns successfully from Tharcage).

The brown envelope given to the players contains clear directions to the smithy and a letter of credit entitling the bearer to 500 GP from the House of Orli, an accounting house in the Dwarrow (the dwarven sector of Haven). There is no indication of whose account the letter is drawn against, and Orli has been well paid to not reveal this information. However, Orli's clerks are not so well bribed, and if the players make it worth their while, there is a 1% chance per 5 GP offered that the clerk will be able to find out the source of the funds (which is Vultar's personal account). No dwarvish clerk, incidentally, will even deign to respond to an offer of less than 50 GP.

Information from the Guildhall

If the thieves are Guild members, there is a certain amount of aid that they can elicit from the Guild, both in the area of information from the Guild Archives, and magical items from the Guild's vast arsenal.

The Guild Archives contain a wealth of information gathered by thieves over the centuries of the Guild's existence, including personality profiles on many notable people, family histories, plans for many buildings and places of interest, and a huge collection of legends, myths, and ballads containing references to treasure. Should the players think to utilize it, the Archives will yield the following information on their target.

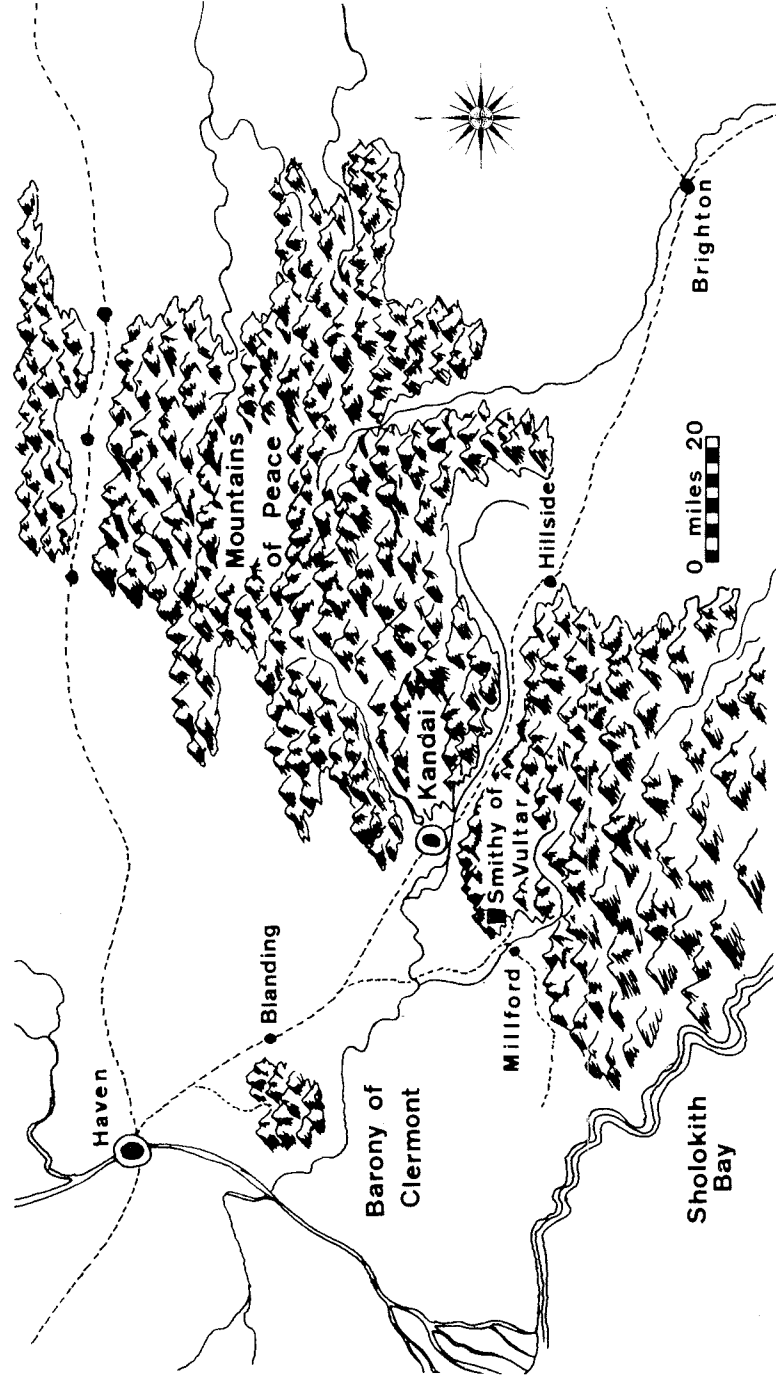
VULTAR THE SMITH

Dwarf of the Durin Tribe; stocky muscular fellow with brown beard and rough voice. Enchanter and weaponer; specialty in swords, axes and other bladed weapons of excellent quality and potent magic. Lives in Barony of Clermont, underground smithy complex near Millford. Rumored to be well protected, no plans or details available. Interested in metal-eating mutators (animals), expert in sword and axe. Fought in the 7th great Dwarf-Goblin war, and was cited for valor. Believed to be quite wealthy, and gruff and disagreeable. Possible feud/bad relations with other weaponers in same trade. No family known.

The Archives can also provide general information on the barony of Clermont and village of Millford, the area surrounding the smithy. This data is given to the GM elsewhere in this scenario.

The Guild also has equipment to sell at comparative low cost to its members. Horses and tack can be purchased for around 50 GP each, and food supplies for four people for a week run about 20 GP. Many magic items are available, but even the Guild must charge a premium price; the particular spells and items available are listed below, with their costs:

Cloak of Invisibility: A grey cloak of light wool, with a bronze clasp. Wearer becomes invisible for



10 m by holding clasp in his hand. No aggressive action may be taken, but the wearer may move, and even run, as long as he does not let go of the clasp. 750 GP to rent for the mission.

Magic Lantern: A candle-lantern of brass and leaded glass, but it has no candle inside. Operated by turning knob on the top. It can be darkened, or set to moonlight, daylight, or high noon. Unlimited use, but will probably shatter (60%) if dropped or struck for more than 3 hits of damage. 200 GP rent.

Wand of DETECT MAGIC: Slender wand of ivory, with a clear crystal set in one end. Crystal glows if placed within one foot of any magic item or within the area of a spell's operation. 5 uses; 100 GP.

Spiderpaws: Soft grey gloves and slippers of leather that permit easy scaling of any vertical surface, as long as three areas of contact with the wall are maintained at all times. One size fits all, use unlimited as long as not damaged (exposure to acid [75%] or contact with jagged glass [40%] will render the paws useless. 250 GP rent.

Sleeping potion: Small vial of amber liquid containing a powerful sleeping drug concentrate. Contents may be added to food or drink (the stuff is tasteless) or the vial may be broken, allowing the vapors to escape (although this takes 1D4 melee rounds for the vapors to take effect, affecting anyone within 10' radius). SJM saving roll at -2 for ingested potion, at normal rate for vapors, or sleep for 12 hours. 150 GP.

Scroll of DISPEL ILLUSION: Will dispel any illusion in 25' radius from the caster; requires at least a TAL of 9 to cast, and the ability to read. Effects take 3 melee rounds to complete (reading scroll, etc.). One use only. 150 GP.

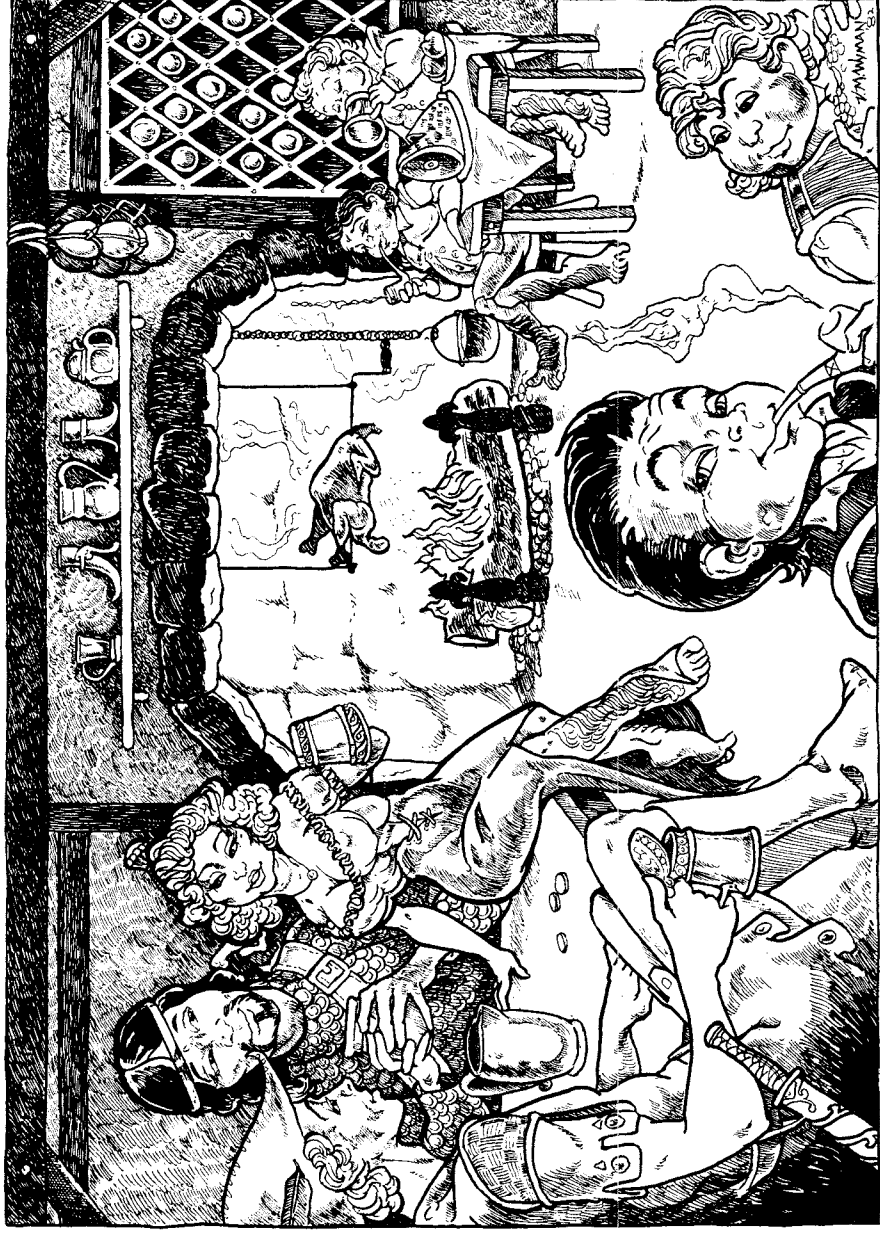
Enchanted Lockpicks: Required for work on Mage locks. If players have their own set of lockpicking tools, these can be enchanted for 200 GP, or a set already enchanted can be rented for the mission for 150 GP. A fully enchanted set may be purchased for 700 GP.

The Barony of Clermont

Vultar built his underground smithy and residence in the foothills of the Peace Mountains, in the Barony of Clermont, about 80 miles from Haven. Since the players must travel overland to the smithy, and may wish to interact with locals of the region (looking for more information, etc.), the barony is briefly described here, along with the village closest to the smithy. General information about the region (excluding individual villages, or very detailed descriptions) could be made available to the players either as a result of research done in the Guildhall before they leave on their mission, or as countryside that their characters would already be familiar with, as a result of traveling, etc. (at the GM's discretion).

The Barony of Clermont extends roughly from the Dorian River to the foothills, and from the south bank of the Tyllir River to the seacoast. It is a varied land, with light woodlands and farms in the northern areas, that gradually give way to open grassy moors and scrub as one approaches the sea. The wealth of Clermont comes from sheep, and some limited mining of copper and tin in the foothills. The barony is self-sufficient in agriculture, and the dark beer brewed by the hobbits of Clermont is considered prime stuff. The population of the region is predominantly human, with a handful of hobbit villages. The Barony has been held by the de Mountburke family (cousins to the family mentioned in TGB) for eight generations; the present holder of the title is Baron Ricardo de Mountburke, a dashing, athletic fellow of 39, who is single (although he has had several bastard children, two of whom have been recognized). Ricardo is said to be quite charming with the ladies, although it is rumored that he had sworn to marry no lady save one, who ended up marrying someone else.

The village closest to the smithy is Willford, one of a dozen small communities in the barony. This particular village has a mixed population of humans and hobbits, totaling about 300, living in the village proper and in scattered farmholds in the nearby hills.



The chief structure in the village is the mill, driven by a great waterwheel in the River Clermont. A bridge of wood and timber has replaced the ford, but the village name remained the same. There are two pubs in the village, one built for human scale, the other for hobbits. All other buildings are either residences or barns.

Should the players decide to seek more information in the village, they can find out a few basic things about Vultar and his apprentices, but none of this will be pertinent to their task, and they will run a very high risk of giving away by their very presence that something is up. Milford is primarily a village of farmers and sheep herders, simple men and hobbits who know little of the world beyond their barony, and who view strangers with serious misgivings. They are extremely loyal to their baron, and know that the crochety dwarf on the hill is under his protection. To most of the villagers, Vultar is a local personality, fair game for all sorts of gossip and jokes, but only among their own folk. The inquiries of strangers, unless handled with extreme discretion by the players, will certainly raise suspicions among the good folk of Milford. If the GM feels that the players have seriously jeopardized their cover by their conversations with locals, he should substantially increase the chances that the players will be followed and watched by Tattletoo (see below), and that they will be stopped and questioned on the road the day after the burglary by armed baronial sheriffs.

The only spot in the village where anyone knows more about Vultar than passing gossip is the hobbit pub, the Crimson Tiger (which takes its name from the

Baron's arms, a Bengal tiger on a red field), run by a plump hobbit woman of middle years named Mama Rosa (# 102). Mama Rosa is a kind-hearted soul, talkative and overbearing, who knows every hobbit in the county for three generations back. She also has had an ongoing affair with Vultar for the past fifteen years; her son, Tharn, is Vultar's, although this is not common knowledge. It is common knowledge that her pub sends the groceries up to the smithy once a week (25% chance that a delivery is slated for the next day). There is also a possibility (if in the evening) that Brodin, one of Vultar's apprentices, will be present in the pub when the players venture by.

In all cases, the thieves will have their best chance (75%) of learning useful information if the character asking the questions is a hobbit. Lines of inquiry that will work include the following:

- 1.) Confirming that Vultar is in Haven (in fact, he has been there for the past two weeks, which should give the player-characters some pause for thought).
- 2.) General inquiries about the masterworks that Vultar has produced (if asked without pushing, this has a 30% chance of eliciting info on the target weapon).
- 3.) Inquiries on how to go about ordering a weapon from Vultar (10% chance of info on the target weapon).
- 4.) Inquiries about possible employment (may get names for the 3 apprentices, and useful info on each).

Conversely, if the questioners try to either press for intimate details about the layout of the smithy, or (big mistake) say something bad about Vultar, Mama will clam up immediately, and cannot be induced (by bribes, cajoling, or even force) to say more.

The only other inhabitant of Millford who is of particular interest to this scenario is a dark-haired, extremely short hobbit named Tattletoo (# 103). Bartholomew Tattletoo is a retainer of Baron Ricardo de Mountburke, and a cousin of Mama Rosa. When the Baron is not in residence in Castle Clermont (as at present), Tattletoo spends his time at the Crimson Tiger, or walking about the hobbit villages and farms, sneaking out tings for his "Boss". The other hobbits are not especially fond of poor Tattletoo, considering him to be a snitch for the tax collector; it is said (behind his back, of course) that his position of authority has gone to his head. However they feel about his officious mannerisms, Tattletoo is still part of the community (and related to half the town), and the other hobbits would not hesitate to help if he needed them.

Tattletoo is rather bold and impetuous for his breed, and quick to check out something that seems suspicious. It is he who drives the wagon carrying the grocery delivery to the smitny, traveling alone with only sling and beltknife. If he encounters the thieves (60% base chance if they venture into Millford, even greater if the party contains women [Tattletoo has a great lust [completely unfulfilled] for human-sized females, the more buxom, the better), he will engage them in conversation and ask about their business in the area, dropping the Baron's name (and their great friendship) as frequently as possible. If the thieves arouse his suspicion (and as a professional snitch, the hobbit has developed a strong sense for distinguishing between truth and lies - treat as 70% Truthsense), he will try to follow them discreetly to find out what they're up to, and to alert the local constabulary if the need arises.

The Smithy

Vultar had his underground smithy built nearly fifty years ago, in order to be closer to the mines that supplied his raw materials, and to get away from the intense competition in the dwarven cities. The entire complex was hollowed out of the cliffside, and walls of granite blocks were used to separate the interior rooms (as shown on the FLOORPLAN). Floors are either tiled or laid in smooth stone; carpets cover the stone in several rooms. Walls are a mixture of the original rock, granite blocks, or wood paneling in the more lushly appointed rooms. Ceilings are usually 7' high, unless otherwise noted, and are frequently supported by solid oak beams and pillars. Windows of thick leaded glass are set high in the cliff face; these face the south for the maximum possible light. The complex is not large, and some of the rooms may appear to be small; this is due partly to the difficulty (and expense) involved in hollowing out solid rock, and the fact that the rooms are designed to a dwarvish, not human scale.

Vultar now has a thriving business in magic weapons, and employs three apprentices to help keep up with the demand. He is a hard master, however, and his apprentices rarely stay with him for more than 2-3 years. Consequently, none of his apprentices ever learn more from him than the fine points of smithcraft; the enchanting of swords and axes is a skill Vultar has kept to himself. The apprentices do most of the routine work of the smithy, and all the housework and druggery.

The smithy is busy from dawn to dusk, when light is at its best. Groceries are delivered approximately once a week from Mama Rosa's pub, including a fresh keg of Clermont Dark, which the apprentices unload. Tattletoo never does heavy labor if he can help it, and rarely enters the smithy. Water is drawn from the well for various purposes; usually the youngest apprentice is responsible for keeping the waterbarrels filled.

Any potential clients are Vultar's exclusive responsibility, and he strenuously discourages his apprentices from any involvement in such affairs. There is a possibility, however, that a player with a good enough story (at GM's discretion) could convince the apprentices to permit him to enter the Showroom to see what is possible to commission from the smithy. Brodin (the most likely apprentice to be dealing with the public in Vultar's absence) is also bribable, so long as it does no harm to Vultar's interests. Every 50 GP offered adds 1 point to the offerer's MAG for purposes of a reaction roll (2D12). Not even Brodin, however, is rash or greedy enough to attempt to conclude a deal with a client on his own. None of the apprentices will allow strangers into any portion of the smithy's living quarters, although a request to see the Forge might be favorably received if Brodin has had a good reaction to the players.

Each of the apprentices has his own possible reasons to be awake and moving about the smitny in the middle of the night; these are explained in their personality profiles below. GMs should feel free to use any or all of them to create potential obstacles for the players.

INHABITANTS OF THE SMITHY

Hurli (#104)

The oldest of the apprentices, Hurli, has proven to be exceptionally talented in casting and sculpting fine metal, and in creating beautiful designs on hilts and scabbards. Hurli has been with Vultar for five years, a veritable record, indeed. Vultar is not anxious to lose him, and is quick to point out how lucky the young dwarf is to be so well employed, despite his commoner origins. Vultar has not revealed to Hurli the true depth of his talent, lest the apprentice realize his value and get cocky (as dwarven craftsmen are wont to do), and in fact is often hypercritical of the latter's work. He encourages the young dwarf just enough to keep him producing the elegant designs that help make Vultar wealthy.

Hurli is not quite the simpleton that Vultar considers him, however; the young craftsman has learned a great deal more than metalworking at Vultar's forge, and dreams of becoming a sought-after artisan. In the interest of learning as much as he can, with or without his master's guidance, Hurli has managed to duplicate the key to Vultar's library, and takes advantage of every opportunity to sneak study time. With Vultar gone for a week, and Brodin going to the village every night, conditions seem almost ideal, and Hurli plans to spend as much time studying as he can. There is a 10% chance that Hurli will be awake in his room, sketching future designs, when the players are sneaking around the smithy, and a 60% chance he will be in the library reading. The remaining 30% of the time he will be asleep in his cot.

Hurli knows almost every lock and trap in the Smithy, and knows where all the keys are kept (with the exception of those hidden in the Master Bedroom). He also knows the history and powers of the swords Windchime and Justiciar. He does not know the location of Justiciar, save that it must be in the Master Bedroom, the only room he is not totally familiar with. Although he does not really like Vultar, Hurli is loyal to his master as the source of his future as an artisan. If overpowered, he will pretend to cooperate with the thieves, but will use every resource he can think of to stop them, including the lethal traps of the escape tunnel.

Brodin (#105)

Although by age and ability he is actually the second in seniority of the apprentices, Brodin considers himself the chief, due to his father's status as Master of the Goldsmith's Guild in the Dwarven city of Darnaiga. He asserts the privileges of his rank whenever possible over Hurli and Frammis, and does a little of the mundane housekeeping chores as possible. Brodin lacks Hurli's talent, but makes up for it with the confidence and pride of one who knows that nothing can deprive him of his station in life.

Brodin is taking full advantage of Vultar's absence to become better acquainted with the excellent beer of the Crimson Tiger pub and a young hobbit lass in the village. He can be quite charming when he chooses, and is not slow to use his rank or money to dazzle the peasants. Every evening after dinner he makes his way down to Millford and the pub, and comes meandering home again several hours later. Vultar frowns heavily on such womanizing, a fact that Frammis has been able to put to advantage.

There is a cumulative chance per hour (10% the first hour, 20% the second, etc.) after Brodin's departure, that he will come home, rather thoroughly sloshed, possibly interrupting the players at their business. There is only a 30% chance that Brodin will notice anything unusual (doors left open, window open, or signs of ransacking) and all attempts to hide in cover or be particularly quiet by the players should be given a 15% bonus, due to Brodin's condition. Unless distracted, he will stumble straight to his room and go to bed, and will be dead to the world until morning.

Despite Brodin's pretensions, he is tenaciously loyal to Vultar and the other apprentices (even though he is their better). He is courageous and a stout fighter, and young (and foolish) enough to consider suicide a noble end if it involves glory. Lacking the ability and interest in magic, he knows of the existence of Windchime and Justiciar, but nothing of their nature. Brodin would fight until overpowered against any odds, and would be a defiant and totally uncooperative captive, lacking the imagination to trick the players into destroying themselves.

Frammis (# 106)

Also of guild family, but not so high in rank, Frammis is the youngest of the three apprentices, with barely enough beard to cover his chin. He is small and quick, expert at dodging cuffs from Vultar and the older apprentices. Frammis is most enthusiastic about the coming of Goldenrod, for it means his release from the kitchen. This smallest apprentice also empties chamberpots, scrubs coal dust from the floors, fills the waterbarrels, and pumps the forge bellows. His position at the bottom of the heap, however, has not diminished the young dwarf's inventive mind. Frammis has become an expert in setting practical jokes and "arranging" small embarrassing incidents, much to the dismay of his fellow apprentices, who cannot take revenge as they would like, since Frammis has also become an expert in blackmail. There is a limit to how far his pranks can go before angering his peers enough to ignore his knowledge of their nocturnal activities, but so far Frammis has kept things within bounds, and Brodin and Hurli keep their revenge to the petty harassment common to any junior apprentice, as well as gleefully handing Frammis the most onerous duties the minute Vultar's back is turned.

Frammis, like Hurli, is keen-witted and observant, although Frammis is more interested in gains other than professional. He has recently managed to locate a key to the safe in the desk in the Library, and is aware of

its contents (the love letters of Mama Rosa), but has not acted on this knowledge. Frammis has also explored the Master Bedroom (entering through the secret doors) and has found some interesting keys of unknown use, and a locked case suitable for storing swords. He has not discovered the vault.

Frammis has only vague pretensions of loyalty to Vultar, being far more interested in himself. He will not readily aid the thieves, however, since such a move would not be at all in his own interest. Dwarvish law is harsh in dealing with traitorous apprentices, and Frammis is no fool. If Frammis sees the thieves before they see him, he is more likely to hide and observe their actions. He will surrender immediately to any threat of force, playing the part of a poor unfortunate who "knows nothing, absolutely nothing, all I does is pump the bellows, sir. . .". If brought along with the thieves, he will keep an eye peeled for ways to turn the situation to his personal advantage.

There is a 40% chance that Frammis is snooping around the smithy instead of being in bed asleep, in the following rooms: 0-20 - the Common Room, finishing cleaning up the kitchen, sneaking more beer; 21-30 - the Forge, cleaning up or snooping around (if Frammis is in the Forge, the water bucket trap has not been set); 31-35 - the Foyer, feeding or cleaning up after the mutators (he will hide in one of the fairs if he hears someone at the door); 36-40 - outside the Smithy, in the outhouse or just walking around (hearing or seeing the thieves, he will attempt to shadow them).

THE SMITHY OF VULTAR

The Approaches

What the Players See:

As the party travels down a narrow country lane, they come over the rise of a low hill, where they can see a village nestled in the valley below, and a mist-enshrouded castle in the distance. At the top of this hill is a small side road, paved in stone, leading off into the hills on their left. A stone tablet, carved with runic-style letters, sits on the corner; written in Common and Dwarvish, its sign reads:

This way to Vultar's, Smith Extraordinaire

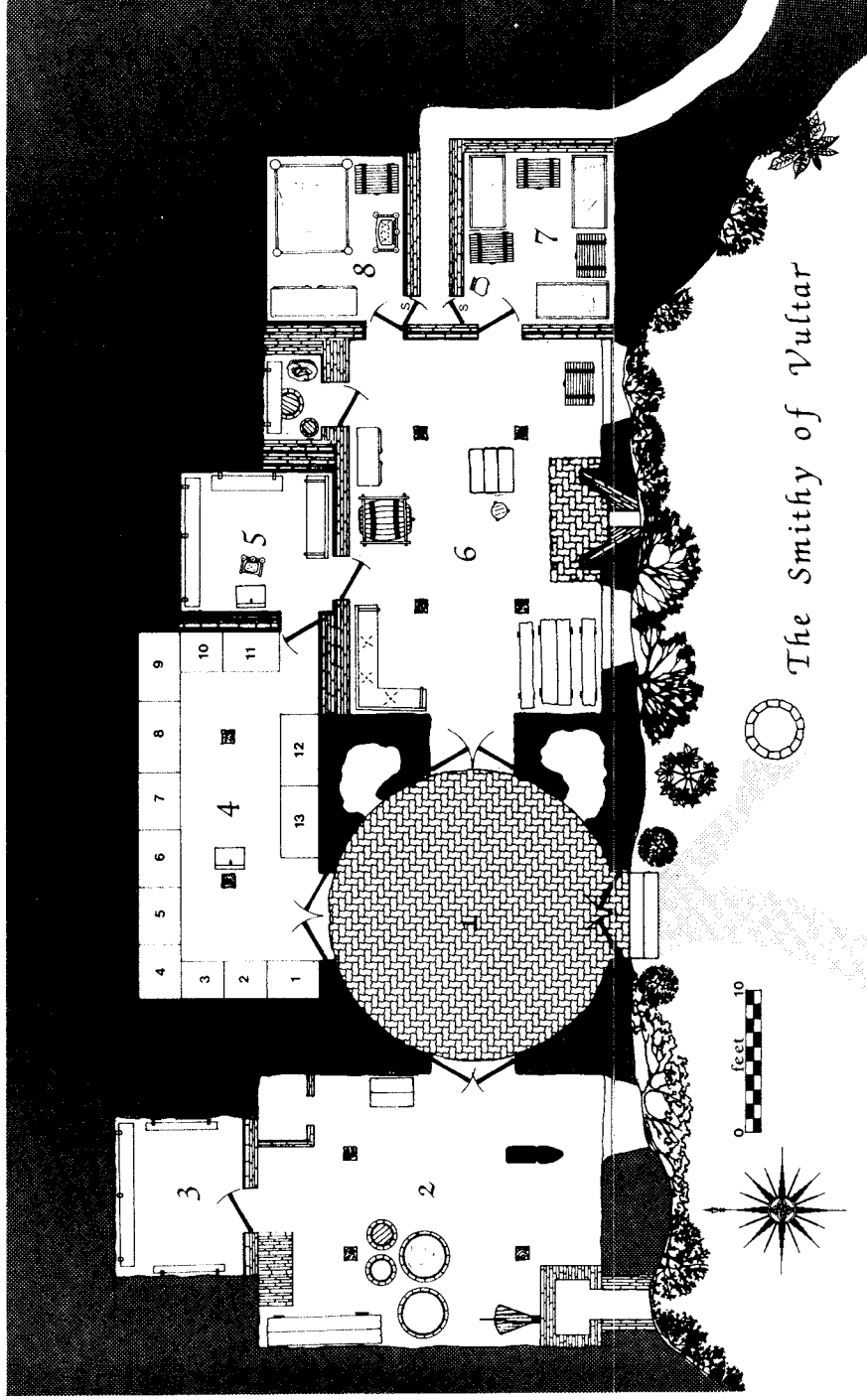
Come to look, come to buy,

But come to steal and ye shall die.

Clients seen by appointment only.

The stone road winds back into the foothills of the mountains for about half a mile, when it ends at the base of a rocky cliff. A massive set of stone doors is set into the face of the rock, with elaborate runes and carving on the frame. The symbol of a hammer beating lightning bolts on an anvil is carved in relief on both doors; a small bronze plate, with a keyhole, is on the right-hand door. Beside the doors, on a marble pillar, is a small bronze gong, with a sign reading "**Please ring for assistance**" (the gong sounds a chime in the Forge and the Library to inform Vultar of the presence of visitors).

If the players approach anywhere within 500' of the smithy during the day, there is a 95% of seeing smoke belching from one of the chimneys built high into the rock face. A careful study of the cliff face will reveal windows set 15' off the ground on either side of the front doors; there is a 75% chance of hearing the sound of hammering on metal from the window to the left. The windows are leaded glass, opaque, and set into solid iron frames, but do not appear to be too



The Smithy of Vultar

Legend: Room 1: The Foyer Room 3: The Storeroom Room 5: The Library Room 7: The Apprentices' Chamber
 Room 2: The Forge Room 4: The Showroom Room 6: The Common Room Room 8: The Master Bedroom

narrow for a small person (a slender kobold or hobbit) to wriggle through, should the window be open. A well-trodden footpath leads from the front door down to a stone well, and meanders through the undergrowth to an outdoor "convenience". If the players observe the door from concealment for a while, a dwarf apprentice will come out of the front door to either get water from the well or to use the outhouse.

Upon closer examination of the front doors, the players will notice the bronze plate with the keyhole has tiny, delicate runes inscribed around its border, in a definite rhythmic pattern.

GM's Description:

It should be fairly obvious to the players (to anyone, in fact, with the brains of a newt) that the smithy is far from deserted, and busy during the day. After sundown (should the players keep a watch on the smithy's front doors) the activity in the Forge will cease, and there will be faint lights from the windows to the right of the doors. About an hour after sunset, the front doors will open, and a dwarf will come out, dressed reasonably well, and stroll whistling down the stone road towards the village. (Brodin heading for the hobbit-run pub in the village, and a rendezvous with a certain hobbit lass). He is unarmed, except for a belt improvised clasp if given any warning of an ambush (35% sensing chance). Brodin also has a duplicate of the golden key that opens the front doors in his breeches pocket. The lights in the windows will go out about an hour after Brodin leaves, and the smithy will be quiet.

The outer ledges of the windows, left and right, are slanted downward to allow rain to run off. Any thief attempting to climb up to the windows must make three successful CLIMB rolls to climb up the relatively sheer cliffside to the ledge and manage to balance there. An additional CLIMB roll must be made for every action the player attempts from his precarious position (searching for traps, picking a lock, etc.). The windows are locked from the inside, and the hinges are apparently on the inside. The glass is not clear enough to see through, and is set in 10" diamonds within lead frames. The GM should roll against the character's normal SENSE TRAPS ability to see if he notices the runes etched into the lead frames and panes of glass. If the glass is broken with a violent blow or the lead frames are bent, a wailing alarm will sound, definitely waking the remaining apprentices, who will take appropriate action. If one of the thieves has glass-cutting tools, a small hole cut in a single pane (requiring a saving roll against CDN), leaving the rest of the pane intact, will not set off the alarm, and the player should be able to reach inside and unlock the window.

The lock on the doors is a Mage Lock, Complexity 3, requiring a set of enchanted lockpicks to avoid setting off the hair-trigger trap. The lock is trapped with a Light spell, as described in the Rules section of this book. An attempt to pick the lock without enchanted tools has an excellent chance of activating this trap. The golden key given the thieves by the stranger, nowever, will open the doors easily, and they will swing silently inward. The thief who used the key will feel a slight tingle on his hand, and will note

the key has left a gold impression on his palm. This will give him a bonus of +1 to all MGR saving rolls while in the smithy; Vultar admires courage, even in thieves.

A careful search of the terrain around the smithy gives any player prowling in the right area (some 500 yards from the front doors) his normal chances of SPOT HIDDEN to find a small, moss-covered door hidden in the underbrush, only 2 feet wide and 4 feet high. It is locked with a Complexity 2 Cylinder and Pin, and does not appear to be trapped. This is the back door to the residential part of the smithy; its primary purpose to serve as an escape route for the family. It leads to a winding tunnel, two feet wide and five feet high. The builders of these bolt-holes assume that, most of the time, anyone coming in by this door is neither family nor friend; therefore, anyone opening the door will automatically set all the traps in the tunnel. Vultar and his apprentices all know how to operate the safety and reset devices on both ends of the tunnel, just as they know the location of the secret doors that give access to the tunnel from the residential quarters.

If the thieves stop and thoroughly search the area just inside the entrance, they have half their normal chances of finding a small lever inside a tiny fissure in the stone; the lever is presently down. Pressing it to its midpoint will disarm the traps in the tunnel; pressing it all the way up will re-arm the traps as soon as the party is past them. There is a similar switch on the other end of the tunnel.

Dwarves do not take kindly to invaders into their homes, particularly in the private tunnels, which are usually designed as a final protection in life and death situations. The traps are intended to prevent an enemy from following fleeing family members, and are described below:

Crossbow bolts: 10 crossbow bolts, set at 1' intervals 3' off the ground; triggered by the presence of more than 200 lbs. on the floor area within the trap's range, so as to catch as many enemies as possible. The bolts have HACØ of -4 (remember, this is point-blank range) and do 1Ø8 points each; any character in the trap's range is likely to be hit by at least two quarrels.

Poison Darts: Numerous poison-tipped darts are set in a random pattern along a 5Ø' stretch, on both sides of the tunnel. For each 1Ø' section transversed, there is a 5Ø% chance for each character that 1D4 darts will be released at him. The darts have HACØ 5, and do 1D2 points of damage, but the poison is level 4. Note that if players are in leather or chain armor, only darts doing 2 points of damage penetrate the armor sufficiently to discharge their poison to the victim.

Trap Door and Tar Pit: A 1Ø' section of floor will suddenly fall away, dropping the player 1Ø' into a deep, tar-filled pit; the trapdoor will promptly close to await the next victim; it can be forced open with a 5D12 saving roll against aggregate STR. The player will sink and drown in the tar in 1Ø melee rounds, unless thrown a rope and pulled to the surface (STR of rescuers must be at least 2x that of the victim). There are three of these traps scattered along the length of the tunnel.

The Teleportal Door: The players come to an area where a doorway of sorts is marked in silvery lines along one wall of the passage. Any object may pass freely through the door, but a living individual will be promptly transported back to an area near (but not within sight of) the beginning of the tunnel, to run the gauntlet of traps all over again. A player

with no background in underground construction has only a 1Ø% chance of noticing immediately that he is in part of the tunnel he has passed previously.

The traps are spaced evenly in the narrow, winding tunnel, and are designed to operate on trespassers from either direction, once they are set.

Room 1: The Foyer (the mutators' lair) What the Players See:

The doors open into a circular room 20' in diameter. A set of double doors is directly opposite the entrance, with two other sets on either side of the room. The ceiling is 1Ø' high, with an arched dome, from which are suspended four glowing balls that light the room. The walls are white marble blocks, and the floor is a deep blue ceramic tile, with the hammer and anvil emblem set into the center of the floor in black tiles. There are low, round holes on either side of the right-hand set of double doors, about three feet in diameter, and misshapen lumps of various metallic substances litter the floor. A floor mat lies just inside the entrance, and reads "**Wipe your feet or I'll wipe your face**" (the reverse side, if the players flip it over, reads "**Welcome, Goldenrod**").

On closer examination of the room, the players will notice that the marble walls and tile floor appear to be stained and occasionally slightly pitted. All the other doors in the room are solid oak, with no apparent hinges, and each has a keyhole and latch of brass, with a simple rune inscribed on it.

GM's Description:

This entrance hall has become the lair of Vultar's pets, a family of three unusual beasts called mutators. There is a 1Ø% chance that they will be out in the chamber feeding when the players arrive; otherwise they will be in their holes, and will soon wander out to investigate.

Mutators are about the size of a large dog, with the general build of a groundhog, and are covered with a hard shell of brown and grey scales. They have long claws on their front feet, useful for digging. Mutators have the unique ability to ingest all forms of metal, and excrete various compounds, including pyrite (fool's gold) and a form of lodestone. They are not especially dangerous, except to metal objects, which explains why there are no metal objects in the chamber except the door latches (which are magically protected). The unusual lumps of metal are the femets of the youngest mutator, Tarnish. Vultar fed Tarnish's parents an strange glowing iron ore (it was radioactive) that caused Tarnish to mutate. This particular mutator eats iron, and excretes gold, silver, and a strange light metal (aluminum). There is a 1Ø% chance that any lump inspected will also be radioactive, which will cause the player handling it to feel rather nauseous and ill an hour later. Detect Magic spells will cause Tarnish's femets to glow. Vultar has done considerable experimentation with the digestive systems of the mutators, and values them highly (Tarnish at 20,000 gp, the other two at 12,000 gp each) for their ability to create metallic alloys.

The mutators will waddle out of their holes once the doors have closed (the doors will automatically close behind the players) and attempt to beg for food. Vultar always keeps an ingot of iron on his person to feed them. If no snack is forthcoming, the mutators will attempt to help themselves to any metallic item easily reachable or laid down on the floor, with a 5Ø% chance of ruining any metal they come in contact with. They cannot harm enchanted metallic items, or magical weapons, but consider chainmail a real treat.

What the Players See:

The Forge is a large room, approximately 20' by 25', with solid oaken pillars and beams supporting the 20' ceiling. The walls are natural rock and rougher than in the rest of the smithy, and the floor is smooth stone. There is a window 10' up in the outside wall, that creates a gable higher than the rest of the ceiling, to provide the most possible light for the great anvil that sits beneath it. The anvil is extremely large, weighing far too much to move. Closer examination with a better light source will reveal runes etched into the base. Various hammers and other tools hang on the wall nearby or sit on shelves. The forge itself gives off a soft red-orange glow from the banked coals. The bellows are also quite large, and take up a large part of the back wall. They are apparently hand-pumped, rather than magically activated.

In the center of the room are four large barrels; a closer look will identify the contents of the two largest 50 gallon barrels as sand and water; the two smaller 10 gallon barrels contain oil and brine. To the immediate right of the door is a workbench with some shelves above it; there are numerous tools for engraving and polishing fine metals, and a pile of various polishing and buffing cloths. The shelves contain several half-finished dagger hilts. In the corner just beyond the workbench is a large bin three-quarters full of coal. Several shovels and brooms hang on the wall beside it. There is a wooden door in the middle of the wall, and beyond it, in the far corner, another workbench. This workbench has a stone table, with two empty shallow stone vats on top of it, and a regular wooden worktable with shelves. Near the

If the players attack the mutators, the animals will attempt to flee into their holes, whimpering. If they are cornered, however, the mutators can spit acid (HACØ 4, 2D10 damage to anything hit). They know that this is not polite, and will only spit if they have been hurt. They can also strike with their front claws (HACØ 5, with two strikes per MR at ID6 each). If the mutators are not harmed, they will follow the party around out of curiosity, uttering contented "gleeps". Gms should note that the mutators are more nuisance than danger to the players, and should not be handled as aggressive creatures.

All three doors in the foyer are usually locked at night; during the day, only the Showroom door is locked - the others stand open for cross-ventilation. The mutators have been trained to stay in the foyer.

Room 2: The Forge

Special Notes:

The doors to the left lead to the Forge, the working heart of the smithy. The doors are usually locked at night, but tonight they were left open, with one door slightly ajar. The GM should check the player's SENSE THAP percentage at half ability as they reach for the door; if they sense nothing, the first person through the door will be struck by a heavy wooden bucket that was perched precariously over the partly open door, and thoroughly drenched with water (this trap will not be set if Frammis is in the Forge; see NPC descriptions earlier in this scenario). Unless the player makes a great deal of noise, there is only a 5% chance of the sound of the bucket-trap going off alerting the apprentices in the residential quarters on the far side of the smithy.



stone vats are a half-dozen glass jars, tightly closed, containing what appears to be a clear liquid. Each jar is carefully labeled with a parchment label, in red ink, but the Dwarvish letters will mean nothing to most players (it is possible, of course, for a non-dwarf to be familiar with Dwarvish if the rules on Language ability, outlined in the section on **Inborns**, are being used). There are also jars of wax and a tar-like substance, and a variety of brushes, inks, etching and engraving tools, large feathers, candles, various sized hour-glasses, and several ceramic cups, sculpted with dwarvish faces.

GM's Description:

The Forge is the primary working area of Vultar and his three apprentices; much of what has been described is exactly as it appears, being tools or equipment necessary for the making and enchanting of metallic weapons. Many of the hammers and other tools have been enchanted and marked with runic inscriptions. These tools are worth three to four times the normal market value for similar tools, due to finer quality, and their use in the process of making a weapon receptive to enchanting and embedding of magical spells.

The worktable against the far corner is where Vultar performs much of his enchanting; here the runes that form the basis of his art are etched or engraved into their subjects. Most of the materials on this workbench are used in some phase of this task. The glass jars contain various solutions of nitric acid, from 40% to 95% strength solutions. It (even the most dilute) has a sharply acrid odor, and if drunk, will produce a strong burning sensation in the mouth and throat, accompanied by 2D6 of internal damage (a Healer and several months of an extremely bland diet will be required to avoid worsening ulcers and eventual death if more than a sip is drunk). One of the dwarven-faced ceramic mugs has a brass ring with four keys on it; three are needed to open the Storeroom door, and the other (which is different from the others) will open the double doors leading from the Foyer to the Showroom.

The door in the back wall is made of oak, with sturdy iron hinges and iron lockplate and latch. It has a Complexity 2 Wheel Lock, but no apparent trap. Three of the keys from the cup are necessary to open it, but the sequence is important; there is a 66% chance of using the wrong key first, and a 50% chance of using the wrong key in the second sequence. Using the keys out of order will not open the lock. There is no trap on this door, since it is used by the apprentices, who fumble the key combinations frequently. The lock may be picked at normal percentages for this kind of lock unless it has jammed (5% chance for each incorrect sequencing).

Room 3: The Storeroom

What the Players See:

The Storeroom is about 10' square, and has wide shelves on three of the walls. There are 15 ingots of carbon steel (worth 25 GP each, and weighing 25 lbs.), 8 ingots of bronze (10 lbs. and 100 GP each), 10 ingots of brass (10 lbs. and 130 GP each), 16 ingots of copper (15 lbs. and 15 GP each) and 12 ingots of tin (10 lbs. and 75 GP each).

There are also several sheets of steel, and some brass and copper wire. Other shelves contain 15 blocks of beeswax, weighing 20 lbs. each, empty jars, and three very small, but very heavy, barrels (if opened, these contain coarse salt, sand, and oil). There are also 106 broadsword and shortsword blades in various degrees of completion, a number of unfinished hilts,

and three battle-axe blades, one of which is coated in wax. There is a small chest on the floor near the door; it is both locked and apparently bolted to the floor.

GM's Description:

The lock on the chest is apparently a simple Cylinder and Pin lock, but is Complexity 4, with a Poisoned Needle trap of Complexity 2. If the trap is sprung, the player must make a STM saving roll or begin to suffer serious impairment to CO-ORDINATION in ten to fifteen minutes, losing 1 point off his CDW every melee round until he is paralyzed and unable to move. The effect will last for nearly 24 hours, with movement returning very slowly to the helpless victim. The key to this chest is normally on Vultar's person at all times, although he has hidden it in his bedroom while he is away. The contents of the chest include 150 gp worth of small faceted gems and pearls in several small leather bags, separated for size and type, 3 bars of fine gold (weighing 5 lbs. and worth 500 GP each), 2 bars of silver (weighing 5 lbs. and worth 100 GP each), and a small quantity of mithril (4 ounces, worth 1,300 GP). The apprentices have been warned not to touch the chest, but they are also aware that the trap is non-lethal. None of them know the location of the key, nor the precise quantities or nature of the contents.

The ingots and other contents of the storeroom are just what they appear to be, supplies and projects in progress for the apprentices. Only the wax-coated axe-blade has any magical aura, and it is in the beginning stages, with no useful spells. There is nothing in the storeroom that appears anything like a finished magical weapon.

Room 4: The Showroom

Special Notes:

The doors on the far side of the foyer are locked; the lockplate is of brass, with runic script. The lock is a Mage lock, Complexity 1, requiring the enchanted key from the cup in the Forge or enchanted lockpicks to open it. There is no trap, since this is a frequently used door; the magic is simply to protect the metal from the mutators.

What the Players See:

The players find themselves in a large room, approximately 13' by 26', paneled in cedar, with oak pillars and beams supporting the ceiling. The floor is smooth flagstone, and the walls are lined with display cases. The room is lighted with enchanted globes, as in the foyer; these lights will come on when the door is opened, and will dim if the players close the door behind them. Tapestries hang on all four walls, all depicting bloody battles and mighty dwarven warriors hewing dozens of cringing goblins. **GM's Note:** Careful examination of the tapestries will reveal that one of the dwarven heroes looks astonishingly like the bearded fellow who gave them this mission; Vultar commissioned these tapestries to commemorate his role in the 7th Dwarf-Goblin war). There is a bookstand bearing a large tome in the middle of the room, and a single wooden door, marked "PRIVATE", on the right wall (see the FLOORPLAN). The cases contain a wide variety of weapons, from swords and daggers to axe-blades, and all the cases appear to be locked. The most prominent item on display is a beautifully crafted longsword in its elaborate, rune-inscribed scabbard, encribed with ornate designs on its hilt, which is encrusted with half a dozen large pearls. It sits by itself in a locked case, on a cushion of red velvet, just to the right of the door.

GM's Description:

This is Vultar's Showroom, where he shows potential clients the wide possibilities in design and

construction of which he is capable. The tome describes spell combinations available, and has many additional examples of decorative designs and flourishes. There are no prices listed, of course (the book itself is worth 500 GP, and weighs 45 pounds). The weapons in the display cases are for display purposes only, and have no magical properties; in most cases, they lack the final sharpening of their blades or are otherwise unfinished. There are neatly lettered signs above some of the display cases, reading "Please do not handle the weapons without assistance". All the cases except #13 are locked with simple Complexity 1 Cylinder and Pin locks, and are not trapped (the keys to these cases hang on a ring in Vultar's Library).

The beautiful sword in case #13 is the only magic weapon in the room, and is further described below; its case is locked with a Complexity 2 Dragonclaw lock, with a CONFUSION trap. Springing the trap, and missing one's MGR saving roll will result in the character losing all sense of purpose for 24 hours, causing him to simply wander aimlessly unless restrained by a fellow party member. The key to this case is also on the keyring in the Library.

The Display Cases

Case #1 contains a dozen daggers of average size, each demonstrating a different design on hilt or sheath, or decorative etching on the blade itself. The blades are not sharp (-1 to hit), but even so, they are worth 50 + 10100 GP each.

Cases #2 to #4 each contain 2 broadswords and their scabbards, showing a wide variety of hilt and scabbard designs. Each is worth 1020 x 20 GP, depending on the complexity of the design and the value of the materials.

Cases #5 to #8 each contain 3 axe heads; Case #5 has double-bladed axe heads, Case #6 has examples of throwing axe heads, Case #7 has ornately etched single-bladed axe heads, and Case #8 has large double-bladed axe heads, designed for the two-handed battle-axe. Each axe head shows different patterns of engraving and relief designs that Vultar can provide for his customers. They are worth 106 x 50 GP each, but require sharpening and balancing on a proper haft by a Master Blacksmith in order to be useful.

Cases #9 and #10 contain samples of various dwarven style war hammers. Case #9 has 3 small throwing hammers, with their hfts, worth 106 x 25 GP each. Case #10 shows 3 examples of the large two-handed war hammers, worth 106 x 50 GP each.

Cases #11 and #12 contain two-handed longswords, 1 in each case. The scabbards are displayed beside the swords, in order to show the fine engraving on the blades, as well as the beautifully crafted hilts and scabbards. The swords with their scabbards are worth 500 + 106 x 100 GP each, due to meticulous workmanship; the blades are even sharpened to give a +2 bonus to hit. Neither of the swords, however, comes anywhere close to the description of the mighty weapon that the thieves are seeking.

Case #13 contains a single longsword, in its scabbard, mentioned earlier. The hilt is a delicate filigree of mithril and gold, set with pearls; the scabbard is of red dragon-hide, and trimmed with bronze and more pearls. A small card set beside the sword reads "Do not remove from Scabbard". This is the only magic weapon in the room, but it is not the sword the thieves seek, either. (The tipoff is the many pearls inset on the hilt, rather than one great pearl, as stated by Vultar).

This sword is named Windchime, and it was commissioned by an aging warrior who was oft forced to defend the reputation of his youthful days, and needed a sword that could compensate for the waning of his strength and stamina in the passing years. Unfortunately, the fighter's reputation caught up with him before the sword was completed, so Windchime remains unfinished, awaiting another buyer. It is essentially an animated sword, requiring no minimum strength, coordination, or stamina to use (although training in the use of a broadsword is required in order to fully enjoy the +3 to hit due to the balance and sharpness of the blade). However, Windchime lacks the VERY important controlling spells that define its actions, and is therefore not at all safe to use. The sword is capable of random independent action, once it is drawn from its scabbard, and may do any of the following: (1010)

1-3 Remain quiescent unless used to strike a blow (even in practice), and then attack until foe is fallen or has surrendered (dropped his weapon). If the player releases the sword, it attacks on its own.

4-6 Fly out of player's grip, and remain poised in an en garde position facing the party. If parried, it will attack that individual until he has fallen or surrendered. If none attempt to parry, Windchime will follow the party around for 10 melee rounds before laying down meekly before the bearer of its scabbard, allowing itself to be sheathed.

7 Windchime will behave exactly as designed for the individual who drew it; as a +3 magic weapon, negating all penalties due to armor, strength lack, etc. Should the player lose his grip on the sword, it will continue against the same opponent until fallen or surrendered; Windchime will not engage a new opponent.

8-9 Windchime will, although grasped firmly by his wielder, search for and engage the nearest possible foe, be it enemy or party member, and continue until foe has fallen or surrendered (disarmed). The player must make a saving roll against STR to retain control of the sword and sheath it; if the player drops the sword, there is a 25% chance that it will continue to attack on its own, and a 50% chance it will return so that its wielder can grasp it again. The remaining 25% of the time it will return to be sheathed.

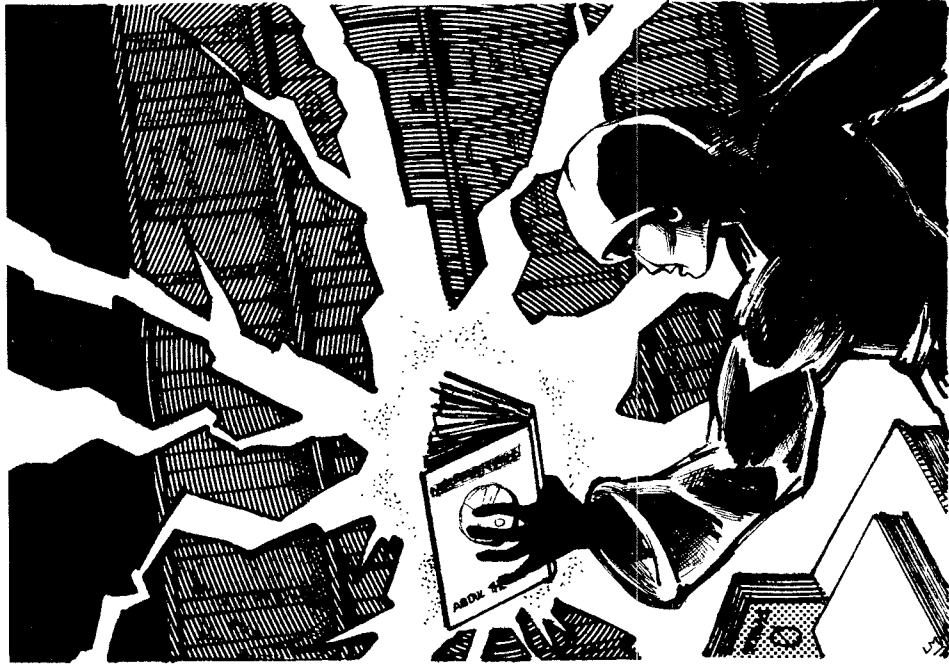
10 Windchime will fly out of its wielder's grasp and attack somebody at random, even its own wielder, until that person is fallen or surrenders.

The sword is not cursed, it is merely incomplete. Only a high-level enchanter specializing in weapons (like Vultar or his rival Mahti) could finish the spells in the sword, making it a reliable weapon. Even so, Windchime is worth 25,000 GP for the work already put into it.

Room 5: The Library

Special Notes:

The door on the far wall of the Showroom leads to the Library; there is a 60% chance that there is a light showing under the door. (This will only be easily noticeable if the main lights in the Showroom are dimmed). It has a Dragon Claw Lock, Complexity 3. The trap (also Complexity 3) contains a Transform spell; the thief must save versus MGR or spend the rest of his life (unless the spell is magically reversed) as a pig. The character will still remember who and what he really is, but his spoken vocabulary will be reduced to grunts and squeals, and tools and weapons become useless.



What the Players See:

The Library is a small, comfortable room, about 10' by 12', paneled in cedar, with tapestries on the walls and carpets on the floor, all of dwarvish design. A bookcase covers one wall from floor to ceiling, filled with books. Two of the shelves are oversized, and are covered with a cast iron decorative grill; locked behind it is a collection of massive tomes bound in embossed leather. An iron safe is also set into the bookcase near the floor; it has a strange dial with runic inscriptions instead of a conventional lock. There is a beautiful desk of flamedwood trimmed with copper; and a matching chair, upholstered in soft leather, and designed for dwarvish proportions (as are all the furnishings in the smithy). The desk top has three drawers, all of which are locked. On top of the desk is a silver tray containing a clear crystal carafe, half-filled with wine, and four matching goblets (one of which shows signs of recent use); a rack containing 6 bottles of fine wine hangs on the wall nearby. There is also a padded bench, built to human size, against another wall. Candle lanterns of wrought iron and colored glass hang from iron brackets set into the walls. Another door is in the side wall, near the door the thieves have entered.

GM's Description:

This room is Vultar's private office, as well as a library. Clients are seen here, and the master smith also uses the room for private study and contemplation (and accounting of profits). Unknown to Vultar, Hurli also uses this room for study; there is a 60% chance that he is doing so tonight (if he is here, there is a chance that the players may have noticed the light under the door, as indicated above). Hurli has never

attempted to open the safe or the locked shelves, being more interested in the other books on metalcraft. If present, the apprentice will be seated at the desk, reading and sipping wine. A large ring with thirteen keys on it hangs just beside the door leading to the Showroom (the keys to display cases #1 - #13).

The desk has three drawers, the keys to which are hanging on a ring from a hook on the wall just on the other side of the desk, about two feet from the floor. The keys, the ring, and the hook are all invisible. To find the keys, the thief must be very carefully searching the area, as if for secret doors, and roll under half his ability on SPOT HIDDEN. The drawers all have Complexity 3 Cylinder and Pin locks, and are not trapped. The contents of the drawers are as follows:

Top Drawer: This is the shallowest drawer, and contains several bottles of ink (black, red, and gold), several quill pens tipped with silver, a small wooden box containing Vultar's private seal, a stick of sealing wax, and a small crystal globe. The crystal will show the face of a loved one to anyone holding it and gazing into its depths, unless the viewer is an elf. An elf will either see himself horribly mutilated in a dark room (50% chance); otherwise he will see only a small house and swirling flakes of snow. The crystal is valued at 600 GP and the seal at 1,000 GP (since it can create official documents in Vultar's name); the rest of the contents are of minimal value.

Middle Drawer: This drawer contains a stack of parchment sheets, and a keyring with 3 keys on it (the keys included will open the door to the Master Bedroom, the chest in the Master Bedroom, and the locked section of the bookcase). There is also a small leather pouch, a packet of letters tied with a string, and a framed coin. The coin is labeled "My First Gold Piece", and has been bronzed for posterity. The leather pouch contains 25 highly polished glass marbles, and the letters are a number of bills, all marked PAID, and drawn on the House of Orli. Under the stack of parchment is another ring with 4 keys. These open nothing; like all homeowners, Vultar has a few things he has never gotten around to throwing away. Vultar values the marbles and the gold piece at 500 GP, at least - sentimental value, you know.

Bottom Drawer: The bottom drawer contains a large, heavy book bound in leather. These are Vultar's business and accounting records, kept in meticulous dwarven fashion to the last copper. Each major project he has undertaken in the last eight years is listed according to spell and material costs, and the final price. If a player has training in Bookkeeping, he has a 10% chance for every 10 min. spent studying the book to find and decipher the entries regarding the two swords windchime and Justiciar, which list the spells used and the purchaser's name (the name of Jihad, Prince of Tharcarge, will mean little to the players... yet). Most of the accounts are marked COMPLETED. Under the book is a stack of papers and documents, mostly legal contracts and commissions, and also the formal apprenticeship contracts for the three apprentices. The book is worth a great deal to Vultar, but not in any cash amount; he will deduct 5,000 GP from each thief's fee if it is destroyed. Other similar volumes, going even further back, are kept in the locked section of the bookcase.

The Bookcase

The bookcase goes all the way to the ceiling, and a footstool sits beside it to facilitate reaching books on the upper shelves. Most of the books are on subjects

of interest to dwarven craftsmen and weaponsmiths, covering a wide range of topics from selecting raw materials to the use of dragon's blood in tempering magic swords. There is also a shelf featuring such works as Heroes of the Dwarf-Goblin War and Equine Cuisine: A Guide to Dwarvish Cooking.

The locked section of shelves has a Dragonclaw Lock, Complexity 3, that contains 12 charges of ZAPPER (a shock doing 1D12 of damage for each charge) that will be released 104 charges at a time for anyone attempting to open the grill or pick the lock. Not even the use of the proper key (which is locked away in a drawer of the desk) will prevent the trap from going off; it must be disarmed by a hidden switch on the arm of the chair.

The tomes in this section include sets of bookkeeping records going back to the start of the smithy, and the books on enchanting and magic Vultar uses for reference. These books are extremely valuable, costing from 1,500 to 25,000 GP each, depending on the number and complexity of spells described therein. Most (80%) of the spell books are written in Dwarvish, since dwarves tend to specialize in rune magic and weapon-making when they are magic users at all. Many of the spell books have their own latches and locks holding the volume shut, and frequently have their own traps as well.

The safe in the lower shelf is bolted to the back wall, and made of solid iron. There is only a knob with runic letters on the front - a rare Combination lock. The letters are Dwarvish, and a word in Dwarvish must be dialed on the knob to open the safe (the word is "Vultar"; the smith has more ego than imagination). If the players should manage to spell out the name (using something written in Dwarvish containing Vultar's name as a guide) the safe will open. However, if more than 5 incorrect runic sequences are dialed, an odorless gas will begin to seep out, causing unconsciousness for 12 hours for everyone in the room within 4 melee rounds.

The safe usually contains the petty cash Vultar keeps on hand to pay for groceries or other deliveries, but he has taken the contents of the cashbox with him on his trip (to cover traveling expenses). The only contents of the safe at present is a packet of letters (love letters from Mania Rosa, quite torrid, containing numerous references to "our little Tharn"). The letters from Mania Rosa reveal the steamy affair Vultar has had with the hobbit matron over the past fifteen years, and the existence of Vultar's bastard son. Vultar would be willing to pay up to 10,000 GP to prevent this information from leaking out, particularly before the wedding.

The other door in the room is locked from inside, and opens easily into the Common Room.

Room 6: The Common Room

Special Notes:

The third set of double doors in the Foyer open into the Common Room, the residential part of the smithy. These doors are not locked (although they can be barred from the inside in an emergency), but there is a gooey substance on the knob, so that if a player grasps the knob, his hand will become firmly stuck. The glue can be dissolved with water (Frammis was expecting Brodin, not thieves).

What the Players See:

The Common Room is a large room, 18' by 25', and walled in a combination of granite blocks and natural rock. Candles in iron sconces are on the walls, and the

ceiling is supported by stout oak beams and pillars. A large fireplace is cut into the outside wall, between the two windows, and is used primarily for cooking. A table with two long benches bears pewter plates, bowls, utensils and tankards stacked neatly on one end. (There are settings for three). A stool and worktable with a barrel of water stands near the fireplace, and there is a pile of firewood and bucket of coal, as well as several copper kettles, on the hearth (which is cold). There is a chest and set of shelves under the far window.

On the other side of the room is an L-shaped padded bench, covered in leather, a large keg with a spigot, and an oak cabinet. There are four doors leading out of the Common Room, two on the back wall, and two on the far wall; all doors are closed.

GM's Description:

The Common Room is the center of any dwarvish household, serving as living room, kitchen, dining area and workroom for most domestic chores. Most of the furnishings and utensils in this room are exactly what they appear to be, simple accoutrements to daily living. There is a tinderbox on the mantle of the fireplace, and a war-axe hangs on the far wall between the bedroom doors. The keg contains ordinary (albeit tasty) beer, and the oak cabinet contains more dishes and other utensils of pewter, and a complete set of holiday dishes of silver, engraved with dwarvish designs, worth 500 GP.

The room is lit primarily by candles in wall sconces or on the tables; the windows and fireplace also provide light. The chest near the fireplace contains a variety of cooking utensils, and small jars of salt, pepper, and other spices. The shelves contain such foodstuffs as dried beans in 5 lb. sacks, various other vegetables, and a ceramic pot in which shredded cabbage is fermenting.

The first door in the back wall leads to the Library, as previously described; it is locked with a Complexity 3 Cylinder and Pin, and is not trapped. Hurli and Frammis both have keys to this door. The second door is unlocked, and leads to a small room (a sort of walk-in refrigerator) with a Permanent Cold spell, containing cuts of meat (mostly pork and mutton, and dwarvish sausages) and sacks of flour, corn, and other foodstuffs better kept cool. There is even a box of chocolates.

The two doors on the far wall lead to bedrooms; the one on the right is the apprentices' quarters, and is unlocked. If the apprentices are inside, there is a 40% chance of hearing snoring. The left door leads to the Master Bedroom, and it is locked with a Complexity 5 Cylinder and Pin, and can be barred from the inside as well (it is not at present). It is trapped with an alarm, but that trap is currently not set.

Room 7: The Apprentices' Chamber

Special Notes:

The GM should have already checked the location of the two apprentices, Hurli and Frammis, as detailed on their character descriptions earlier in the scenario, and should adjust the room descriptions accordingly.

What the Players See:

The room is small, 10' by 11', and quite simply furnished, with three dwarf-sized cots, three chests, and a single chair. A single tapestry hangs on the otherwise bare walls of granite and rock. The room is lit only by candles set in wall sconces. An old rug of what was once sheepskin covers part of the stone floor.

GM'S Description:

This room is used primarily for sleeping by the three apprentices, and is rarely occupied during the daytime hours. The cots are simply made with linen bedclothes and wool blankets over straw mattresses, and there is a chamberpot under one of the beds.

The chests contain the worldly possessions of their owners, and a careful search of each mattress has a reasonable chance of finding such treasures as are hidden therein:

Frammis: The bed and chest nearest the door belong to the youngest apprentice. His mattress contains a small pouch with 30 GP in assorted coins, and an amulet made of simple quartz, set in brass (Frammis believes it prevents sickness). The chest is locked, a Complexity 1 Cylinder and Pin, and contains spare clothing, including holiday garb, a pewter tankard, a bag of dried fruit, a plain dagger, and other ordinary dwarvish belongings. Frammis is too canny to have anything of real value where his peers can get it.

Hurli: sleeps in the right-hand bed, and has only 15 GP hidden in his mattress. His chest is locked in the same manner as is Frammis', and contains similar items, but Hurli also has a number of rolls of parchment containing design ideas for future projects, and a small box of pens. There is a single-bladed axe under his bed, wrapped in a sheepskin. Hurli hides his notes from his nocturnal studies in his mattress; they are indecipherable unless one has an extremely good command of Dwarvish (AVERAGE or better), because much of the material is written in a sort of private shorthand to frustrate the prying eyes of his fellow apprentices.

Brodin: has done what he can to make these simple quarters more to his liking; there is a tapestry hanging over his bed, and the blankets on his bed are of a finer wool than his companions'. There is a purse with 80 GP under his mattress, and a pair of armbands made of gold, worth 200 GP. Brodin's chest has no better lock than the others, and contains spare clothes, a fine pair of boots, a broadsword and dagger with matching scabbards, a book of dwarvish epic poetry, a chainmail shirt, and a leather case containing letters from his family.

There is a secret door (as indicated on the FLOORPLAN) in the inside wall that leads to the escape tunnel. The secret door opens so as to block the main door, and is 2' wide and 4' high. The traps and safety devices of the tunnel are described in detail elsewhere in this scenario.

Room 8: The Master Bedroom

What the Players See:

This room is also 10' by 11', and seems even smaller because the furnishings are so massive. There is a four-poster bed of fine wood, with woven bed curtains of rich fabric, and a handsome wardrobe with intricate carving in the dwarvish style. The bed frame is solid to the floor, and has drawers for additional storage beneath. There is a large chest next to the bed, and a comfortable chair, with rich carving and soft leather upholstery. The entire room is paneled, and there are several carpets on the floor. There are magic globes set in brass sconces on the walls, like those found elsewhere in the smithy.

GM's Description:

This is the Master Bedroom, recently refurbished for Goldenrod's comfort, to the height of luxury available. The sheets on the bed are silk, and there

are blankets of soft wool and a lush bearskin for covering. The drawers below the bed contain a second set of sheets (linen) and additional blankets, some fluffy towels, and a sack of dirty laundry. Careful searching of the bed frame has a 5% chance per minute spent searching to notice that the bedpost at the foot of the bed against the wall has an area that appears to be slightly different than the rest of the carving on that particular post. If pressed, there will be a creaking sound, and the mattress will rise slightly. It must be lifted the rest of the way like a large trapdoor, with its hinge on the wall side, to reveal the contents of the drawers. Pushing the drawers out of the way, the players will see a trapdoor set in the floor beneath the bed.

Upon opening the trapdoor, the players will see a deep pit, three feet square; there is a ladder of iron down one side. The ladder goes down ten feet to a small chamber, five feet square, with a four-foot ceiling except under the pit. There is a small chest in the far corner, on a slight platform on the stone floor. The chest is locked with a complexity 3 Cylinder and Pin, and has a poisoned hasp (poison strength level 8). It contains several bags of gems, all clever fakes, that appear to be worth several thousand GP, but are actually worth only 300 GP. A careful search of the chamber with good light has the usual chances of finding the secret door in one wall; it will only open if the correct trigger is pressed and the chest of fake gems remains on its ledge.

The room beyond the secret door is also five by five, with a five-foot ceiling, and contains three chests. These are locked with Complexity 3 Wheel locks, and are magically trapped; setting off the trap will automatically shut the trapdoors above and the secret door, sealing the thieves into the vault. The keys are concealed under a stone in the floor near the door; the players have their normal chances of finding it if they search the room (as with all Wheel locks, the 3 keys needed to open the locks must be used in the correct order, or risk setting off the trap). Only Vultar knows how to open the secret door and the trapdoors from the inside.

The carved wardrobe is not locked, and contains several dresses, in bright colors and patterns, sometimes with detailed embroidery. There are also several pairs of slippers of fine leather, stockings, undergarments, kerchiefs, aprons, and other items of apparel that might delight the heart of any dwarvish maiden (or hobbit, for that matter, since these garments were hobbit-made). There is also a fine tunic and breeches of soft velvet, with ornate trimming, and a matching cloak with fur trim and a red silk lining. A new pair of leather boots and men's stockings sit on the bottom, and a leather belt with an enormous gold buckle hangs on the door. The rest of the contents of the wardrobe are a collection of worn linen shirts and breeches, and a well-used leather apron.

The chest is marked with runes branded into the wood, as if magically locked and trapped, but it is locked with a Complexity 3 Cylinder and Pin, and has no trap. If the thief attempts to open it as a Mage lock, he should be considered to be operating at half ability, since he is using the wrong method. The thief must make a saving roll against PER in order to realize that the lock is a Cylinder and Pin. The chest is large and heavy, and would require the efforts of two thieves to carry it out of the smithy; it contains assorted clothing, worn and well-used breeches, shirts and a warm woolen cloak. On top of the clothes is a leather case, about 1' by 4', and four inches deep, with the words "A Quality Product made by Vultar, Smith

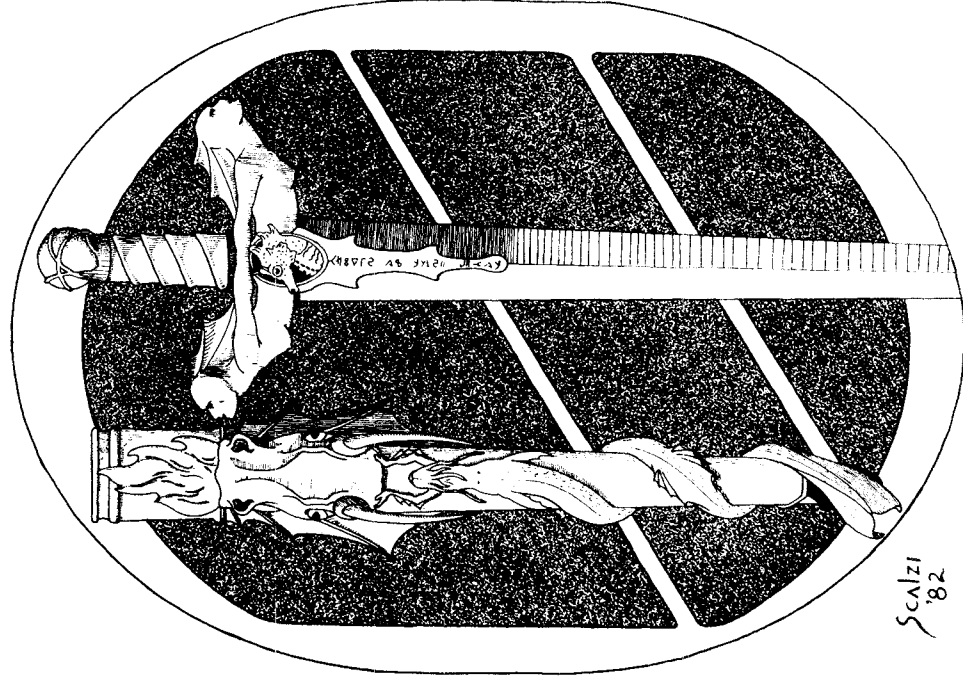
Extraordinaire" stamped on the top. It is locked with a Complexity 1 Cylinder and Pin (the key is hidden beneath the clothes), and is not trapped.

The Sword Justiciar

The case contains a sword in its ornate scabbard. It has a grip of spiraled ivory, with a single large pearl set in theommel, and seahorses and sea-nymphs adorn the hilt. The scabbard is made of dragonhide, and trimmed with sea-dragons in gold with a matching baldric. The sword is tied into its scabbard with a gold wire.

This is the object of the player's quest, the sword Justiciar. It gives two automatic bonuses to the person who wears the sword in its scabbard and baldric:

- * a bonus of 1D6 to his MGR, which is not controllable by the wearer (thus it also shields him against helpful spells).
- * a bonus of 1D6 to his MAG, for leadership purposes; it will add to the morale of followers, and add to the wearer's credibility.
- The other powers of the sword function when the sword is drawn, and operate as follows:
 - * the sword is normally +2 to hit AC0, as a result of sharpness and magical enhancements. However, the sword is precisely balanced for Prince Jehad, so anyone with a strength of 14 would actually be enjoying a +4 to hit AC0.
 - * the sword gives a +3 to the wielder's own armor class, magically enhanced.



Scalzi '82

If drawn, breaking the gold wire (it cannot be drawn except by breaking the wire), the player doing so must make a saving roll against MGR at a penalty of -5. Failing to make the roll subjects the player to the following Geas:

**Return the sword to its rightful owner,
Prince Jehad of Thargage**

Any who touch the blade after this point (until a successful delivery is made) will also be affected by the Geas. Failure to follow the Geas will result in nausea, increasing sickness as the player resists the spell, and eventual death. He may use the sword and enjoy all its abilities only as long as he follows the Geas.

The inscription on the blade reads, "I strike my **blows for Justice**", along with other runic script in an unknown language. The blade is made of a mithril and steel alloy, the forging of which is Vultar's secret. The sword and scabbard is worth 75,000 GP if its powers are known; and 12,000 GP for materials and workmanship.

The secret door in the wall behind the door works in the same way as the secret door in the apprentice's quarters.

Escape from the Smitiity

Once the players have obtained the sword, their next thought should be of safe departure from the area, and return to Haven to receive the promised reward. The chances of pursuit depend a great deal on what the players have done in the course of their adventure. Unless they have encountered one or more of the apprentices while at the scene of the crime, the break-in will not be discovered until morning. If nothing appears to have been taken (the apprentices will not check the Master bedroom, since they aren't supposed to be able to get in there), the burglary will simply be reported to the local constabulary in the village, and the dwarves will clean up the mess (and probably mount a guard until Vultar's return).

If, however, items of value are missing, the dwarves will raise a great hue and cry down at the village. A posse will start out down the road towards Haven, consisting of a leader, 10 mounted men from the Baronial Guard and 5 mounted hobbit sherriffs, with Brodin (armored in chain, with his sword) riding along. Any party of strangers they see will be stopped and questioned; there is a 80% chance that Brodin will insist on searching baggage as well. Brodin will travel on to Haven with the unhappy duty of informing his master of the theft. There is a 65% chance that any village the players stop in between Clermont and Haven will be alerted to watch for strangers; this drops to 25% out of the Barony itself (Blanding and beyond). If the players have aroused the suspicions of any of the villagers in Millford, the posse and any village warned to watch out for them, will have physical descriptions to go on. The village constabulary (consisting of 4 + 104 men) will attempt to search and detain the players until the arrival of the posse or someone from the smithy. **(GM's Note:** the GM is reminded that anyone handling Justiciar is subject to the Geas).

Back at the Hearth and Hound

The players return to the Hearth and Hound, where they are given the message to meet their employer at the dwarvish inn, the Stone Hammer, in the Dwarrow. At their arrival in the underground pub, the proprietor ushers them to a private meeting room, where a noisy bachelor party is in progress. Male dwarves are singing bawdy songs, drinking, and generally carousing throughout the room. The quest of honor staggers up to the players; despite the lack of height, and the cloak, he is obviously their mysterious employer.

"Greetings, my fine locksmiths!" He draws them to a quieter corner of the room. "I trust you succeeded in the first part of your mission without mishap? Good! I hope you did not cause too much damage to my smitny; I should hate to have to deduct the cost from your hard-earned reward when you return from Tharcage."

At the players' protests, he will hold up his hand; his eyes become hard as steel - Vultar is not as drunk as he seems. "I believe I stated quite clearly that the sword was to be delivered, not just stolen. It must be delivered to its rightful owner, Jehad, the deposed prince of Tharcage. No doubt you have been aware of your own strong desires to fulfil this purpose? Do not ignore them, at your peril; to break a geas is most unwise. Your reward I will hold until your return. There is a ship leaving in four days for Seki; from there you should be able to find passage for the Southron Realms." Vultar hands the thieves an envelope from inside his tunic. "This should cover your ship's passage, and any incidental expenses; if it is not enough, keep your receipts, and I will reimburse you upon your return. Be careful in Tharcage; the Prince and his revolutionary followers are hunted by the Namori, as are any who seek to aid him."

Vultar will answer reasonable questions from the players, but he will not release them from their mission, nor will he pay them in advance (protests to the Guild will allow the players to see the contract Vultar signed for their services; it does indeed state that they are to deliver the sword to the designated owner). After a while, or if the thieves get difficult, Vultar will see them shown the door, and he will go back to his party.

Completing the Quest: The Trip to Tharcage

Vultar has arranged for the thieves' passage on a merchant vessel, Lucky Star, leaving in four days from Haven's south docks. The ship is bound for Seki, a port city some 150 miles up the coast. From there, it will take the players 10-12 days to find a ship going to the city of Solhedrin, on the far side of Sholokith Bay. The trip to Solhedrin will cost 100 GP each, and take 10-15 days, depending on the weather; Sholokith is notorious for its storms (for handling weather, and other sea encounters, as well as more detail on the Southron Realms and Tharcage, GMs are referred to T66).

In Solhedrin, the players will have a stopover of some 1w4 weeks, while they look for a ship going further south, around the western coast of the continent of Erinoir, then east to the Namori province of Timor. This leg of the journey should take between 8 and 10 weeks, including stopovers for fresh water and other supplies in ports along the way. Passage will cost approximately 300 GP each, although the captain may be bargained down to half that, if the players are willing to work on the ship. The trip will end in Krut'na Brut, the largest port in Timor; it will take the players 1D4 days to find passage to Tharcage, a trip of only 3 days, costing only 50 GP. From there, the players need only find a rebellious prince in hiding in a country swarming with Namori legions.

Vultar has provided the thieves with a letter of credit for 2,500 GP, from which he expects them to equip themselves, buy passage on the various ships, and to pay for food, lodging, and other necessities of life. He has no objections to the thieves hiring others to aid them in their quest (GMs may provide NPCs, or allow players to "hire" some of their own characters). Also in the envelope is a letter to Prince Jehad, introducing them as Vultar's emissaries (**GM's Note:** the letter could be worth their lives if it fell into Namori hands in Tharcage), and rough directions on how to get to Tharcage.

Vultar has no idea how to find Jehad, except that he is probably in the mountains, and that the rebellion has many friends among the common folk of Tharcage (70% of the population will be sympathetic, but only 10% have any information of use to the thieves in locating Jehad - there is a 15% chance that any given person in Tharcage in whom the thieves confide will betray them to the Namori authorities as traitors).

Vultar will be delighted to pay the players the full amount of their reward (with deductions for over enthusiastic damage to his smitny, and for any item gratuitously stolen) upon their return from Tharcage, knowing that the geas does not permit their return unless the quest is fulfilled.

Character Descriptions for "THE SMITHY OF VULTAR"

ID#	Name	Character Notes	Class	Purse	Requisites										Combat			Armor	
					ST	CU	RF	SM	DN	IQ	TL	MR	MG	AP	Weapon	HACØ	Damage	Class	HTK
101	Vultar		EL DW ENC	6D50GP	16	15	13	16	12	14	17	9	7	8	AXEe	3	4D5	CLO 5	49
102	Mama Kosa	*	INT HO NON	3D10SP	5	12	10	14	11	9	3	12	13	12	None	2	4D4	NON 0	17
103	Tattletoo		INT HO THF	2D4GP	8	16	19	15	11	12	6	15	10	11	SLINGe	1/6/11	1D6	NON 3	26
104	Hurli		INT Dw ART		14	17	13	14	13	12	14	11	8	7	MAUL	6	3D4	CLO 2	23
105	Brodin	a	GR HU FTR	4D56P	16	14	11	15	8	11	7	10	10	8	AXEe	7	3D5	CLO 2	29
106	Frammis		GR DW THF		13	15	12	12	13	11	9	8	7	6	BSWD	7	3D4	CHN 6	19
	Guard Leader		VEt HU FTR	2D4SP	16	13	14	15	10	13	11	10	14	12	BSWD	9	2D6	CLO 2	37
	Baronial Guardsmen (1-10)		INT HU FTR	1D8SP	14	12	11	13	9	8	7	9	10	9	BSWD	6	3D4	CHN 8	23
	Sherriffs (1-6)		INT HU FTR	1D8SP	12	15	13	12	14	13	6	13	13	11	SSWD	8	3D3	LTH 4	21
															S80We	2/6/10			

NOTES: * Character is female.
(a) will wear chain when with posse, otherwise cloth.

Cat Burglary Scenarios and Second Story Adventures

G. The Lesson

Every now and then, the Thieves Guild must enforce its authority over those under its jurisdiction, whether the subjects of its discipline are merchants who have failed to hold up their end of some bargain or deal, or its own errant members. This adventure involves a "special assignment" from Haven's Thieves Guild, awarded to the players for any reason ranging from failing to properly pay their 15%-25% tithe, insulting a Guild officer, or botching a former assignment. If the thieves are not already members of the Guild, of course, this is a prime opportunity (from the Guild's point of view, anyway) for them to rectify this oversight. Despite any sins the party may have committed in the eyes of the Guild hierarchy, it is not to the Guild's advantage for the thieves to fail, so there will be certain background information that the group will be able to obtain to aid them in their task. No magical artifacts or other equipment will be forthcoming, however, since the party is technically in disgrace. The following is the background information that the players are given on their task:

Talen, a minor merchant of the North Corridor, who has recently been enjoying tremendous financial success in his business dealings, has refused to make his usual "tax" payments (protection money) to the Guild. Two agents sent to collect the debt were severely thrashed by Talen's powerful bodyguard and turned over to the Guard. This cannot be allowed to go unpunished. However, the merchant is rumored to have recently spent a large sum on the purchase of an exotic gemstone known as the Lion's Heart Ruby, which he values highly. It has been decided that the merchant would be much more reasonable about paying his debts if the ruby was in the Guild's hands; the players' task is to acquire this gem for the Guild. Anything else they pick up on their own would be theirs, minus, of course, any "dues" they owe the Guild.

Other members of the Talen's household include Stasa, his lovely mistress; Sherron the bodyguard, a former mercenary; a apprentice clerk named Nermal; and a house guest who works for a visiting carnival. There are apparently no other household servants. The players should be given a rough tracing of the house plan showing the general layout of the rooms, but no details on their use or the location of any locks or secret doors. (See the description of Talen's house for other modifications for the players' outdated floorplan). The players may also be shown the general layout of

LaRue Street and its buildings and various businesses. Both the street map and the floor plan of Talen's house may be found on the inside back cover of this book.

It should be pointed out to the players that, while the Guild wants to teach Talen a lesson about breaking their "contract", they do not want to lose him as a future source of income once he's convinced to behave. Thus, any serious damage to the house or its occupants will be dealt with rather harshly by Guild authorities. They would most prefer that Talen not even be aware of the theft until they offer to ransom back his prize ruby for a fraction of its worth — say, about the amount of the money he owes the Guild for back "taxes", with interest, of course, for the late payment.

Members of Talen's Household

Talen (#101) — Until about a year ago, Talen was a rather run-of-the-mill merchant dealing in fine rugs and tapestries. However, some shrewd deals with contracts developed over years of wandering the trade routes have recently paid off, increasing his profits and boosting his standard of living to a new record high. In a flurry of spending (much of which explains his not attending to expenses such as the protection money owed to the Guild), he has purchased numerous rare books, new furnishings for his house, gifts for his lovely young mistress, and a number of other valuables, as well enjoying the prestige of being the only merchant on the street to employ a private bodyguard (now more of a necessity than a luxury). The Thieves Guild is not the only outstanding debt Talen has at the moment; he owes money now to several suppliers, and has not paid his household staff their wages for nearly four weeks. This does not worry him yet; he is expecting a shipment of tapestries from Kandai to arrive in a week or so, which will alleviate his most immediate money problems. However, with a merchant's usual reserve, he has told no one of this impending deal.

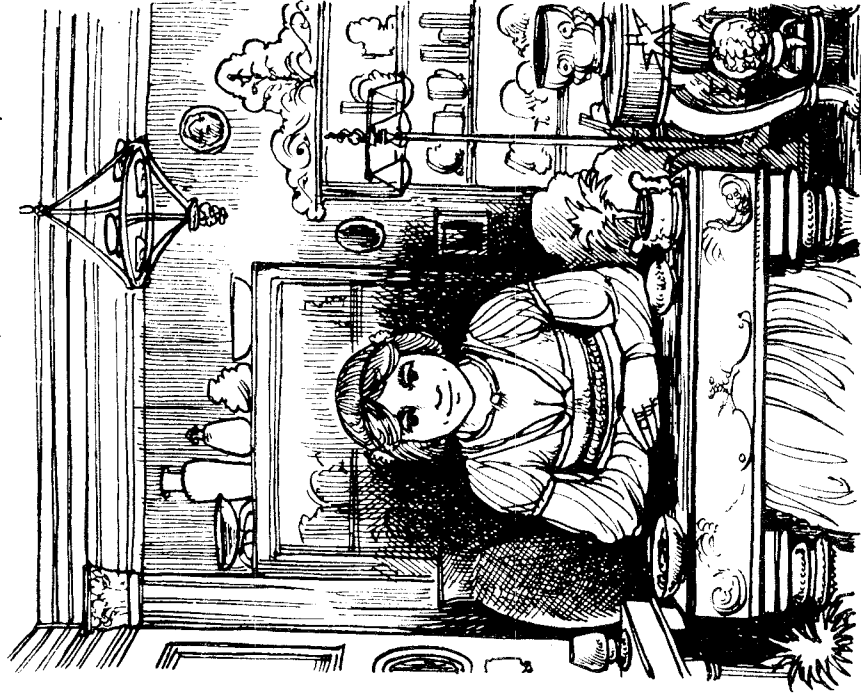
Despite his lack of restraint with his new-found wealth, Talen is not a total fool, and has a fair measure of self-confidence born of years spent traveling the sometimes dangerous trade routes of the Ten Cities region. He is not prone to panic, for example, if faced by an armed opponent, and is not unskilled in the use of a shortsword. This bravado will quickly dissolve should he be clearly outnumbered, cornered without the protection of his bodyguard, or faced with a serious threat to Stasa or Nermal.

Talen is a stocky, sandy-haired man in his mid-thirties a ready smile for clients and a congenial

personality. Proud of his success, he wears the richest clothes he can afford, and has recently developed the habit of carrying a rather large sum of cash, as a sign of his new affluence. Hence, his purse will contain at least 50GP + (5D6 x 10)GP in assorted coins and gems. Ever since the attempt by the Thieves Guild to gain access to his house (when Sheren badly injured the two hapless thugs), Talen has also gotten into the habit of carrying his shortsword and a very business-like dagger whenever he leaves the house. Other than the clothes on his back, the only other valuable item that Talen wears is a gold ring set with a tremendous star ruby. The ring bears Talen's crest, and will be difficult to fence, unless the thieves find a dealer with out-of-town connections where Talen's name will have less meaning. The ring is worth about 700GP; the unset stone, 550GP.

Stasa (#102) — Stasa is a young courtesan who is definitely on the rise. Her position with Talen is secure, (it varies from time to time, but it's certainly secure), and she knows a good deal when she's sitting in the middle of it. She convinced Talen of her devotion to him early in their relationship, which (coincidentally) occurred at about the same time as the onset of Talen's current prosperity almost to the minute. Despite her previous intention not to get too involved with her meal ticket, Stasa has become quite devoted to Talen, (she is just nineteen, and Talen is only her second patron). She will use every asset she possess (and the girl does have some attractive assets) to keep Talen out of trouble.

Stasa is profoundly attractive, extremely guileful, with an air of innocence that is quite appealing. It should also be noted that the slim dagger carried at her girdle is not mere decoration or just for buttering bread; Stasa has not always lived in the lap of Talen



...er, luxury. However, her favored weapon remains her sex, and she is well aware of its appeal.

Like Talen, Stasa has a taste for rich clothes (although her sense of style is much finer). She also wears several flattering and expensive-looking pieces of jewelry, all but two of which are excellent fakes. She wears a silver bracelet with opals (the real article), worth about 375GP. This bracelet also contains a reservoir of a powerful aphrodisiac and a small, spring-loaded needle. A single scratch with this (STM save at normal levels to ignore effect) will inspire a sudden, single-minded interest in the opposite sex for 1D6 hours or until satisfied. The bracelet holds only one dose at a time (Stasa can refill it from a vial in her jewelry chest), and she will not waste it if her own charisma is sufficient for the task at hand. Among her other articles of jewelry (earrings, pendants, rings, etc.) is a genuine platinum and jade locket which she never takes off, bearing the image of a wolf's head with a star, a gift from a previous patron who happened to be a skilled enchanter. Stasa will not willingly surrender it; if forced from her, it will glow slightly and the bearer will turn bright blue from head to toe (MGR save at -4). The embarrassing tincture will last 1D10 weeks, and will not wash off. Stasa's purse, which hangs from her belt, contains 4D8 x 10GP and a silver whistle which will bring everyone in the house running if blown.

Sheren (#103) — Sheren is a tall, well-muscled man with bronzed skin and hair from years of exposure to the elements, and a plain, honest face. At age thirty-two, he has led a full and varied life, having been everything from a mercenary, a gladiator, and an adventurer, to his most recent profession of carnival strongman. However, he had grown weary of his homeless, danger-filled existence, so when Talen offered him a place as his bodyguard, he pondered not long at all. He has been Talen's constant companion for over half a year now, and is quite comfortable with the light duty, good food, and a warm bed. This is not to say that Sheren is getting soft, however, for nothing could be further from the truth. Having more time on his hands than ever before, the old soldier spends most of it **training**, honing up old skills and keeping in shape at one of the local Sworn Swords Halls. Sheren is, as could be guessed from his former occupations, a better than average fighter, with considerable skill in the use of sword and spear, including a deadly accuracy with the javelin. He is quicker on his feet than one might expect from his powerful muscled bulk, and can use the spear as a quarterstaff to parry as well as attack with its head. Sheren accompanies Talen whenever the merchant leaves the house, armed with his shortsword and his favorite spear; he wears a scale mail shirt and armored greaves as a matter of course.

Sheren is by nature a solidly honest man and loyal to his employer, despite the delay in getting his wages this past month (nothing new to a former mercenary, and not a problem as long as the grub and ale hold out). He should be handled as a formidable adversary to the players' mission, and one they should avoid a confrontation with if at all possible. Needless to say, Talen is well-pleased with his bodyguard, and both are looking forward to a long partnership, much to the dismay of Markas, who believes his old friend may be getting soft.

Sheren is not overly fond of personal ornamentation, and has been investing his money in shares in a popular local tavern (he now owns a lucrative 12%). Thus, there is little to be gained (save confusions) from an attempt at his non-weapon possessions. He wears a set of steel bracers, chased with silver, worth about 150GP each; and a pair of silver spiked rings worth about 20GP each. The rest of his garb is well-worn leather and homespun. He also owns a well-cared-for scale shirt, three steel-tipped spears, six javelins, a sturdy small shield, and a shortsword of excellent quality (+1D4 damage; the best of Darnaigan steel) kept in a worn leather scabbard. The only weapon of great value that Sheren owns is a blue lacquered javelin kept in a grey leather sheath; the name "Heartseeker" is engraved (in Elvish) along the length of the weapon. When a command word is spoken, the javelin will fly straight to the heart of the foe it is cast at, doing 4x normal damage. The javelin was a gift from an elvish lady for whom Sheren once performed a service and has only a limited number of uses, so he will only use it in great need.

Markas (#104) — Markas is an old friend of Sheren's from his days as a wandering adventurer and carnival strongman. The carnival is now in town, with Markas still performing, and there is nothing that Markas would like better than to convince his friend to join him when the carnival leaves town. Markas is small and wiry, dark-haired and shifty-eyed, and lacks Sheren's honest nature; he therefore sees nothing wrong with taking Talen (who is only a merchant) for whatever he's worth, and cheerfully skipping town. Talen knows nothing of Markas' intention of coercing Sheren back to the carnival, or he would certainly not have extended the hospitality of his home to the man (he did so only at Sheren's request).

Sheren is not, however, likely to leave Talen's employ quite so easily (running around with Markas has proved on occasion to be hazardous to his health). If handled properly, Markas could become a valuable ally for the thieves, as he has plenty of motivation to cause Talen some grief, and has access to the house and its contents. He knows nothing of the ruby (Talen is not a fool), but he is in a perfect position to unlock doors or see that Sheren is safely occupied elsewhere during the thieves' visit. He is also astute enough to find the second-floor entrance to the Library, and surmise that such a hidden door must have items of great value beyond. Markas is a bit of a thief himself (a bit?), and is quite likely to demand a sizable cut (30-50%) of the fruits of their labors. His primary objective, besides lining his own pockets, is to talk Sheren into returning to the carnival, and he will do nothing that will harm his friend.

Markas has the reflexes of most who live on the edge of the law; if startled, his first reaction may be to employ the talent that has earned him his place in the carnival, for Markas can throw daggers and handaxes with deadly accuracy. He can throw up to two axes or daggers in one mr (at a single target) with no penalty, and has a +3 to his HACØ if throwing only one (with a further -2 to his Critical Hit Probability). He also is skilled with a rapier, and can fight in the florentine style (two weapons) as well, wielding a rapier in his right hand and the dagger in his left.

Markas carries a considerable amount of cash at all times to enable him to indulge his somewhat impulsive nature; thus, his purse will contain around 5D10 x 10GP worth of coins and small gems. Being only a little bit paranoid, Markas carries his dagger and rapier at all times when he leaves the house, and frequently carries a fan of 3 throwing knives concealed in the back of his tunic within easy reach for "emergencies". His possessions include three rings; one of red gold set with a garnet and two amethysts, worth about 650GP, and his personal favorite. (It is also well known around the carnival, but would otherwise be safe to resell). Of the other two rings, one is a silver band with a large emerald and ringed with malachite, worth about 800 GP, and cannot be removed from Markas' hand without cutting the finger off. The last ring is worn on a gold chain under Markas' tunic (it does not fit his finger, and resizing a magic ring is not usually a good idea). It is made of white gold with an inlaid design of tiny red dragons with topaz eyes; it will upon command fire an Ember Burst (a small burst of pyrotechnics which scatters hot coals over a 10 foot radius, which do 1D4 of damage each; a person standing within the radius of the spell can be hit with up to 1D6 of the fiery bits). The ring's power may be used once a day, and recharges when exposed to the first rays of the morning sun. The ring is worth 4500GP.

Nermal (#105) — The spoiled younger son of a merchant of Kandai, Nermal was apprenticed to Talen to learn the merchant's trade. Originally quite eager, he has become disillusioned upon finding that becoming a master merchant involves a great deal of hard work, which was not at all what he had in mind. He has been working as Talen's clerk, but with the sudden departure of the household cook some two weeks ago, Nermal's duties have expanded to include preparing meals and cleaning up, a situation that the future merchant prince finds extremely degrading. However, since any new household servant would expect to be paid, whereas apprentice labor is free, Talen is not seeking to fill the position at present.

Nermal being an apprentice, he rarely carries any money (any funds he earns are held in trust for him by Talen); his few worldly possessions are described in the section on his room. He would dearly love to make trouble for Talen if he could get away with it, for the merchant is quick to use his authority to discipline the boy when he is working less than diligently (which is most of the time). Nermal is secretly planning to run away as soon as he can afford to go in style (no hiding in haystacks for him!); and has been saving every coin he can towards this end. The lad would be a useful ally for the thieves, and would be easily swayed by money. He knows of the ruby's existence, but not its location; he also knows about the library door. Nermal would be less likely to cross the players than Markas, but much quicker to panic in a crisis and blow the whole deal by blabbing all he knows to save his own skin.

Nermal is a slender, rosy-cheeked young fellow with large brown eyes, fine reddish-blond hair and a fair complexion — so cute that you almost need a saving throw, and he is well aware of it. Given his looks and his dislike of anything that resembles real work, he doubtless has quite a future, but not in the trades mercantile.

Places of Interest on LaRue Street

The street on which Talen lives is a relatively quiet side street one block west of the Trax, in a part of the Commons known as Gateland. Located not far from the city walls and the teeming traffic of Caravan Street and the North Gate, it is an older neighborhood featuring minor merchants and small shops. While not as run-down as some quarters, it is hardly the most prestigious address in town; if Talen continues on his upward rise, he will doubtless move to a better neighborhood. A number of the other houses and shops in the adjacent blocks to Talen's house are described below, as well as their principal inhabitants and any other items of information pertinent to the scenario, such as relevant rumors about Talen and his household or local happenings that may influence the players' chances of success. (Specific rumors are listed by number with each shop description, and refer to those rumors detailed under the section entitled **Rumors and Tales** later in the scenario). The GM may decide how familiar the players' characters are with this part of town; for example, if they are Thieves Guild members, they might be aware that the Wolfs Den Inn is a Guild hangout, even if they have never visited the place before.

A. The Dour Mouse Inn

At the corner of LaRue Street and Justanada is an inn, left over from the neighborhood's better days. Four stories tall, it is as old as any building on the street, although it shows its age more than most. A sign with a faded painting of a mouse dressed in a long red vest, with droopy ears and a rather mournful expression, sitting in a large teacop, hangs over the double doors. Kerrel the innkeeper's expression is usually equally sour, for the the inn attracts little business except during holidays and the annual Trade Fairs. However, at present his his inn is filled to capacity with revelers from a private "tea party" that has been going on for the past two days, and looks to last at least a fortnight more. It seems that Mariol Tepat, the only son of a successful but rather crazy habadasher, has had to wait until a year after his father's death to gain his fortune; now, on the third of March, he has finally gotten his oily hands on his inheritance, and is determined to spend the old man's money all at one time by throwing the biggest party the city has ever seen. It would be quite possible for the players to join the party (it would, in fact, be hard to avoid, if they enter the inn), and the upper floors of the inn offer a reasonable view of Talen's house up the street, if the players can ignore the distraction of other celebrants long enough for a worthwhile surveillance. There is a 35% chance that Markas will visit the party at some time during the evening.

Possible Rumors: 1, 2, 3, 5, 6, 8, 10

B. Korada, Armorer

Korada (#106) is a veteran warrior of middle years, scarred and battle-weary from years spent as a mercenary, his eyes haunted by some personal tragedy. He operates a small shop here where he repairs armor and shields, primarily for the mercenaries from the local Sworn Swords Hall. He and Sheren have become friends of sorts; he has worked on the bodyguard's armor and

the two have shared an occasional mug of ale at the Wolfs Den Inn. Korada is not an idle gossip; if players ask too many suspicious questions (almost any questions might be suspicious to the dour veteran), there is a good chance that Korada will mention the conversation to Sheren, who would consider it a warning of impending trouble and increase his guard. Korada also has a personal vendetta against thieves; if the cry of "thief!" is raised, he will be quick to respond, broadsword in hand.

Possible Rumors: None

C. Apothecary Shoppe

This is a small shop; a number of vials and flasks are displayed on shelves behind a long counter. The inside of the shop is dim, as the air is thick with a foul-smelling haze that permeates the shop. Arkemidies (#107), the apothecary, is constantly experimenting with unusual formulae, and often does not hear people enter his shop; there is only a 30% chance he will come out from his back room to greet any visitors. The fumes are harmless, but put one in mind of a tannery built next to a sulphurous spring, which hardly recommends his brews to those with weak stomachs. Arkimedes has never met Talen, but knows that Harria the cook ran off with Jazper the Butcher, and that she has not been replaced.

Possible Rumors: 4

D. The Hungry Tyger

This small shop and warehouse is old and shabby; its proprietor appears to be equally weatherbeaten with age. Quaffel (#108) was once a military provisioner; now he makes his living supplying caravans and mercenary companies with travel provisions ranging from dried fruit, grains, and smoked, dried meat, to a marvelous "waybread", a light, flat bread that will keep for weeks without growing stale, and add a +2 bonus to any STM saving rolls made when eaten on a forced march. Being a bachelor with a natural appreciation for the fairer sex, it should come as no surprise that the old man spends part of his evenings watching Talen's house, hoping for a glimpse of Stasa through her bedroom windows, which are easily viewed from his shabby rooms over the shop. There is a 30% chance that he will be watching when the players make their move; if they attempt to enter from the street side of the house, he may notice their skulking figures (normal Hide in Cover chances apply) and notify the Guard.

Possible Rumors: 1, 6, 8

E. The Cask

The Cask is a long, narrow building of half-timber; barely 15 feet wide, but extending back for the length of the block, two floors high with a sharply peaked roof. The front of the shop is lined with racks of wine casks and ale barrels, each sporting a spigot. The proprietor, a fat, red-faced man with a squinty eyes and a prominent nose, greets any visitors cheerfully and seems willing to talk on any subject whatsoever for as long as his audience can tolerate him. As might have been surmised, Guillaume (#109) is a dealer in wine, ale, and other spirits, buying in bulk from local vineyards and breweries to sell to taverns, inns, and private customers in town. His prices are quite good, and he is free with samples of his own wares (serving himself generously as

well). Guillaume is a fountain of news of happenings in the neighborhood, and may impart any number of rumors, but it is necessary to listen to a great deal of drivel to get the gems; the GM should let slip one pertinent bit of information for every half-hour the players spend with the old gossip.

Possible Rumors: all

F. Mouser's

Ketter (#110), is a tall, spare man who raises cats in the lower level of his two-story house, to be sold for rodent control in various warehouses of the Corridor. Persons entering the lower shop area must make a STM saving roll, or be overwhelmed by the aroma of cats and the sawdust bedding provided for them (there is a 5% chance that any given person may be allergic to cats, in which case entering Ketter's "shop" is a sure way to provoke a violent attack of sneezing, swollen eyes, and difficulty with breathing). Ketter is always attended by four large dogs (#111), as Ketter himself is allergic to his own feline stock and wishes to prevent the "wretched creatures" from coming upstairs — or anywhere near him. The dogs will not permit any to enter the upstairs who even remotely smell of cats. Fortunately (from the players' point of view), there is no information of any import to be gained here. A cat may be purchased for 5GP.

Possible Rumors: none

G. The Wolf's Den Inn

The inn is a broad, three-story building with heavy iron-reinforced shutters that are closed and locked at night, as is the iron gate at the mouth of the alley that borders it to one side. A sign with a wolf's head hangs over the door. The average clientele the Den serves are mercenaries between campaigns, down-on-their-luck adventurers, street girls, assorted thieves, and other city dwellers of the common sort. The proprietor, Marsal (#112), is a Thieves Guild contact, providing shelter, information, food and drink, and a pawnshop service of sorts for thieves of the neighborhood. A trifle paranoid, Marsal has an obsessive need to know **everything** that goes on in the neighborhood. To this end, he employs a number of street urchins (more kindly known as homeless waifs) to keep him abreast of rumors and goings-on; the urchins are paid a small pittance and allowed to sleep in one of the inn's attic rooms.

Marsal, of course, is quite aware that Talen has defied the Guild (the thieves captured in the previous attempt to collect the payment were his operatives). He is not at all pleased that the Guild has chosen outsiders to perform a job in his territory, and will be less than cooperative with the interlopers if approached for any help or information. He will not go to the extremes of actually hindering the players or betraying them to authorities unless they do something to anger him, but even the request to use one of his upstairs rooms as a possible surveillance point will be met with only the barest civility (he will probably require that they pay for the room!). If the players elect to use the Den as a base, they will find it hard to keep Marsal from wanting to know everything they are planning, and jealously watching every move they make.

Possible Rumors: 1, 3, 4, 6, 7, 8, 9, 10

H. Hall of the Sworn Swords

This Hall, one of several in the city, is a combination barracks, tavern, hospital, social center, training gym and bathhouse, practice arena, and hiring hall for mercenaries and warriors of all sorts, from landless knights seeking glory and a chance to earn their name, to rough-and-ready soldiers of fortune from all walks of life who sell their swords and their services to anyone for the right price. Sheren may be found here on his few off-hours, shooting the breeze with other veterans or in sparring practice to keep himself in fighting trim. He is well-known among the regulars, as is Markas (although the latter is not nearly so well-liked). A newcomer here who is clearly of the "profession" would be able to fit in rather well, but a nonfighter type would not be welcome. Anyone asking too many questions about Sheren in his absence would doubtless be reported to the bodyguard the next time he comes in (10% chance during the day, 40% between the hours of 7 and 10 in the evening).

Possible Rumors: 1, 5, 8, 10

I. Dressmaker's

This is a small house/shop run by Josefina de Meinso, a small, dark-haired woman with a pinched face and large brown eyes. Josefina and her five apprentice girls (two of whom are her neices) sew men's and women's clothing to order, and also perform mending and other alterations on older gowns and tunics, to repair damage or upgrade outmoded styles for those who cannot afford new garb. Talen's mistress Stasa is well-known here, as Josefina has done several fine gowns for the girl, and considers her one of the shop's best customers. Josefina is not one for gossip, but her apprentices spend much of their time while sewing discussing their neighbors, and would be a quick to impart their opinions of almost every member of Talen's household if drawn into conversation by another woman. However, what the girls actually know is of limited use, since they are not involved in Stasa's fittings; their talk ranges from speculations over Stasa's "duties" to frank admiration of Sheren's physique and Markas' charming . . . uh, style.

Possible Rumors: 1, 4, 5, 9, 10

J. Merchant's House

This simple two-story residence abuts onto the fenced courtyard behind Talen's house, and is the residence of Yovani Margo, a merchant in wool and flax. Yovani is frequently (80% of the time) out of town; the house is occupied by his wife Revanni, her two young children, and a pair of household servants. Revanni is currently pregnant with her third child, and suffers from insomnia, backaches, and an extremely acute sense of hearing; there is a 35% chance at any given time during the evening and night that she is up walking about the house, unable to sleep. If she is awake, a -25% penalty is applied to thieves attempting to Move Silently in the courtyard or rear of Talen's house; she will rouse one of her servants to run for the Guard if she thinks there someone is skulking about the yard.

Possible Rumors: none

K. Talen's House

Talen's house and its occupants are described in detail elsewhere in this scenario.

L. House of the Widow

Talen's next-door neighbor is the widow of the moderately successful merchant Simon Sweads, who passed away some six years ago, leaving his matronly wife with plenty of money for a comfortable existence, but nothing with which to occupy her time but to keep an eye on her neighbors. Fortunately, the good widow is a sound sleeper, and has only a 15% chance of being awakened by anything less than a minor earthquake after 9 o'clock in the evening. However, there is an excellent chance (GM's discretion, according to the actions of the players) that she will notice any unusual activities of the players in the neighborhood during the day. She is also tremendously nosy, and will probably pay a visit to Stasa and ask her about "those nice young men working on the windows around back", or whatever she believes she observed. She is fairly talkative, even with strangers, if they are polite.

Possible Rumors: 1, 4, 6, 10

M. Tapestry Weavers

The home and workshop of Nicodi the Weaver occupies this three-floor half-timbered structure. Nicodi, his wife, two of their older children, and two apprentices spend ten hours a day, six days a week bent over their looms, working on the intricately woven tapestries that form part of Talen's stock for his expanding business. Talen is impressed by Nicodi's patient and skilled work, and has hung two of the little man's tapestries in the Gallery and in the Sun Room. Unable to resist an audience, Talen has filled the simple weaver's ears with tall tales of his exploits as a hunter, his escapades while tracking down the trophy heads that hang on the Gallery wall. Nicodi is now quite impressed with Talen's prowess with the crossbow, and is honored to weave tapestries for a man so courageous as to face a griffin with only a single quarrel in his quiver (Talen did rather stretch things a bit . . .). There is little else the players could learn here.

Possible Rumors: 2, 4, 9, 10

The House of Talen

Exterior

Talen's house is one of the older houses on LaRue Street, with two floors and an attic level with gabled windows. It has a stone facing on its lower story, and half-timber above; the roof is of pine shingles. Windows on the lower level boast a stout iron grating, as do some of the windows on the second floor; all windows are closed by reasonably new wooden shutters. None of the windows, however, have any glass panes. Two tall chimneys rise over the roof, and there is a little courtyard in the back, surrounded by a seven-foot wooden fence. There is no apparent gate. The house faces west; there is a side street to the north and a narrow alleyway (2-3 feet wide) between Talen's house and its neighbor to the south. A house sits right against the courtyard wall in the rear.

Upon closer inspection, however, there are actually a number of spots that enterprising thieves could utilize for entry (if they do not simply arrange to have someone leave the back door unlocked). The iron grating in most of the windows is newer than the materials

of the walls, and could be dug out of its plastering given some time. However, digging around the foundations of the windows that face the street would be quite likely to attract attention. There is a small side window in the cook's unused quarters off the kitchen that might be utilized in this manner. The windows on the upper levels are, unless noted otherwise in the room descriptions, locked with a simple bar (treat as a complexity 1 lock). While the front door to the house is secured at all times, the back door is often (35%) left totally unlocked, and has only a simple complexity 2 lock when it is secured (usually only at night).

The GM should note that, while the players have a rough plan of the house's interior, it is old and rather badly out of date. Their copy of the plan should not show the second-floor entrance or balcony level to the Library, as this was a later addition. The double doors leading into the Library from the Sun Room (now bricked up from the inside) should, however, be clearly indicated. The Bathing Room connecting the two large bedrooms on the second floor is also a new addition and should appear simply as a wide hallway between the two rooms on the players' plan.

The First Floor

A. The Sun Room

What the Players See: The Sun Room is an airy hall running almost the entire length of the house, lit by tall windows that catch the late afternoon sun. The room is partly subdivided by archways into three alcoves; there is a hallway leading back towards the rest of the house from the entrance area. On the south side is a comfortable sitting room with a wide fireplace, and a pair of double doors on the east wall. Several fine tapestries hang on the walls of both the sitting room and foyer area of the Sun Room, and there is a handsome, polished pair of swords crossed on a wooden shield hanging over the mantle. The northern alcove appears to be an office, and has a sturdy desk with numerous cubbies, a worn chair, and a bookcase holding a number of heavy tomes. Maps and charts hang on the walls, and four tapestries are leaning rolled up against one corner.

GM's Notes:

The Sun Room serves as Talen's office (away from the crowded warehouse where his stock is kept), and a place to entertain clients and friends. The windows are barred with iron grills, and have wooden shutters that can be closed and locked at night, with heavy drapes that can be pulled to block out unwanted drafts. The front door is solid wood, bound in iron, and locked with a Complexity 4 Cylinder and Pin lock (see **Thieves' Guild 7** for an explanation of lock types). Talen and Stasa have the only keys; anyone else of the household must knock and wait to be let in (although Markas has been known to scale the fence and come in the sometimes unlocked back door late at night).

The Sun Room is one of Talen's favorite rooms in the house; he often spends time here in the evening relaxing before a fire with Stasa, and usually has dinner served here. There is a 40% chance that he will be in the room, either in the office or the sitting room during the day, and a 65% chance he will be here from about 6 to 10 in the evening. Nermal will be working in the office only if Talen is there standing over him.

The double doors in the sitting room are locked (Complexity 1, but so old and rusted that there is an additional -20% penalty to any thief attempting a lockpick). Beyond the doors is a brick wall; this before Talen ever bought the house, and he has not gotten around to doing anything about it.

The rugs and tapestries in the sitting room are quite valuable (Talen is looking to expand his business and has been collecting various samples for display), but are extremely heavy, weighing an average of 200 lbs each. The crossed swords are welded together on their take wooden base and have no edge at all; of such detail the workings of Talen's business, and would be worth at least 2500GP - but only to Talen. One of the drawers in the desk has a false back; in the secret compartment beyond is a leather bag containing 20 + 1010 amethysts, each worth 104x50GP. These are Talen's favorite stones, and he will only spend them in dire need. A locked (complexity 3) drawer in the desk contains a signed letter of credit on the House of Rand; it is blank, and could be written for up to 2,000GP before a check on its authenticity would be made. The letter is buried under a number of other papers, primarily bills; one is a receipt for the Lion's Heart Ruby, showing that Talen paid 15,000GP for the gem and its "book of marvels".

B. The Kitchen

What the Players See: The kitchen is an L-shaped area in the rear with a large fire-

place and flagstone floor. Hooks and shelves arranged in a haphazard manner along the walls hold a wide variety of iron and copper cookware, most of which appears to need cleaning. Sacks of staple foods such as potatoes, onions, barley, and flour lie in untidy heaps, and the work table holds several cleavers and the remains of preparations for the last meal. There is a fine hardwood chest sitting on one of the shelves, and a number of jars of expensive spices. A long wooden table and several benches sits along the back wall. A steep staircase goes up along the west wall, and several windows (barred, with wooden shutters) and a back door that leads to the courtyard behind the house. There is a small door at the far west end of the room.

GMS Notes:

Talen's cook eloped with the local butcher about four weeks ago; due to his cash problems, he has not sought yet to replace her, but has simply had Nermal fill as many of her duties as possible. Nermal, as might be expected, is a less than stupendous cook, and an even worse housekeeper; hence the rather messy kitchen. A closed door at the west end of the room leads to the cook's old quarters; the room is simply furnished with a cot and medium sized chest (empty), and is rarely opened, providing a possible hiding place for the thieves. The back door is unlocked 20% of the time at night, and never locked during the day. The only items of real value here are the spices (worth about 10GP per canister) and the contents of the fine hardwood box, a set of enchanted cooking utensils that operate like modern-day appliances. The set is worth 750GP if the magic is known. The kitchen is occupied during the late

What the Players See: At the top of the stairs (which creak, incidentally, giving a thief a -35% penalty to Moving Silently) is an open hall, with windows that overlook the courtyard. The hardwood floor is covered by fine carpets, and two fine tapestries hang on either end of the hall. The mounted heads of three dangerous-looking beasts (a bear, a griffin, and a strange deer-like creature with powerful antlers and dangerous tusks) and several exotic words are displayed on the wall. A variety of small statuary and other pieces of "art" adorn some small end tables under the windows. There is a closed door to the north, and a short hallway with two opposing doors to the west.

C. The Gallery

GMS Notes: Talen uses the gallery to show off some of his collector's items. Three of the statues, ugly little terra-cotta god figures from Kunal Brut, are actually hollow and hold 10x20GP worth of small diamonds (the gems' presence is unknown to Talen, who purchased the things for 50GP each for their "aesthetic" value). The voluptuous erotic elf-maiden, however, is a cheap plaster imitation, and not worth a third of the 400GP Talen paid for it. Talen likes to show off the mounted heads as souvenirs from his "traveling days" with his "trusty crossbow". If the truth be known, however (and what fun is that?), the beasts were bagged in the wilds of the local taxidermist, and Talen couldn't hit a dragon at point-blank range with a crossbow if his life depended on it (and under those circumstances...).

The door to the north leads to the guest room; there is only a 5% chance that anyone will enter the room if the thieves decide to hide there (providing, of course, they do nothing to arouse suspicion). The room contains a bed, a small table with a water pitcher (empty), and a chest; the windows shutters are closed and locked. There is nothing here of particular value. It should be noted, however, that the chest is older than most of the others in the house, and its latch and lock tends to jam; any thief selecting it as a safe hiding place has a 60% chance of being unable to open the chest when he wishes to exit. The two doors to the west lead to Stasa's and Talen's rooms.

The tapestry on the south wall of the gallery is an antique imported from the distant East, and not nearly as heavy as it looks. Hidden behind this tapestry is a door leading to the balcony level of the library; players have a +15% to their Spot Hidden to notice something odd about the wall where the tapestry hangs. Nermal, of course, knows about the door, and Markas will, if recruited by the players, be able to find it out with a minimum amount of snooping around. The door is not locked, but it does stick, and needs a good hard shove to open. If a player trying to force it rolls over his STR on 2D12, the door will pop open suddenly, sending the player hurtling into the room and over the rail of the balcony (SR vs REF to stop in time to avoid a 12' fall to the stone floor below).



D. The Library

What the Players See: The Library is an impressive room; its beamed ceiling is three floors above its main level down on the first floor, and there is a 5' wide balcony all around on the second floor level, connected to the lower level by a narrow spiral stair. The only apparent entrance is the door on the second floor balcony. Windows on the second floor have the same iron grillwork and shutters (closed 60% of the time) as previously described; there are no windows on the first floor, as the walls are crowded with bookshelves and expensive tapestries. All around the balcony are locked cases with a number of beautifully crafted tomes, some with gold leaf and semi-precious stones worked onto their bindings. Around the room on the lower level are additional book cases; it is apparent that Talen has attempted to buy a copy of every book in print in the entire city, regardless of language, subject matter, or relative taste. A comfortable chair, a reading stand with a huge tome chained to its base, and a desk (supporting several additional massive volumes) complete the furnishings on the lower level.

GM's Notes: The Library is Talen's pride and joy, and the focus of much of his cash outlay of the past few months (the tapestries, after all, are a business investment, and Stasa could be considered a recreational expense...). A self-educated man, Talen has an almost mystical respect for the written word; he has read barely a fraction of his library, being prone to falling asleep over anything but the raciest adventure tales, but he has lovingly collected and cataloged every volume he could find. The massive tome on the stand is an index of every book in the library, if the players can figure out his somewhat off-the-wall cataloging system (SR vrs IQ; if the save is missed, the difference is the number of hours of searching required to find what one is looking for). An ordinary book is worth 30+3D20GP; those in the locked cases on the balcony are worth a base value of 200+6D20GP. The

locks are complexity 2, but have no traps. A normal book weighs around 1D4 lbs.; one of the special tomes will weigh 3D10 lbs. Interestingly enough, there is only a 5% chance of any book listing spells or concerning anything of a magical nature; those volumes cost more than even Talen was willing to pay.

The desk is locked (complexity 2), and contains primarily a supply of quill pens, blank parchment, and a chess set with jade and ivory pieces (worth about 250GP). In the back of one of the drawers is a bag containing a sum of gold and silver coins (450GP; emergency cash) and a ring of 6 keys (to the bookcases on the balcony). The keys are numbered, but the cases are not. Three large books sit on the top of the desk, each with fine leather and gold-leaf binding, and a small lock. One of these (not the one on the top, of course) bears the image of a lion rampant; the symbol of a red heart is superimposed over the beast's torso. The title of the volume appears to be "Tales of Wondrous Marvels of the Animal Kingdom, based on the Travels of Sir Gidri the Lionhearted, Seeker of Noble Adventure and Base Rewards in the Hinterlands of the Empire". This rather pretentious "masterpiece" (listed in the index under Marvels, Wondrous) is the repository of Talen's precious ruby. A successful Spot Hidden roll (with a penalty of -50% for the craftsmanship of the book) will enable the player to notice that this volume is not actually a book; if the lock is opened (Complexity 5), its true nature as a elaborately designed hiding place for the gem (which rests in a velvet-lined alcove inside) is revealed. The lock is enchanted; if it is broken, rather than picked, a small bell will ring in Talen's room, awakening him even out of a sound sleep. Talen will immediately send Sheren to investigate (awakening him if necessary); the warrior will arrive in 1D4 minutes. The players will have no knowledge that the alarm went off, of course. Removing the book without tampering with the lock will cause no alarm; the book weighs 24 lbs. (Sir Gidri was a highly opinionated and long-winded writer).

Talen is very proud of his library, and generally spends an hour or two in here every evening, carefully updating his Index, fingering the covers, or attempting to read one of his treasures (60% chance this will cause him to sink into slumber). Stasa, being illiterate, never comes in here (after all, what does she need an education for?). There is, however, a 15% chance per hour after the rest of the household has retired for the night, that Nermal will sneak into the Library, dressed in his finest robes, to sit in the chair and daydream of his life as the rich merchant prince for an hour or so. If the players are concealed within hearing range, they will be treated to Nermals soliloquy of his future life, and how he plans to exact his revenge on those misguided peons who dared to ever treat him as a mere apprentice

E. Stasa's Room

What the Players See: Stasa's room is never locked. Just within the door, a tall intricately carved wooden screen blocks the rest of the room from immediate view. The room is liberally decorated with paintings, bright hangings, scattered pieces of furniture, and a variety of animal statuary in all sizes and materials imaginable. There is a comfortable bed, a large wardrobe, two chests, and several small tables and shelves on which Stasa's collection is displayed. The windows have the same iron grills as previously described; the shutters are drawn at night.

GM's Notes: This room can be treacherous in the dark or half-light with its myriad of objects that could be knocked over, bumped into, or tripped over; chances of Moving Silently suffer a -30% penalty. Only Stasa is familiar enough with the contents of her room to move easily here without light. The animal statuary varies in value depending on the material, but is probably not worth the thieves' trouble. Most of Stasa's jewelry, kept in a teak box on the top of one of the chests, is flashy, but fake; her only valuable pieces were detailed earlier in her NPC description. Aside from Stasa's person (which could be very valuable, in the right, er, hands), the only true valuables here are her garments, kept in the heavy walnut wardrobe. Each of the better gowns, with the accompanying undergarments, headresses, etc. is worth around 100+10 x 1D20GP, made of silk, velvet, and other fine fabrics and embroidered trims. Stasa is a sound sleeper, and is usually in bed by midnight (there is a 30% chance that she does not spend the night here, however). There is a 30% chance that she will be in her room during the day, changing clothes, relaxing, or playing with her animals.

The door to the left of the entrance leads to the Bathing Room that separates her room from Talen's.

F. The Bathing Room

What the Players See: The Bathing room was added to the house in recent years by walling off part of the Gallery. There is an entrance on either side of the room, and a barred and shuttered window overlooking the street. The major focus of the room, of course, is the bathtub, provided with curtains for privacy and large enough for six to fit platonically.

Racks along the wall hold towels, buckets (for filling and draining the tub, which is Nermal's responsibility), vials of soaps and lotions, and a small wooden duck, painted yellow.

GM's Notes: The bathing room is one of the luxuries of the house (an attempt to make up, perhaps, for its lack of other comforts, such as adequate heat). There is no running water, of course, so the tub must be filled and emptied by servants (or apprentices). The tub's only special feature is that it heats its own water magically. Stasa in particular enjoys a bath in the evening to relax; there is a 60% chance she will so indulge herself between the hours of 8 and 10. (There is a 30% chance that Talen will join her; if so, Stasa will definitely not sleep in her room that night). The tub is quite valuable (800GP if the magic is known), but hardly the thing a second-story man could put in his pack.

G. Talen's Room

What the Players See: Talen's room is brightly lit by day, with shutters and drapes pulled back to admit the sun. Two hardwood chests with padded lids sit beneath the windows. The room is dominated by a magnificent four-poster bed, wide enough for four, with a handsome canopy and drapes of fine woven fabric, and plenty of pillows. The bedclothes are satin and the finest brushed wool blankets (in brightly dyed colors) are kept in the wide drawers beneath the mattress. There is a wardrobe similar to the one in Stasa's room, a comfortable padded chair with a small lap desk and writing accouterments, and a cedar chest at the foot of the bed (locked). A fine thick rug, imported from the East, covers most of the floor. A small silver bell hangs on the wall near the door. This room is the only room in the house that has a fireplace (other than the Kitchen and the Sun Room).

GM's Notes:

Talen enjoys the comfort of his room, but spends little time here except at night. If he is not otherwise occupied with Stasa, there is a 20% chance he may write some letters before retiring for the night. The door to his room has a standard lock, and is only locked during the day. Most of the articles in here are personal, with little value except to Talen, or simply too big to move. The clothes in the wardrobe are of good quality (worth 50+10 x 1D20GP); going through the pockets will net a total sum of around 50+1D20GP in loose change. If Talen has been writing letters here, there is a 20% chance that his personal seal is in the lap desk (it is otherwise locked up in the desk in the Sun Room); it is worth around 1500GP if the players can utilize it on letters of credit, etc., before it's loss is reported to the House of Rand. The silver bell is part of the magical alarm on the Lions Heart Ruby; if the players happen to remove it before tampering with the book's lock, Talen will not hear its alarm. He will only notice it is not in its usual place if he makes a DSC saving roll whenever he is in the room.

The window-seat chests are only partly full (extra blankets, winter clothes, etc.); there is room for a smallish person (STR + STM less than 21) to fit with a bit of cramping. The lock on the cedar chest is a complexity 1; the chest contains a magnificent bearskin and additional bedclothes of soft wool for winter use.

The Third Floor

What the Players See: From the Gallery on the second floor, a narrow set of stairs leads up to the third floor, normally reserved for storage and the servants' quarters. Actually an attic level, the ceiling of this room is sharply peaked and shows the beams that support the roof; all windows are set into gables some 5' deep. There is no light except for what filters through the closed shutters (which are simply latched, with no locks to speak of). There are three doors leading to other rooms.

GMS Notes: There is little of value or interest here to the thieves. The windows are not barred, and easy enough to open. Both the stairs and the floor, however, are somewhat warped by age and humidity, and feature a -30% penalty to the players' chances of Moving Silently, giving the occupants of the upstairs rooms their usual Hearing chances to become aware that someone is walking about. Only Sheren, however, is likely to confront the players with an immediate show of hostility (as noted in his NPC description); Markas will only react defensively if startled, and Nermal is not a fighter by any definition. The doors lead to the respective sleeping rooms of Nermal and Sheren, and the guest room where Markas is staying. All the doors have standard (complexity 1) locks; Nermal and Markas lock theirs at all times, but Sheren, being a lot less paranoid, never bothers.

H. Nermal's Room

What the Players See: Nermal's room is small compared to others in the house, and obsessively neat. The furnishings include a narrow bed with linen sheets and wool blankets, a chest, and a small table. The gabled window is blocked by a hanging tapestry (an old one); behind this may be found a sort of closet. A rug covers most of the floor, and a mirror and ivory comb sit on the bedside table. The chest is locked.

GMS Notes: The room reflects its owner's personality and desires for the future, for Nermal has tried his best to make the room look less like an apprentice's quarters and more to the manner of life style to which he intends to become accustomed. He has already replaced his original room accessories with whatever of better quality he could find in the attic, and is planning to move into the large guest room as soon as Markas leaves town.

It is the contents of the chest and Nermal's makeshift closet, however, that tell the most about the lad's ambitions. Behind the pegs whereon hang Nermal's normal day-to-day tunics and simple robes hangs a very fine set of clothes in the style worn by many of the wealthier merchants of Haven that Nermal wishes to emulate. The entourage is worth about 350GP, and is Nermal's dream suit; he will occasionally put it on and admire himself in the mirror (stolen from Stasa's room), or for his midnight visits to the Library. The chest has a Complexity 2 lock and contains sturdy travelling clothes, a wineskin, a matched shortsword and dagger of rather average quality but handsome finish, and a pair of saddlebags that contains a small leather pouch labeled "horse money" (63GP). All this is hidden under

four heavy wool blankets, more than adequate for a bedroll. At the bottom of the chest is a leather-bound ledger book, two quill pens, and two bottles of ink (red and black), a gift from Nermal's merchant father. From Nermal's eager accumulation of the finer trappings of a master merchant, however, it is quite apparent that the boy has no intention of waiting to complete his apprenticeship before starting on what he obviously believes will be an easy life of luxury.

Nermal will be found in his room whenever his presence is not absolutely required elsewhere.

I. Sheren's Room

What the Players See: In spite of the fact that Sheren has lived in this room for over eight months, it still has a rather spartan appearance. The furnishings include a bed, two chests (one of which looks rather travel-worn), and a plain chair. A hammock is slung across one corner of the room, suspended from iron bolts driven into the wall (there are three other pairs of holes elsewhere in the walls where the hammock has apparently pulled itself out of the plaster). Three spears lean against the wall, within easy reach of anyone in the hammock, and a number of javelins and a sword in its sheath lie on the bed, which looks as if it is rarely used.

GMS Notes: Sheren is not a materialistic man, as previously noted, and his room contains little of value other than his weapons (detailed in his NPC description). He prefers to sleep in the hammock, claiming it is the only answer to his insomnia; he is a light sleeper in any case, and is quite likely to awaken suddenly with a spear in his hand. The newer of the two chests contains extra bed linens; the travel-worn footlocker contains the bulk of Sheren's worldly possessions, including extra tunics, an old pair of boots Sheren is unwilling to throw out, polishing cloths and other tools for the care of armor and weapons, an amulet of Kethrin (for luck), and a leather pouch with the total sum of 153GP. The lock on the trunk has seen better days; Sheren opened it last with a maul, and it will no longer close. Sheren has only a 10% chance of entering his room during the day, since he spends his time being Talent's constant shadow or working out at the Sworn Swords hall. He retires for the night about 2 am, and rises at 6, in time to eat a huge breakfast before starting the day.

J. Markas' Room

What the Players See: Markas has been in this room but a few days, but it is already taken on a bit of his personality. The two gabled windows are covered with heavy tapestries (gleaned from the attic) to cut off all outside light. The bed is covered with a heavy silken spread and cluttered with pillows and spare clothing. The bedside table is littered with fruit cores and peels; a small handaxe is embedded into the tabletop. Two bottles of wine sit under the bed, within easy reach. If Markas is not wearing his rapier, it is slung over the back of the chair. Two chests are stacked against the wall, with another wooden box on top. Candles are affixed to the furniture by hardened pools of wax, and there is a scent of rotting fruit and spiced incense in the air.

GM'S Notes: Markas leaves his room early in the morning for Circus Park in the South Corridor, rarely returning until late afternoon. He wears his weapons at all times when away from the house, and locks the door of his room. The bottom chest holds the usual spare linens; the upper two belong to Markas and are locked (complexity 3). The top box contains a half-dozen handaxes for Markas' act, worth about 100GP apiece for their fine balance (+2 to HAC0). The other chest contains a variety of clothing, ranging from worn, comfortable traveling clothes to flashy tunics of silk with tiny gems sewn into the fabric and particolored hose (some of Markas' fancier costumes are worth 200GP), and a pouch containing a variety of jewelry and gems worth about 300GP. The chest is rather crudely trapped, with a stout bear-trap hidden under the top layer of cloaks; anyone directly reaching the contents of the chest has a 60% chance of triggering the trap. Unless a saving roll versus REF is made (with a -3 penalty), the unlucky thief will suffer 2D8 points of damage to his arm; if the damage exceeds one third of his total HTK, he will lose his entire hand unless cared for immediately by a Master Healer.

Rumors and Tales

The players may choose to attempt to gather more information from the various shops and business of LaRue street. If this is done judiciously, it may indeed provide some useful tips that can help the players accomplish their mission. If not done with some discretion, or if too much time is spent in idle rumor-gathering rather than active planning of their task, it can also be potentially hazardous to their chances of success by tipping off Talen or others that something fishy is up, or it can be a colossal waste of the players'

time. Suggested rumors heard in a specific shop on LaRue Street are listed by number with the shop descriptions presented earlier. The GM should feel free to make up additional rumors as needed.

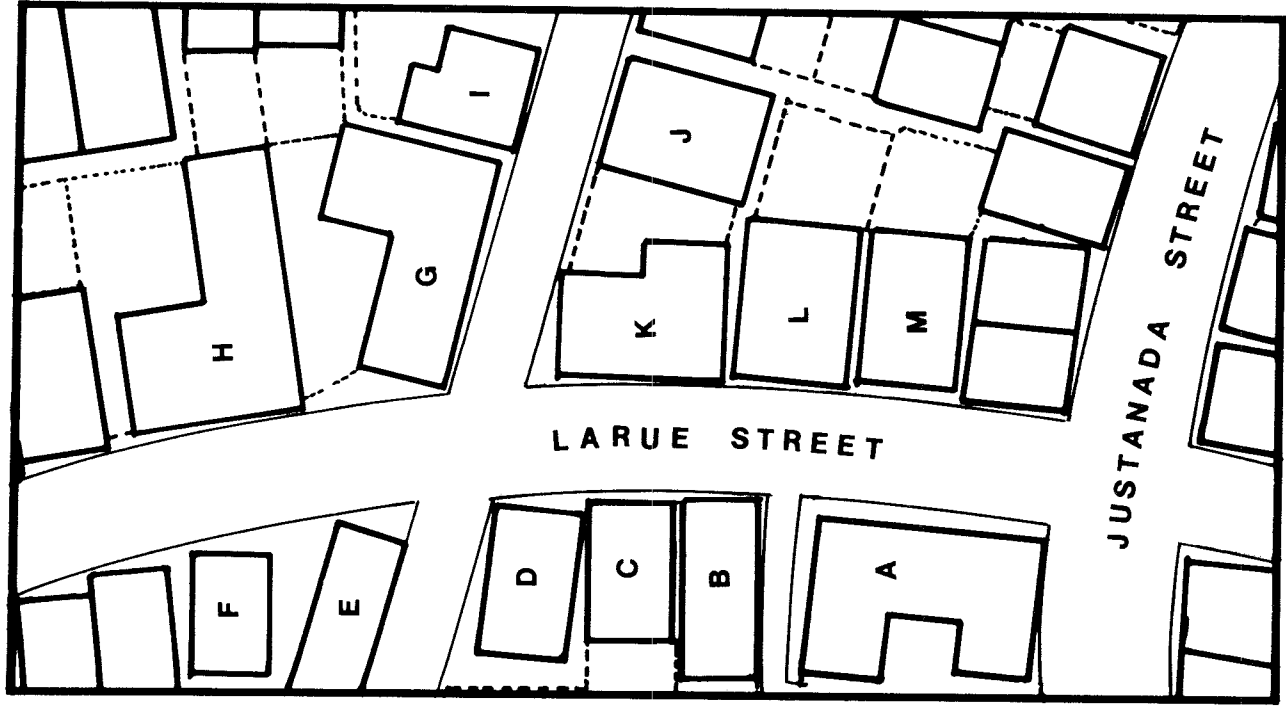
The following are the current rumors and tales circulating the neighborhood on the general subject of Talen and his household:

- 1) Talen is in deep financial trouble; he has not paid his bills or his staff in four weeks (True).
- 2) Talen is a dead shot with a crossbow (False, he's just a good liar).
- 3) There is a secret room in Talen's house (almost true; the door to the Library is hidden).
- 4) Talen's cook ran off with the butcher; he is looking for someone to fill the position (True, if the person will work without wages for a few weeks).
- 5) Talen keeps both a male and female courtesan in his house (False; obviously someone thinks Nermal is just too good-looking to be a mere clerk).
- 6) Sheren became Talen's bodyguard because he was past his prime and couldn't get another job (False).
- 7) The Thieves Guild has an assassin's contract out on Talen (False, but this may shake the players up a bit!).
- 8) Markas is obviously blackmailing Talen; why else would the merchant put up with such a thief? (False, but someone is obviously a fairly good judge of character).
- 9) Talen has thousands of magical books in his house (False about the magic, although his book collection is quite large indeed, and any book looks valuable and therefore magical to the illiterate).
- 10) Talen is expecting a fortune in tapestries to be delivered any day now, and he will be so rich that he will move to the Heights (True about the delivery, but the rest is a rather exaggerated notion of the current market value of tapestries).

Character Descriptions for THE LESSON

ID#	Name	Character Notes	Class	Purse	ST	CO	RF	SM	DN	IQ	TL	MR	MG	AP	Weapon	Combat HAC0	Damage	Armor Class	HTK
101	Talen	g	VET HU MER	9D20GP	9	11	14	9	16	17	10	11	16	14	SHSWD	7	2D3+1	NON 0	13
102	Stras	*,a	INT HU CSN	8D20GP	7	15	15	12	14	14	7	10	17	18	DGR	9	1D5	NON 0	12
103	Sheren	§2	EL HU FTR	1D10GP	18	14	13	17	11	10	8	7	14	12	SHSWDE SPEAR	3/6	2D6 1D10+1D4	SCA 9	42
104	Markas	h,J,o	VET HU THF	9D20GP	14	17	18	14	14	14	15	16	14	13	JAVLNE RAPR	1/5/11 5	1D8+2 1D10	CL0 3	27
105	Nermal	u	GR HU MER	1D4GP	10	14	12	8	8	14	13	12	19	17	THRKNE	2/6/11	2D3	NON 0	12
106	Korada	s	VET HU FTR	3D10GP	15	14	13	14	9	10	7	14	8	7	SHSWD BDSWDE	12 4	1D8+2 +1D6	SFT 5	28
107	Arkemidies		INT HU ALC	2D10GP	7	13	11	18	11	14	11	9	11	11				NON 0	15
108	Quaffel	s	VET HU FTR	3D6GP	14	13	14	16	10	11	6	9	11	8	HLBRDE	2/4	2D8+2	LTH 6	29
109	GuilLaume		INT HU MER	1D6GP	9	11	10	15	14	9	7	4	10	9				NON 0	14
110	Ketter	g	INT HU NON	3D6GP	9	8	12	8	12	10	9	11	8	7	(DOG)			NON 0	11
111	Large dog	wf	ANIMAL		17	14	16	13	2	16					BITTE	5	1D6	FUR 4	27
112	Marsal	h	VET HU THF	3D10GP	9	14	15	12	14	13	11	17	11	9	THRKNE	2/6/11	1D4+1	NON 2	21

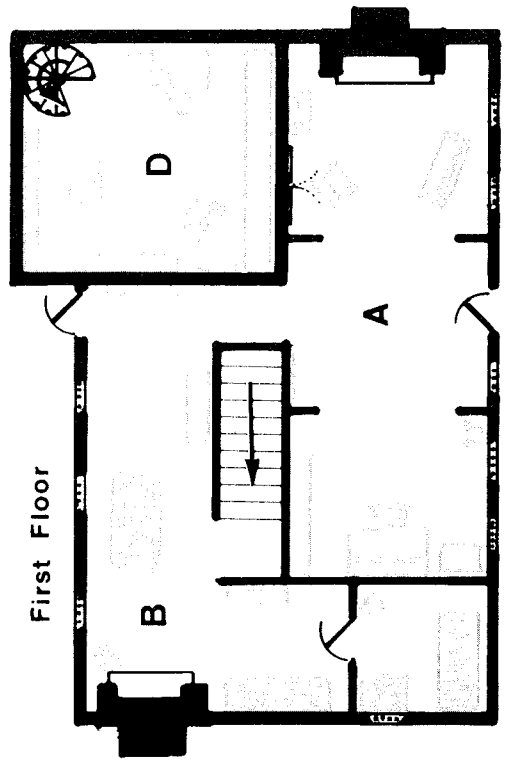
Notes:
* Female
§ Workshop enhanced weapon or armor (value given)
a NPC wearing valuable or ostentatious personal jewelry
g Expert (Rank 4 or better) with weapon
e NPC has guards within call
h Hidden or concealed weapon
j NPC wearing some jewelry
o NPC has potent offensive magic item on person
s Armor consists of shirt only; no protection for head and extremities
u Untrained with weapon
w Multiple blows allowed: A, 5 per 4mr; B, 3 per 2mr; C, 7 per 4mr; D, 2 per mr; E, 5 per 2mr; F, 3 per mr; extra blows on last mrs



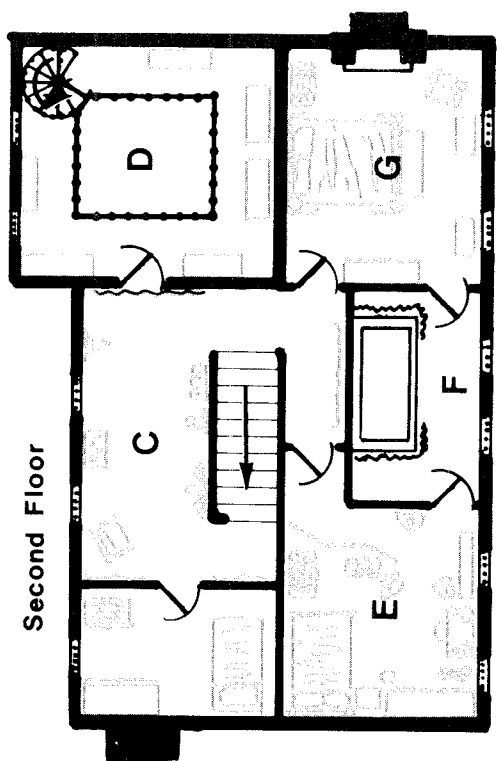
LaRue Street and Vicinity



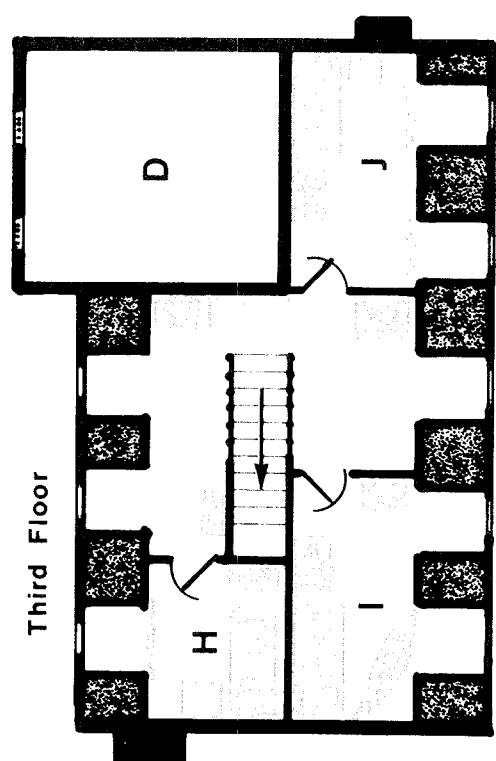
Talen's House



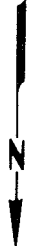
First Floor



Second Floor



Third Floor



ARMED ROBBERY SCENARIOS

AND

PURSUIT ADVENTURES

A. WAYLAYING THE COURIERS

Ulysses Nicodemus Owen (known to his close friends and business associates as U.N.) is a well-respected jeweler who lives and works in the wealthy mercantile section of Haven. It is well-known that Owen supplements the income he receives from his personal, rather elite clientele by selling items on consignment to other shops in the city. Every seventh day, three couriers leave Owen's home with a cart of merchandise, returning later in the day with cash receipts from customers. It is rumored that these couriers are excellent fighters, and that both couriers and cargo are endowed with magical protection against potential thievery.

In this scenario, the player's objectives are:

- 1) to determine (through reconnaissance) the route taken by the couriers each week,
- 2) to select a point along that route where a successful armed robbery of the couriers can be committed, and
- 3) to execute that robbery.

The scenario is designed for 3-6 green or intermediate level thieves or 2-4 higher level thieves.

In the GameMaster:

This scenario is designed to be carried out over a number of sessions. The random encounters identified in this scenario, coupled with the watchfulness of the couriers, should make it extremely improbable that the thieves will be able to track the complete route of the couriers in a single attempt. Indeed, this scenario is specifically designed to provide the players with a diverse assortment of situations in which reasoning, and not raw fighting or thieving prowess, will determine the outcome. The various streets and landmarks described in the course of this scenario can be used by the GM as sites for further adventures; the thieves may even decide to shift

their attention to another crime as a result of their information gathering efforts.

THE COURIERS

There are three couriers employed by Owen to make his weekly rounds. Flanagan, a veteran human archer, was a childhood companion of Owen, and is his most trusted associate. Homme and Omri, two veteran dwarven fighters, serve as the muscle of the team; although they are motivated primarily by hard cash rather than personal affection, Owen pays them enough to satisfy their mercenary instincts and maintain their loyalty. Requisite characteristics for this trio are provided below.

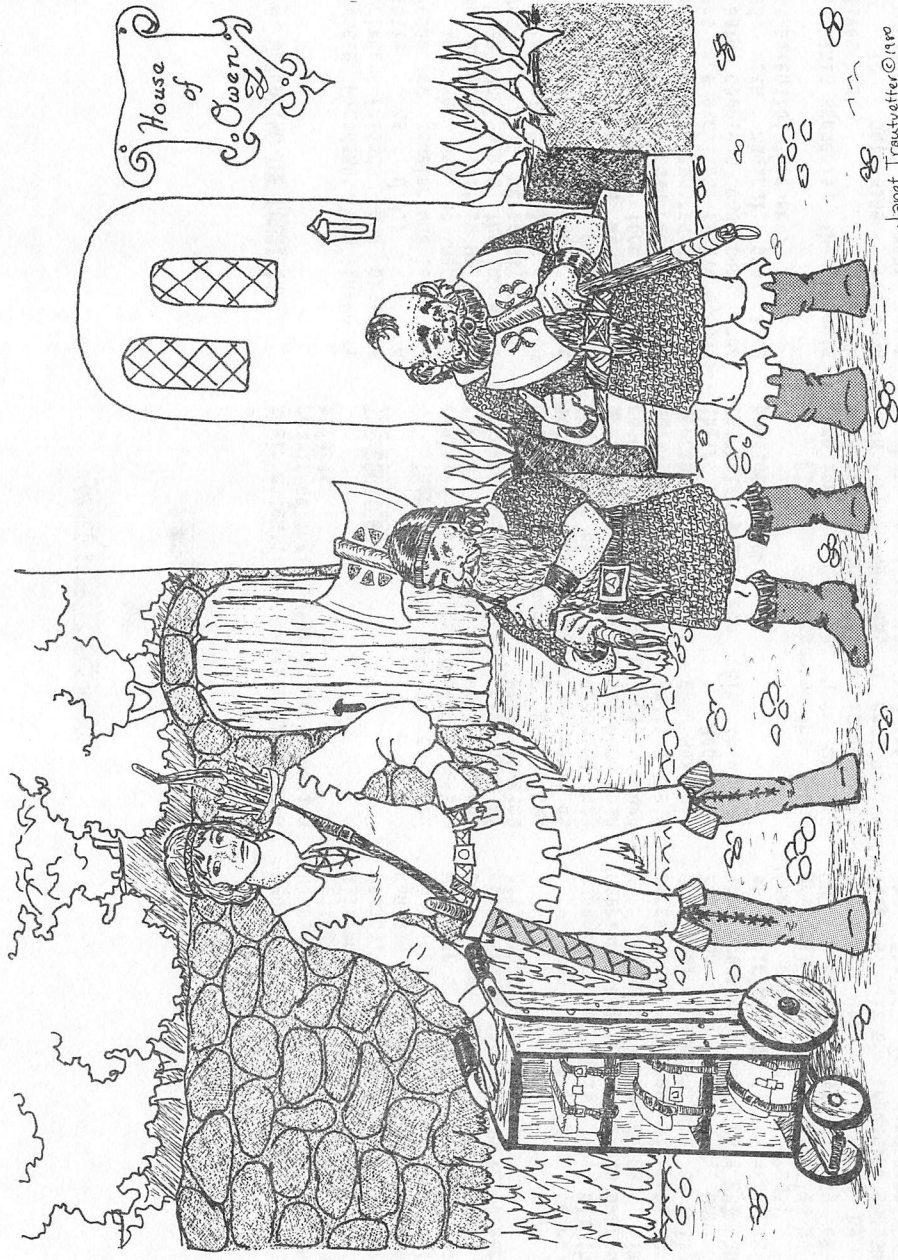
Flanagan transports the goods supplied by Owen on a two-wheeled handcart. The handcart is equipped with three shelves; a rectangular leather chest is strapped onto each shelf. The handle of the cart contains a push-button assembly; pushing the button raises and lowers a canopy over the cart (used during inclement weather). Two spells are embedded into the cart:
a permanent Detect Invisible presence spell
a voice activated Ingart Motion spell.

This latter spell may be activated only by Flanagan; if he speaks the words "Come unto me", the cart will attempt to return to the source of his voice. A foe holding the cart can keep it from making its return if he exerts all of his energy in holding it back; he can make no further forward progress with the cart, however, until Flanagan is either distracted or knocked senseless.

In addition to the spells embedded in the cart, each of the couriers is outfitted with some useful devices. Flanagan wears a leather helm that contains 20 charges of a Missile Repulsor spell (while activated, blocks up to 6 missile

weapons per melee round). He also wears boots of Haste, which can be activated to double his movement allowance for a period of 10 melee rounds. The dwarven helms each contain a Shield spell that adds +5 to their effective armor class whenever activated. The dwarves also carry non-magical battleaxes of superior sharpness (add +2 to normal hit probability).

Given their long years of experience at this job, all three couriers have a fairly keen awareness of their surroundings. Their percentage chances of sensing an approaching ambush are, as follows: Flanagan 30%, Homme 45%, Omri 35%. The group also has a base 20% chance of noticing that it is being tailed (roll every 20 minutes); this probability should be modified by the GM to reflect the quality of the tracking job being done by the thieves. If an impending ambush or the "tail" is discovered, the couriers will absolutely not take chances by risking a confrontation with their foes; they will immediately attempt evasive action down a sidestreet or alleyway, or by leaving through the rear entrance of one of their stops. If the couriers do fall under attack (and, hopefully, this will eventually occur), the GM should remember that the group's primary allegiance is to Owen (and his cargo); consequently, if any of the three have an opportunity to seize the cart and escape, they will do so, even if this endangers the lives of the other couriers. All three couriers will activate their protective helms in the first melee round after they are attacked. If they appear to be evenly matched with their attackers, the dwarves will attempt to engage the thieves in close combat, while Flanagan activates his boots of Haste and moves the cargo a safe distance away. Thereafter, Flanagan will try to add assisting, bow fire to the fray, if ongoing, or continue to run for it if the dwarves have been subdued.



CHARACTER DESCRIPTIONS FOR THE COURIERS

CHARACTER	CLASS	ST	CO	RF	SM	IQ	HR	WEAPON	HACO	DAMAGE	WEAPON	ARMOR	HTK
Flanagan	VET/RU ARC	16	16	9	12	11	11	SWSIDE	5	1D6	C/BOW	CLD 5	27
Home	VET/DW FTR	19	10	12	15	7	16	2BBAXE HMP	-1 3 0 4	1D8 2D8 2D4 2D12 2D8	CHN 7 (3)	38	
Onri	VET/DW FTR											CHN 7 (3)	48

- (1) Can fire two arrows per melee round (nr).
- (2) Sharpness of axe adds bonus of +2 to hit prob of wielder.
- (3) Effective Armor Class (AC) becomes 12 when Shield spell is activated.

THE COURIERS' ROUTES

The weekly rounds made by the couriers include seven stops and involve travel along fourteen different streets. Consequently, it is to be expected that tracing the complete route of the couriers will likely be an exhaustive (and exhausting) enterprise, requiring several game weeks. Since the thieves must attempt to follow the

couriers at a respectful distance, there are plenty of opportunities to introduce random encounters with various NPC groups; some suggestions are provided later in this scenario.

The path of the couriers' route is outlined on a partial map of Haven provided in Section III, Maps and Diagrams, and is summarized below:

- 1) Couriers arrive at 10am at Owen's home, located on the corner of Northgate and Jewel Streets. They pick up their cargo and depart 5 - 15 minutes later, traveling down Northgate to the Street of Caravans.
- 2) Turning right, they follow the main caravan route across the Dorian River, passing over the two Stone Bridges and through the

bazaars of Trade Island to the south side of Haven. At Gambol Street, they turn left and proceed to the Plaza of Troubadours.

3) Crossing through the Plaza, the couriers enter the Street of Silk Veils, stopping at Heligor's retail jewelry shop (a) for a pick-up and delivery. At the next intersection, Rouge Street, they turn right and follow Rouge until it intersects Cheshire Street.

4) At Cheshire, the couriers turn right and return to Caravan Street, turning left. After proceeding about one block, they enter the Silver Trumpet Tavern (b) for a lunch break.

5) Emerging from lunch, they continue left along Caravan for a short way, and then turn right onto Magic Street. On this street, they make two deliveries - at Enchantments, Ltd. (c) and the Magic Books and Scrolls shop (d).

6) The couriers proceed on up Magic Street to its other end, at Dwarrow Square in the center of the dwarven community. They cross through the Square to Iron Gate Street, travel one block and turn left onto the Street of Jewels (Gliss Street). Halfway up the Street, they stop at Malakki Master-Jewelsmith's (e) to pick-up cut gems.

7) Again, the couriers proceed up Gliss to its end at Southbank Street. The dwarves remain at this intersection while the human courier walks down to the water-front area (called Tred Dhum, or Fool's Walk, in dwarvish) stopping at the warehouse of Buradan, ship's chandler (f). The human makes a delivery, and then returns to Southbank Street, rejoining the dwarves.

8) From the corner of Gliss and Southbank, the couriers travel right along Southbank, passing through the elvish section of the city. Finally, they turn back onto Caravan Street, returning over the bridge to the north side. At Believer's Lane, they turn right and enter the temple of the Emerald God, (g) where they make an offering in Owen's behalf.

9) Their stops completed, the couriers walk a short way further down the Lane, turn left at Worthy Street, and then left at Northgate. They return to Owen's house at about 3pm with the cut gems and cash received.

ALONG THE ROUTE

For the information of the GM and players, general descriptions of the traffic, surroundings, and prevailing atmosphere along the thoroughfares on the couriers' route are provided. This information should be made reasonably available to the players, who can use the information in selecting the spot where the actual robbery will be attempted, or in choosing tactics for making themselves inconspicuous while trailing the couriers. For the GM, the descriptions provide background that can be used in setting up NPC encounters. At the end of each street description, the probabilities that a random encounter will occur are indicated, and examples of logical NPC encounters are identified (numerically keyed to correspond to the list of 20 random encounters presented later in this scenario.

1. Northgate Street

Most of the buildings here are the residences of wealthy merchant families (although some also serve a dual function as business offices). There are few houses per block, and hedgerows often separate individual units. Area residents are rather suspicious of strangers encountered in the neighborhood. Patrols are infrequent, but the nearby 3rd Company of the City Guard will respond quickly if an alarm is raised.

ENCOUNTER CHANCES: 10%

(each 15 minutes)

LIKELY ENCOUNTERS: 3, 6, 7, 8, 11,
19

2. Street of Caravans

A very wide thoroughfare with a constant and heavy flow of traffic during the day, and a steady flow even at night. This is the major route taken by the caravans passing through the city; consequently, there are inns and taverns at regular intervals along the street. The toll bridges across the river are well guarded, and the entire street is regularly patrolled.

ENCOUNTER CHANCES: 60%

LIKELY ENCOUNTERS: ALL

3. Trade Island

24 hours a day, the island is a floating flea market where virtually anything can be bought and sold. The atmosphere here is hectic and bustling; passer-by

will often be actively solicited by those with items to sell. The merchants on Trade Island are mostly transient and will not tend to notice or remember new faces in the crowd. However, this very fact tends to make the area a popular hangout for pickpockets and cutpurses. The bridges close at dusk, so that anyone on the island or on either side of the river must remain there until the bridges open again at dawn.

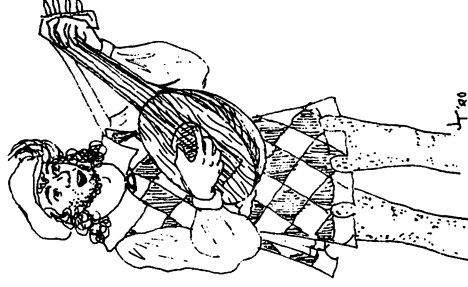
ENCOUNTER CHANCES: 40%

LIKELY ENCOUNTERS: 1, 2, 6, 8, 9,
12, 13, 16, 17, 20

4. Gambol Street
A fairly large, tree-lined byway in the Bohemian section of the city. The buildings on the street are mostly rowhouse residences, with ten or more units on each block. The major traffic flow along the street occurs in the evening, as people travel to and from the entertainment district of Haven. The residents of the neighborhood share strong feelings of community; they can often be found gathered together on someone's front steps, singing, playing instruments, or engaged in idle conversation. The residents maintain a generally curious and tolerant attitude toward the activities of strangers.

ENCOUNTER CHANCES: 15%

LIKELY ENCOUNTERS: 1, 3, 5, 9, 10,
11, 15, 17, 18, 20



5. Plaza of Troubadours

The plaza is a popular gathering place for musicians and actors; it is a regular site of impromptu shows. The atmosphere is carnival-like and very informal; people are content to let everyone do their own thing. Because of the Plaza's popularity with visitors to Haven, the area is a

prime location for pickpockets and cutpurses; members of the city Guard are frequently in the plaza, and on the lookout for suspicious-looking characters.

ENCOUNTER CHANCES: 40%

LIKELY ENCOUNTERS: 1, 2, 5, 7, 9, 12, 13, 16, 17, 18, 19, 20

6. Street of Silk Veils
This street is the center of prostitution activities in the city. It is a heavily trafficked thoroughfare during the afternoon and evening; although its proximity to the thieves' quarter makes travel upon it somewhat dangerous after nightfall. This street is described more fully in the Cat Burglary scenario presented elsewhere in this volume.

ENCOUNTER CHANCES: 25%
LIKELY ENCOUNTERS: 1, 4, 8, 17, 18

7. Rogue Street
A narrow, residential side street with many alleyways. Little traffic passes this way during day or night, and the area is not regularly patrolled.

ENCOUNTER CHANCES: 10%
LIKELY ENCOUNTERS: 3, 4, 11, 14, 15, 20

8. Magic Street
During the daytime, this street is a busy thoroughfare where buyers and sellers of magical items congregate and trade. The reactions of local magic-users to strangers are given somewhat unpredictable, but the eccentricity that characterizes many in the wizardly profession. Although the street is regularly patrolled by the City Guard, the magic-users also have their own system of protection and punishment against crime in the neighborhood. The buildings on Magic Street are mainly shops, interspersed with a few residences. The street is described more fully in the Cat Burglary scenario presented elsewhere in this volume.

ENCOUNTER CHANCES: 30%
LIKELY ENCOUNTERS: 2, 6, 9, 10, 13, 16

9. Dwarven Square
Serves as a central gathering place for the dwarven community of Haven. The base of the square is set completely in stone; in the square there are many stone monuments to dwarven heroes of

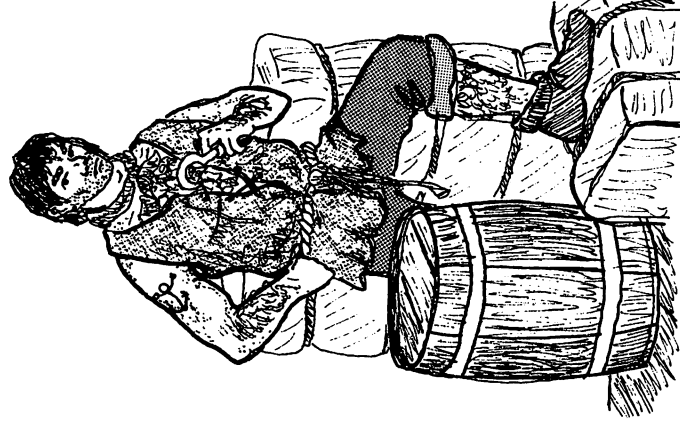
legend, former community leaders, etc. The atmosphere here is staid and rather formal; non-dwarven traffic is viewed with some suspicion, although most dwarves recognize the wisdom of doing business with outsiders.

ENCOUNTER CHANCES: 15%

LIKELY ENCOUNTERS: 1, 2, 6, 7, 10, 11, 12, 19

10. Gliss Street (Street of Jewels)
The area is mostly residential with a few shops relating to the jewelry trade interspersed. Gliss lies in the middle of the dwarven community, and dwarves comprise the dominant part of local traffic; other races are viewed with some suspicion when they appear. Patrols enter this area very irregularly; indeed, the total flow of traffic on the street is usually light. The houses on this street are fairly large, and many are surrounded by stone walls or iron gates; consequently, there are a number of secluded alleyways along this street.

ENCOUNTER CHANCES: 10%
LIKELY ENCOUNTERS: 3, 6, 9, 13, 15, 18



11. Southbank Street
(Including Fool's Walk)
The lower end of Southbank Street, near the loading docks, is a rather rough neighborhood, consisting of warehouses, and homes and taverns for the

lower-class workmen who toil there. This is not the main port area of Haven, so few non-residents ever have reason to pass through the neighborhood. Strangers seen "hanging around" with no apparent purpose may find themselves challenged by hostile (and sturdy-built) locals. Above the docks, Southbank Street passes through the eleven section of Haven. In this neighborhood, homes overlooking the River are highly valued commodities. The riverfront is well-travelled by picnickers, young lovers, and those seeking a restful spot for a woman's contemplation. Strangers will be treated amiably, unless they raise a disturbance or are seen defacing the area.

ENCOUNTER CHANCES: 15%
LIKELY ENCOUNTERS: 1, 2, 4, 5, 11, 14, 15, 16, 18, 20

12. Believers Lane
Most of the major temples to various deities are located on this street. The size of a cult's temple is the surest measure of the size (or the wealth) of its following. Near the temple of the Emerald God, the buildings are large and often surrounded by gardens for outdoor services and meditations; to the west, there is a "low-rent district" where the houses of worship are one-room shacks and the priests dress in rags out of necessity rather than piety. Most temples often daily services for their more devout followers; at any hour, the street is full of eager penitents seeking salvation. Visitors on the street who are not wearing an emblem of some sect are likely to be besieged by a multitude of proselytizing acolytes.

ENCOUNTER CHANCES: 25%
LIKELY ENCOUNTERS: 1, 2, 9, 12, 17, 20

13. Worthy Street
Like Northgate, this is a wealthy residential neighborhood; here, the residents are priests with successful followings. Traffic is light and the neighborhood is quiet. The street passes directly in front of one of the barracks of the City Guard, and is considered a safe area as a result.

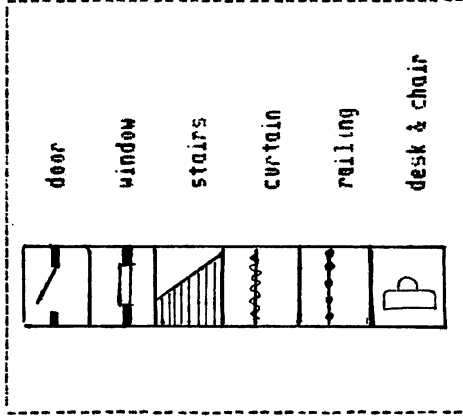
ENCOUNTER CHANCES: 10%
LIKELY ENCOUNTERS: 7, 10, 11, 14, 17, 19

**STOPS
ON THE
COURTIERS'
ROUTE**

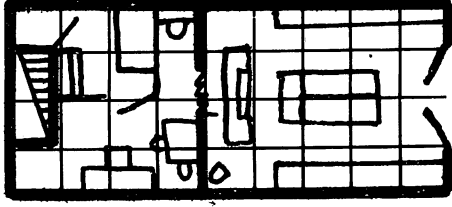
The player-characters involved in this robbery attempt may choose to enter some of the buildings where the couriers make stops either to determine the types of transactions taking place, to establish a closer "tail" on the couriers, or even to "case" the sites as possible locations for the robbery attempt. The following descriptions may be used by the GM in such an event. All maps to be used with these descriptions can be found at the end of this scenario; character descriptions are provided below.

A small diagram of the areas of each stop likely to be visited by the thieves during their tailing and surveillance is included with the description of each of the seven stops. The scale used is 1/4" = 5'; the location of some of the major furnishings is included.

KEY TO MAP SYMBOLS



total will be remitted to Flanagan in exchange for the new shipment; the rest is Heligor's profit margin.



In addition to the dwarves, Heligor's assistant, Fergus, will be in the main sales area; there is a 25% chance that the other assistant, Halley, will also be present. If players try to enter the back room from the sales area, Fergus and the dwarves will attempt to refuse them access. There is a 10% chance that 104 customers will be in the shop. Roll a D100 to see if they are members of any special character class (01-15 fighter, 16-20 wizard, 21-25 thief, 26-35 bard, 36-50 trader, all others common citizens with no special talents). If an adventurer type is present there is a 50% chance that he will join any argument that breaks out in the shop; in the case of a thief, there is a 50% chance he will join in on the side of the thieves.

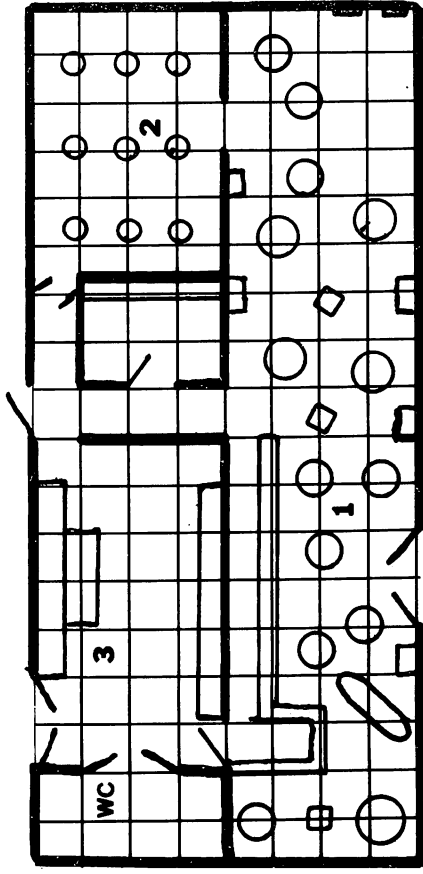
b.) The Silver Trumpet Tavern portion of the Silver Trumpet consists of three principal rooms:

1) Main bar area. The barkeep and owner of the tavern, Aintree, dispenses ale, beer, wine and brandy from the high wooden bar in the center of the room. The storage area for liquor is beneath a trap door behind the bar. Patrons may stand, or sit at one of several large tables. There is an area reserved for gaming and gambling in the left-hand corner of the room. Those wishing to eat must take a table in the dining area. Occupants: Aintree is a muscular human male who totally enjoys his work; his jovial laughter frequently resounds through the room. If a fight should break out in the bar, he is a willing combatant, using a large brassbound cudgel that is kept beneath the bar. He employs two female barmaids to help out in the main room; they are both quite comely. At the midday hour, there will 1012 customers in the main bar area. Roll D100 to determine the class of each customer (01-10 fighter, 11-15 magic user, 16-23 thief, 24-30 bard, other = average Citizen).

2) Dining area.

Those wishing to purchase a meal take seats at one of the four tables in this room. Food choices run the gamut from a thick meat and potato stew (1 SP) to broiled fowl served with fresh garden vegetables (5 CP); the quality of the food prepared here is good. On the north wall of this room, a portrait of Aintree and an enormous moose head hang side-by-side; many people have commented on the resemblance. Occupants: The couriers will of course be seated in this room. There is a 90% chance that 106

a.) Heligor's Complete room descriptions for Heligor's shop are presented in the Cat Burglary scenario; only the main sales area and Heligor's office are likely to come into play during this adventure. The couriers enter by the front door; the two dwarves remain in the main sales area, while Flanagan goes back to Heligor's desk to conduct the exchange of goods. The courier leaves 204 jewelry items from the list of 20 provided in Heligor's Cat Burglary scenario. Make similar rolls to determine the number and type of items delivered last week, and this will represent the receipts taken in by Heligor for Owen's merchandise. 60% of this



other tables in the room will be occupied by 104 customers each. If others are present, roll D100 to determine character type (01-15 fighter, 16-25 magic user, 26-30 thief, 31-50 trader, other= average citizen). Denko, a young human male, takes orders and serves food in this room. He is forgetful and somewhat accident prone, but well intentioned. Aintree is well aware of Denko's shortcomings, but feels sorry for the lad and keeps him on.

3) Kitchen area/Rear door.

A door from the main room opens onto a corridor that leads to a rear entrance. There is also a doorway to the kitchen off of this corridor. The hobbit chef, Buckminster, allows no one to enter the kitchen while he is cooking. He has the skill with thrown missiles (kitchen knives, pots, other utensils) to generally enforce this rule. Outside the back door, there is a large garbage heap and a narrow alleyway leading to Cheshire Street.

c.) The first floor of Enchantments, Ltd.

The first floor of Enchantments, Ltd. contains a large sales area where various items are displayed and two clerks and a supervisor are available to accept customer orders. This is the only room in the shop that the general public can enter. All doors and stairways leading from this room are trapped with potent magical protection; these special enchantments will be automatically activated whenever someone attempts to pass through these areas, unless the proper passwords are spoken. (GM's Note: These are meant to be truly impassable entryways; feel free to disregard any and all brilliant subterfuges devised by your players, and subject them to severe injury or death should they violate these traps.)

The couriers are escorted upstairs to the private office of Lady Rowena to conduct their business. On any given trip, they will deliver either 103 previously enchanted items (without spells embedded in them yet) that have been decoratively adorned by Owen, or 105 regular pieces of jewelry (to be enchanted upon delivery). The probabilities of each event are 60%/40%. Roll up the specific items from the Special Items chart; Lady Rowena will pay for the items in full with a letter of credit.

SPECIAL ITEMS

Pre-enchanted items
(roll D6, reroll duplicates)

- 1) Silver dagger, gold hilt with ruby chips (1500 GP)
- 2) Ring with a sapphire gemstone (3500 GP)
- 3) Small gold statuette jeweled filigree (2700 GP)
- 4) Pair of bronze scances for candles (1500 GP)
- 5) Walking stick with diamond pommel (2000 GP)
- 6) Silver belt buckle (1000 GP)

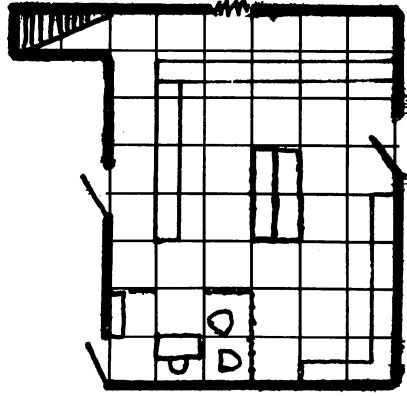
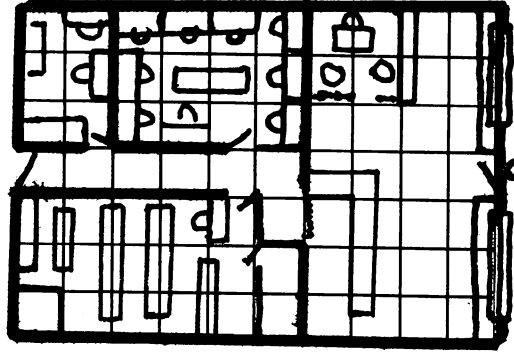
Jewelry Items

(roll D10, allow duplicates)

- 1-4 Necklace (1020 x 500 GP)
- 5-6 Bracelet (1010 x 100 GP)
- 7 Earrings (1020 x 25 GP)
- 8 Anklet (1010 x 50 GP)
- 9 Medallion (10100 x 10 GP)
- 10 Tiara (1020 x 250 GP)

d.) Magic Books and Scrolls

Complete room descriptions for this shop are presented in the Cat Burglary scenario; only the main service area comes into play.



The couriers wait in the main service area until Alarion is available. They will then give the Master Scribe 102 extensively adorned spell coverings (book covers or scroll covers). Each item is worth 1020 x 150 GP. Alarion will pay the couriers 50% of the value of these items in cash from his cash box (the remainder to be paid upon sale of the completed magic text). There is a 40% chance that Alarion will also be giving the couriers cash for 103 previously delivered covers.

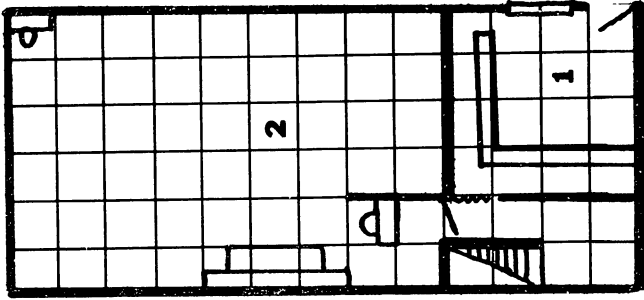
In addition to Alarion and the couriers, there is a 70% chance that his clerks, Joban and/or Mikal will be in the service area. There is an 80% probability that 108 prospective buyers (non-magic users) will be in the shop; there is also a 40% chance that 104 magic-users will be in the shop. If mages are present, they will always try to thwart any robbery attempt made in the shop (to determine their tactical options in such an event assume each mage has a 60% chance of knowing a 406 Fireball spell, a 70% chance of knowing a Sleep spell, 125 HIK, and a 30% chance of knowing an 8 point Repulse Missile spell.)

e.) Malakki Jewelsmith's

Although Malakki's home and workshop actually takes up three floors, the thieves are only likely to see one (or at most two) of the rooms.

1) Sales area.

Immediately inside the front door, there is a small sales room. Malakki's assistant, Mischickin, stands behind an L-shaped counter, taking orders. Behind him is a heavy, woven curtain (done in earth colors and finely embroidered) that covers the entryway to the rest of the building. Mischickin is a shrewd businessman and a quick thinker; he does not willingly let unauthorized individuals past the sales area, and cannot be easily tricked. If threatened by force, he will dive below the counter and yell for the guards; he is not trained in weapons use himself. There is a 25% chance that a customer will be in the shop when the couriers arrive. Roll D100 to determine his character type (01-10 fighter, 11-25 thief, 26-55 trader, all other = average citizen). (Note: a down stairway behind the sales counter leads to a set of living quarters for the shop employees. A stairway from the living area leads to a storage vault; two guards are stationed here but will answer calls for help.)



- 2) Jewel cutting room. Beyond the curtain is a large, open room where Malakki and four assistant jewel cutters (dwarves named Orin, Heldrain, Ogali, and Auric) perform their work. In addition to the work benches in this room, Malakki has a desk in the rear; it is cluttered with business correspondence. A male dwarven guard, Kwanik, stands at the entryway to the room to block unwanted visitors. If such visitors appear, Kwanik will first set off an alarm that alerts the guards stationed in the vault area; he then will attempt to hold the intruders at bay as long as he can.

The couriers pick up two small cases (6"x12"x3") of cut and faceted gemstones (each case worth 2500 GP); the cases are kept in a drawer in Malakki's desk. Flanagan will pay Malakki in cash for the gems; however, the two dwarves receive the cases and carry the gems somewhere on their person during the return trip to Owen's home.

- f.) Gurodon, Chandler
 Gurodon, a half-elfen trader, receives his principal income from the sale of ship supplies (cordage, barrels, wooden spars, canvas for sails, etc.) to merchant seamen who make port in Haven. As a sideline he arranges for the shipment of certain valuable goods to more distant market areas; Owen is a steady customer of this service. There are three rooms inside Gurodon's large one-floor building:

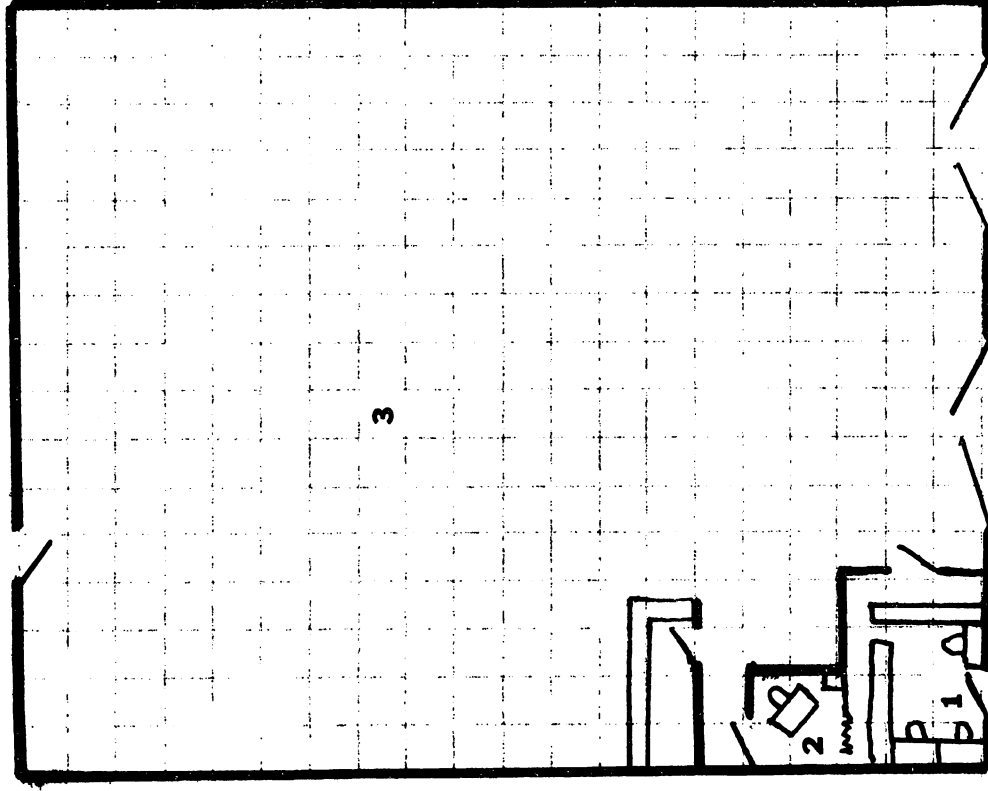
- 1) Sales area.

This is a relatively small room with a sales counter, and several cubicles used by customers filling out or waiting for orders. A rather plain-looking female, Doreena, works behind the counter. She has a salty tongue, and a quick wit, and is well-liked by the customers. Flanagan (remember, the dwarves do not accompany him on this part of the route) enters and exits through the doorway here, and goes through to Gurodon's office. There is only a 20% chance that ID3 other customers will be in the room when the courier enters. If customers are present, they will usually (75%) be experienced seamen with good fighting skills, who will join in a fray on Gurodon's side if the waylaying is attempted here.

- 2) Gurodon's office.
 Behind the sales area is a small room used by Gurodon for private business meetings and storage of

important property. Flanagan will deliver ID6 jewelry items for shipment. Roll up the specific items delivered from the Special Items chart provided on the previous page in the Enchantments, Ltd., shop description; however, double the cash values rolled for these items (since the items shipped abroad represent Owen's highest quality product). Gurodon will place these items in the safe in his office (which is protected by a Level 4 lock). There is only a 20% chance that Gurodon will have payments to remit to the couriers; however, if he does, calculate the cash value of 208 jewelry items, rolled-up as outlined above. All payment made will be 50% cash and the rest in letters of credit.

- 3) Main warehouse.
 The warehouse constitutes 90% of the area of this building. It is, of course, filled with heavily laden racks and shelves.

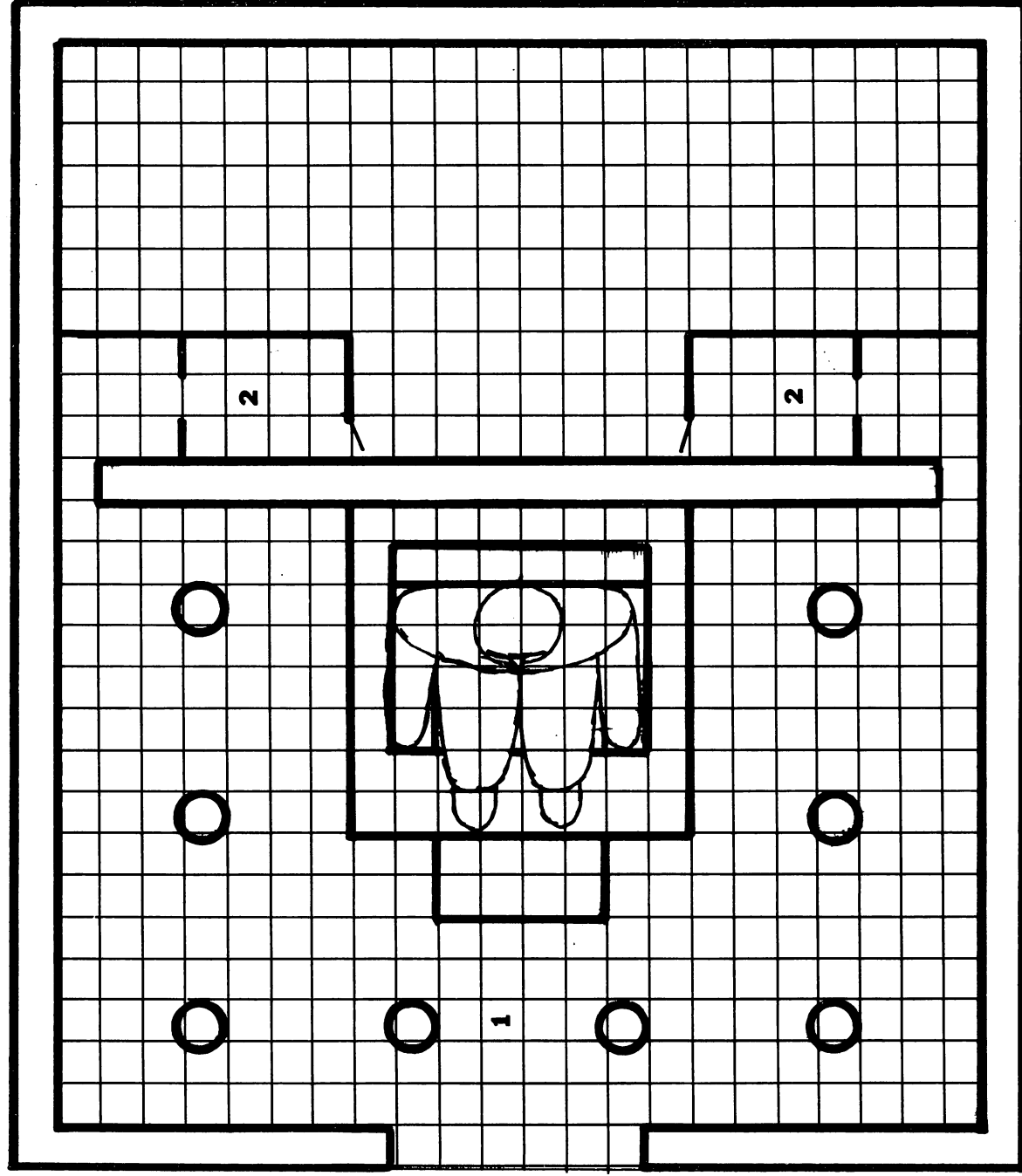


There are two pairs of large sliding doors across the front entrance, and a small door in the rear; all doors are usually (90%) unlocked during the day. A head warehouseman, Ferli, supervises the activities of three other human males - Ranjor, Doninics, and Crandall. There is an 80% likelihood that each man will be in the warehouse area at any given time; when not filling an order they tend to sit by the front doors. They are not particularly observant about security at the warehouse; however, if they should chance to spot an intruder in the warehouse area, they will investigate and take a hostile attitude toward anyone they find.

g.) Temple of the Emerald God
 The temple currently owned by the cult of the Emerald God is one of the largest structures located on Believer's Lane. It is an immense marble structure, with the main floor of the temple at the top of a 100' long set of granite steps. Services are held here at sunrise and sunset, but worshippers enter throughout the day and evening to meditate, give tithes, or seek private consultation with the priests of the sect.
 1) Main sanctuary.

The ceiling in this room is 60' high, supported by eight thick stone pillars. The floors are made of polished marble; along the walls are murals depicting various miracles performed by the Emerald God. The primary focus of attention in the room, however, is a massive statue of

the god, seated on a high-backed throne. The eyes of the statue are made of huge emeralds that seem to glow unnaturally in the flickering lamplight. At the foot of the throne, an open 10' deep stone vault is set into the floor of the temple, its top rim about two feet above floor level. The vault is nearly filled with coins, gems, and jewelry, given to the God as tithes. The couriers will drop 5% of the day's take into the vault, to honor Owen's pledge of fealty. While they are inside, there will also be 206 other citizens engaged in similar activities. There is a 60% chance that 103 priests of the cult will be in the room monitoring the flow of worshippers. Should anyone try



CHARACTER DESCRIPTIONS FOR OCCUPANTS AT THE COURTIERS' STOPS

NAME	CLASS	ST	CO	RF	SH	IQ	WK	WEAPON	MAGO	DAMAGE	WEAPON NOTES	ARMOR CLASS	HTK
<u>A. The Ligon's</u>													
A. Heligor	VET HU TRD	10	11	8	13	16	12	MUG	12	1D2		NON 0	22
Fergus	INT HU TRD	14	11	11	9	12	12	CLUB	7	1D8		CLO 2	23
Halley	GR HU TRD	11	9	7	10	7	14	CLUB	8	1D6		NON 0	19
<u>B. The Blue Harper</u>													
Aintree	INT HU FTR	15	13	9	12	10	8	CUDGEL	5	1D6	(1)	CLO 2	29
Demko	GR HU MON	11	6	8	12	7	10	FISTS	10	1D3		NON 0	15
Buckminster	INT HO NON	7	17	16	11	9	13	DISHES	0/6/14	1D3		CLO 2	17
<u>D. Magic Books and Scrolls</u>													
Alarikon	EL HU SCR	6	15	10	8	15	6	FAINT	Yes	1D3	(2)	NON 0	20
Johan	GR HU TRD	10	9	8	14	8	12	DGR	11	1D4		NON 0	18
Mikal	GR HU TRD	8	12	12	12	9	8	DGR	11	1D4		NON 0	14
<u>E. Malakki Jewelsmith</u>													
Ruonik	VET DW FTR	16	13	13	12	13	10	2BBAXE	4	2D8	(3)	CHN 6	28
<u>Bayern</u>													
Furt	VET DW FTR	16	11	14	13	11	17	LYBOW	2/7/11	1D8		CHN 6	34
<u>Furt</u>													
	INT DW FTR	12	12	10	14	8	15	1BBAX	4	1D10		CHN 6	25
<u>Malakki</u>													
Cutters 1-4	VET DW TRD	12	17	15	13	13	13	S BOW	5/8/12	1D6		NON 1	32
<u>Cutters 1-4</u>													
	INT DW MON	10	16	16	12	12	14	RAPP	4	1D12		NON 1	19
<u>F. Gurodan, Chandler</u>													
Gurodan	EL /E TRD	8	14	11	12	15	11	DGR	10	1D4		LTH 4	21
Forli	INT HU FTR	14	15	12	19	10	8	CTLASSE	3	1D8		LTH 4	29
<u>Warehousemen 1-3</u>													
	INT HU MON	16	10	10	16	8	9	CLUB	6	2D5		CLO 2	26
<u>G. The Temple of the Emerald God</u>													
<u>Priests 1-3</u>													
	INT RX PRI	8	6	12	14	10	8	MACE	9	1D4		CLO 2	17
<u>Other Assorted Occupants</u>													
Fighter 1	INT HU FTR	14	14	11	16	10	10	BDSWD	3	2D6		L/S 5	36
Fighter 2	VET EL ARC	11	17	15	9	12	11	L BOW	-1/4/7	1D6	(4)	CLO 5	24
Fighter 3	VET HU FTR	15	8	9	17	5	16	2HHRE	6	3D6	(5)	CHN 9	38
Fighter 4	EL DW FTR	18	11	12	10	9	15	GRSWDE	2	4D8	(6)	CHN 2	42
Spellcaster 1	VET HU MAG	9	13	15	13	14	12	SPELLS		1D5		CLO 3	22
Spellcaster 2	VET KO MAG	13	10	11	11	16	11	SPELLS	8	1D5	(6)	NON 0	24
Thief 1	INT EL THF	5	12	9	10	7	6	DGR	8	1D5		NON 0	12
Thief 2	EL HO THF	9	16	18	9	13	9	SWSWDE	6	1D8		CLO 4	21
Bard 1	INT HU BRD	7	13	13	11	15	15	MUSIC	6	1D10	(7)	LTH 4	18
Bard 2	VET /E BRD	10	11	12	7	13	6	RAPP				NON 0	22
								S BOWE	2/6/10	1D6			

(1) Aintree swings twice each melee round (wr) with cudgel, whether he connects or not.

(2) The only damage done is to Alarikon, when he hits the floor.

(3) Will receive backswung (second strike) in each wr, only if first strike misses; backswung is at penalty of -2 to hit prob.

(4) Fires twice in each odd wr (1,3,5,etc.), three times in each even wr (2,4,6,etc.); needs only 8 above necessary to critical.

(5) On any connecting blow, victim must save against STR or be knocked from feet; it requires 1D4 wr to arise.

(6) There is a 60% chance the mage knows Fireball (4D8 average damage), and another 70% chance for Sleep (up to 200 HTK total); these spells are the preferred form of combat.

(7) There is a 70% chance a bard will play a song of Peace, if he senses trouble ahead, and another 50% chance he will play Sleep (save against DSC for bardic songs); there is another 40% chance a bard will know the spell Charm Humanoïd, and a further 35% chance for Sleep (up to 100 HTK total).

(10) There is an explosion in a building down the street. A large gaseous cloud emerges from the broken windows of the building and floats along the street, about 4' above ground level. All those who remain in its path must make a MR saving roll or suffer the effects of a Feeblewing spell for the next 24 hours.

(11) A chain gang is working on a construction site, excavating an area where a new building is to be erected. Suddenly, one of the men, hands still manacled, leaps up from the ditch and attempts to escape. A foreman gives pursuit, yelling for assistance. The escaped will run down the first sidestreet he encounters; if he has passed by the couriers during his flight, there is a 20% chance that the couriers will join the pursuit.

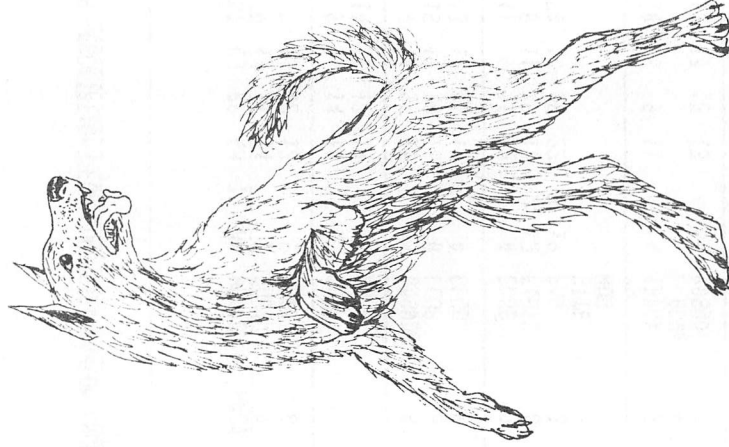
(12) A sedan chair, carried by four burly black males, halts near the thieves. A stunted, gnome-like human with an elongated cranium sits in the chair and addresses the thieves. "I am Yok, the Seer. I know what you wish to accomplish. For a fee, I can help you attain your objective. He then motions for them to follow him. He is, unfortunately, a fraud; however, his black aides are very competent muggers who will attempt to ply their trade at the first opportunity.

(13) A woman approaches the thieves surreptitiously, offering them the opportunity to purchase a "magical" sword that she carries in a leather scabbard. She claims the broadsword adds +3 to a character's hit probability and a damage bonus of 1D10 to each successful attack; she initially offers the item for 4000 GP, but can be haggled down to 3000 GP. The item completely fulfills all of her advertised specifications; it also has been embedded with a permanent Detect Magic spell, which causes it to glow whenever it is within 50' of active magic use.

(14) An overturned milk wagon is being looted by a group of ragged urchins. A middle-aged farmer and his beautiful daughter are trying to drive the looters away, without notable success. Their calls for help have thus far gone unanswered, even by the couriers (who evidently don't drink milk).

there is only a 40% chance of such failure.

(19) A high ranking Thieves Guild official, accompanied by two muscular enforcers, carefully watches the activities of the thieves. If the thieves are not Guild members, the official will call them aside, and deliver a stiff warning (falling just short of violence) about freelancing within the city limits of Haven. He will strongly suggest that the thieves apply for memberships immediately, or suffer the rather unpleasant consequences. If the thieves are Guild members, their services will be demanded for the next 24 hours for a "vital Guild" job that turns out to be a routine surveillance of a wealthy noble's home. If the thieves should refuse to accept the assignment, they certainly risk those unpleasant consequences listed above, if not worse.....



(15) A pack of six large (albeit friendly) wild dogs attach themselves to the thieves' party. The dogs are of a size and strength sufficient to knock down an average man (STR < 10) through their playful leaps. Unless the thieves have food handy to distract the dogs, the animals will be about as easy to get rid of as Montezuma's Revenge.

(16) Up ahead, one of Haven's numerous village idiots falls to the ground in a screaming fit. A small crowd gathers to gape at the sight, making the area impassable for a few minutes.

(17) A soapbox preacher, collection plate at his feet, regales a small crowd. As the thieves pass, the preacher directs his remarks towards them, warning that they face "eternal damnation" if they do not repent of their sins. The preacher is undoubtedly correct, but....

(18) A huge barroom brawl floods out into the street, engulfing the couriers (and the thieves, if following less than 100' behind) in a wild free-for-all. All those involved in the melee must make two separate STM saving rolls or take 1D8 points of damage from assorted bruises, scratches, gouged eyes, etc. If the thieves are also caught in the riot there is an 80% chance they will lose sight of the couriers; if they manage to remain outside the conflict,



(20) A young female street urchin, who has been watching the thieves for several blocks and has decided that their furtive skulking looks like fun, brashly walks up and asks if she can join them. If they accept, her presence will increase their chances of being spotted by the couriers by a modest 5%; however, the thieves realistically will not be able to actually commit or discuss the planned crime with such a prominent witness around. If they refuse, the girl will continue to follow them, hurling sticks, rocks and other debris into their midst with a distressing accuracy. This situation, if allowed to continue for any period of time, would increase the thieves' chances of being spotted by 25%, due to the high numbers of crashes, thuds, and screams of pain likely to result.

CHARACTER DESCRIPTIONS FOR SUGGESTED RANDOM ENCOUNTERS

NAME	CHARACTER		ST	CO	RF	SM	IQ	MR	WEAPON	HACU	DAMAGE	WEAPON NOTES	ARMOR CLASS	HTK	
	INT	HU													THF
1. Daves Lattimore(1)	INT	HU	9	13	11	14	7	7	BOWKN	9	1D8		LTH	4	18
	VET	HU	7	16	12	12	9	9	DGR	6	1D4		CLO	4	23
2. Priests Fighters	INT	MX	9	11	14	10	12	12	QSTF	10	1D6		CLO	2	19
	INT	MX	14	11	12	14	10	10	MACE	5	2D4		LTH	5	24
4. Bos'n Seamen 1-4	VET	HU	9	14	15	11	15	15	BDSWDE	5	2D8		CLO	5	24
	INT	MX	15	12	10	16	8	8	CLUB	5	1D6		CLO	2	28
	GR	MX	13	11	11	12	10	10	CLUB	8	1D6		CLO	2	17
5. Toughs 1-4 Toughs 5-8 Rear	GR	HU	11	9	11	12	10	10	CLUB	8	1D6		NON	0	18
	GR	HU	8	11	9	10	12	12	FISTS	6	1D4		NON	0	16
			20	10	15	22	3	19	PAW BITE HUG	3 5 (2)	1D8 1D6 2D6		ANH	4	80
7. Constables 1-3	VET	MX	10	13	9	11	14	14	1BBAX	3	1D10	(3)	CHN	6	31
	INT	MX	12	10	12	13	10	10	L BOWE BDSWD	-1/4/7 4	1D6 2D6		C/S	7	34
8. Cavendish	GR	HU	11	14	16	8	8	8	RAPR	6	1D12		LTH	5	23
	INT	HU	17	13	10	11	10	10	FISTS WHIP SHSWD	7 12 7	2D4 1D8 1D6	(4) (5)	NON	0	26
11. Escapee Foreman	INT	HU	11	10	7	9	9	9					LTH	4	26
	INT	HU	11	10	7	9	9	9					NON	0	14
12. Yok Porters 1-4	VET	HU	4	12	10	8	11	11	BLMGNE	4	1D2		NON	0	14
	INT	HU	16	9	9	10	12	12	CUDGEL	6	2D4		NON	1	29
13. Adrena	INT	EL	9	14	13	13	10	10	BDSWD* RAPRE KNIFE	-1 2 7	2D12 2D6 1D5	(6)	LTH	4	26
			16	13	15	12	3	11	BITE	3	1D6	(7)	ANH	3	35
19. Daralak	EL	HU	11	19	16	9	15	15	RAPRE MNGCHE	-2 -1	2D0 1D6	(8)	LTH	7	26
	VET	HU	17	16	17	15	10	10	GRSWDE	-1	3D10		LTH	6	42
Thonk Arnik	VET	HU	19	10	12	12	13	13	2BBAYE	2	2D12		LTH	5	39
	GR	HU	8	18	16	8	8	8	ROCKS	3/8/13	1D4		NON	0	13

(1) Lattimore has a 55% chance of Picking Pockets, and a 60% chance of Moving Silently.

(2) If bear hits a single victim with both paw attacks on the same melee round (wr), he will also hug for additional damage automatically.

(3) Constables' battleaxes have sharpness giving a bonus of +1 to the wielder's hit prob.

(4) Whip can be used to try and tangle the legs of a foe; if successful, foe will be tripped and on the ground for 1D6 wr. Any fumble by the foreman will result in his own legs being tangled.

(5) When faced with serious problem, foreman will drop whip, unsling shield, and draw shortsword.

(6) Magical weapon described in Encounter 13.

(7) Each dog bites a single foe 1D3 times in each wr. Dogs will attack only in self-defense.

(8) Daralak is a master of two-weapon technique; he may strike with both weapons in a single wr with no penalty to hit prob of either weapon.

PURSUIT ADVENTURES

AND

ARMED ROBBERY SCENARIOS

BACKGROUND OF THE GUILD

It is fascinating, given the fastidiously careful record-keeping of the modern day Guild, that no one knows for certain how the thieves of Haven first came to bind together. There are, of course, legends that attribute this feat to the prodigious efforts of Bradamas Kurgan, the infamous and charismatic scoundrel who dominates local folklore - but there is no tangible evidence to support these assertions. Indeed, the earliest written records of Guild activities refer to its membership as a "darke Bruthimoude", and suggest an organization bordering on anarchy, providing a sense of fellowship and occasional assistance, but little direction. Rafkaulin, the first thief ever identified with the title of Master, earned the accolade by winning a challenge of thieflly prowess proposed by a rival high level thief. The title remained largely symbolic through the next four Masters, until the challenge was made and won by a brash young upstart named Del ur-Venite.

Venite was a man of great ambition, with mental capacities to match his physical dexterity. Under his guidance, the Guild thieves successfully executed a daring series of ever more daring robberies that in a single month filled the group's coffers with over a year's worth of treasure. For the next two decades, until his untimely death at the hands (Bolts of Wrath) of an angry spellcaster, Venite served his fellow thieves both as Guild Master and as chief planner - and a new tradition was born.

During the ensuing centuries, the Guild Master controlled the activities of almost every cutpurse, catburglar, confidence-man, and beggar in Haven. The Guild built up a repository of information - in the form of floor plans, records of courier routes, guard schedules, etc. - that often provide invaluable aid to a scheming thief. The beggars were used as a network of informants to keep such information fresh; and a similar network of businessmen was located, who could be counted on to pay a fair price for the purloined fruits of a thief's labor. The Guild Masters also exerted a more subtle influence on events, by cultivating (either with cold cash, or through information about a target's past indiscretions) the co-operation (however reluctant) of a number of high political and judicial officials. As the Guild's power grew, so did their hierarchy, and so too did the need for funds. All thieves operating in Haven were expected to tithe a portion of their larcenous earnings to the Guild in payment for the Guild's services, both past and future. And the Guild went to great lengths to ensure that thieves not obeying this dictum were promptly found and punished (the severity of the punishment depending on the amount withheld).

Inevitably, of course, there were thieves who became dissatisfied with the share of the spoils they were getting, and who broke away from the Guild to form their own organizations. Most of these rival groups were quickly subdued by the Guild, and the renegades (minus a few chosen to serve as examples to others with like minds) were returned to the fold. In a few cases the rebel movements were more powerful, and only succumbed after months of harassment that cost the Guild dearly in terms of the lives of its members, and

in the expenditure of the precious political capital needed to obtain, if not the active co-operation of the local law enforcement community, at least their passive acceptance. But never in all those centuries did a rival organization offer so great a threat to the hegemony of the Guild as does the group, now headquartered in the Borough of the Commons of Haven, known as the "Black Hand".

As the Guild Masters and their lieutenants grew in political stature over the years, many used their influence to place themselves in responsible positions in the community. Although this aura of respectability gave the Guild's leaders access to high level sources of information and identified new and lucrative criminal opportunities, it also seemed to change their attitudes toward their brothers in crime. Gradually, the "inner circle" of the Guild's leadership became more and more isolated, leaving their henchmen to deal with the everyday problems of the rank and file membership.

Some of the younger thieves, many of whom had turned to crime and thievery as a means of gaining the kind of power and respect their lower-class origins had denied them, perceived their access to that power to be steadily declining, and became increasingly frustrated. They did not intend to become mere foot-soldiers serving an elite clique of thieves unwilling to dirty their own hands. Moreover, the leaders of this faction had pondered well the fates of their predecessors in rebellion, and had vowed not to repeat the mistake of acting prematurely. When the most vocal of the malcontents left the Guild, they also left the city of Haven, supposedly to seek their fortunes elsewhere. The Guild fathers sighed in relief at this departure of dissidence (even as other unrevealed sympathizers recruited additional supporters).

Meanwhile, the departed thieves were busy plying their trade in the surrounding countryside, and taking every reasonable opportunity to meet surreptitiously with those city figures believed to be disenchanting with their "co-operation" with the Guild. When they did return to Haven, they had substantial monetary resources, and friends capable of exerting influence in the proper places - and when the moment of open revolt came, almost one-fifth of the Guild's membership defected to the Black Hand. The Guild leaders found, to their dismayed surprise, that their attempts to obtain political sanction for the eradication of the upstart group were largely blocked. Guild patrols sent to locate and destroy Black Hand strongholds failed to return with distressing regularity. Everything seemed to be going not-so-slowly downhill...

In part, the Guild's failures could be attributed to the skill and ruthlessness of their opponents. But it was also true that the years of high living had made many of the Guild's leaders soft, and had atrophied their once strong instincts. As time passed, there were further setbacks, and additional defections - until finally, the ablest of the old leaders found themselves forced to clean up and strengthen their house by bringing fresh blood into the Masters' Councils. The changes in leadership stemmed the tide of defections,

and, slowly but surely, the Guild's superiority in numbers allowed these new leaders to drive the forces of the Black Hand back, until the Hand was confined to the areas of their original greatest support. At that point, however, the resistance of the Black Hand stiffened and held, and an uneasy stalemate ensued.

Nine long and bloody years later, the struggle continues, unabated. Both sides continually probe each other, like prizefighters looking for openings in their opponents' defenses to exploit. In some areas the Guild rules, in others the Hand....

* * * * *

The scenarios in Thieves' Guild IV simulate three different aspects of the struggle outlined above. All, however, share a common thread that sets them apart from most other "programmed" adventures, for they pit the players against a most dangerous menace - other characters, with similar skills and abilities, and the capacity to react to the best laid plans of the players with their own fiendish counterplots. The scenarios also share another unique feature - they are designed to be played in either of two modes: first, as a traditional scenario, where the players take one side of the conflict, either Guild or Black Hand, and the GM plays the characters on the other side as well as all other NPCs in the scenario; second, as a contest between two teams of players, one group portraying the Guild thieves, the other the minions of the Black Hand, while the GM moderates the flow of the game, conducts any inter-party confrontations that result, and plays the occasional innocent by-stander (read - carefully inserted NPC, designed to produce complications) who might happen to appear.

THE CRYSTALS OF GAMBADOS

SCENARIO SET-UP

The following pages provide the details for two adventures involving the crystals of Gambados, using two completely different smuggling routes. One takes place along Haven's waterfront, as the Guild must locate the vessel being used to transport the goods and relieve it of its precious cargo. In the other, the Guild thieves must focus their attentions on the five principal organizers of a large merchant caravan, to determine which one may be acting as the Black Hand's courier. Each scenario fully details the clues which are available to the players, the activities undertaken by major NPC characters, and the knowledge available from various types of informants. Floor plans of the hiding places where the crystals are possibly being kept are also provided.

The scenarios can be run either with the GM portraying the Black Hand thieves, or with two teams of players taking on the roles of the Hand and Guild and facing off directly against one another. If the team option is selected, it is suggested that the players portraying the Hand thieves select the scenario to be used. The scenario is designed to accommodate 3 to 6 Intermediate to Veteran level thieves per side. The Guild's objective is, as stated, to recover the ten crystals of Gambados and return them to the Rands; the Hand thieves are of course dedicated to smuggling the crystals safely out of Haven to a place where they can be resold. As long as it does not jeopardize the prime success of their overall mission, the thieves from both sides have an auxiliary objective: trying to eliminate permanently the interference of any rivals they encounter, should the opportunity present itself.

INTRODUCTION

Far away from the fair city of Haven, at the south end of the vast and storm-filled Sholokith Bay, lies the port city of Solhedrin, an old and well renowned trade center in its own right. The hills behind the city are rich in the metallic ores that fuel its mighty forges, and the clay used to produce the strangely colored grey-brown brick that has withstood the erosive power of millennia. Nonetheless, the most famed of the craftsmen of the city of Solhedrin have always been the glassmakers, and their intricate works have found their way into nearly every corner of the old Namori Empire. The prestige of the Solhedrin glassblowers (and demand for their services) is so great that those wealthy enough to afford to commission a special project often patiently wait two to three years for their work to be completed.

One such work was commissioned by the archmage Gambados, a proud and petulant necromancer who was a practitioner of the ancient spellcasting art known as Runebinding (in which the magic-user harnesses magical energy through the use of tangible symbols of arcane power, the runes). Gambados had a set of ten crystal goblets produced, each engraved with a different potent runic symbol. The mage himself worked many enchantments on the raw materials, to increase their strength and flexibility well beyond normal capacity and the end products were flawlessly sculpted, and shimmered with an unnatural sparkle and clarity. Gambados proclaimed to all who saw them that the goblets were the ultimate manifestation of his arcane powers, and would last - forever.

In the centuries that passed after the death of Gambados, nothing occurred to disprove that claim, as the crystals survived individual clumsiness, wars, a consuming blaze that utterly destroyed an area of seven city blocks, and thousands of miles of travel, without so much as a nick or scratch. The crystals have changed ownership many times, and increased in value on each of these occasions. At times, they have graced the homes of many of the world's wealthiest men. Finally, they came to Haven, purchased by Zalle and Eezie Rand, the beautiful scions of two of the city's greatest banking houses. The Rands proudly and prominently displayed their new treasures, believing themselves safe from theft; for the family had long ago made its peace with the Thieves' Guild, and purchased its protection. Unfortunately, however, the thieves swearing allegiance to the Black Hand pay no heed to the Guild's agreements - so the Rands awoke one morning to find their prizes gone - and a blood-scurrowed warning from the leader of the Hand in their place.

The Guild, its honor at stake, has set out to recover the crystals. They have sent their best spies and informants out into the heart of the Black Hand's strongholds, trying to find out the location of the goblets, and whatever information is available on any plans the Hand has for smuggling them out of the city. Their harvest of information has so far been scant, but they have learned one thing for certain - Time is running out!

GM'S INSTRUCTIONS

If two teams are playing against one another, we suggest that the GM place the two groups at separate tables or even in separate rooms. Each group should be given a xeroxed copy of the appropriate city map, and place their character pieces in a manner that will identify their current location. Members of the two groups should not be united unless and until they come in physical contact.

Since most of the action prior to a final (and likely bloody) confrontation between the Hand and the Guild will consist of information gathering, tailing, and eavesdropping on suspects, play of the scenario is best conducted in the form of ten minute turns. At the

beginning of each turn players indicate their general objectives; for example, "I go into the shops in the neighborhood of Jack's shop and question the employees about Jack's activities", or "I keep watch on the house and follow Jack if he leaves." If, during the course of these plans, NPC encounters occur, the GM will portray the NPC, and the interaction played out in the normal 15 second melee round time scale. The same is true of face-to-face encounters between the Hand and the Guild.

If a Guild or Hand player sights a foe or NPC that he wishes to follow, he may attempt to tail him, making the appropriate rolls as indicated in the rules section of this book. The GM should make all discovery rolls for the character being followed (even if it belongs to an active player) until recognition of the tail is made, and should take care not to let the latter player know he is being followed.

THE CARAVAN ROUTE

INTRODUCTION

The Long Road runs from Kura Litrin, the capital city of the Namori Empire, far, far to the east, through the Borderlands, the Free Sector, and the Mountains of Peace, through the area called the Ten Cities (Haven is one of those ten cities), and on to the western edge of the continent, to Belakor, on the Turbulent Ocean. The road extends nearly 2,000 leagues (a league is approximately 3 miles) east to west, and spawns numerous side roads towards the equator to the north, and towards the Lands of Ice to the south. The Long Road has been an established trade route for 5,000 years, but the general trail has carried commerce of one sort or another since the younger races first escaped the bondage of the Elder Race.

No day goes by without at least twenty caravans passing through Haven, bound either east or west on the Long Road. Frequently, the traffic will exceed fifty of the traders' parties, filling the thoroughfare called Caravan Street with guards, drivers, pack-animals or wagons, and colorful traders, merchants, and travellers. Not infrequently, caravans are organized in Haven itself to carry the goods for which the city is famed to distant lands. The Guild's informants have learned that the crystals are going to be smuggled out of Haven on one of these caravans.

The caravan in question is being assembled by four prominent merchants of Haven for an expedition through the northwestern territories of the Ten Cities. The group is scheduled to depart in two days from the city's Horse Gate (the major gate at the southern end of Caravan Street), with over thirty wagons, and 150 men-at-arms for guards. Numerous smaller merchants, and travellers have joined the caravan, so that, the total population of the caravan will number over 500 (not including animals).

The four merchants responsible for the organization of this expedition are Trojanus Sextimus, a broker of paintings and sculpture; Dortmund, a master cabinet-maker and furniture manufacturer; Benedios Cellini, the young son of the metalworkers' fiery Guildmaster, Salvatore Cellini; and Alvarado, a wandering jewel merchant temporarily headquartered in Haven. They have banded together for this trip in order to reduce their individual costs, and to increase the amount of protection their goods are afforded in transit. The addition of the small merchants and the travellers reduces the organizers' costs even further, since they are charged a fee to join the caravan and enjoy its protection.

By unanimous consent, the four organizers have hired a fifth individual, an experienced (and reasonably renowned) caravan-master named Silva

Boraggio, to organize the details of the expedition - planning the exact route, hiring guards and drivers, acquiring all the necessary provisions, etc. Boraggio has set up a base of operations in a large warehouse located near the Horse Market on Caravan Street. As departure time nears, there will be an almost constant bustle of activity around this building, as cargoes are delivered, organizational details are worked out, and last minute applications to join the expedition are processed. During this same time period, the four merchants will each be busy attending to the settlement of their own personal and business affairs for their departure, and arranging the transfers of their cargoes and personal travelling equipment to Boraggio's warehouse.

At the outset of this adventure, the guild thieves know only that one of the five main figures in the caravan is to be the courier of the crystalline booty. None of the five have had any known prior connection with the Black Hand; consequently, the thieves attempting to investigate this route will find a multiplicity of trails to follow, with leads that may take them into many different corners of the city. Their task will be greatly aided if they can use their information resources and deductive powers to identify the motive that has caused one of these prominent men to serve the Black Hand's cause; for without this key, the Guild thieves can merely watch each of the suspects and wait, hoping to witness some sort of revealing action that will reveal the Black Hand's agent.

THE SUSPECTS

In the descriptions of the five potential couriers which follow, three types of information are presented:

- 1) General knowledge about the character - facts that would be known by the Guild and Black Hand thieves involved in this mission;
- 2) GM's description; and,
- 3) Timetable of the character's actions in the 36 hours before the caravan's departure from the city.

GMs running this scenario may want to copy the general knowledge information presented here onto file cards (we suggest 5x8's), so that the players may have easy access to this data.

A) Alvarado, the Jewel Merchant

1 - Alvarado is the only one of the four caravan organizers who does not reside permanently in Haven; however, he does make frequent (and lengthy) visits to the city, and is known and admired in the business community of Haven for his shrewd trading acumen. He has one constant travelling companion, a lovely half-elven maiden named Artelle. They are lodged at the Pendragon Inn, located on Caravan Street not far from the the warehouse being used as the staging site for the caravan. Though Alvarado claims that he has no special purpose for making the trip other than a thirst for knowledge about potential new trading opportunities, it is known that he has been involved in several meetings during the past week with prominent figures from Haven's major banking houses.

2 - Alvarado has indeed been attempting to secure additional financial backing for his enterprises during the past week, but these efforts are only peripherally related to the upcoming expedition. The jewel merchant has, of late, become obsessed with owning an awesomely beautiful work of sapphires, diamonds, and gold filligree known as the Sorcerer's Coronet. Very recently, he has been informed that the Thieves' Guild may be able to help him locate this masterpiece, which he originally believed to be lost somewhere among the many temples to the wizard-lord Skolv, now lying in ruins, which are dotted about the Ten Cities region. Consequently, Alvarado is very anxious to get in touch with the Thieves' Guild before he leaves the city. He

has dispatched Arielle to the Thieves' Market area to attempt to make such a contact.

The Coronet is currently in the Guild's vaults, part of its booty from a very successful temple looting expedition. The Guild leadership would be willing to bargain with Alvarado if contact is made - offering to sell the Coronet to Alvarado in exchange for his aid in recovering the Crystals. If such a bargain is struck, Alvarado will be willing to provide any of the following forms of assistance, if the Guild requests them:

- a) hire one or two Guild thieves as his personal men-at-arms;
- b) send a Guild thief to the warehouse with a package to be included in the cargo section assigned to him; and/or,
- c) attempt to arrange a meeting with one or more of the other principals in the caravan, on the pretext of warning them about the possible smuggling attempt.

However, he will never voluntarily do anything that would jeopardize his beloved Arielle's life.

In the absence of news about the Coronet, Alvarado will always be interested in a possible gem sale or trade, if the goods in question are of better than average quality. He will always make time to meet with any prospective buyer or seller he encounters, if the latter seems to know what he is talking about (if the thief character is posing as such a merchant, use a Disguise Success roll as described in TGI to determine how well this impersonation is received). Alvarado's incidental knowledge of jewelry lore is excellent, and he has an 80% base chance of recognizing a false story or a piece of fake jewelry.

3 - TIMETABLE FOR ALVARADO AND ARIELLE

Morning, Day 1 - Alvarado is a late sleeper - he and Arielle will seldom make an appearance before 9:30 or 10:00. They will breakfast in the common room of the Pendragon Inn, and, being in a cheery mood, will chat amiably with the few other (106) patrons lounging about the common room at that time.

10:45am - The pair stroll over to the Horse Market, and browse around the corrals. Arielle will bargain for a high spirited white filly.

11:40am - Alvarado and Arielle leave the Horse Market, and walk easterly to Borraggio's rented warehouse for a noon meeting with the caravan-master and the other three principals. At that meeting, Borraggio will introduce some of the key personnel he has hired (captain of the guard, head cook, etc.), and try to establish a firm schedule for final cargo deliveries. He will also relay to the group reports he has received of brigands operating on some of the westerly highroads, and discuss possible ways to circumvent this danger. This leads to a rather heated argument between Dortmund (who believes the route of the caravan should be altered to avoid the area where raids have been reported) and Benedios Cellini (who argues that the overall size of the caravan, plus the guard complement accompanying them, will keep them safe from assault). Alvarado supports Cellini's side of the discussion when a vote is taken, but refrains from entering the debate, due to his personal distaste for Cellini's overbearing style.

1:30pm - The meeting ends; Alvarado and Arielle depart in separate directions. Arielle takes a centaur trolley (Haven's answer to public transportation) to the large plaza in the South Corridor known as Thieves' Market. She talks with the pushcart-peddlers and shopkeepers in the area, letting it be known that she is interested in contacting the Guild, and that she can be found at the Knighte Oute, a tavern located near the northwest corner of the plaza. She will remain there from 2:30 til 4:30pm. If none of the thieves involved in the adventure approach her, there is a 40% chance that another member of the Guild will learn of her inquiries

and investigate; if so, there are chances for differing reactions:

01-25 - the Guild thief reports the information to his superiors immediately; they, in turn, would be likely to contact the Guild thieves assigned to the current adventure.

26-75 - the conversation is reported to the investigating thief's superiors at the end of the evening; the thieves involved in this adventure will only learn of the discussion if they initiate contact with their headquarters.

76-00 - the thief does not consider the incident of sufficient import to relay to his superiors.

Alvarado, meanwhile, returns to the Pendragon Inn to get his horse from the stables. He rides north on Caravan Street, across Stonebridge, into the North Corridor. There he will make three stops: the banking house of Kruegger Rand; the home of No-yen Drachmah, the goldsmith; and the workshop of U. N. Owen, the renowned jeweler. He will spend about half-an-hour at each place, talking to its proprietor; his conversation with Owen will be held behind closed doors, causing a slight stir among Owen's apprentices.

4:30 to 5:00pm - Arielle returns to the inn, and summons servant girls to prepare a hot bath for her. She bathes, perfumes herself, then dons a striking gown trimmed with shimmering precious stones.

5:15pm - Alvarado returns and also retires to their suite of rooms.

6:00pm - The couple emerges from the inn and hails a centaur cab. They are driven north on the Horseshoe to Lorient, then easterly on Lorien to a point near Summ Plaza, where they alight from the cab. The centaur bows as low as possible when Alvarado pays him, waving away the change. Arielle and Alvarado stroll up one of the footpaths through the wooded section, to the home of Sindra, an elven leather goods trader, and her husband, Raf Poul, an associate of Nimrodel the shipwright. Sindra and Alvarado were partners (and lovers) in his younger days; they remain close friends, and have helped one another weather times of rough fortune. At approximately 7:00, they are joined for dinner by four other neighborhood couples; at 8:30, the bard Robin O'Leary arrives (on foot) to provide some after-dinner entertainment. Alvarado and Arielle excuse themselves at 10:00, citing the morrow's journey as the reason for their early departure; Sindra gives Alvarado a large rectangular, decoratively wrapped box as he leaves (it contains a specially made pair of new riding boots, hand-tooled, and is quite light for all its apparent bulk). A passing centaur cab (fortuitous, isn't it) is hailed, and the couple returns to the inn; if no contact with the Guild has been arranged, they will retire to their rooms and prepare for bed.

11:15pm - (GM's Note: This section obtains only if no contact has been made with the Guild.) As Arielle sleeps peacefully, Alvarado gets out of bed, and walks out onto the small balcony adjoining the room. Frustrated and unable to sleep because of his unsuccessful attempts to parley with the Thieves' Guild, Alvarado is soon overcome by his restlessness. He quietly dons a tunic, cloak, and sandals, and slips out of the room. He has one quick mug in the common room downstairs, then (11:40pm) decides to walk over to the warehouse to observe the progress of the caravan's final preparations. After passing through the guards, and entering the warehouse itself, he is somewhat surprised to find Borraggio missing from the premises. Alvarado wanders across the warehouse floor, aimlessly investigating the contents of various wagonloads of boxes, crates, barrels, etc. His nosing about is interrupted by the return of some of Dortmund's employees with yet another shipment of assorted furniture. Alvarado will (if not otherwise encountered) wait in Borraggio's office until 1:00am; when Borraggio does not return, he informs the guards of the

caravan-master's continued absence, then returns to the inn.

Morning, Day 2 - As on the first day, the two arise late. They breakfast downstairs, then pack up their personal belongings (and three chests full of jewels) and arrive at the warehouse by 10:45am. They create a minor spot of excitement when Arielle, trying to select a suitable mount for the journey, spooks a rather high-spirited colt who breaks free of his handler, and gallops headlong through the crowded midday traffic on Caravan Street.

B) Benedios Cellini, Metalcrafter

1 - Benedios is the only son of Salvatore Cellini, the overbearing, but supremely talented, Master of the Metalworkers Guild. Benedios is considered to be even more obnoxious than his sire, and totally lacking his father's redeeming genius. He is extremely short, and rather pudgy in appearance; nonetheless, he is conceited about his prowess as a fighter, and is apt to make exaggerated claims about his physical abilities (particularly when under the influence). For all his shortcomings, he has shown substantial prowess in financial matters; he is a ruthless, aggressive bargainer, and has a discerning eye for quality. He lives with his new bride, Madalena (the niece of the reigning duke, Fernando di Cotillion), in an elegantly furnished townhouse just outside the Heights, in northern Haven.

Benni (as he is known to his few intimates) usually spends several nights a week in the neighborhood taverns, and will often buy a round for the house (if he is in a good mood). The family conducts most of its business out of a set of buildings, two small offices and one large workshop, located on Pewter Street in the North Corridor; Benedios appears to be quite proud that his father has chosen him to represent the family in this trading venture.

2 - Benni might not be so pleased, if he knew the real reason his father has chosen him as the family's representative. Salvatore's bitter feud with the dwarven metalworkers of Haven has reached dangerous proportions; he has received threats against his life from anonymous sources. The father hopes to protect his son from danger by sending him out of town on this six month journey. Benedios suspects nothing of this. The net may already be tightening around Salvatore, for two dwarves maintain a constant surveillance of Salvatore's movements; the elder Cellini has a small but superbly equipped workshop in his home (but a few blocks from Benedios townhouse), where he creates some of his finest masterpieces - there have been evidences of unauthorized entry in this area, and work has been ruined, possibly by Salvatore's two shadows. There is only a 5% chance that Benni will notice these observers when he is with his father; if either the Guild or the Black Hand thieves are trailing Benedios, the thieves' chances of noticing the dwarves are equal to twice their normal percentage chances of "spotting a tail" (see the expansion of Chapter 2 rules in this issue for details on how to calculate these chances - the perceptiveness ratings of the two dwarves are 11 and 14).

If encountered at a tavern, Benni will be ebullient and talkative with any (especially ladies) who show interest in his journey; as he progresses into higher levels of intoxication, he will become less discreet in his commentary. If contacted in a business context in this frame, Benedios is likely (80%) to be quite abrupt, complaining that he is too busy; however, he will always show interest in a proposition if it sounds sufficiently lucrative (profit of 20,000 GP or more). Benni, while a good judge of items, is not a good judge of character; being susceptible to flattery, he can be fooled by a good con artist.

Benedios is far from well-liked in the community, consequently, there is a 30% chance that any information supplied about Benedios by an informant is a vicious, unsupported lie (these lies might take the form of business misconduct, rumors of illicit sexual liaisons, or even a story that Benni has Black Hand connections).

3 - TIMETABLE FOR BENEDIOS CELLINI

8:00am, Day 1 - Benni leaves his home and walks to Pewter Street. He arrives to find the packing operation progressing smoothly (within moments he has levied a veritable mountain of instructions, which, if followed, are likely to set the work back by hours), and goes inside to his private office, where he continues to organize his merchandise records for the trip.

9:00am - Salvatore Cellini arrives at the Pewter Street offices, followed closely by his dwarven shadows.

9:50am - Benedios discovers that a set of silver bowls is missing from his lists, and crosses over to the workshop to determine their whereabouts. Finding that the items have not been completed on schedule, Benni delivers a violent dressing down to the workman in charge of the project which lasts for several minutes - until Salvatore arrives on the scene and quiets things down. The dwarven shadows draw near the workshop and listen attentively to the argument.

11:40am - Benedios accompanies one of the laden freight wagons to the staging warehouse, arriving several minutes late for the noon meeting. When Borraggio delivers his warning about highwaymen on the Long Road, Benedios vituperatively disparages Dortmund's fears and strenuously argues against changing the route in any way; his argument carries the day.

1:30pm - Tremendously self-satisfied over his success, Benedios repairs to Dunk's Tavern, a drinking establishment located a few blocks from the warehouse, and buys a round for the house. There, he tells everyone in earshot the story of the argument, embellishing frequently with references to his own weapons prowess - there is a 10% chance that someone in the crowd will belittle his claims to be a fighter, and challenge him to demonstrate his skills outside (a challenge Benni will not accept, even if it means loss of face).

2:25pm - Benni runs into a casual acquaintance, a Fighter named Migh Runn who mentions that he is unemployed. Benni proclaims that he can get Migh a job as a guard with the caravan. Dragging the skeptical fighter (and several other onlookers) in tow, Benni returns to the warehouse and confronts Borraggio with the request, and finally browbeats the latter into agreeing. Migh Runn is told to report for duty at nightfall; the crowd returns to Dunk's for another round.

4:20pm - By now feeling exceptionally jovial, Benedios returns to the Cellini complex to find preparations still progressing smoothly. His spirits are dampened slightly when he attempts to regale his father with details of the afternoon, and finds the latter distracted and inattentive.

5:00pm - Benedios and Salvatore leave the office together, and go to Benedios' town home for dinner with the rest of the family. The dwarves are never far behind.

7:00 to 11:00pm - Benedios goes out carousing to commemorate his last night in the city, making stops at several North Corridor bars. From 10 to 11, he is inebriated at the Aerie, where he crosses paths inadvertently with Trojanus Sextimus. There is a 40% chance that Benni has a run-in with the Young Stallions (25% additional chance the encounter leads to a fistfight - three guesses as to who winds up on the floor in such an event) while at the Aerie.

11:10pm - Benedios toddles home from the Aerie on foot, in an extremely drunken state. Upon entering his home, he pauses for a moment on the couch in his sitting

room, and immediately passes out (a turn of events that undoubtedly makes wife Madalena extremely grateful).
1:30 to 3:00am - Benni's friend Migh Rynn falls asleep on guard duty, having drawn an assignment to guard one of the warehouse entrances. There is only a 15% chance that he will waken if anyone approaches or enters this doorway. If not otherwise awakened, he will be roused by Boraggio upon his return, and thoroughly chewed out for his carelessness.

4:30am, Day 2 - Benni is awakened by the sound of mice tip-toeing around the basement of the house three doors away. Before sinking back into oblivion, he stumbles about the room for a few moments, tripping over furniture and making a large amount of noise.
7:00am - Benedictos awakens, badly hungover from his night's revels, and retires to a hot tub in an effort to soak out the evil humors.

9:30am - The merchant leaves his house, feeling somewhat better but still abnormally quiet and nursing a severe headache. He rides to the office, where the final portion of their cargo stands loaded and ready to go in five closed wagons. Benedictos foregoes checking the bills of lading, stopping within the building just long enough to grab his ledgers and say a brief farewell to his father. The wagons are on their way to the warehouse by 10:00am.

10:20am - Upon arriving at the warehouse, Benni is upbraided by Boraggio for Migh Rynn's incompetence. He accepts this abuse with uncharacteristic meekness, and retreats into the rear of one of the freight wagons, where he remains until departure time.

C) Dortmund, Master Cabinet-maker

1 - Dortmund lives and works with many of the other members of his large family; he has seven brothers and sisters, and has sired eleven children of his own. Now in his late fifties, he is a small, delicately boned man, rather frail in appearance. His health is excellent, however, a fact he attributes to the special diet of herbs and vegetables he religiously follows. He employs over 100 people in his furniture-making enterprises, many of whom live in rooms on his property; his home and workplace occupy an entire city block on the south side of the Dorian, in the neighborhood just southwest of the Plaza of troubadors. Dortmund is very devoted to his family, and rarely socializes with other prominent merchants. He has only two known pastimes outside of his work; he collects porcelain and china miniatures, and he considers himself a connoisseur of fine wines.

2 - The only thing extraordinary about Dortmund is his spectacular ordinariness. His works reflect meticulous care and steady hand, and are of excellent quality; they are, however, singularly devoid of artistic vision, and merely mirror the prevailing styles and designs. Dortmund's financial position is rock solid; nonetheless, he is a worrier, and constantly expects the worst. His caution and conservatism are so strong that he only rarely allows himself to spend money on his wines and his miniatures. He is very inhibited, and almost painfully shy around strangers, unless he is talking about furniture.

Most of Dortmund's family work with him and live similarly colorless lives. His third eldest child, Torban (a rather turbulent young red-head), was not content with this drab existence, and ran off two years ago to become an adventurer. Dortmund knows nothing of his whereabouts, and forbids the mention of his name in his household. This is the only breath of controversy surrounding the family, and the incident is so old that an area informant would be likely to remember it only if he were pressed hard by his questioner.

Dortmund is transporting a sizable number of very large, bulky pieces of furniture on this journey; consequently, groups of his workmen (led by his brothers Murzmar and Claudiill) will constantly be

hauling loads of furniture from their workshops over to the warehouse staging area during the week before the caravan's scheduled departure. The brothers are not particularly quick-witted, and are inclined to interpret things very literally. Thus, when they have returned to the warehouse on several occasions to find crates disturbed (lids opened, shifted to other places, etc.) in their absence, they have formed the opinion that these are evidence of foul play, and have relayed their fears to Dortmund, who is also very susceptible to paranoia.

3 - TIMETABLE FOR MASTER DORTMUND

6:30am, Day 1 - Dortmund rises and eats his morning meal, then goes into the workshop to complete the final details on a leaf pattern being carved into a walnut table. He is continually interrupted by workmen with questions, and scuttles about the area at a brisk pace.

11:00am - Dortmund leaves his workshop, and walks around the Horseshoe to Caravan Street, then left to the warehouse being used by Boraggio. He arrives well before the scheduled noon meeting of the principals, and privately confers with Boraggio in the latter's office. Dortmund voices grave concern about warehouse security, and stoutly avers that someone will attempt to steal part of the cargo during the coming night. When pressed to reveal the reason for his concern, Dortmund remains evasive; nevertheless, Boraggio agrees to double the guard for the coming evening. Unbeknownst to Dortmund, Boraggio speaks briefly with two of his most trusted guards, and asks them to watch for any suspicious characters lurking about the premises during the meeting. If thieves of either the Guild or the Black Hand have the building under surveillance during this period, there is a 45% chance that Boraggio's men will spot the watchers, and attempt to tail them when they leave the warehouse area.

12:00noon - The scheduled organizational meeting takes place. Upon hearing the news of highwaymen along the Long Road, Dortmund immediately suggests that the caravan change its route to avoid this possible trouble spot; he is voted down by the others after a heated argument. This further convinces Dortmund that his colleagues are irresponsible, and that he must take immediate steps to protect his investment.

2:00pm - Upon returning home, the cabinetmaker ensconces himself at his desk, and writes furiously for a few minutes, then dispatches an apprentice to the Dwarf (the dwarven section of Haven's Outlands Borough) to deliver these hastily scribbled pages to Balin arn Bilbur, a specialist in locks and traps.

4:20pm - The apprentice travels on to Boraggio's warehouse with Balin in tow. The dwarf carries a huge valise filled with his tools and accessories. A number of the pieces of furniture designed by Dortmund have been fitted with secret compartments of one sort or another; Balin has been requested to install booby-traps that can be set to temporarily incapacitate any unauthorized tamperer (by releasing sleep gas, a mild central nervous system poison, etc.) on the most valuable of these items (he agreed readily; he knows Dortmund from past dealings, and is planning to hold him up for a tidy little sum). The dwarf and the apprentice attempt to gain admittance to the warehouse by showing the guard a note from Dortmund; unfortunately, this guard is not literate, and a small altercation ensues. Eventually, Boraggio (who can read) is summoned, and authorizes the pair's admittance. Balin sets to work installing the traps; his efforts over the next two hours are carried out in plain sight, and could be easily identified for what they are by any witness with experience in disarming or arming traps.
5:45pm - Boraggio arrives at Dortmund's shop, and goes into the cabinet-maker's office. A few moments later, he emerges, and departs, carrying a large box under one arm (it contains a flamework jewelry-box, inlaid with mother-of-pearl, made by Dortmund personally, which



Boraggio will present this evening as a farewell gift to his sweetheart).

6:30pm - Dortmund sits down to dinner with his family. After dinner, he indulges himself with a bottle of vintage wine from his cellar. At about 8:30, he retires for the night.

10:20pm - In the street outside Dortmund's bedroom window, a wagon heavily laden with furniture swerves abruptly to avoid a cloaked rider who has galloped out of a side street at breakneck speed. A poorly secured table is flung off the wagon, and ricochets off a wall to the ground with a shattering crash. Dortmund, awakened by the noise, looks out his window, and sees the results of the incident; he rushes immediately out into the street to survey the extent of the damage. Two of the table's legs are damaged irreparably, but the piece appears otherwise unharmed. Dortmund orders his workmen to carry it back into the workroom; he then spends most of the night (until 4:00am) toiling in the dim lamplight to make the necessary replacements and repairs.

8:00am, Day 2 - The cabinetter is roused by his wife; he appears very pale and drawn from his labors of the previous night. He breakfasts, then packs his personal gear for the trip into a large mahogany footlocker.

9:30am - Dortmund leaves the house, and walks over to the open air shop of Tracheotus, the green grocer. There, he purchases a number of somewhat exotic herbs and spices that Tracheotus stocks especially for him. Upon returning home with his purchases, he brews himself a pot of potent herb tea, and sips from a steaming mug of the brew as he moves about the shop area, making a final check that all necessary cargo has been transferred to the warehouse and that his employees understand their tasks during his absence.

11:00am - Dortmund and the four workmen (including Wurzmar) who are to accompany him on the caravan depart for Boraggio's warehouse in a wagon which also carries a number of trunks and footlockers.

D) Trojanus Sextimus, Dealer of Objects d'Art

1 - Trojanus is a rather tall, thin middle-aged man, with delicate facial features. He is sole owner and proprietor of a fairly large art gallery in the North Corridor that specializes in pottery and sculptures. Most of his clientele come from the Guild and Merchant classes, and can readily afford his extravagant fees. It is also well known that Trojanus greatly enjoys the nightlife of the city, and is an avid drinker, and gamer known in many of Haven's chic nightspots. He has never married and seldom womanizes. He lives alone, with a small staff of live-in servants, in an elegantly furnished home that lies at the very base of the Heights.

2 - Although Trojanus has not changed his rich lifestyle, his financial fortunes have faltered precipitously in the last 6-9 months. This decline is attributable to two primary causes: 1) The recent sinking of the large merchant vessel, Falmost, laden with Trojanus' art objects, off the coast of Seki, and 2) the heavy losses Trojanus has sustained from his gambling endeavors. The sinking of the Falmost is common knowledge among the city's seamen! but few (less than 20%) know the monetary value of the cargo that was lost. Similarly, almost any bartender in one of Trojanus' regular haunts will be able to recall several evenings in which the art dealer suffered large setbacks at the gaming tables; but, because Trojanus frequents several different establishments, no single barkeep is likely to know the extent of his overall losses. Thus, the Guild thieves will probably have to use a bit of deductive reasoning to determine the full extremity of Trojanus' situation, and to identify the circumstances which drove him to seek the financial assistance of the Black Hand.

Trojanus borrowed a substantial sum from the Hand to pay off a gambling debt owed to a man who had threatened to expose his impoverished state to his

clientele. The Hand, knowing Trojanus is still unable to repay his loan, has demanded that he prove his good faith by acting as their courier in this current enterprise. Although Trojanus does not even know the exact nature of the cargo he is to carry, he is certain he will be captured in the act and totally disgraced. His emotional state as the fateful moment draws nigh is manic depressive, fluctuating between periods of wild, forced gaiety and fits of melancholia.

3 - TIME TABLE FOR TROJANUS SEXTIMUS

8:50am, Day 1 - Two of Trojanus' assistants from the gallery, accompanied by two day laborers pulling hand carts, arrive at Trojanus' home. They wait in the sitting room while Trojanus completes his daily ablutions.

9:25am - The five men leave the house and travel east to Caravan Street and then south across Trade Island to Gambol Street. There is little conversation among the group.

10:05am - The group stops at one of the three-story row houses that line Gambol Street, and go inside to the loft studio of Ronn the sculptor. There the workmen and one of the gallery assistants carefully pack several large pieces of statuary in well-padded crates, carry them downstairs and load them onto the carts. The second assistant remains on the street to keep an eye on the cargo. Trojanus remains upstairs while the loading is going on, although he can occasionally be seen peering down at the street scene from the loft window.

11:15am - The loading completed, the five continue on at a leisurely pace back to Caravan Street and south to the warehouse rented by Boraggio.

12:00noon - Trojanus leaves the rest of the party to unload the goods, and joins the aforementioned meeting of the caravan organizers. He seems distracted throughout the meeting, and barely participates in the discussion about the possible change of route.

1:15pm - The meeting ended, Trojanus hails a centaur cab, and sets out on a long, erratically zig-zagging course through the south side of Haven. Trojanus occasionally stops the cab, clambers out and walks around for a few moments, then continues on.

2:05pm - During one of these stops (on Rouge Street, near Magic Street), Trojanus enters the small shop of Radri the Potioner. Within, he purchases a small bottle of very potent (Level 30) poison, which he places in his left hip pocket.

2:50pm - Up until this moment, Trojanus and his by now thoroughly confused cabbie have continued their aimless meanderings along the south bank. Suddenly, Trojanus seems to become aware of the time - the cabbie turns around from his current route, and heads off at top speed to Caravan Street, and then across the Dorian to Trojanus' gallery.

3:10pm - Trojanus rushes into the gallery, very late for an appointment with one of his best customers. Although the dealer apologizes profusely for his absence, fabricating a story about being delayed at the warehouse, the customer stalks out of the gallery in a huff.

3:15pm to 6:00pm - Trojanus and his chief assistant Plummyrr, go over the gallery's recent correspondence, and try to get the gallery's affairs in order for his absence. During this period, the four man freight crew make two appearances to load a number of artworks from the gallery's stock. It is also possible that representatives from the Hand thieves may visit the gallery during this time, to arrange the meeting when the extra cargo will be delivered.

6:00pm - Trojanus, Plummyrr, and another gallery worker close up the gallery, and laden with a number of empty packing crates, proceed to Trojanus' home. The crates are taken inside and placed in Trojanus' study, to be packed by the dealer later with items from his personal

collection. Trojanus invites the two to stay for a drink; a short while later, they depart after an extraordinarily emotional goodbye from the dealer. 6:45pm - Trojanus begins the packing exercise, but soon becomes distracted. He goes upstairs to his rooms, bathes and perfumes himself, dons some more dressy attire, and heads out "on the town."

7:30pm to approximately 12:30am - Trojanus pays brief visits to almost all of his usual nightspots. He drinks very heavily, but is rather quiet, and watches the crowds around him instead of participating in the night's revelry. Between 11:00pm and 11:30pm, both Trojanus and Benedios are drinking in the Aerie, but they do not speak to one another.

12:30am, Day 2 - Trojanus goes home, somewhat tipsy but not seriously drunk. If he arrives home before the minions of the Hand, there is a 20% chance that he will attempt to take the poison he has purchased. If he does so, there is a 40% chance that he will take too large a dose of the poison (a la Gauguin), and wind up vomiting the deadly liquid out of his system before it can take effect.

Sometime after midnight - The Hand thieves arrive at Trojanus' home, bearing a crate filled with ten clay sculptures of a priestly figure in a variety of poses; the crate's label refers to them as the Ten Miracles of the Great God Bamos (note the significant number 10, and the fact that God Bamos is an anagram for Gambados). They will leave this crate, fully packed and nailed shut, in the study, regardless of whether or not Trojanus has attempted to take his own life. All other actions taken by the Hand thieves during this visit are up to the discretion of the GM or the players portraying the smugglers.

8:00am - Trojanus, if unpoisoned, rises and completes the packing of his personal cargo and baggage.

9:30am - The team of workmen seen yesterday returns to the house, this time on a mule-driven light freight wagon. They load the crates from the study onto the wagon.

10:30am to 10:50am - Journey to Boraggio's is completed. Trojanus walks over to a tavern near the warehouse, and quickly imbibes three stiff drinks to quiet his nerves.

E) Silva Boraggio, Caravan Master

1 - Boraggio is a robust, husky man just approaching middle age, with a booming voice and a gruff but pleasant demeanor. For several years, he has made his living as a fur trader, until he discovered that he could use his woodland's lore and organizational skills as a caravan master and make good money for much less risk. He is said to have traveled every mile of the Long Road, and many of its tributaries; and his good reputation in his trade seems well-founded. He is by nature a patient, even-tempered man; when angered to his breaking point, however, he is a dangerous foe (he is very proficient with knife and axe, and a competent bare hands brawler). His greatest known weakness is his constant pursuit of the fairer sex, whom he treats both chivalrously and chauvinistically. Boraggio is using the office of the warehouse as his temporary quarters in Haven; but he has also been spending many of his evenings in the company of a young female songstress from the Street of Harps.

2 - Of the five suspects, Boraggio has the fewest secrets, for both his strengths and weaknesses of character are fairly openly displayed. Nonetheless, he values his privacy, and does not like people that ask too many prying questions. Though Silva is reasonably well off (he always seems to be carrying a healthy purse of 100-500 GP with him), he has few dealings with the city's financial community, and the latter know very little about him. His tastes in women are very catholic, and he has a different lady love in almost

every city along the Long Road; hence, he will almost always be interested if anyone claims to have jewelry items, perfumes, or other small items of affection available for sale at reasonable prices. Most of his hirelings (80%) will vouch that Boraggio is a reasonable boss who does his best to support his men if disputes break out between the caravan staff and the merchants; the dissenters to this view are usually those who have run afoul to one of Silva's infrequent tirades.

3 - TIMETABLE FOR SILVA BORAGGIO

6:00am, Day 1 - Despite a late night of carousing, Boraggio is up at the crack of dawn, showing no ill effects from the nights revels. He takes a quick tour around the warehouse facility to assure himself that all is well. There is a 70% chance that he will notice if anything in the warehouse has been tampered with, moved around, or replaced during the night.

6:20am - If all is satisfactory, Boraggio will leave the warehouse area on horseback and ride down to Fisherman's Cay, accompanied by two of the hired guards. There he will barter for a shipment of salted fish to add to the caravan's stores.

7:00am to 11:30am - Upon returning to the warehouse, Silva settles down to work, becoming involved in the dozens of last-minute tasks required to get the caravan ready for departure. A parade of people file in and out of his office during this period, including a number of travelers making last minute applications, prospective employees, and merchants delivering general stores. At 11:30, Dortmund arrives at the warehouse and confers with Boraggio for several minutes.

12:00noon to 1:15pm - Boraggio holds forth at the general meeting with the other organizers. He is unconcerned, but a bit surprised, when Dortmund's move to change the caravan route to avoid a possible encounter with brigands is defeated by Benedios' strong opposition.

1:15pm to 2:00pm - Boraggio goes to a small tavern around the corner from the warehouse to get a bite to eat. While there, he becomes taken with one of the serving wenches; they talk quietly, and arrange a late night rendezvous. This completed, he returns to the warehouse and his preparations.

3:20pm - Benedios Cellini returns to the warehouse and, under threat of withdrawing from the caravan, foists a rather hapless-looking young fighting man named Migh Runn onto the caravan's guard rolls. Boraggio, though highly irritated, holds his temper during the exchange; however, once Benedios has departed, Silva unleashes a stream of curses, and takes out his frustrations on everyone he encounters during the next hour.

5:30pm - Boraggio leaves the warehouse on foot, and walks through the South Corridor to the block of buildings where Dortmund plies his trade. He disappears inside briefly, and reappears carrying a large wooden box under one arm.

6:00pm to 6:30pm - Boraggio walks at a leisurely pace, from Dortmund's to the Sackbut and Psalter, a well-renowned inn located on the Street of Harps. There he meets Lisa Duncan, the aforementioned songstress, and two of her friends (also female); the four drink and sup together, and all seem jovial. The box sits on the bench next to Boraggio.

9:00pm - Some musicians appear, and begin to play. Boraggio, by now thoroughly over his bad mood, dances with one and all of his companions. There are moments when the box is completely unattended.

10:45pm to midnight - Boraggio and Lisa take their leave and walk to the three-story walk-up where she rents a room. Boraggio presents her with the box (if it is still in his possession) - which contains a delicately hand-crafted music box. The couple make passionate love, but moments later, Boraggio is back on his feet, claiming that he must return to the warehouse

immediately because there is much remaining to do. Lisa protests loudly, and a brief argument ensues, but in the end she relents.

12:10am, Day 2 - Boraggio hastily departs the building and rapidly makes his way back toward the warehouse, cutting through alleyways - at times almost breaking into a run. A few moments later, the cause of his haste is revealed - the serving wench encountered earlier in the day. Boraggio saddles his horse; lifting the girl alongside, he rides out the Horse Gate at a brisk canter, stopping about two miles from town on a grassy hillside overlooking the river.

2:45am, Day 2 - The pair return to the warehouse, where Boraggio bids the maiden farewell. He walks around to the rear entrance of the warehouse, only to find the boy, Migh Runn, asleep on duty. He rouses the hapless lad, and gives him an extremely severe tongue-lashing, stopping just short of blows. Having vented his spleen, he goes to bed.

7:00am, Day 2 - Boraggio rises, and completes the same check of the warehouse he initiated the previous day. He busies himself with work up to the very last moment before departure.

ACTIVITIES OF THE SMUGGLERS

For the most part, the Black Hand thieves (whether played by the GM or a team of player-characters) have complete freedom to undertake any strategies they might choose to protect the crystals or eliminate the Guild's interference. There are, however, a limited number of acts which the minions of the Hand must perform during this 36 hour period. At the outset of the scenario, of course, they must select a hideout where the crystals will be kept prior to their delivery to their courier. This hideout can be placed virtually anywhere in the city, except for the Labyrinth (the center of Guild authority), the Heights, or Trade Island (this last area can actually be used, but the Hand players should bear in mind that access to the Island is severely limited between midnight and 6:00am). The chances for discovering the location of the Hand's hideout will be dependent on the informant's proximity to the hideout area (the closer the better), and the amount of Hand activity taking place around the hideout (the greater the number of comings and goings, or thieves lurking about the hiding place undisguised, the greater the likelihood of being noticed).

During the 36 hours of the adventure, the Hand thieves must accomplish the following tasks:

1) Sometime during the daylight hours of the 1st day, they must make contact with Trojanus to arrange their post-midnight delivery of the concealed crystals.

2) They must accomplish the delivery of the crystals to Trojanus, concealed within the statuettes of Bamos.

3) There is a 60% chance that the Hand will learn of Alvarado and Arielle's efforts to contact the Guild. If they do discover these plans, the Hand players in this scenario must place the jewel merchant under surveillance, and attempt to prevent the meeting with the Guild from taking place.

4) The Hand thieves must send at least one of their number to the Commons section once each morning to deliver a progress report to the Hand lieutenants.

GM's should remember that the Hand thieves will have sufficient time before this adventure begins to set up any ruses or subterfuges they might wish to employ to make the transfer and exit of these goods easier.

Use of Informants

Given their scant store of knowledge at the outset of this scenario, the Guild players will almost surely want to increase their understanding of the five suspects by questioning their neighbors, associates, or

the regular network of Guild informants. The chances of obtaining useful information will depend on a variety of factors; a procedure for determining the success of those efforts is described below.

The Informant Results chart indicates percentage chances that an individual being questioned in a given area of town will know some general information about a particular suspect, or the plans of the caravan which the group of suspects has organized. These percentage chances assume that the individuals being questioned have some logical basis for possessing useful information (e.g., they are patrons of a bar known to be frequented by a suspect, neighbors of the suspect's business or residence, persons involved in similar business enterprises, etc.); this general chart should not be used if the players are questioning individuals who are particularly close to the suspect (see the section on Confidants, below). The differences in base information percentages between areas of the city reflect the comparative amount of time that each of the suspects spends in that particular portion of town, and their notoriety in those segments. The base chances may be modified by the GM to reflect the effectiveness of the questioner's technique, and/or the particular type of information being sought. If the Guild player comes up with a clever, believable ruse to justify his many questions, his efforts should have greater effect than those of a character who bluntly asks a man's business associates to give out incriminating evidence against him.

As noted before, the Informant Chances table may be used to define a player's chances of obtaining general information about a given suspect; this type of information may or may not be useful in his current search. If a player is seeking an answer to a specific question, his base chances are considered to be 1/2 the percentages listed in the table (rounded up), plus an adjustment from the area-specific chart, Percentage Bonuses to Specific Information Chances.

Guild informants are assumed to have a 15% penalty to their stated base chances of knowing most general information, but have a 20% bonus to their chances of knowing the answers to the list of specific questions (since they are concentrating their efforts on finding out this particular information). Guild informants are also the only individuals likely to have any chance of finding the Hand's temporary storage place for the crystals, or the locations of the individual smugglers. A Guild informant is assumed to have a 20% chance of possessing some clue about the location of the Hand's hideout if he is in the same area of the city as the hideout, and a 5% chance if he is in an immediately adjacent section of town. Guild informants have a 55% chance of knowing that one or more of the smugglers is currently in their sector of the city; if so, there is a 30% chance that the informant knows the smuggler's exact present location. There are a plethora of wandering Guild informants (primarily beggars, but there are also entertainers, shopkeepers, and even an occasional high public personage) throughout the city, with the greatest concentration of these characters to be found along Caravan Street and in other very crowded public areas, such as the Plaza of Troubadors, Thieves Market, Trade Island, or Guildmasters Square. A Guild player searching for a Guild informant should have a 50% - 60% chance of locating one (per 15 minute search turn) in these most populated areas, and a 25% - 35% chance elsewhere.

Confidants

On certain occasions, players may decide that they need to talk with a suspect's closest intimates (girl friends, immediate family, business partners, or key

aides). Such individuals are assumed to be "hostile witnesses"; they will give out useful information only if they can be tricked into believing that such answers and disclosures are necessary or will, in some way, benefit their intimate. To accomplish such a feat, the Guild player will normally have to construct a disguise (law enforcement official, long-lost boyhood friend, etc.) which will gain the confidence of the person being interrogated. The quality of the disguise (is it satisfactory for the conception of the role?) can be judged using the Disguise rules presented in earlier volumes of Thieves' Guild. GMs should bear in mind that, given the often sensitive nature of the questions the Guild players will likely be asking, the chances for creating a crisis situation (wherein the player's disguised is challenged) are much higher than in normal disguise situations.

GENERAL INFORMANT INFORMATION TABLE

THE CARAVAN ROUTE

Subject	Informant Location									
	A	B	C	D	E	F	G	H	J	
Alvarado	-	45	-	50	40	30	20	-	20	
Benedios	45	60	25	60	10	10	10	20	15	
Dortmund	-	25	-	10	20	60	60	-	10	
Trojanus	25	35	10	70	5	5	20	30	-	
Boraggio	-	15	-	10	60	40	35	5	10	
Caravan	10	15	-	25	65	15	35	5	5	

(Locations:

- A - The Heights
- B - The North Corridor: Financial
- C - The North Corridor: Government
- D - The North Corridor: Other
- E - The South Corridor: Warehouse
- F - The South Corridor: the Plaza of Troubadors
- G - The South Corridor: Other
- H - The Commons: the South Docks
- J - The Outlands)

PERCENTAGE BONUSES TO

SPECIFIC INFORMATION CHANCES

THE CARAVAN ROUTE

Subject	Informant Location									
	A	B	C	D	E	F	G	H	J	
<u>ALVARADO</u>										
Financial Position	-	20	-	10	-	-	10	-	-	
Sorcerer's Coronet	-	-	-	-	10	-	25	-	-	
Arielle Relationship	-	-	-	25	25	-	25	-	10	
<u>BENEDIOS</u>										
Financial Position	10	15	15	15	-	-	-	-	-	
Wife relationship	25	-	10	10	-	-	-	-	20	
<u>DORTMUND</u>										
Financial Position	-	15	-	-	-	10	10	-	-	
Mismanagement Fears	-	-	-	-	10	10	10	-	10	
<u>TROJANUS</u>										
Financial Position	-	10	-	10	-	-	-	-	-	
Gambling Habits	10	-	-	20	-	20	20	-	-	
Sunken Trade Vessel	-	-	-	5	-	-	-	-	30	
<u>BORAGGIO</u>										
Financial Position	-	5	-	-	-	-	-	-	-	
Girl Relationship	-	-	-	-	10	25	10	-	-	
Professional Repute	-	-	-	20	20	-	20	-	-	
<u>CARAVAN</u>										
Departure Time	-	-	-	-	30	10	10	-	10	
Scheduled Meeting	-	-	-	10	25	10	-	-	-	
Guard Arrangements	-	10	-	10	20	-	10	-	-	

RESCUING THE CRYSTALS

The Guild thieves in this adventure can, if they locate the crystals in time, attempt to recover them at any of four points: 1) from the warehouse used as the temporary storage site, 2) from the Hand thieves as the goods are in transit between the warehouse and the home of the reluctant courier, 3) from Trojanus' house, or 4) from Trojanus' men as they haul the target goods to Boraggio's warehouse. It is also possible that Guild thieves, in following a false trail or attempting to find information, may enter Boraggio's warehouse, or the lodgings of the other caravan principals. In this section, the GM provided information on how to handle surveillance or breaking and entering attempts at each of these locations, and presents a floor plan for the art gallery/house of Trojanus (the most likely site of a recovery effort).

1) Hand Warehouse. Since the Hand thieves have the option of choosing any of a number of sites; general information about these structures can be provided. Any given warehouse is likely to have a foreman and 204 workmen on duty during day hours; there is a 50% chance that these employees will possess some weapon skills (primarily club, cudgel, or knife). There is a 20% chance that the warehouse also employs a night shift consisting of a foreman and 106 workmen. There will normally be 203 guards on duty (01-60 Green, 61-90 Intermediate, 91-00 Veteran) between dusk and dawn; if there is a night shift, subtract 2 from this die roll (thus, if two 1's are rolled, there would be no guards present). There is a 60% chance these guards (unless Veteran) will surrender if 50% or more of them have been wounded.

There is only a 15% chance that a warehouse is equipped with arcane protection devices; if so, it may be presumed that the goblets are placed within the area guarded by this magic. Otherwise, the main, non-human obstacle facing the Guild if they attack here is the sheer volume of crates, barrels, and chests they must search through to locate the crystals - any warehouse will have 201000 containers, in all, within its walls; a Perfunctory search of a single container takes 15 seconds, and a Detailed search 1 minute.

One or more Hand thieves may decide to remain at or near the warehouse site to keep an eye on their booty. If they are visible and unsuccessfully Disguised (if they attempt to disguise themselves, make a normal Success roll, assuming that the Guild informants have IQ and DSC of 12), add 10% (per Hand thief so occupied) to the chances that a Guild informant will spot the hideout.

2) Transport of the goblets from the warehouse to Trojanus' house. The mechanics of this transfer are entirely up to the GM (or the Hand players, if any are active); therefore, the Guild's chances of recovering the goblets during this phase of Hand activity will be totally dependent on the strategies employed by the opposing sides (in other words, you'll get no help from us on this one!).

3) Trojanus' house. The art dealer's art gallery cum home is located in a fairly large 2-story building, surrounded by a high hedge; there is a small flagstone courtyard (lined with shrubs) in front, and a formal garden to the rear. The floor plans of the interior are presented below.

The front and side doors to the residence are all protected by Complexity 3 locks, and all 3 are built of sturdy timber. There are no windows on the 1st floor; those on the 2nd floor are comprised of many small diamond-shaped, multi-colored glass panels; except for the one leading to the upstairs library and the two beside the fireplace in the living room, none are at all trapped; neither is the wide, curtained opening in

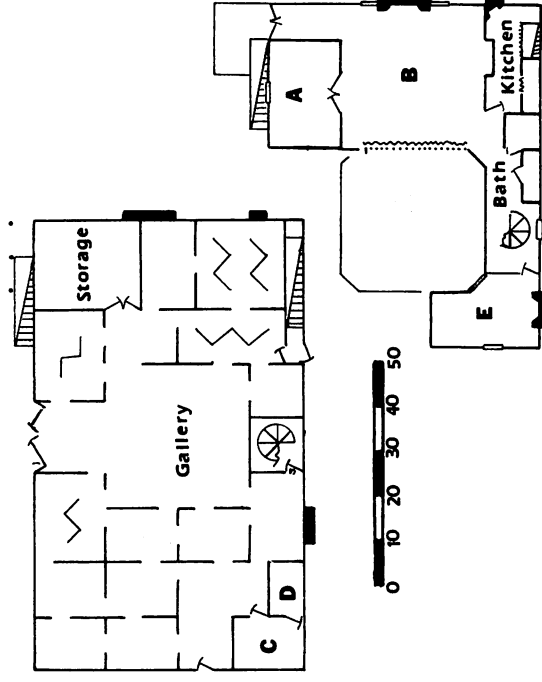
the living room which overlooks the biggest of the viewing chambers. As might be expected, there is artwork and sculpture decorating most of the rooms of the spacious house, particularly the many areas of the art gallery on the lower level; however, about 80% of the most valuable pieces are displayed in the library and the living room upstairs (A,B); Trojanus will invite favored clients to these areas - they are not open to the general run of customers.

The works of art contained within the library and the living room are protected in the following manner: if the statues are lifted from the pedestals, or the paintings from their hanging positions, and an object of equal weight is not put back in their place, a stream of gas containing a potent soporific (STM saving roll at -4 or sleep 206 hours) is released from a nearby source in the ceiling. Removal of any of these items also sets up a series of blade traps (6 in all, spaced at varying heights 3' apart, HACØ 2, damage 206) in the main entry hall on the upper level. The windows in these rooms are electrified (MGR saving roll or take 208 temporary damage to STM), and are activated when touched from either side.

Near the front entrance to the gallery on the lower level is Trojanus' office and study (C); next to it is a small storage area (D). Both are currently filled with a number of crated or partially packed art objects awaiting delivery to the caravan. It is here that the crate bearing the concealed crystals will be left for the night. There will be 2020 crates in various stages of readiness about the study and the storage room; 65% of these are closed and sealed. All closed crates are marked to indicate their contents; all but one have the information marked on them with a brush and paint - the other seems to have been marked with a quill and ink.

As indicated earlier, the Hand has concealed the ten goblets within small, clay statuettes described as "The Ten Miracles of the Great God Bamas." Unless the Guild players purposefully, or accidentally, shatter one of the statues to reveal the crystal beneath, the only ways they can guess the true contents of the crate are the following clues:

- * The anagram of God Bamas and Gambados
- * The coincidence that there are ten statues and ten goblets
- * The similarity in size between the statues and the goblets
- * The perceptibly lower quality of the workmanship in the statues
- * The difference in handwriting on the crate containing the crystals



Besides Trojanus (who, if not deceased, will be up in his bedroom (E)), there are 4 live-in servants here with quarters above the small stable off the garden and the main building. There is a 20% chance that one or more of these servants will hear any disturbance in the house, and a 40% chance that they will investigate if they do hear a noise. Trojanus will, due to his highly agitated (and somewhat tipsy) state, sleep very lightly this night; there is a 65% chance he will be awakened by any loud noise (defined as anything much above a whisper) emanating from the study or storage room, which are nearby (underneath) his bedroom. If he does appear, he will be only too glad to allow the Guild thieves to take back the crystals - provided that they tie him up, beat him, and/or otherwise make it look as if he put up a struggle (to get him off the hook with the Hand). (Note: There is a 30% chance, given the state of Trojanus' distraction, that he will have forgotten to set the traps described earlier.)

The other rooms in the house are marked as to the general purpose, but should not come into the main play of this scenario. The GM's discretion rules if the adventure digresses into these areas.

4) Transfer to Boraggio's. The goods from the house of Trojanus will be transported by the team of individuals described in the schedule of events. This pair of muscular laborers are reasonably competent fighters with close range weapons (though they would much prefer a hand-to-hand alley fight); they will not run from trouble. Trojanus and his assistants on the other hand, are likely to look for the nearest cover available - and surrender if fired upon (unless Trojanus sees the Hand agents looking on, whereupon he will try to make a good verbal showing of outrage - and fail rather miserably). The cargo will be as described in 3) above, except that all the crates will now be closed and marked. The handcart loads are extremely heavy; any thief lacking the bulk of the laborer's thick arms (an extremely likely prospect) will have some difficulty in escaping at any speed with these vehicles.

Other Buildings

a) Boraggio's Warehouse - Since all goods being transported with the caravan must eventually find their way here, it is very possible that the Guild thieves will attempt to search these premises for the crystals. During daylight hours, there will be 2 + 1D6 guards (01-15 Green, 16-55 Intermediate, 56-95 Veteran, 96-00 Elite) present at the warehouse. These guards will almost certainly (95%) check up on anyone entering the warehouse complex. They will have little patience with (and will probably throw out) anyone who hems and haws about stating his business; however, if the Guild thieves have worked out an acceptable story, there is only a 25% chance that the sentries will investigate more deeply (basically, this is because there is such a steady stream of people in here making deliveries - 3D8 people each half hour engaged in such activities).

In the evening (6:00pm - 12:00am), the pace slackens somewhat to an inflow of 1D12 people per hour. At 10:00pm, a new guard shift comes on, comprised of 4 + 2D8 guards (the doubled security force promised by Boraggio to Dortmund). The sentries stationed at the entrances on this late shift will be much more careful about whom they admit - characters seeking entry will probably have to furnish some sort of tangible proof of their story (a signed note from a caravan participant, a bill of lading, etc.). Between 1:00 - 3:00am, one of the rear entrances is unguarded, where Migh Runn lies asleep on duty. Only those merchants transporting extremely large loads (like Dortmund) will continue to make deliveries throughout the night.

b) Alvarado's room - Alvarado and Arielle have a two room suite on the 3rd floor of the Pendragon; the rooms face onto Caravan Street. Players may attempt to gain access to the suite either via the front door (Level 1 lock, 20% chance of encountering someone in the halls of the Inn) or from outside (by climbing up to the balcony adjoining the rooms; its door is unlocked between 11:30pm - 2:00am). Both Alvarado and Arielle are light sleepers; they sleep with a short blade concealed beneath their bedding (they will not strike, however, except in self-defense, preferring to negotiate with intruders if possible). If the entry is made after 11:00pm on the first day, the Guildsmen will find the large box presented to Alvarado by Sindra; it contains only the riding boots described earlier.

c) Cellini household - The entryways to Benedios' home are well trapped, a hardly surprising fact given the controversy surrounding Benedios' marriage to the Duke's niece, the raging battle between the Cellinis and the dwarven metalworkers of Haven, and Benni's own less-than-amiable personality. Also unsurprising, given the aggressive natures of the Cellini pere' and fils, is the fact that these enchantments are designed to damage (or quite possibly kill), rather than detain, anyone so audacious as to intrude (GM's discretion as to the specific nature of these traps, but each should do an average of 20-40 points of damage to anyone unfortunate enough to miss his saving roll). Within the household are a great many metalworks worthy of a king's ransom, but no chests or crates which look like hiding places for the crystals. There is an 85% chance that Madelena, Benni's rather unwilling spouse, will be at home whenever the Guild thieves arrive on the scene (one seldom goes out when it seems that everyone you pass by is staring at you, and clucking "poor child" under their breath).

d) Dortmund's home - There will be a continuous flurry of activity around this complex of living quarters and workrooms throughout the 36 hours prior to the caravan's departure. Consequently, though there are many, many points of entry into these buildings, and only modest security (6 Intermediate guards), there is a good possibility that Guild infiltrators will encounter approaching workmen while they are in the midst of their searches. With the enormous number of bulky furniture pieces being shipped by Dortmund, and the many more in various stages of assembly about the workrooms, there are hundreds of potential hiding places for the crystals about these premises. Thus, if the Guild players have failed to eliminate Dortmund as a suspect on the basis of their inquiries, it is doubtful that they will be able to rule him out by searching his property.

"PLAYING FOR TIME"

It is possible that the Guild players, panicked by the seeming enormity of their task, may decide that they may fail to recover the crystals in the 36-hour time frame available to them, and start looking for ways to extend this limit. The easiest way in which to do so is to get one or more of the Guild thieves hired on as guards; characters must have a total STR, CDN, REF and STM attributes equal to 48 or more, and make a saving roll against MAG (1 point is added to the MAG saving roll for each point of attributes the player possesses over 48 - this reflects the fact that if you're big and strong and can hit a swallow between the eyes at 50 paces, no one really cares if you don't bathe very often). Players may also wish to try to hire on as cooks (20% if trained in Cooking, 50% if Master), scouts (must have both Tracking and Trapping skills, and above average sensory abilities to qualify), or other caravan personnel (healers, drivers, etc., at GM's discretion). If Guild thieves are successfully

hired, the scenario can continue on after the caravan has left Haven.

The plans call for Trojanus to dispose of the crystal-bearing statues in Plandissfor, the second stop on the caravan's travels. To ensure that there are no hitches in this plan, two Hand thieves (Espar D'Aguello and Montakk the dwarf) have hired on as scout and guard, respectively. As the days pass, Trojanus will become more and more obviously nervous and paranoid about everyone (revealing himself quite blatantly as a man with a secret). However, the Guild thieves may find

it difficult to act on their undoubtedly growing suspicions, for their caravan tasks consume most of each day, and employees are kept somewhat segregated from the merchants and travelers after the caravan stops to pitch camp each evening. While in camp, guards have the greatest mobility of any of the caravan workers; however, while the caravan is on the move, special personnel such as scouts or healers are likely to have the greatest freedom to roam amongst the wagons of the organizers.

CHARACTER DESCRIPTIONS FOR THE CARAVAN ROUTE

Name	Character Notes	Class	Requisites									Weapon	Combat HAC#	Damage	Armor Class	HTK
			ST	CO	RF	SM	IQ	MR								
Alvarado	(1)	VET HU TRD	11	10	9	13	13	14			BDSWDe	6	3D4	LTH 5	26	
Arielle	*(1)	INT /E TRU	7	8-12	11	13	7			LBOW DGR	2/6/9 10	1D6 1D4	CLO 3	14		
Benedios	(2)	INT HU MER	5	12	12	10	12	9		ThKNF RAPR DGR	5/9/14 9 11	1D4 1D8 1D4	CLO 2	17		
Madalena Dortmund	*(3) (4)	GR HU NON EL HU MER	6	17	14	10	9	13		None ROD			NON 0 NON 2	19 36		
Brother #1 (see text)		INT HU NON	11	8	14	7	17			CLUB	8	2D4	NON 0	26		
Brother #2		INT HU NON	12	10	9	14	6	11		CLUB	8	2D4	NON 0	19		
Trojanus	(5)	INT HU TRD	8	11	11	5	12	12		DGR	10	1D4	CLO 2	13		
Assistant #1		GR HU MER	12	8	8	9	13	9		None			NON 0	15		
Assistant #2		GR HU MER	12	8	8	9	13	9		None			NON 0	15		
Laborer #1		INT HU FTR	15	7	9	18	7	16		GRHMR FIST	8 5	2D10 1D5 ea	NON 0	27		
Laborer #2		INT HU NON	13	11	13	10	11	15		MAUL FIST	7 4	3D4 1D4 ea	NON 1	21		
Boraggio		VET HU RGR	12	15	11	13	15	6		SPEARE ThSPRE NET	4/7 2/7/12 5	3D5 1D12 tangle	LTH 6	30		
Warehouse Guards	(6)															
A		INT HU FTR	11	14	12	14	7	9		BDSWDe LBOW	6 3/7/10	3D4 1D6	LTH 5	27		
B		VET HU FTR	13	9	14	12	9	12		2BBAXe	4	3D5	LTH 6	35		

NOTES:

(1) Both wear bracelets which contain Missile Repulser spells (5 charges - each charge last 10mr and turn aside the weight equivalent of 8 arrows).

(2) Cloth shirt is embedded with a Limited Invisibility spell - wearer may remain invisible as long as he does not move.

(3) If you're looking at the HTK column, you better have a fast horse and plans to move to another town. This is the Duke of the Haven's niece you idiot!

(4) Dortmund possesses a Rod that contains 18 charges of a 75 HP Sleep spell; he will not be carrying it

until the morning of the caravan's departure.
 (5) Trojanus will surrender immediately if facing a man with a weapon - the only thing he is likely to take a chance on stabbing is an unconscious man.

(6) To create a warehouse guard, roll a D100 (01-15 green, 16-55 intermediate, 56-95 veteran, 96-00 elite), then use the hiring fighter tables from TG II. Two sample guards are provided for those of you who do not yet own TG II - but you better pick up a copy soon, 'cause we may not be so nice next time!

THE RIVER ROUTE

In this scenario, it is assumed that the Hand smugglers have decided to try to move the crystals out of the city on one of the vessels currently lodged in Haven's ports.

Since Haven is situated on a river, shipping can go both ways - upriver, from the North Docks situated above the rapids, and downriver to the sea, from the South Docks below the rapids. Two sets of docks and wharves occupy both sides of the river at each end of the city, but almost all of the actual cargo handling is done on the northern bank of the Dorian, while the south bank caters to those who are stocking their ships for voyages.

For the purposes of this adventure, only the South Dock area need be considered, for the Black Hand lacks

even a semblance of power along the North Docks. The Guild thieves must locate the ship designated to carry this valued cargo, and prevent it from embarking with the crystals aboard.

THE SHIPS

At this moment, there are between 25 to 30 ships moored to docks and wharves primarily on the north side of the river. All ships must register with the city's Ministry of Ports and Shipping upon arrival, and are also required to notify the Ministry of their intended date of departure (so that Ports officials can collect the appropriate duties on goods imported into, or exported from, the city).

Five of the ships in port below the rapids are scheduled to sail within the following week. Since it is unlikely that any ship's captain would permanently jeopardize his standing in such a key port by leaving without the required notification, these vessels are the only five that can be used by the smugglers, given their severe time constraint.

1) Intrepid - a small, sleek and rakish single-masted sloop rumored to be exceedingly swift, one of the speediest vessels under sail afloat. She is owned and operated by two adventurers of some notoriety in the Ten Cities region, the husky red-bearded warrior Pfaif Hurd and his smaller, wiry compatriot, Gramouza. Their stated destination is Hag's Cliff, an isolated, rock-scarred promontory surrounded by treacherous shoals, lying at the juncture of Sholokith Bay and the Turbulent Ocean (consequently, many suspect that Intrepid has another destination planned in truth).

2) Walpurgis - a round bottomed merchant ship owned by a syndicate of foreign free traders. The destination of record for their upcoming voyage is the port city of Solhedrin (where the crystal goblets sought by the Guild thieves were originally crafted). It is well known around the dock area that the captain and the navigator of Walpurgis are seeking sailors to sign on for their coming trip. The cargo is reputed to be extremely valuable.

3) Highlands Maid - a three-masted schooner owned by the Blackbournes of Haven. The cargo is finished textiles and bolts of cloth, and numerous coils of rope and cord, intended for delivery to several of the city-states that lie southerly along the Turbulent Ocean. The Blackbourne family, through the efforts of young Anson Blackbourne, have cooperated with the Thieves' Guild on many occasions, and are considered to be extremely loyal in their Guild sympathies.

4) Cartagena - a galley of 80 oars, partially refitted as a warship and donated by the family of Nimrodel to the city's naval defense force. The ship and her all-volunteer (well, that's what the officials call them) crew are scheduled to leave port for a week of routine practice maneuvers before reporting for duty with the down river patrol squadron.

5) Akureiya - a two masted corvette owned by the Tandouray Spice Company of Haven. She is scheduled to sail across the Turbulent Ocean to the fabled Port Byulana in the distant kingdom of Jez, in search of fresh shipments of exotic western spices. It is rumored that the voyage will require over two years to complete. Akureiya carries a strong box filled to overflowing with gems and golden coins (as many a wharfside rumormonger can inform you for a small fee).

There are a number of other ships in the southern roads that the GM may wish to refer to to make life difficult for the Guild thieves. None of these are due to leave for at least a week, but they are, in most cases, moored near one of the target ships. Some of the vessels are:

- 6) Veritas, a rakish 40-oar galley;
- 7) Firedrake, a large galleon;
- 8) Petruchia, another round-bottom merchant;
- 9) Taras Bulba, sister ship to Petruchia;
- 10) Bonadieux, a swift built privateer;
- 11) Victory, another galleon;
- 12) Delight, a small coasting vessel;
- 13) Perra Duranja, yet another galleon;
- 14) Castle of the Sea, a high-peaked galleass; and,
- 15) Eastern Star, a 4 masted argosy.

There are three ways in which the Guild thieves can discover which ships are preparing to leave Haven for the seaways sometime in the next two days (there are, of course, other ways to obtain the information

the Guild thieves desire, but the GM is not supposed to leave this book where his players can read it).

First, the thieves can directly approach dockworkers, or crewmen on the individual vessels, and inquire as to their sailing plans. However, this technique is indiscreet as well as time-consuming, and would justifiably pique the interest of every rumormonger in the dockside area (and thereby certainly reach the ears of the Black Hand's men as well).

Alternatively, they can seek this information from either a Guild informant or an independent rumormonger. Since the comings and goings of shipping traffic are a matter of common interest, almost any informant contacted will have some knowledge of this subject. Roll a D100 to determine what fraction of the departures a given informant is aware of (01-20 = 1 ship, 21-40 = 2 ships, etc.). Then roll a D5 to identify the vessels about which the informant has knowledge.

The quickest method of obtaining information on ship departures is to make contact with Morrey (the Eel), a prominently placed official in the Ministry of Pors and Shipping. Morrey, for a hefty fee, will provide anyone with a thorough list of scheduled departures (including the name of the ship's owner, her captain's name and reputation, and the vessel's declared cargo). The only problem with this approach is that Morrey is an equal opportunity gossip who will sell information to anyone - thus, there is a 25% chance that the Hand thieves will learn of the Guild's visit and obtain a positive ID of the individuals who met with Morrey. There is a 30% chance that the Guild thieves have had previous dealings with Morrey; increase this chance to 60% if the player's make direct inquiries to the GM about whether such a source might exist.

Highlands Maid and Cartagena are intended to be easily identified by the Guild thieves as unlikely recipients of the crystalline treasure, leaving the other three vessels as possible targets requiring further investigation. These three ships and their most important (in terms of information) crewmen, are therefore described in greater detail.

A) Intrepid - Despite the skepticism evinced by outside observers, Intrepid is indeed bound for Hag's Cliff. Gramouza and Pfaif have heard the tale of a great sunken treasure lost aboard a ship smashed upon the perilous reef of the promontory, and are determined to recover a goodly portion of said treasure with the aid of a Magical Mask of Water Breathing which they stole during their adventures from the mighty wizard Scoobah. They have been very close-mouthed, a rarity for Gramouza, about the objective of their voyage, except for the occasional oblique reference to great treasures they have made while trying to impress (and pick up) young women they've encountered at the Crystal Ship (a tavern located nearby along the docks).

Both are inveterate womanizers, and can fall easy prey to the charms of a luscious young wench. However, they will be very angry if they learn that others (even women, even young, pretty women) are snooping into their affairs, and would quickly draw their blades if they personally encounter snoopers. When not aboard their craft, they spend most of their time at the Crystal Ship, which they find an excellent source of lore and information. Whenever their ship is left unattended, a trap is set for any who sneak aboard Intrepid. At the top of the companionway is a small lantern (i.e., when someone tries to go down the steps into the interior of the vessel), it releases a blast of energy capable of stunning anyone within a 15' radius into unconsciousness for up to 8 hours (saving roll against MR -6 to resist initially, saving roll against STM each hour to awaken). The safety switch for

this trap is the little wheel which raises and lowers the wick in the lantern - lowering the wick turns the trap off.

B) Walpurgis - Walpurgis' need for new crewmembers is the result of a recent pirate attack which, while staved off and blunted by the resistance of the crew, was extremely costly (almost half the crew lost as casualties, and extensive hull damage, minor marks of which are still evident). One of the crewmen lost was the wizened old first mate, prompting the promotion of the relatively inexperienced, but undeniably eager, second mate, Simpson. Captain Klunig and his Navigator, Nvvl Pfsk, spend most of each afternoon and evening - roughly 3pm to 11pm - holding forth at the Seasick Parrot, participating boisterously in the revelry and buying drinks for prospective crewmen. Klunig is a burly, jovial man, totally in love with the sea and the seaman's life; he has over 20 years experience as a highly competent sea-captain, and many an astounding tale to tell. Pfsk bears a not-quite-healed scar on his cheek from the recent encounter, and his brush with death has caused him to think longingly of retirement - he has only remained on Walpurgis for this coming voyage out of loyalty to Klunig. While the Captain is a trusting man, willing to think the best of a prospective new crewman, Pfsk is more cynical, and likely to ask penetrating questions about a man's past.

Simpson spends his days aboard ship. He is a bundle of nervous energy, scurrying about to supervise the final aspects of the ship's repairs, making arrangements for the laying in of stores, and talking to those seeking berths aboard the vessel. At night, he carouses merrily, trying in vain to forget the lovely girl in a far-away port who has stolen his heart. On the first night of this adventure, he may be found on the Street of Silk Veils (probably at the Red Rooster) sampling the pleasures of the fairer sex; on the second night, he will be in the opium den in the rear of the Crystal Ship.

Those who sign on Walpurgis as crewmen may move into the forecastle (pronounced fok-sell) living quarters immediately if they so choose. Since Walpurgis is berthed quite near Akureiya, an enterprising Guild thief may wish to hire on to make proper use of this ideal vantage point.

C) Akureiya - If the sea route is chosen, Akureiya is to be the courier of the crystal goblets. The Tandouray Spice Company is a front organization for the Black Hand, and has a high-ranking BH official (Gilberto Maggia) on its Board of Directors. There is a 30% chance that any Guild thief will recognize this Black Hand connection if he hears the company's name mentioned in connection with the vessel.

Whether or not the smuggled treasure is to be transported on the ship, Akureiya has just had a small enlargement made to her cargo capacity - work performed by Nimrod the shipwright. A new compartment was added, concealed behind a false wall, and accessible only through a locked (complexity 3) secret panel in that wall.

Akureiya's captain, Hoombay Gourdebas, is a medium-built man of very dark complexion (partly from his years of sun and sea), with luxuriant, well pomaded mustaches, and a breath-taking tattoo of a fighting griffin on his chest (this is almost always visible, since Hoombay either wears very loose shirts, open to the waist, or no shirt at all - particularly aboard ship). Hoombay is very congenial, even to strangers, but is a double-talker; although he will accept bribes, he is very loyal to his Black Hand bosses, and will provide only misinformation and false help. There is a 40% chance that Hoombay will have already visited Jasmine's House of Tattoos while in port (see the

description of that shop below for further details); if not, there is a 20% chance he will do so late on the first evening of this adventure (after rendezvousing with the agents of the Hand).

Zucker Fassbinder is a disgruntled seaman on Akureiya; among other complaints (most of them imaginary), he feels that he was passed over for a promotion to mate that he should have had (actually, Zucker is a lousy sailor - the fact that he has survived as many voyages as he has is a matter of pure luck). He will spend his last two days in port having a final fling, dividing his time between the Seasick Parrot and the Street of Silk Veils. If encountered, he is likely to be very drunk, and quite disorderly, but more than willing (with the help of another foamy mug of tongue-oil) to talk about the three men in dark cloaks he has seen negotiating with his Captain.

Only two of the other crewmen of Akureiya (not including Fassbinder) know that their ship is used in the service of the Black Hand: Megara, the ship's cook, and a seemingly undistinguished crewman, Halldor Block. Megara is a long-time associate of Hoombay, and is kept informed so that he could complete an assignment if Gourdebas were killed or otherwise incapacitated. Unbeknownst to Hoombay and the Black Hand, Megara keeps an up-to-date diary of his travels, including many details of the Hand's work; this diary is currently kept under the bed in the room Megara rents at Alekhine's Boarding House (see shop descriptions below). Block has been placed on the crew by the Hand to keep an eye on Hoombay's activities; Gourdebas has some suspicions about him, but has not yet acted upon them.

SHOP DESCRIPTIONS FOR THE SOUTH DOCKS

In their search for information, the Guild thieves may wish to enter any of a number of varied business establishments in the area near the South Docks. This section provides basic descriptions of some of the shops and their personnel, and indicates any special information available in these shops and the general circumstances under which such information might be revealed. The GM can use this material as a guide when running encounters between these NPCs and Guild/Black Hand thieves.

A) The Navy Yard of the City of Haven provides storage for all the supplies (cordage, barrels for water, flour, salt meat, etc., fittings, weapons, and so forth) used by the eight galleys which the city maintains to patrol down the Dorian to the sea. There are walls along the two alleys at the rear, and a wooden fence along Drayers' Loop, with a gate located opposite the city pier; the yard is guarded 24 hours a day by a small force of mercenaries specifically hired for the purpose. Cartagena, the newest ship in the city's fleet, is currently loading stores for her forthcoming departure.

B) Hamilton, Corder makes rope and cord. He supplies to all the chandlers in the city, but will sell directly to ship owners if the requirement is large enough. Pfafl Hurd has been in in the last few days with an order for a 10,000' of 3/8" line (not a common size, even for a smaller ship), and Anson Blackbourne placed an order two months ago for 500,000' of assorted cordage, for transshipment on Highland Maid. This information will be readily volunteered, since Hamilton is proud of the ability of the men of his rope walk to produce good cord, and will illustrate his point by telling about these recent orders for large amounts of rope.

C) Jasmine's House of Tattoos

is just a tiny hole-in-the-wall with dirt-caked windows, through some of which can be distinguished (barely) some incredible drawings on display. Jasmine Adder is a tattoo artist of some renown, and is able to charge a sizable fee for the application of her unusual talent. She is a largish woman of indeterminate middle-age, with slightly stringy mouse-brown hair, and is usually found seated on a dilapidated couch in her shop, with a small table in front of the couch covered with needles, dye pots, etc. She employs a network of neighborhood urchins to keep her apprised of the arrival of new vessels at both the North and South Docks. Because of her high rates, her clientele is comprised mainly of ships' officers, and the rare frugal seaman who has saved up his meager shares for the privilege of Jasmine's artistry.

Jasmine uses a potent liquor as a painkiller during the tattooing session; consequently, she often learns a great deal of information that she is not intended to hear. If Hoombay Gourdebas has been to her shop, there is an 80% chance that he has unknowingly mentioned the crystal goblets to Jasmine. Although she is no Guild sympathizer, Jasmine is a foe of the Black Hand organization because of their excessive brutality, which she considers "bad for business". Consequently, she is likely to give what information she has to any Guild thieves who inquire, if they explain their purpose.

D) The Seasick Parrot

is the most rollicking of the bars in the South Docks. The place is usually filled with song, wine, women, and many ribald entertainments; the revelry frequently lasts through the night, and into the following morning.

In addition to the key figures from the ships list already noted to be among the regular patrons of the bar (Zuker Fassbinder of Akureiya, and Captain Kluhig and Nvl Pfsk of Walpurgis), one of the regular entertainers is a Guild informant. Jigger Cassadi plays a mean guitar, sings well in a pleasant baritone, and also sings to Guild thieves about South Docks information (he receives a 10% bonus to the normally indicated information chances when asked for info regarding either of the two ships mentioned above).

E) Bidurim, Chartmaker

is reputed to have charts of almost every port, harbor, and stretch of sea-coast in the "whole,

wide world". Unfortunately for Pfaff Hurd and Gramouza, when they visited him he did not have one in stock for the Hag's Cliff area. He told them it would take him six months to get one from the nearest possible source (they were not pleased).

F) Petals of the Rose

is supposedly a small version of the bawdy houses occupying the Street of Silk Veils; however, it is generally disparagingly referred to by the denizens of the South Docks as "Scales of the Fish". There is a 15% chance each on each night of the adventure that Zuker Fassbinder or Simpson will visit here.

G) The Crystal Ship

is a smoky, dimly-lit tavern at the end of a seldom-cleaned alleyway. There is an opium den in the back room of the saloon (the odor of burning drug occasionally penetrates to the common room), and three burly toughs guard the connecting door to persuade non-customers of the inadvisability of entering. The common room is of reasonable size, but could hardly be called spacious; it is open around the clock, and there will normally be 20 to 30 (20 + D10) seamen and other nautical types drinking, gambling, and telling tales to each other.

Simpson, first mate of Walpurgis, will enter the back room on the second night of the adventure.

Pfaff Hurd and Gramouza can regularly be found drinking at a window table in the common room. The proprietor (and chief barkeep), an immense, ham-fisted man known to all as "Tiny", has a long acquaintance with this adventuresome pair, and knows them to be total independents, unlikely to be working in league with anyone else. However, this fact will not be volunteered; it will come out only if Tiny is asked directly, or if a closely related question is posed. A middle-aged, rather washed-out barmaid named DruCELLa will also claim to know the two adventurers well; she will, however, revile them as unscrupulous cutthroats (in reality, she is acting out of spite because her advances were spurned by Pfaff).

The tavern is a hotbed of rumors and information for anyone who knows how to sit patiently and listen - players who act in such a manner should be rewarded with a roll on the Informant Information table for each hour they remain at the tavern (maximum of 4 rolls).

H) The Widow Bupkes

runs a boarding house. The new second mate of Cartagena stays here. The widow is also famous for her navy bean soup.



J) Sym's Storage Company is housed in a large warehouse, situated across from Alekhine's; it is used primarily as a granary. This company is also a stronghold of the Black Hand. If Guild types stop here to make inquiries, or if they are spotted entering Alekhine's (only a 15% chance of the latter unless the parties in question have already stopped at Sym's), an employee will be dispatched to the Black Hand's headquarters to inform them of the visit. The people at Sym's will try to detain the suspects at the warehouse for as long as possible by indicating their willingness and/or ability to provide useful information. If they can keep the Guild suspects there until the runner to headquarters returns, the latter will be accompanied by a Black Hand thief, who will attempt to shadow the Guild people after they leave.

The owner of the company, Lazar Symbocca, is almost never there (5% chance); he is always said to be "returning shortly". Esgar, the foreman, and his helpers, Rimer, Div, and Jim Bostry, are all loyal Black Hand supporters, and would never willingly help the Guild's cause.

K) The House of Fashion provides "shore clothes" for many of the sailors returning from long voyages. It is run by Noly Brekkan, an excellent salesman of clothes, who seems to have a tremendous fund of general waterfront news and gossip. There is a 65% chance he will have at least a tidbit of information on almost any ship presently in port. Of course, you'll have to buy some of his clothing "deals"...

L) Jakke the Sailmaker makes sails, is completing a new set for Walpurgis, and knows a great deal about the quality of canvas, the virtues and merits of different types of cutting shears, and many other subjects of absolutely no interest to either the Guild or Black Hand thieves. At the slightest provocation, he will bore to tears anyone foolish enough to stand still and listen.

M) The Slop Chest carries all manner of personal items prized by seamen. There is a 65% chance that any crewmember of any ship will make at least one stop here, but only a 10% chance that visitors will have revealed anything of even vaguely useful import.

N) Alekhine's Boarding House is a cheap; and reasonably clean, transient rooming house frequented by many sailors when on shore leave in Haven. Hoombay, Zuker, Megara, and several of the other Akureiya crewmembers are staying here; so is Nvvl Pfsk of Walpurgis. Alekhine, a shriveled, bald-headed old codger, attributes his longevity in these tough surroundings to his credo of asking no questions of his clientele. He knows little gossip, and tells less; however, for a reasonable bribe, he can be convinced to leave a pass-key on the desk for another to take and use. Alekhine employs a rather sullen half-orc named Kradoc to clean up the rooms daily. Kradoc is much nosier than Alekhine, and will eavesdrop on conversations, if given the opportunity; he is not above petty theft, if he sees the chance and thinks he won't get caught.

P) Honest Boris - Fine Jewelry surprisingly enough, is honest - and offers reasonable deals on armbands, golden hoop earrings, and other items of ornamentation favored by seamen. He has a 15% chance of knowing something about a given ship.

Q) Ship's Chandler - Martin Boggle, Prop. carries a wide variety of miscellaneous

supplies and light equipment, cordage, etc., likely to be needed by any vessel stocking up before leaving on a voyage. There is an 80% chance that a crewmember from any of the ships sailing this week has been in the shop to have an order filled; in most cases, however, this fact would not be remembered unless the written records of the sales are checked. Several of the employees will remember a visit made by Pfaff Hurd, and inquired in vain about unusual assortment of tools, and inquired in vain about a good navigational chart of the Hag's Cliff area. Boggle, in particular, will remember the encounter, since Hurd laughingly paid his bill with a large pink pearl worth 2 to 3 times the value of his purchases.

R) Mintar, Weaponsmith is a stocky dwarf (stocky even for a dwarf) who makes naval weapons (ships' weapons primarily, although he does make cutlasses, marlinspikes, etc.). Both Captain Klunig of Walpurgis and Captain Gourdebas of Akureiya have visited him in the time they have been in port; there is a 40% chance that Mintar will know when and where these ships are traveling.

S) Soul's Anchor is a run-down, overcrowded tenement, where a Salvation Army-style group provides food and shelter to broken-down old seamen, and to the widows and orphans of sailors lost at sea. Padre Antrim, a rail-thin, frail young friar with seemingly boundless enthusiasm, is the spiritual leader of the flock. The fellowship has recently received a large contribution from an anonymous benefactor - this fact is a prominent item in the current rumor mill (unfortunately, it bears no relationship to the Guild thieves' mission).

T) Voelkher's Sea Transport is the abandoned warehouse of a long defunct shipping and forwarding company. The doors and first floor windows of the two story wooden structure have been boarded up, but there are 2 or 3 crawlways which can be used to gain entry. The cavernous lower floor appears totally deserted and untended for years; all that is left of the former company's operation are scattered remnants of broken crates and smashed barrels (some are still partially filled with rotted grain or fabrics and vinegary wine).

The second floor only extends over about a quarter of the floor space, and is reached by a wooden stairway near the front of the building; the stairs are still remarkably sturdy, considering the condition of the rest of the warehouse. At the top of the stairs are two offices, one small, the other quite large; both have their furniture still intact. The two windows in the smaller office offer an excellent view of the moorings of Akureiya and Walpurgis; this room appears to have been recently inhabited - fresh (relatively fresh, only a few days old) food scraps can be found in a box full of trash, and a rumpled coat lies in one corner (this place is sometimes used as a hide-out by the Black Hand). There are a desk, four chairs of varying description and solidity (35% chance of collapse for any except the one behind the desk if sat upon), two sets of shelves against the wall, and a cabinet. In the top drawer of the desk may be found a spyglass (multiplies normal Sight identification ranges by 10). There is nothing of interest in the large office.

U) The Mermaid is a rather seedy, and very rough, saloon, primarily the hangout of dockworkers and longshoremen. Fights break out here frequently, as the broken (occasionally patched) furniture and decor mutely testify.

Snoops are not appreciated at the Mermaid, and are likely to be dealt with quickly, roughly, and, rarely, fatally (those who either didn't survive the first

beating, given as a warning, or who had the temerity - and lack of intelligence - to try again). If one must look for leads in here, the only patrons likely to have even a scrap of useful information are the moth-eaten, underfed pickpockets (independents strictly - neither the Guild nor the Black Hand will have them) who hang around the edges of the crowd. They have a penalty of -30% to their base information chances; all other patrons have a penalty of -50%, and a 35% chance to react in an extremely negative fashion to questioning (summon a gang of fellow bullyboys, and administer a beating) - otherwise they're just hostile.

V) The Foundry produces many types of brass, iron, and bronze ship fittings. Walpurgis' master was in here about 5 days ago to order a large number of assorted pieces (resupply for the ship's locker, which had been virtually emptied in the repair and refitting process). Employees here will be reasonably co-operative, but will not know much other than the names of ships whose owners or masters have purchased fittings (25% chance for any given ship currently in harbor).

W) Nimrodel's South City Shipyard has three sets of ways for the construction of new ships or the drydocking of vessels already launched. This is the original yard that Nimrodel started with over 130 years ago, and he still maintains his offices here. He owns three other yards, two upriver (one, in the city, for quick repairs and minor construction, the other, outside the walls, for major new construction) and one more downriver outside the city walls (where very large ships, capable of ocean voyaging, such as ships-of-the-line, argosies, clippers, etc., are constructed). The remainder of the yard is covered with scattered sheds and roofed areas for the storage of spars, yards, masts, side planking, etc.

Recently, Akureiya was in drydock for several days, having a portion of her cargo hold rebuilt. Nimrodel completed this somewhat delicate bit of business himself, with the help of a few trusted employees (a fact remarkable in itself, since Nimrodel has been wholly a designer and supervisor for nearly 5 decades), and received a substantial sum, in gold, for his efforts. There is a 35% chance that any given informant on the docks will know of Akureiya's sojourn in the ways. If so, the informant will not know any details about whatever work was performed, only that all parties concerned seem to be exceptionally secretive about the nature of the project.

Only Nimrodel and his chief clerk, a young elven maid named Cyrilla, know much about the circumstances of the transaction; neither will discuss the modifications, or even admit to the presence of Akureiya, unless:

- a) the questioners represent themselves as "the authorities", and have documentation to provide a plausible backup; or,
- b) Nimrodel is gone (a 40% chance during the day), and another elf requests the information from Cyrilla, asserting that Nimrodel has already granted his permission.

Nimrodel's records are kept in an unconcealed floor safe in his office (at the western corner of the yard); the safe has a Complexity 3 lock. Four private guards patrol the yards when the official day of work is done, and most of the employees have departed (occasionally night work will be performed for special rush jobs, working under the lights; this is a 15% chance).

X) Blackbourne Warehouse

is completely roofed over and walled. It is used by the family for pre-shipping storage of hundreds

of bolts of many different types of cloth (some of them quite valuable). There are usually 15 to 20 employees here during daylight hours, and 3 guards at night. They are perfectly willing to discuss the destination and cargo of Highland Maid.

Y) Warehouse Compounds

are large, fenced (usually) areas which may or may not be partially or completely roofed over. Occasionally there are walled areas used for offices or storage of goods which might be easily damaged by inclement weather. In most cases, whatever employees can be located will appear busy and will be reluctant to answer questions (generally, they are busy, and just do not wish to waste time answering foolish questions). One of these warehouses may be used as the temporary storehouse for the crystals (see below).

Z) Miscellaneous Shops

are shops or small businesses of unspecified nature. The GM's option rules here.

?) Unmarked Buildings

are rooming houses and/or tenements of no particular consequence.

WANDERING NPCS IN THE SOUTH DOCKS

In addition to the personnel aboard the ships and in the various shops around the docks, there are other individuals whom the players may encounter in the course of the adventure. Three of them may play roles in the scenario.

The first is Valyri Pipper, an inspector for the Ministry of Ports and Shipping. Pipper's job is to check the cargo of each trade ship leaving Haven, and to collect the appropriate duties on goods being exported from the city. An inspector of the Ministry has the right to review the bills of lading held by the ship's captain; if he believes something is amiss, he may even demand a complete inspection of all cargo. In practice, of course, these prerogatives are seldom exercised. Pipper is a fair-haired man of medium build; he has none of the crusader's zeal in his blood. He is not known at all by the crews on any of the various ships scheduled for departure in the next week, and is well known by only a few of the dockside denizens. Thus, if he were waylaid, the man holding his credentials would have quite a good chance of pulling off an impersonation (depending, of course, on the actual manner in which he conducts himself).

Carp, the fishmonger, wheels his foul-smelling wheelbarrow full of piscine edibles through the wide and narrow streets around the South Docks from dawn to dusk, hawking his odiferous wares in a resounding basso profundo (a vocal timbre quite astonishing, since Carp is a small, brown fellow). There is little that happens around his turf that escapes his eye (+20% to base information chances), and few are the men capable of concealing secrets from his penetrating glance. Though Carp would doggedly claim that he is loyal only to himself, there is considerable evidence that, beneath that rough, smelly exterior, beats a heart of purest mush, for he has often surreptitiously aided others in the South Docks on whom misfortune has fallen. In the conflict between the Guild and the Black Hand, however, he supports neither side, and will willingly sell information to either, or even both, sides (he will sell you fish, he will sell you stories, he will even sell you fish stories!).

The third figure of importance is a shadowy entity, whose name is unknown but whose presence is



felt in every corner of the South Docks once night falls. There have been three murders in recent weeks, in all of which the victim (in each case, a robust young male) has been savagely mutilated by his assailant. Because of some of the unspeakable atrocities practiced upon the corpses, the authorities suspect that some sort of religious fanatic is behind the killings. There is a 15% chance each evening that this killer will attempt to strike again. If he does strike, there is a 25% chance that his intended victim will be one of the NPCs previously mentioned in the South Docks or a player-character. (GM's Note: yes, we realize that this figure is unrealistically high. But what good is coincidence, if you can't manipulate it to throw a monkey wrench into the best laid plans of your adventurers?)

During the scenario, the Black Hand player (or GM if this is being played as a traditional adventure) must select a site where the crystals will be kept prior to their delivery on shipboard. The Hand players may choose any of the following options:

- 1). Concealment within a private room in either Alekhine's or the widow Bupke's rooming houses. This option has the option of being an unexpected move, unlikely to be anticipated by the Guild players. It has the disadvantage that, if the strategy is discovered, the crystals will be placed in a very exposed position (with only the strength and wiles of the Hand thieves in the vicinity standing in the way of recovery). Hand thieves may choose to remain in the rooming house to guard the crystals; for each 12 hours of cumulative time Hand personnel spend here, there is an additional 10% chance that the rooming house employees will take note of this activity, and possibly mention it to Guild players making inquiries.
- 2). Concealment at Sym's granary (see shop

description, The South Docks, for details on this establishment).

3). Concealment in the abandoned Voelkher's Sea Transport warehouse (see shop description).

4). Concealment at any of the unnamed warehouse complexes (marked as 'y' on the area map) in the South Dock area. To determine the nature of the warehouse selected, use the guidelines presented in the Caravan Route scenario with the following three exceptions:

- a) The chance that a warehouse is equipped with arcane protection should be reduced to 5%
- b) The chance that warehouse employees are trained in weapons should be increased to 75%
- c) The number of guards protecting the warehouse during the night hours should be assumed to be 1D5 - 1 (0 to 4).

After the scenario begins, the Hand players have only 3 tasks they must accomplish and a fairly flexible time frame for completing each of these activities. First, the Hand must make contact with either Hoombay or Megara during daylight hours on the first day, or set up a later meeting to deliver the goods. Second, they must complete the delivery of the crystals between the time of the first meeting and dawn of the second day. Third, between 6 to 12 hours after delivery, they must meet with Haldor to obtain a status report on the ship's preparation for departure, and on any known Guild efforts to recover the crystals. All 3 of these meetings must take place aboard the Akureiya, unless the Hand can locate the crewmen they seek while the latter are out about their business, or arrange an alternative site during the course of the first meeting.

Other than these few tasks, the Hand thieves have free rein to choose the strategy they wish to adopt during the 48 hours of the adventure. They can try to wait out the last hours, laying low to avoid giving their Guild counterparts any clues as to the whereabouts of the crystals. Conversely, they can take a more active role, either by attempting to leave false trails, or by aggressively seeking out the Guild thieves and attempting to eliminate their interference permanently (a case of the hunted becoming the hunter).

Chances of obtaining information around the dock area are, for the most part, very similar between individual to individual. The real determining factors are the notoriety of the ship being asked about and/or the talkativeness of its crew. The following are the Base Information chances (1D100) that a character will know about a given ship:

Intrepid 50%
 Akureiya 35%
 Walpurgis 30%
 Cartagena, Highlands Maid 15%
 Other ships 10%

Certain individuals may have higher or lower base chances due to their own nosiness or personal contact with the men of one or more vessels. These adjustments are identified in the various Shop and NPC descriptions in this section.

If the players seek general information, roll 1D100 and consult the Informant Information table for that ship. If the result indicated is Other Rumor, the information that the questioned character possesses is not relevant to this scenario, like details on a crewman's sex life, the barroom brawl they were in last night, etc. If successful in obtaining useful information, a player can continue to question the same informant until one of the following occurs: 1) the informant misses his Base Information roll, 2) an Other Rumor result is rolled on the Informant Information table, or 3) the roll made on the Information table implicates information already given. Questioned

characters will of course know any information specifically mentioned in the shop descriptions. If the players seek confirmation of a specific rumor, the character's Base Information chance is cut in half to see if such information is known.

Guild informants may be used in the same manner as outlined above, and receive a +15% to their Base Information chances - this is because the rumors listed in the Information table correspond to the types of specific inquiries they would be making. Guild informants are assumed to have the same percentage chances of spotting Hand thieves or their hideout as listed in the Caravan Route scenario. However, wherever the rules in the Caravan Route scenario refer to same or adjacent "areas of the city", this phrase must be replaced by "city block", to reflect the much smaller amount of territory being covered in this scenario. Player percentage chances of finding a Guild informant remain the same as described in the Caravan Route.

INFORMANT INFORMATION TABLE

Table A - The Intrepid and crew

DIE ROLL
 01 - 15 The ship's destination is Hag's Cliff, a place where sane seamen would not venture. **True.**
 16 - 25 The ship's true destination is actually the infamous Brigand's Isle, and their cargo one of smuggled jewels. **False.**
 26 - 35 The two owners of Intrepid are inveterate womanizers, who can never turn down a damsel in distress. (if she is beautiful enough). **True.**
 36 - 50 The owners have been displaying signs of unusual wealth (the pink pearls being used to pay for their purchases while in port). **True.**
 51 - 55 The Intrepid is protected from intruders by potent magic. **True.**
 56 - 62 The owners were heard arguing loudly between themselves about some plan, and almost came to blows. **False,** although this has happened on other occasions in their travels together.
 63 - 69 The owners possess a magical device of great value. **True.**
 70 - 75 They are harboring a fugitive princess aboard ship, who is worth a great ransom. **False.**
 76 - 00 Other Rumor

Table B - The Walpurgis and crew

DIE ROLL
 01 - 20 The ship was attacked by brigands on its last voyage, and suffered extensive damage to boat and crew. **True.**
 21 - 30 The ship is no longer seaworthy, and any who sail with her are doomed to Davy Jones' Locker. **False.**
 31 - 50 The captain is currently seeking to find crew, and can be found at the Seaside Parrot. **True.**
 51 - 55 A witch woman in one of the ports of call on Walpurgis' last voyage laid a curse on captain Kulhig that is the source of his current trouble. **False.**
 56 - 62 A wealthy, widowed noblewoman of Haven has supplied much of the money needed to repair and reoutfit the Walpurgis; many are suspicious about the price of her generosity. **True.**
 63 - 68 The first mate Simpson is beset with problems of the heart, and has turned to alcohol and drugs for solace. **True.**
 69 - 75 One of the Walpurgis' new crew members is a known Guild thief with a murderous reputation. **True,** but only told if one of the Guild players has indeed joined the crew.
 76 - 00 Other Rumor

Table C - The Akureiya and crew

DIE ROLL
 01 - 18 While in port, the ship has been undergoing very secret repairs at Nimrodels. **True.**
 19 - 30 The Akureiya is carrying a very valuable cargo on its upcoming voyage, including the several rare treasures. **True,** although the rumor does not refer to the crystals.
 31 - 45 Hoombay has been granted unofficial diplomatic status, by the city leaders of Haven, to work out a trade agreement with the rulers of Jez. **False,** this rumor was initially started by Hoombay himself.
 46 - 51 One of the crewmen has kept a diary of the ship's travels, which is said to reveal many secrets. **True.**
 52 - 61 A city bureaucrat from the Ministry of Ports claims he was robbed by Rat the kobold, but was unable to prove his accusation. **True.**
 62 - 69 The Akureiya is scheduled to carry two important priests from the local temple of the Emerald God as passengers. **True.**
 70 - 80 The priests who are traveling with the ship have placed many arcane protections on board, all embedded in objects bearing emeralds. **False.**
 81 - 00 Other Rumor

Rescuing the Crystals

Depending on their speed in ferreting out the location of the crystals, the Guild thieves may have as many as three opportunities to recover the masterwork: at the temporary hiding place, in transit to the ship Akureiya, and on shipboard after delivery. Player attempts to recover the crystals from the initial Hand hideout or during the transfer process can be handled using the same procedures (with the exception of the changes in warehouse composition noted earlier) outlined in the previous smuggling scenario, THE CARAVAN ROUTE. GM information for moderating a burglary attempt aboard the Akureiya is presented below.

The Akureiya travels with a full crew of 20, including four officers; they are mostly human, with two half-elves, an elf, and an extremely eccentric (even for the race) female kobold named Rat, who is considered to be a good luck charm by the crew. Only 6 of the crew (including Ria Linn [the half-elf second mate], Haldor Block, and Rat) are lodged aboard ship while in port. The ship is also to carry two passengers (fairly high ranking priests) on the first leg of its voyage; the passengers will embark at about sundown on the second day.

The table below indicates the general percentage chances that a given crewmember will be on board the Akureiya during a particular time of day. If a crewmember has already been placed at one of the buildings described in the shop descriptions (e.g., if Hoombay has already been seen entering Jasmine Adder's tattoo parlor), do not roll for this individual on this table. There will never be less than four crewmen on board, and at least 2 of these will be awake and on some semblance of guard duty.

Crewmember	8:00am	2:00pm	6:00pm	12:00am
Hoombay	85	80	35	20
Claxx (1st Mate)	50	65	95	20
Ria (half elf)	90	40	25	95
Megara	90	80	10	0
Zuker	75	100	5	5
Haldor	80	70	65	95
Rat	70	60	40	90
other crew	80	65	35	35

If Hoombay is on board, he will always interrupt his task to speak with any strangers who come around the ship. He is very cordial (MAG = 17) with all, and gives the impression that he has nothing to hide. However, anyone listening carefully will soon realize that Hoombay reveals very little in the way of hard facts and he speaks in almost pure double talk. If Hoombay is not present, Claxx or Ria Linn will speak to those venturing aboard; though neither know anything about the crystals, they do know the ship's upper cargo hold has been rebuilt, and will be noticeably uncomfortable if questioned by anyone claiming to be "the authorities".

GM's Note: A word about Rat - the Akureiya's kobold is an avowed kleptomaniac - if any visitors on the ship show any gaudy signs of wealth, there is a 70% chance that Rat will follow them after they leave the ship, looking for an opportunity to try pickpocketing an item. Rat has demonstrated quite a proficiency at this sort of thing (she is still alive, isn't she?); she has an 85% hide in shadows skill and a 60% pickpocketing ability. There is an excellent chance that, if the Guild thieves she is following are discussing their plans, Rat will hear a fair portion of their conversation and immediately tell all her friends upon returning to the ship.

The ship is moored at the extreme north end of the dock; Nimrodell's ship repair facility lies next to it on one side. The nearest ships are about 80' down river, moored at a pier - at present, three unnamed merchant vessels and the Walpurgis are anchored there. By day, the only access to the ship is the gangway leading up from the dock. After dark, it would be possible to approach the ship from the water either by swimming (20% chance of being spotted en route) or by rowboat (45% chance of being spotted). Players approaching from the water must either throw a grapple over the side, or attempt to board the ship by making Climbing ability rolls. Three rolls are required to reach the top; if the player swam to the boat, these

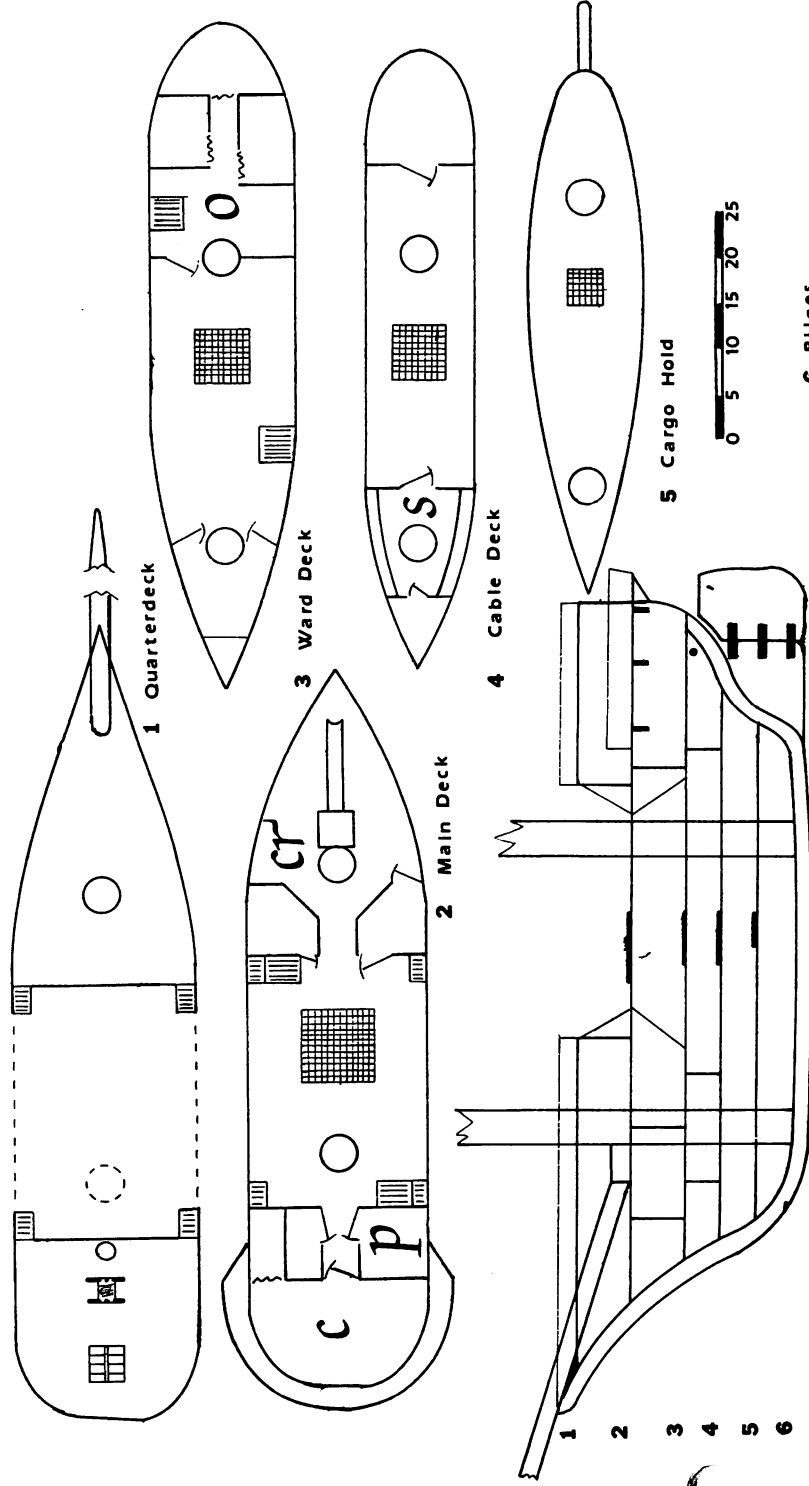
rolls are made at a -15% to normal Climbing abilities (reflecting the slickness of the surface and the players sodden state). Any fall will certainly alert the sailors on guard duty, who will investigate the splash within 104 mr.

After nightfall, there is also enough man-made cover - in the form of crates, barrels, and piles of refuse - strewn about the dock area so that a player moving towards the gangway may try to use this cover to conceal his approach. Success in this endeavor is judged using normal Hide in Cover rolls; a player can get to about 20' away from the gangway before he must abandon cover.

Once on board, the Guild thieves must make their way to the hatchway to gain access to the cargo compartments below deck. There will be 2-4 sailors on guard duty on the main deck. If Hoombay is on board, the guards will almost surely be alert and combat ready; otherwise, roll D100 (01-10 Guard asleep, 11-50 awake but with weapon unready, 51-85 normal readiness, 86-00 exceptionally alert - no chance of surprise or sneak attack). If outnumbered, or wounded, the guards will call out for help - other crewmen will begin to arrive in 204 mr (208 mr if asleep).

While fighting aboard ship, the crew of Akureiya will have a considerable advantage due to the thieves' unfamiliarity with the unusual terrain of the vessel. Whenever the Guild players attempt a combat maneuver involving substantial movement, they must make a CDN saving roll at a penalty of 3 (6 if the character is either a dwarf or hobbit - both races, for quite different reasons, have an aversion to boats) to properly execute the attempted tactic. GM's discretion prevails in deciding the effects of failing such a saving roll.

If the thieves gain access to the below deck levels of the ship, the maps of the various decks indicate the general purpose of each of the ship's compartments. The areas marked as officer and crew quarters should be empty unless a call for help was not given, or the characters within had not yet had time to



respond. If characters are encountered in their quarters, it will take them 2 mr (4 if asleep) to recover a weapon; anyone so encountered will quite possibly (40%) surrender and plead for mercy.

Cargo is stored throughout much of the lower three levels; as indicated, the lighter cargo is kept on the uppermost levels. Those venturing down the hatch onto the fourth level will find themselves surrounded by a half dozen man-sized statues with emerald eyes (these statues have no import, unless the players have heard the false rumors of the magical traps set by the priests of the Emerald God - see Use of Informants for details).

The crystals will be stored in two slender, velvet-lined pinewood cases, in one of the new secret compartments constructed by Nimrodel (located on the two walls adjoining the door to the strong room). There is only a 15% chance that a given thief will notice the presence of new construction in this area, unless he is making a detailed search of that portion of the wall (whereupon a Spot Hidden ability roll - see Rules

section - is made). The hidden doors are equipped with Level 3 locks - Hoombay and Megara have the only keys. The strong room door itself has a Level 4 lock (Hoombay and Claxx have keys); within are a number (3012) of small crates filled with well-crafted gold and silver items (the principal trade cargo of this voyage). There are 100 + 6D20 containers of various sizes in the main hold; at least 2 of these boxes contain smaller sized emerald icons. These idols are similar in mass to those used to conceal the crystals in the Caravan Route scenario; unfortunately, smashing one open will only get the thief cursed by the priests of the Emerald God. Since only Hoombay, Megara, and Haldor know that the crystals are even aboard ship (and they aren't talking unless tortured by a professional), the thieves can not gain any information about the crystals by threatening the lives of the crew. However, if they know enough to demand information about the location of the secret compartments, there is a 30% chance that a given crewman will crack and reveal what he knows (45% if Hoombay is not present).

CHARACTER DESCRIPTIONS FOR THE RIVER ROUTE

Name	Character Notes	Class	Requisites										Weapon	Combat		Armor Class	HTK		
			ST	CO	RF	SM	IQ	MR	HAC	Ø	Damage	Class							
<u>Crewmen of INTREPID</u>																			
Pfaff Hurd		EL HU FTR	19	15	12	16	12	14						LGAXEe	1	4D6	CHN 7	62	
Gramouza	(1,2)	EL HU THF	12	19	18	15	14	11					HFSWDe RPRe MNGCHE SPELL	3 -1 2	4D6 1D12 1D8	LTH 9	41		
<u>Crewmen of WALPURGIS</u>																			
Klunig		VET HU FTR	12	15	9	14	13	11					SHSWDe BOLo	5 1/6/11	3D4 1D5	LTH 6	35		
Nvvl Pfsk		VET HU TRD	11	8	9	11	8	11					MACE	7	2D4	LTH 5	23		
Simpson		INT HU TRD	12	8	16	16	10	7					SMAXE KNF	7 11	3D3	CLO 3	21		
<u>Crewmen of AKUREIYA</u>																			
Hoombay		VET HU TRU	15	12	17	12	14	10					MAUL THRn	7 4/10/16	2D8 1D8	CLO 5	26		
Magara		VET HU NON	13	11	10	10	11	7					CLUB	6	2D4	CLO 2	30		
Haldor	(3)	INT HU THF	13	16	12	7	10	13					SHSWD ThKNF	4 3/7/12	3D4 1D4	LTH 5	18		
Zuker		INT HU FTR	13	8	12	15	7	17					BDSWD	8	2D4	CLO 3	33		
Claxx		VET HU FTR	8	17	8	16	10	12					MACEe	3	3D4	CLO 3	29		
Ria Linn		INT /E FTR	9	12	14	13	13	8					BDSWD	5	2D4	CLO 3	26		
Rat	*	INT KO THF	12	14	17	8	12	10					LBOW DGRe	2/6/9 7	1D6 1D5	NON 3	18		
<u>NPCs of the Docks</u>																			
"Ttny"		INT HU FTR	21	10	10	15	13	8					MACE FIST	8 3	2D10 1D8 ea	NON 1	39		
Esgar		INT HU FTR	14	9	11	8	10	15					KNFe ThKNF	9 2/6/11	1D5 1D4	CLO 2	25		
Rimer/Div/Jim-B		GR HU NON	10	12	9	10	8	11					CLUB	9	2D4	NON 0	15		
Kradoc		GR /O THF	12	15	8	16	7	12					DGR	9	1D4	NON 0	17		
Tough #1 (mermaid)		INT HU NON	15	10	10	14	9	14					FIST	5	1D5 ea	NON 0	22		
Tough #2		INT UH NON	16	11	13	10	7	16					FIST	5	1D6 ea	CLO 2	23		
Guards 1,2 (Nimrodel)		VET EL FTR	14	13	12	16	10	13					BENCH	9	3D10	LTH 6	33		
Guards 3,4		VET EL FTR	11	12	18	9	12	12					HFSWDe	3	3D6	CLO 6	29		
Valyri Pipper		INT HU NON	9	7	12	8	10	10					RAPRe	5	1D12	NON 0	12		
"the Ripper"	?		18	13	13	13	6	15					None DGRe GARoTe	6 6	1D5 1D4	CLO 5	32		

(1) May attack with both weapons in same mr without some strange way.

penalty to hit probability.

(2) Gramouza will always have some kind of extremely potent magic on him (GMS discretion as to exact spell) - if if used, there is a 40% chance it will backfire in his grip around his foe's throat.

(3) Shortsword is of +2 sharpness (magical).

(4) Add 1D4 to damage done (1D4 first mr, 2D4 second mr, 3D4 third mr) for each round the attacker maintains

ARMED ROBBERY ADVENTURES AND PURSUIT SCENARIOS

C. THE CLAW OF FRITHNATH

Tuesday Evening, 6:00PM - Guild Headquarters

The ten thieves sat in one of the underground meeting chambers of the new Guild headquarters, the sprawling near-three-block catacomb that had been engineered (amazingly) in the scant nine months since fire had gutted their previous retreat. To a man, their eyes were on the strutting, elegantly dressed figure of Sulemon Duur, the Master of Haven's Thieves Guild. A grim sneer lingered on his lips as he eyed the "guests" he'd assembled. I've never seen Duur so angry, thought several of that audience. Or is it fear?

"So, my good ladies and gentlemen, at least you can be prompt. As you know, all of you have managed, through your ill-thought schemes, late payment of dues, or unauthorized use of Guild possessions, to place yourselves out of my good graces. In the next few days, you will have the chance to redeem your standing. . . by performing a relatively simple task.

"On the evening before last, some of our beggars picked up rumors that a foreign trader had arrived at Trade Island looking to sell an enchanted griffin's claw. When our agents went to see this trader the next afternoon, they were told that the claw had been sold to another, a tall, dark-haired fellow, who let it slip that he was leaving the city by caravan on Thursday, bound for the village of Hillside. Further inquiries have revealed that only one caravan, under the able leadership of our old friend Silva Boraggio, fits this description. This tall, dark-haired fellow might be any passenger or employee of that caravan - even Boraggio himself, for all we know. Your job is to infiltrate the caravan, identify the purchaser of the claw, and arrange for its successful theft and return to me. All those that are instrumental in the completion of this task will have all their debts cancelled."

The last line caught everyone's attention like a thunderbolt. Debts erased? Normally, it took three to six months of tunnel duty or a brilliantly executed series of crimes to accomplish that feat, and even then one expected to have those old mistakes brought up whenever there was dirty work to be assigned. Finally, Lando Buckminster, a sallow faced hobbit who had been Duur's "outs" list almost from the beginning of his career, broke the bemused silence. "Begging y'r pardon, sir, but although that's an awfully generous offer, you've given us powerful little to go on. I'd say, me now, there's roughly a third of the chums in this whole reekin' region as is tall and dark - it's like findin' a bloody needle in a bloomin' haystack!"

Akalla Indrush'n, a jewel thief from the noble class, chimed in, "Maybe, sir, if you'd tell us more

about this claw, and why it's so important to you and the Guild, it would help us narrow down the likely suspects."

If it were possible, Duur's sneer hardened even further as he stared down his questioners with a lethal glare. "My good gentlemen, if I knew who had it, I wouldn't have to call in you motley crew of river rats, now would I? Where's your sense of adventure, of challenge - your guts?"

"As regards the claw, we believe the item is called the Claw of Frithnath. We have no details about its physical appearance, only that it has substantial - though unspecified - arcane powers. As to importance, suffice it to say - I WANT IT, AND I MEAN TO HAVE IT!"

Duur's face was as red as his receding hairline as he wheeled, still glaring, and strode toward the door. "One more thing," he said, pausing momentarily with his hand on the knob. "This job is to be performed with the utmost finesse and discretion you can muster. I don't want to hear that you've turned this caravan into a bloodbath, killing off suspect after suspect until you blunder onto the right solution. I expect you to keep a low profile at all times, so as not to draw unwanted attention to yourselves - or to the Guild. That is all." The slam of the door formed a final punctuation, as the room within dissolved into a chorus of competing voices, arguing over what to do next.

* * * * *

Tuesday Evening, 9:00PM - Black Padre's

Three thieves, two dwarves and a human, skulked along the almost deserted Commons sidestreet. Their short-lived exultation over the fact that their double agent status had finally put them in a position to strike a vital blow against the hated Guild had by now turned to worry over the urgent "No Excuses!" summons that had brought them here. What if someone from the Guild was following them now? What could be so terribly important that the Black hand would risk blowing their cover, at this critical juncture? Whatever it was, it wasn't likely to be pleasant.

One by one, Giari, Gossij, and Pietro Domenico left the shadows and slunk through the low wooden door into Black Padre's. Padre's was part warehouse, part pub, and part opium den, altogether one of the most unsavory places in the wharf area. It was also rumored (correctly) to be a central meeting place for the Black Hand, the band of thieves seeking to overthrow the Thieves Guild's pre-eminence in Haven.

A roughneck in a begrimed blackish tunic nodded imperceptibly as each thief entered, and motioned them toward a booth in the rear corner of the main hall. As each entered the booth, each got a surprise, in the hooded form of their notorious leader, Father Marco.

His eyes were cold steel and had a faraway look. They waited nervously several moments before he spoke. "I realize that meeting me here may cause both you and the Hand trouble. However, I had no choice in the matter." His voice was deadly calm, with none of the wild passion that characterized his usual tirades to his underlings. Pietro found he couldn't decide which tone was worse. "There has been a traitor in our midst, a self-serving swine who has been leaking information about our plans to the law and the Guild, and who has been collecting a dossier on our membership, hideouts, and activities that he hoped would set him up for life. It has taken us two months to identify him, but now we know!"

"Who is it, Father?" Gidri asked.

"Was, Gidri, was! The traitor's name was Theremin, and I plan to end his meddling life before the next dawn. My associates are keeping watch on him now at a tavern called the Silver Trumpet. He swears that he no longer has the dossier, and that it has been given to a courier who will be traveling with the same caravan upon which my worthy friend Master Duur seeks his claw. So it is only logical for the three of you to kill two birds with one stone. I want you to question Theremin - use any means necessary to find out the identity of the courier. Then I want you to recover the dossier; you will also eliminate anyone who appears to have come in contact with it, and return the papers here. Any questions?"

Gossij had barely heard Father marco's narrative. Theremin? she thought. Why, he and I worked together on a burglary just last month. The constables showed up too quickly after we'd set off an alarm, and, without Theremin's fighting skill, we'd never have made it out of there alive! Had he set the whole thing up in advance? Without thinking, the dwarf blurted out the first thing on her mind, "What if we can't find the information?"

Marco smiled, if that was the appropriate word for the vulturish cast of his half-concealed face. "Then, my dear, you had better be dead - because I can assure you that you most certainly will be if you ever show your faces in the fair city of Haven again!"

"But, you won't fail me, will you? I expect you to return safely within two weeks time with the papers, and Master Duur's claw as well. When you do, mayhap we can dine together in more congenial surroundings - like my chateau? For now, I think you'd better go."

* * * * *

"WHADDYA MEAN HE'S GONE?!?! Marco said you had this place watched!" Pietro's dreams of scoring a double coup, and rising into the Hand's inner circle, were rapidly becoming visions of his own crumpled body, heaving its last spasmodic breaths in some dank alley.

"One minute he was sitting in the corner drinking a beer. My man got distracted by an argument between a man and some drunken woman out here in the street - and when he looked back, Theremin was gone without nary a trace."

"Are you sure he's not in the building somewhere?"

"Unlikely. Pavlo is up in the room he was renting right now. Nope, my guess is that he saw his chance, and made a leap through that open window."

Pietro sighed, and stroked his beard thoughtfully. It was going to be a long night.

SCENARIO BACKGROUND

General Notes

Portions of this scenario were used as the first round of the 2nd Annual Prince of Thieves Competition, which was held at the major gaming conventions during the summer of '82. The current version is an expansion of the original, with additional plots and subplots interwoven into the basic adventure, adding greatly to the GM's possibilities.

When run as part of a campaign, the GM must decide how to blend the adventure into his world. If none of the group of players have characters who are associated with the Black Hand, the search for the Hand papers can either be dropped in entirety (leaving lots of couriers around as additional suspects for the thieves), or conversely, the GM might allow the Guild thieves to get scent of Theremin and his papers (very valuable to the Guild as well as the Hand), get the information from him, and try to locate the courier on the caravan. The Guild thieves would then be very busy, trying to find both the Claw and the Hand's papers; on the other hand, if run as originally written, the Black Hand thieves will definitely have a busy time, trying to get both Claw and papers.

Many of the subplots have been added to draw the thieves' attention far away from their main objectives. These episodes can provide GMs with many delightful red herrings to stretch across the paths of a party not on the trail of a suspected courier (of either the Claw or the Hand's important info), hopefully to lead them far, far astray.

Although 10 characters were used in the tournament version of the scenario, in the majority of cases, a group of 4 to 7 is much better; if the GM's player group is rather small, players might wish to double up on characters (although this practice does make it more difficult to role-play), and/or drop the portion of the scenario involving the double-agents of the Hand in the Guild.

The Claw

The Master of Haven's Thieves Guild, Sulemon Duur, is a fanatical believer in the occult who regularly consults oracles, astrologers and soothsayers for advice on criminal schemes and predictions of the future. Several months ago, one such seer warned him that an artifact of great magical power would be the source of his downfall unless he could locate - and destroy it - in time. Naught of this artifact was foreseen except its name - the Claw of Frithnath. The Guild's discreet investigations on Magic Street failed to locate any further reference to the object, either in old lore books or the memories of Haven's most potent wizards (at least, those accessible to the Guild). Despite the urgings of his lieutenants to lay the matter to rest, however, Duur has kept his minions on the lookout for such an item (though he has not indicated the reason for his interest).

The Claw of Frithnath (or, as it is commonly known in legend, the Claw of Frizznazz) was fashioned some three hundred years ago by the wizard Kapowti. It is (or was) a Claw from the fabled griffin of the same name, dried and preserved by a mummification process known only to the ancient Aekoptians (and to residents of Northern New Jersey). Through a long series of difficult and wearisome incantations, Kapowti enchanted the mummified Claw so that its possessor could utilize some of the powers of the fabled creature. The current

incantations to invoke the powers are very similar to the ones Kapowti used to enchant the object in the first place (albeit much, much shorter!); both sets of incantations are written down in the great magical book 3arak Fastaa Tifaani, at least two copies of which are kept in the library of Enchantments, Ltd., of Haven - several other copies are kept in various libraries or collections of arcana scattered throughout the region of the Ten Cities.

There is only one hitch. Kapowti was a powerful wizard, and no slouch about leaving copies and listings of the incantations he used to produce items of magical power. Unfortunately, he had a very pronounced "lithp".

Therefore, the incantations have to be spoken in the same fashion. Since few who have had access to the Claw have managed to connect Kapowti's lisp with the (mis-)pronunciation of Frithnath (aka Frizznazz), the Claw has long been considered useless. Actually, it is quite powerful. It has the following powers, each use of which causes a temporary (24 hour) drain of 2 hit points on the user (from whom the powering energy is drawn):

1) the bearer may call forth the Flameth of Frithnath (hit on a 6+, regardless of armor class, doing 2D6 of damage to any and all within 20' of bearer along a 30° cone). Frizznazz was granted this power by the wizards of Inchol Blut, for his special services in the eminently forgettable Kitsch War.

"Come to me, oh griffin flame,
Thwart the foe, mine enemy tame!"

2) the bearer may, upon speaking the name "Frithnath", cause the talons of the Claw to be extended (treat as main gauche for HACO and damage).

"Frizznazzi!"

3) if he misplaces or drops it, the bearer may summon the Claw at once to him by shouting, "I thummon thee, oh Talithman of Frithnath!"

"I summon thee, o Talisman of Frizznazzi!"

4) the bearer may fly at a griffin's speed for 40 mr (10 minutes) by reciting the appropriate poem.

"Thus shall I seem,

A beast of mighty power;

Strong and sinewy I soar,

By Frizznazz, Sark, Mesauer!"

(GM's Note: Sark and Mesauer were two of the more prominent wizards of Inchol Blut, who hailed from the far Mountains of Dubbelddai.)

The current holder of the Claw, Andujar (see Personalities) has, so far, been able to use only the Flaming power of the Claw, simply because there are no sounds of "s" to lisp (excuse me, lithp) in that particular incantation. In each other case, there are severe problems, and he has been unsuccessful with the invocations. Should he hear any talk about Frizznazz from the bard Galen Burdick or the mage Ali Zander, he has a chance of figuring out the solution himself. However, Andujar will normally be on guard rounds during part of the evening meals and the get-togethers at the campfire. The group of wizards at Hillside, one can be assured, have figured the significance of the



lisp out, long ere now. In actual point of fact, their current interest in the Claw has nothing at all to do with Sulemon Duur. Of course, if the thieves should succeed in stealing the Claw, vengeance against the perpetrators of the crime will be foremost in their minds (isn't it funny how prophecies become self-fulfilling that way?).

The Traitor

The long-standing battle between the Guild and the Hand for supremacy over the city's underworld has taken many bizarre twists and turns over the years. As one can obviously tell from this scenario, infiltrators from one or the other group are not uncommon at the rank-and-file level (G'dri, Gossij, and Domenici, for example, have each carried out their dual roles for over two years). Thereimin, however, is a somewhat unusual case - first, because it is quite rare for a member of either organization's hierarchy to defect, and second, because Thereimin happens to have the inborn PSI-power of an eidetic memory, which makes him a particularly dangerous informant.

The cause of Thereimin's attempted sell-out is decidedly traditional - he had fallen in love with a beautiful young woman, who pleaded with him to "go straight", and decided that the information he possessed about the Hand's operations could be his ticket to one last big haul. At the moment, that choice doesn't look like such a good one as he and his young lady (an accomplished thespian, whose most recent successful role was that of the "drunken woman", that provided Thereimin with the diversion he needed to escape) are running for their lives.

Thereimin's bargain for the dossier (which, in the long run, brought a better price from the law than from the Guild) called for a delivery of the book to a safe depository in Brighton, wherein a key to a second safe place located at a pre-agreed address in Haven's large financial district would be found. The courier selected for the delivery, Lessia, has no particular idea at this point what the contents of her pouch are; she will open and examine this material immediately, however, if she perceives she is being watched, or that someone is taking too much interest in her cargo. Once she reads the dossier, she will realize how "hot" (scalding, in fact) the material is, and attempt to contrive a way of switching the contents of her pouch with those of another courier (most likely Dakar) until the caravan reaches Brighton.

Thereimin has been forced to leave everything except the shirt on his back in his rented room. There are letters there from his lover which reveal her name (Raven) and place of employment (the Telorian Theatre, in the Street of Harps area). A more detailed search of the room may reveal (on a successful Spot Hidden roll) a loose floorboard (under the mattress) beneath which lies a 10,000 GP letter of credit on the Hofstra family. Around dusk on Wednesday, Thereimin will return to the Trumpet, disguised as a bard, in an attempt to retrieve this "getaway" money. Otherwise, he and his lady love will hide out at her room in a large boarding house on the Street of Harps.

PRELIMINARY ACTIVITIES

Both the Guild and the Hand thieves have about 30 to 36 hours to obtain places for themselves on the caravan, and to attempt to perform any additional intelligence gathering efforts. Time spent wisely during this period can greatly reduce the amount of detective work that must be done on the road. Some of these categories of activities are detailed below.

Activity 1: Getting Hired

The players may join the caravan in either of two ways:

- 1) As passengers. No requirements (obviously), except payment of 100 GP prior to the start of the trip.
- 2) As guards, drivers or other caravan employees. To be hired, players must present themselves to the warehouse offices of Silva Boraggio, the caravan-master, for interviewing. Boraggio will make a quick first appraisal (10% chance he will turn down any given applicant, simply because of "vibes"), and refer any reasonable applicants to the proper department head, Andujar, Harlow Nutbutter, or Ketanos, for interviewing (see each character's description in the **Personalities** section of the scenario for further details). Boraggio knows all of the passengers associated with his caravan, as well as all the employees, and will know if a person has applied twice; he will be suspicious of "nanky-panky" on that person's part, and will have someone watch him or her (thieves are not uncommon on caravans, and will sometimes arrange to go at any cost). Pleas of "I have to get to (whatever city) as quickly as possible! and I don't have much money," may mitigate the suspicion caused by applying for a job unsuccessfully, and then showing up as a passenger. If an unattached, good-looking young woman applies for employment, or for passage (but pleads lack of funds or necessity), there is a 65% chance Boraggio will offer her an opportunity to "play for passage" (he hates sleeping alone, even though he knows it makes Andujar get upset and move out of their wagon).

Passengers have virtually complete freedom of movement during the travel day but very limited access to many areas of the caravan. They will readily rouse suspicions if they turn up in the wrong place.

Drivers, cooks, etc., must of course attend to their duties during the portions of the day they are "on the job." During their offhours, they have free run of most of the camp.

Guards have the most demanding schedules, for they can be required to serve as scouts, peacekeepers or sentries at any time of night or day. All areas of the caravan are potentially open to them, however, even including the most private, through the use of their authority.

Activity 2: Questioning the Claw's Seller

If the players think of it, the seller of the Claw is still present on Trade Island and can be located for further questioning. The trader, one Baradakas (#201) by name, is quite a friendly chap, with malice toward none in his bones. His part in this affair is complete innocence - the Claw was sold to him by a down-on-his-luck adventurer who swore that the item had been tested by an enchanter and found to contain great magical power, but admitted that he did not know the incantations or manipulations needed to make it work.

If questioned, Baradakas will at first repeat the story the beggars (and the players) have already heard, that the Claw was bought by a tall, dark man who said he was on the way to Hillside. If pressed for a further description, Baradakas will volunteer that the man was clean-shaven, and of medium build. Any additional info must be purchased, either with coin or threats. If the thieves loosen his tongue with money, Baradakas will reveal the following, one answer at a time - and each additional answer requires a new bribe or some other inducement:

- 1) The buyer wore a distinctive belt buckle that looked brand new.
- 2) The buckle was made in the shape of a beast.
- 3) The beast was a flying creature.
- 4) The creature was a griffin. . . or maybe a wyvern? or a roc? ("Frankly, I'm just not sure, but it sure was purty.")

If asked if he knows why the tall, dark man bought the Claw, Baradakas will recall that the fellow took an old parchment out of his belt pouch and consulted it before making the purchase. The contents of the scrap of parchment ("I didn't mean to pry, you know, but we've all got our curiosity, don't we?") appeared to be a short note written in the hieroglyphic style common to the priestly colleges around the Hillside region. (Astute thieves might reason from this that few non-Hillside natives other than scholars would be able to translate such runes).

If the thieves choose to threaten Baradakas with force, he will tell them of the belt buckle, but will reveal nothing of its nature. In this situation, if he should get an opportunity, he will grab for a small silver bell sitting on a shelf in his stall. When rung, it makes its holder invisible for 60 seconds (4 mr) during which time he will shout and raise a general alarm. City constables will arrive soon thereafter (206 mr); thieves who don't think fast may wind up in the city jail for at least an evening.

The thieves may get the further bright idea of checking the shops throughout Haven (or booths on Trade Island), looking for the maker of the belt buckle. A full-scale search of the city would eventually find the buckle-maker, but 3D12 hours after the caravan has already left Haven - necessitating a frantic ride to catch up to it. A search of only Trade Island vendors has a 40% chance of uncovering the buckle seller before the departure time. The seller will remember the tall gentleman who bought the griffin belt buckle very well - for a price. The description obtained here would give the recipient an 80% chance of identifying Andujar.

Activity 3: Finding Theremin

The Hand thieves have two chances of finding Theremin. If one or more of the thieves remains in, or keeps watch on, Theremin's room at the Silver Trumpet, Theremin will return there (in disguise) about dusk on Wednesday to attempt to retrieve his hidden letter of credit. Alternatively, players may investigate the angle provided by the letters (assuming they have found them), which reveal the identity of Theremin's lover, Raven. If the Hand thieves got to the theater specified in the letters, with some less-than-specious story, the owner/stage-manager will tell them Raven's address. Her two room flat is on the second floor of a busy rooming house frequented by actors and musicians. No one in the place is apt to take particular notice of strangers, unless they act especially suspicious. Theremin will be in Raven's room until at least dawn on Thursday, except for his trip to the Silver Trumpet (30% chance Raven will also be present). If the thieves should attempt to interrogate Theremin physically, there is a chance (40% during daylight and evening hours, 70% late at night) that his cries will attract attention and, eventually, aid.

If found, Theremin will be properly morose and certain that he will not be allowed to live. He will immediately tell the thieves what they already know (i.e., the papers are no longer in his possession). He will offer no further information unless an inducement (either enticement or torture) is provided.

Enticements

As noted, Theremin is sure that the Hand will never allow him to leave Haven alive; consequently, he will treat any promises regarding his own well-being very sceptically (+25% to normal truthsensing ability, see below). He is, however, very anxious to safeguard the health of his lady-love, Raven. If the thieves make a believable offer to ensure her safety (normal truthsense), Theremin will offer 103g pieces of true information from the list below. If, however, the thieves use the tactic of threatening the girl, Theremin will sing like a canary, but will offer an equal diet of true and false statements.

Torture

The art of extracting information without a victim's cooperation is an arduous and time-consuming process, particularly for amateurs (professionals will be treated at length in a future issue). However, such matters can be simulated in the game in a relatively straightforward manner. For each period of torture (roughly 5 minutes) the subject endures, he must make a saving roll against current STM. If the subject is a professional spy, a veteran mercenary, or member of some other profession which could be expected to be inured to hardship, bonuses to base STM should be given. Should the torturers have some small examples of the specialized tools of their trade (i.e., flaying knives, thumbscrews, bamboo splinters, etc.) with them, the victim's STM rating is reduced by 2. Use of more sophisticated instruments (the rack, the iron maiden, branding irons, etc.) will encourage compliance at an even more effective rate (-5 to STM), but the time and effort required to achieve results is substantially greater (hauling all that equipment around is not quick or easy) than that needed for the use of pure force ("I'm going to break one finger at a time till you tell me what I want to know!").

If the subject makes his STM save, he loses one (1) point from STM, and will resist saying anything (30%) or give false information (70%). Those players suspecting a lie may attempt to make a truthsensing roll; truthsensing chances are equal to (IQ + DSC) x 2 on D100. **(GM's Note:** The GM, not the player, makes all truthsensing rolls; only one player may disbelieve each given statement and make a truthsensing roll for it.). When the victim fails his STM roll, he loses 2 points from STM and will give one true answer. Should a player suspect a true statement of being a lie and miss his truthsensing roll, he will be certain the statement is false.

If the STM saving roll is missed by 5 pips or more, the subject will pass out, losing an additional 0, 1, or 2 (1D3 - 1) points of STM; any answer given by the subject at this time would be very confused, false (obviously and patently), or just plain stupid. The subject may be revived for further torturing, but will remain at his reduced STM level unless aided by either:

- 1) an hour of rest and recovery (raises STM by 1 for each hour); or
- 2) use of whiskey, brandy, or other potent liquor to artificially raise subject's pain barriers (produces an immediate STM increase of 3, but effect wears off in 15 minutes).

If a subject passes out more than once, he will become progressively harder to rouse (formula for rousing). Should the victim's STM saving roll be missed by more than his current STM, he dies (e.g., a victim with a STM of 10 rolls 21 on his save - he's dead). If a subject's STM drops to 2 or less, he will fall into a coma from which only competent medical care can rouse him; if it drops to 0 or lower, he dies.

The information that Theremin possesses about the courier, coupled with the false answers he will give if possible, are presented below. The "Confused" column contains answers Theremin will give as he passes out.

Question	True	False	Confused
Where headed?	Brighton	Kandai	Haven, Emor
Sex?	Woman	Man	None, both
Employer?	Freelance	Feddy Rhal [#]	Quicksilver [#]
Size?	Tall	Medium	Kobold
Coloring?	Fair [*]	Dark	Green, mottled
Eyes?	Blue	Dark	Gold, purple
Name?	Lessia †	Haem, Garth, Mumble	

[#] Quicksilver is probably the worst courier service in Haven; Feddy Rhal is probably the best (and highest priced), and definitely has the most couriers.

† Theremin will not reveal Lessia's name unless there is a dagger at Raven's throat.

* Lessia's eyes are actually green, but Theremin didn't really see their color.

Activity 4: Buying a Substitute Claw

Players may inquire about their own griffin's claw to switch with the original. Since the Claw of Frithnath has been specially mummified, its owner, Andujar, would likely detect such a switch very rapidly (80% chance of spotting fake on sight). Nonetheless, it's a good idea, and certainly worth a try. Any player searching for searching for such a replica has a 20% chance per hour (30% on Trade Island) of finding such a claw, at a cost of D20 x D10 GP.

Activity 5: Searching Boraggio's Warehouse

Players may also get the idea of infiltrating Boraggio's complex (just south of Caravan Street, near the Horse Gate) to search those wagons already on the premises. This, while again not a bad idea, is not likely to work. There will be about 12 to 15 guards on duty around the warehouse and lot during the two nights before the departure (10% chance that a player hired as a guard will be given such an assignment). About a half dozen other caravan employees, including Nutbutter and Brandy Creek, will bunk out the night before departure inside the warehouse. With all those people moving around, an unauthorized presence is not likely to go unnoticed for long. It might be possible to construct a plausible alibi to get onto the grounds, but a guard will likely accompany the player throughout his stay (anyone who starts coshing caravan employees by the dozen will deserve his probable fate - a nice long jail stay for attempted robbery - provided he escapes the vengeance of the other guards).

THE CARAVAN

The caravan consists of a total of 22 wagons; of this total 8 (#1-8) are wagons owned by individual passengers and used solely by them, 4 (#9-12) are caravan-owned wagons used for passenger cargo storage, 4 (#13-16) are light, caravan-owned wagons outfitted as sleeping accommodations, and frequented by day by horse-less passengers, 2 (#17-18) are used for storage of the personal goods of caravan employees, and 3 (#19-21) as storage for the caravan's provisions. The 22nd wagon houses the caravan-master, Boraggio, and his lieutenant, Andujar, head of the guard. The caravan's quartermaster, the hobbit, Harlow Nutbutter, sleeps in wagon #19, trusting no one else to stand guard over his precious food stores. The wagons, and their major occupants, are summarized below.

The caravan's wagons, and certain people who ride them.

Wagon #1	- The Lady LaCoste, her maid, along with her guards Hose, Heity, Viktor, and Todd.
Wagon #2	- The elopers, Hari Karison and Demoiselle Glenna Maggio.
Wagon #3	- Vino Vinorkis, wine merchant (thief).
Wagon #4	- Pholias, gem merchant, and his mistress, Kandibhar (qdb).
Wagon #5	- Greri arn Tandrin, bladesmith and -vendor.
Wagon #6	- The Grand Knight Azole, his three guards, and two stunning female servants.
Wagon #7	- Namotto and the four guards.
Wagon #8	- Frack Bunck, renegade hunter.
Wagon #9	- General Cargo.
Wagon #10	- General Cargo.
Wagon #11	- General Cargo.
Wagon #12	- General Cargo. Kid Heket, drover.
Wagon #13	- Gillian Hartwood, passenger, Ruden Goach, courier, and Alltar, priest (thief).
Wagon #14	- Ali Zander, mage.
Wagon #15	- Lessia, courier, and Haem, courier.
Wagon #16	- Martin Dheen, courier, Dakar (Lady Shanna), courier, and Gret Tandz, merchant (thief).
Wagon #17	- Caravan cargo.
Wagon #18	- Caravan cargo. Brandy Creek, drover.
Wagon #19	- Provisions. Harlow Nutbutter, the caravan Quartermaster.
Wagon #20	- Provisions
Wagon #21	- Provisions
Wagon #22	- No one rides in this wagon, but during the nights it is occupied by Silva Boraggio, caravanmaster, and Andujar, head guard.

There are 150 travelers in the caravan, including the player thieves. Of these, 30 are drivers, 50 are guards, 10 are other caravan personnel (cooks, a healer/surgeon), and 60 are passengers. Almost 3/4 of the travelers are either tall or dark, and about 1/3 of them are both. A number of these tall, dark individuals can be eliminated in the course of casual conversation. The players should soon be able to narrow the list down to a few legitimate suspects.

The caravan will travel in a regular double file pattern whenever possible during the day, as shown in Figure "A". Figure "B" shows the nighttime placement of the wagons and stock, and the campfire and guard fires.

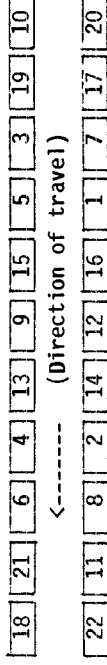


Figure A

PERSONALITIES

CARAVAN EMPLOYEES

Silva Boraggio (#203)

The caravan-master is tall, with a dark, almost swarthy complexion, graying at the temples; he is still trim and wiry, and fits the physical description of the Claw's buyer to a T. Self-taught, but a well educated man, Boraggio has extensive knowledge of the local lore and customs of the Ten Cities region, including Kandai. Hillside, and Brighton. He wears a brand new bronze belt buckle with a pegasus on it, a parting gift from his girlfriend.

If asked about his belt buckle, Boraggio will wax poetic about his lovely girlfriend, who gave it to him. If gently goaded for details about her, he will mention her beauty, great singing voice, her skills as a lover, etc. - and, somewhere along the line, the fact that they spent all Monday and Tuesday on a houseboat on the Dorian River. The players should be careful in their questioning - if they press too hard for details, there is a 40% chance Boraggio will feel they are prying, and clam up. Any who offend him in this manner are on his "outs list" and (if they happen to be employees) will be given bad job assignments for about 48 hours til he cools off.

Appears: Anywhere and everywhere in the caravan during the course of a given day.

Sleeps: Wagon #22

Possessions: Also kept in wagon #22. A large trunk contains clothing and personal effects, including a small jewelry box (total value of contents less than 2,000 GP). Built into the side of his wagon is a four drawer desk; the upper left drawer is locked (Complexity 3). Inside may be found Silva's personal journal (entries for this week describe in grand, glorious, illicit detail the romantic rendezvous mentioned above), maps of the region (both purchased and hand-drawn, with many useful annotations - a treasure trove to any caravan-master), and a list of names of very reputable suppliers of various goods in the cities he has traveled through. Beneath his bedroll may be found a letter from his girlfriend declaring her undying affection.

Andujar (#204)

Andujar is the carrier of the Claw. He is all that has been said of him - tall, dark, medium-build, with a

griffin belt buckle. He is a native of Hillside, and is proud of it; he is working on this endeavor in behalf of a certain group of wizards in his native city. A slip of parchment, which he keeps with other important personal effects (under one of the floorboards of the wagon he shares with Boraggio), describes the four powers of the Claw and the invocations necessary to activate them. He has ignored the instructions of his erstwhile employers, who told him not to try to use the Claw, but (for obvious reasons) he has only been able to use the Flames, the first power of the Claw. There is a 15% chance, should he hear Burdick's story of the Friznazz-Kapowti legend, that he will be able to put two and two together and figure out the correct way to speak the other incantations.

Andujar is a very experienced man-at-arms, and it will be extremely difficult to follow and/or watch him without arousing his suspicions. He has many loyal allies among the caravan employees, whose aid he can enlist if he believes his possession of the Claw is being threatened.

As Boraggio's lieutenant and head of the various guard units for the caravan, Andujar is responsible for the interviewing and hiring of the guard contingents for the caravan. He is most interested in those who have had prior military experience of some sort (and will usually hire without further questioning those who indicate service under a number of respected leaders - 10% chance that any leader mentioned by name during the interview will be one of Andujar's idols). At the time the interviews begin (9:00 AM Wednesday morning for this scenario - no interviews are given at night), there will be 6 to 15 openings (304 + 3); 103g of these openings will be filled each hour until 6:00 PM, at which time the caravan will be considered completed. The head guard has certain biases in his hiring

* guards

guards *

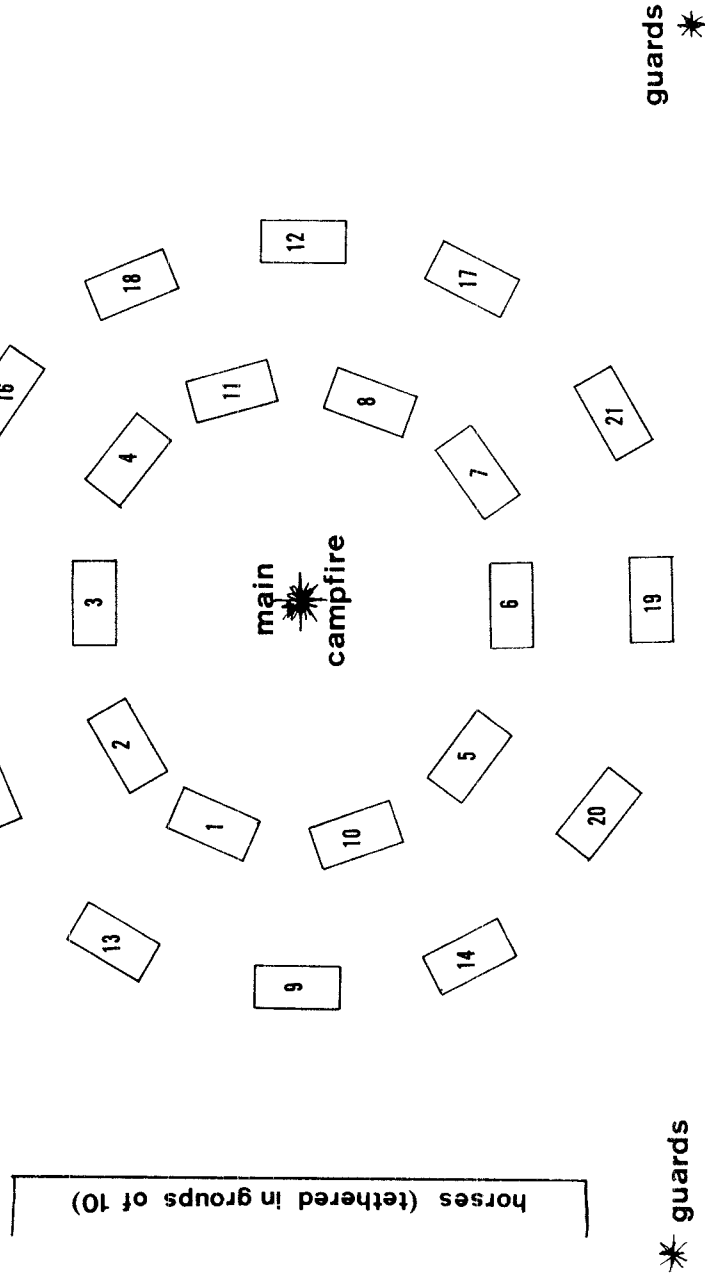


Figure B
8-41

practices, and the normal applicant may be hired at a base 30% chance if an opening exists, subject to the modifications below:

Prior military training: +10%
Prior military leadership: +25%
No military experience at all: -15%
Expertise with a weapon: +15%
Dwarf: +25% Centaur: +20% Elf: -15%
Hobbit: -50% Uruk: -20% Kobolds: -40%
Orcs: -250% (i.e., the chance of a celluloid snowball in hell)
+3 for every point of STR over 13
-5 for every point of STR under 10
-10 for every point of STR under 7
+2 for every point of STM over 13
-4 for every point of STM under 9
+3 for every point of CDN over 14
-2 for every point of CDN under 9
-5 for every point of CDN under 6

Roll D100 after all modifications have been made; if the result is under the number required, the applicant has been accepted for the position; he will be told to report at 7:00AM Thursday morning. (there is a 10% chance that a newly hired guard will be assigned to that evening's guard duty, starting at 6:00PM for a 6 hour shift). If the hiring roll is unsuccessful, the applicant will receive a penalty of 50% when trying for any other job (without good excuse, of course; decent explanations, as outlined in **Getting Hired**, mitigate the amount - this penalty applies to any person trying successively for more than one job on the caravan, without proper explanation), and will be regarded with a great deal of suspicion, even should he be hired.

Appears: With the guard units and/or Boraggio; he will join the scouts out front a few hours each day.

Sleeps: Wagon #22. If Boraggio should pick up a bed-mate for the journey (not that uncommon an occurrence), Andujar, with much grumbling and mumbling, will move out and set up his sleeping quarters in one of the employee wagons (#17, #18).
Possessions: The Claw is kept in the secret compartment beneath the loose floorboard (mentioned above) at night (when Andujar is in the wagon). Whenever he is on duty, Andujar wears the Claw on a chain around his wrist, but concealed from plain sight up the sleeve of his shirt.

Harlow Nutbutter (#205)

Harlow is short and as round as a butter ball; for a hobbit, that is perfectly normal. He is, however, nervous and extremely flighty, peripatetic, and is always running about to solve one emergency or another. The quartermaster is an endless fount of knowledge and gossip about almost any regular employee of Boraggio's caravan, and keeps his eyes and ears open, even when it seems his mouth is moving too fast to absorb anything. Harlow spends much of his time, when not cooking meals for the caravan passengers or running around assisting at emergencies, setting up and pulling off atrocious practical jokes; in his quiet periods, he can usually be found eating. The little man dresses in typical hobbit fashion, bright, vivid colors, with many pockets for food.

Harlow is Boraggio's quartermaster as well as chief cook; any character wanting a job on the caravan as a cook or auxiliary help will have to talk to him. In the course of most interviews, the prospective employee will be asked for references, and general background in cooking (if applying as "kitchen" help); the hobbit will thoroughly test the kitchen knowledge of any who apply to him. Harlow will likely hire two cooks for the trip; there is a 50% chance that one position will have already been filled before noon on Wednesday, and a 10% chance that both will have been taken by that same time. If an opening exists, there is a base 40% chance for an qualified applicant to be hired; apply the following modifiers to the base:

Hobbit: +25% Elf: +10% Dwarf: -20% Half-Orc: -40%
(for kitchen:)
Cook: +10% Chef: +20% Master Chef: +35%
(for other - surgeon, helper, etc.:)
Master: +20% Trained: +10% Tyro: -20%
+2 for each point of MAG over 13
-5 for each point of MAG under 8

Those accepted for positions (see above for method) are told to report to Harlow at 6:00 AM Thursday morning; he is relatively strict, and will be rather pointedly unhappy with any later arrival time.

Appears: Harlow rides in wagon #19; when the caravan is stopped, can usually be found around the area where the cooking is occurring.

Sleeps: Wagon #19

Possessions: A few rare spices and a set of expensive (i.e., +3 carving knife, +2 potato masher, +1 ladle, etc. - he's deadly in the kitchen!) cooking utensils. Otherwise, he has just a few GP and a well-worn old cook book (worth 2,000 GP to any other hobbit chef who gets a chance to read it).

Ketanos (#206)

Ketanos is a small, beefy, pinto centaur, who acts as Boraggio's head drover. He is a cheery type, who always seems to be one up on the other employees, and has yet to be caught in one of Harlow's jokes. He is aware that this bothers Harlow to no end, and watches the hobbit with keen interest - he just wonders what's coming next.

Far from being a suspicious type, Ketanos has a knack for being in the wrong (right?) place at the right time. Anytime the thieves are having some sort of secret meeting, there is a 40% chance that Ketanos will happen by and strike up conversation with them. If he does spot the same group a number of times, and they act suspiciously (hostile or claming up), he will report them to Boraggio and the thieves will find that they are being watched carefully from then on.

Anyone applying for a drover's position must talk to Ketanos, and convince him that they are right for the job. There will be 2-6 (2D3) drovers' spots open on the caravan, and there is a 15% chance each hour that a spot will be filled, starting at 9 AM Wednesday morning. His base for hiring any particular person is 50%, modified as follows:

Centaur: +40 Dwarf: -45 Elf: +20
Drover: +15 Horseman: +5 Neither: -20
+15 if STR is greater than 15
-10 if STR is less than 8

If the applicant is hired, he will be told to report at 7:00AM Thursday morning, and be prepared for work.

Appears: Ketanos wanders around, checking all the wagons, making sure that nothing appears to be wrong, particularly with the stock. In the evening he will be found around the campfire, drinking and singing lustily.

Sleeps: With the stock (there are rumors among the caravan personnel that he is currently enjoying a steamy affair with a lovely roan filly).

Possessions: A few personal items that are kept in wagon #17, but nothing of value.

Herrin Gredd (#207)

This caravan guard, attached to the 2nd unit, is very tall, with jet black hair and the first stubble of a new beard. He wears a large but unadorned silver belt buckle. Very closemouthed about his background and current plans, he will let nobody near the knapsack containing his personal belongings (if he can help it), and will threaten (or use) force to prevent anyone from doing so. He is protecting an old piece of parchment with numerous cryptic notations on it in what appears to be Elvish script; he believes (falsely) that this remnant is a valuable treasure map.

Appears: When on duty, in the second guard unit, as a

regular guard. Off duty, Gredd tends to stay where he can keep an eye on his "treasure."

Sleeps: Wagon #17

Possessions: All contained in the canvas knapsack. The map parchment is rolled up near bottom. Gredd has no other articles of interest.

Terrell Duncan (#208)

Duncan is tall, dark, brown-haired, ruggedly handsome, but very thin. Just hired as a guard, he is an experienced mercenary who has fought orcs many times before in the areas around the caravan route. Jolly, and full of war stories which he delights in telling, he wears a somewhat weatherbeaten bronze belt buckle figured with a rampant lion. Terrell has never been to Trade Island, and happens to be illiterate (a not uncommon condition among the lower classes of society). Absolutely fearless in a fight, he is always out in the forefront of any battle.

Appears: With first guard unit when on duty. When off duty, Duncan will usually be wherever the rowdiest singing and heaviest drinking is going on.

Sleeps: Usually out-of-doors by one of the campfires. There is a 20% chance that he will have beguiled one of the women (possibly the Lady LaCoste) traveling with the caravan, and be thoroughly involved with her whenever possible.

Possessions: Purse of 2020 GP on belt; +1 sword; no other items of interest.

Kid Heket (#209)

This very young man is a drover who fits the physical characteristics of the quarry, except for his belt buckle. Barely 17, he has never been more than fifty miles from Haven before. For the first 2 or 3 days of the caravan's trek, he will pretend to be a man of the world, repeating stories he has heard at his father's caravanerai in Haven as if they had happened to him. He is particularly fond of magic and magicians, and prone to telling exorbitantly embroidered tales about wondrous enchantments he has seen. If he is told anything about a player's interest in the Claw, or the possibility that the item might be somewhere on the caravan, Heket will try to "help" the player in his efforts or, failing that, begin conducting his own, very unsubtle inquiry. Later in the trip he will be very homesick, and easily shamed into admitting he knows nothing about Hillside - or about much of anything.

Appears: Driver of Wagon #12

Sleeps: Outdoors

Possessions: Heket's outdoor gear is all brand new, another hint to his unlikelyness as a suspect. He, too, keeps a journal (particularly dull reading).

Brandy Creek (#210)

Another drover who fits the physical description except for the belt buckle, Creek is a native of Kantai; he works for Boraggio on a semi-regular basis - in between times, he is a spectacularly unsuccessful professional gambler. He will be looking to borrow money to gamble with while on the trip. His funds ran out last Sunday night, so he was forced to sleep on a cot in Boraggio's warehouse until the caravan left. He will swear to any prospective backer, however, that their mutual fortune is assured because of his new "good luck charm".

Appears: Driver of Wagon #18

Sleeps: Outside

Possessions: Brandy wears a new dragon-claw charm around his neck as a "good-luck" piece; anyone stealing it will suffer a -20% adjustment to all die rolls ("luck") until it can be gotten rid of. Players without extensive wilderness experience will have only a 30% chance of being able to discern the differences between a dragon's claw and a griffin's claw.

CARAVAN PASSENGERS

Lady Christina LaCoste (#211)

Having just arrived in Haven on Tuesday afternoon on a ship from Upriver, this slender noblewoman is "aging gracefully" - at least in her opinion. She is fastidious with her toilette and appearance, garrulous (as seem to be all dowagers), and has a fierce hatred of thieves, on which she will invoke curses at any and every opportunity. She also believes herself to be still attractive to men, and will attempt to prove it at every opportunity. While the Lady does not fit the physical description, her four preppy guards certainly do; they are all tall and dark, and each wears a cockatrice belt buckle as a part of his uniform. The guards are all (to an extent) sycophants, but are fondly attached to their mistress (and the meal ticket she represents), and will act accordingly if anyone tries to rob her, or put moves on her (or even flatter her too much).

Appears: Rarely, except for a constitutional at noon and dinnertime; she will then stroll the circle of wagons with her four young men and her lady's maid, protected from the sun by a parasol one of her guards will carry.

Sleeps: Extensively, in Wagon #1. Her guards sleep in the front; the Lady and her maid share the rear.

Possessions: The lady has been well provided for by her late husband's estate. She has a well stocked jewelry box (GM's discretion as to value, but 50% of the items are good paste imitations); the box has a Complexity 4 Cylinder and pin lock), a good selection of quality silks and brocaded velvets, and copious amounts of perfume, cosmetics, etc. She also carries two letters of credit, worth 5,000 GP each.

Hose (#212),

Heity (#213),

Viktor (#214), and

Todd (#215),

the guards of the Lady LaCoste

Lady LaCoste's four guards are very good looking physical specimens, but do not appear particularly battle hardened; the four have grown used to their life of ease and will act quickly against any who appear to pose a threat to their position. To curry favor with the Lady, they, too, are outspoken in denunciation of the thieving profession, and may well carry this to extremes within the hearing of the thieves (e.g., "The whole lot of them would be better off dead!"). If the caravan is assaulted, they will move toward the rear as much as possible, under the pretense of protecting their Lady and her maid.

Appear: While on the road they will tend to stay in Wagon #1; when stopped, at least two of them will always be within earshot of their mistress.

Sleep: Wagon #1, front

Possessions: Viktor is a reader, and will have at least two (usually more) volumes of local lore among his possessions. Hose owns (and always wears) a well-made pair of boots with Haste embedded in them (triple movement while in use). The others have no possessions of use or particular value.

Pholias (#216)

Tall, dark, but quite portly, and heir to a rather substantial fortune, Pholias is an eager, but quite naive, businessman. He is traveling with his brand new mistress, **Kandibhar** (#217), a quintessential dumb blonde whom he picked up on Tuesday (which took him outside the city for the entire day). He will be the target of Vano Veritas' robbery attempt on the second night of the journey.

Appears: By day in his wagon (#4, which he drives proudly [and recklessly]). He will remain around the main campfire until quite late each evening, hanging all over his mistress and being generally offensive (making rude jokes, constantly belching, or persistently asking the bard Galen Burdick to play old saws that are the medieval equivalent of goey romantic music).

Sleeps: When his mistress lets him rest, in wagon #4

Possessions: Besides his cargo of gems (inadequately protected in two strongboxes, each secured with Complexity 2 Cylinder and Pin; these strongboxes have neither traps or personal guards), Pholias has also bought for his new mistress all the best in clothing, cosmetics, perfumes, and jewelry.

Galen Burdick (#218)

Tall, dark, and exceedingly handsome, the bard has tremendous physical appeal to any women less than 95, but possesses a self-deprecating wit that enables him to get along with men as well. He has cut a deal with Boraggio to pay for his passage by "singing for his supper", and will play every night after dinner. Galen is very well travelled, and knows many stories and old legends, including the story of the great griffin Frizznazz and his powers of flame, granted him by the mages of Inchol Blut, and how the griffin was finally felled in combat by the lispng wizard Kapowti. If asked for a story or song about Fritinath, he will laugh and say, "No! No! You've got it all wrong! It was the wizard that lisped, not the griffin." and proceed to sing the song. If Anduĵar is present when the song is requested (only a 30% chance - he's generally out on guard rounds), he will become very suspicious of the person doing the asking, and any who frequently associate with him; there is a good chance (60%) that he will assign some of his henchmen (trusted guards who have long been in his and Boraggio's employ) to "keep

an eye" on these individuals - this will severely reduce those players' freedom of movement (those being watched may make a saving roll against DSC each morning and evening to notice they are being watched).

Appears: Galen rides his own magnificent stallion (a palomino obviously worth a small fortune - those with experience in that area may reckon the great animal's value at more than 5,000 GP), and will always be conversing with someone during the day's ride. Whenever possible during a sizable delay (or during the noon break), he will ride off alone to "take a look around".

Sleeps: Outdoors

Possessions: Galen has a special lute, enchanted with a Charm spell which operates through his music; few personal effects, most of which show him to be a faithful adherent to the Cult of Eriani, a nature-oriented and -worshipping sect; a thick and very cluttered book containing multitudes of hastily scribbled notes, bars of music, scraps of song and verse, etc., on various pieces of loose parchment, vellum, paper, and even bark (these notes include references to Frizznazz and Kapowti; 5% chance per minute of searching of finding this).

Vinorkis ("Vino") Veritas (#219)

Vino, as he is known to his friends (and there are many of them - he is very free with the goods he sells), is quite short, fat, and very blond and fair complexioned. He could not be considered a suspect at all - unless the players have questioned the seller of the claw and learned of the flying beast belt buckle (and also have the temerity to suspect the authors and the GM of colossal deviousness - this is not outside the realm of possibility!). Vino has a brand new belt buckle, with a griffin on it, an exact duplicate of the one Anduĵar is wearing. Were his private wagon searched carefully, a quite elaborate disguise kit might be



revealed in the course of the search. Vino (real name Kyle Redwing) is himself a thief, disguised as a wine merchant - this is a scam he has used many times previously, at which he is, by now, very good. There is a 65% chance that he will recognize any given Guild thief in the group accompanying the caravan (dropping to 30% if a given person is disguised) - if recognition is made, there is a 20% chance he will take one or more of them into his confidence, and try to get them to participate in the robbery attempts on Nights 2 and 6.

Appears: Wagon #3. He will make an elaborate - and relatively successful - effort to make friends with Boraggio, Andujar, and Harlow Nutbutler; the former two will be used to set up his alibi for the first robbery.

Sleeps: Wagon #3

Possessions: Vino is actually carrying a cargo of cheap watered-down wine, but has included two casks of truly vintage grape-squeezings to serve to his new-found friends. Four of the 20 to 25 casks in his wagon have false bottoms, and can be used as hiding places for stolen goods. He also possesses a necklace (a large topaz hanging from a heavy gold chain - value 400 GP) which is thoroughly enchanted with Protection from Drunkenness; this will be used to good effect in his robbery plan for Night 2.

Ali Zander (#220)

This tall, dark, slender mage from Enchantments, Ltd., in Haven, is delivering an item from that shop to Kandar, and will be very secretive about the nature of that item. The box containing it is kept in Wagon #11, and has but a Complexity 2 Wheel lock; however, its various catches, hasps, and lid are trapped with no less than 5 high Complexity magical traps, which, should they go off, will leave anyone within a 20' range half-dead and effectively immobilized.

Ali has no belt buckle, but he does have a small talisman of a claw (it's actually a model of an eagle's talon) on a necklace around his throat - this item is enchanted with a relatively powerful Flight spell. If the legend of Frizznazz is even brought up, he will be very intrigued (having read some of the invocations in the books at Enchantments, Ltd.), and will later try to question extensively the one requesting the story, with particular regard to the reasons for that person's interest; he will not be very subtle in his lines of questioning, or, if sufficiently away from the rest of the group, in his means of obtaining answers. If he should get the tiniest whiff of the fact that the Claw may be present on the caravan, he will begin looking for it himself, and will almost surely recognize the manifestations of its use in the wolf and orc attacks.

Appears: Wagon #14

Sleeps: Wagon #14

Possessions: 2 to 3 relatively useful but not powerful magical items in addition to the claw talisman - GM's discretion, at least one would be protective.

Gillian Hartwood (#221)

A young lady with a very boyish figure and dark brown hair in a pageboy cut, this tall miss could easily pass as a male and may arouse suspicion in the minds of the thieves. She too has a silver belt buckle, bearing the figure of a condor with wings spread. She is traveling east to "seek her fortune", and has great expectations of "big money in Hillside" (and, of course, will say nothing further). She has spent a great deal of time on Trade Island within the last few weeks, and will reminisce fondly about her experiences there, if the site is mentioned. Gillian can definitely take care of herself in a fight, and is nobody's fool - she is not at all swayed by casual come-ons.

Appears: Wagon #13. She will be in the main company during the evenings, but is rather shy and quiet. The girl is quite talkative if drawn out.

Sleeps: Wagon #13

Possessions: The usual adventurer's gear. She has a fine bow (+1 to HAC0 for balance - 10% chance of an Accuracy spell embedded at +1 as well) and a full quiver of arrows of various types, and a reasonable quality rapier (with which she is quite good).

Alltar Kirkrauber (#222)

Tall, pale, and extremely nervous in appearance, Alltar is a willing talker who, once started, is most difficult to stop; he is capable of prattling on for hours while saying absolutely nothing of value (a typical politician). He is currently thinking about giving up his life of crime for a more legal position, as either a noble's amanuensis or a priest (where he can do a righteous job of ripping off the people - he did learn something from his last job - thieving the chapel of a reasonably successful sect). He will sit around the campfire each night talking of the tasks he performed to become a priest (the disguise he is employing to travel) without really telling anything about what he did; he tends to talk until late at night and will usually stop only when there is no one left to listen to him - during the day, he will preach to all the unfortunates who must ride with him.

Alltar is on the caravan for the simple reason that it is leaving Haven, and taking him to greener pastures. His sudden desire to depart was sparked by the fact that the sect he robbed wants his head on a pike on the city wall (and has enough friends in high places to ensure that fate, were Alltar caught), and the Thieves Guild, since he is an independent, is quite willing to help them. Alltar knows that the Guild, to say nothing of the church, is after him; he disguised himself as a priest, and "caught the first stage out of town". He has hidden ten of the items he stole in his luggage (on Wagon #9), and has three gems on his person. Unfortunately, he doesn't know that all of the items he lifted happen to be are very good fakes (apparently worth 10,000 to 40,000 GP each; actually worth 100-400 GP each). If Alltar gets wind of the presence of any Guild thieves on the caravan, he will collect his belongings and run away from that night's camp - he might survive the wilds, he knows he won't survive the thieves.

Appears: Daily, in wagon #13

Sleeps: Wagon #13

Possessions: A number of fake gems and jewelry pieces are hidden in the trunk on Wagon #9; three medium-sized gems are concealed in Alltar's belt pouch.

Hari Karison (#223)

Hari is a short, lean man, who wears old, ragged, and worn out clothes that have not seen a seamstress' needle for a long time. He cares nothing about his personal appearance, only his "honor", which he will defend with whatever means possible, up to, and including, a duel (should anyone accept - not a great likelihood, since Hari is of the peasant class). He is a very honest man who is incapable of telling a lie, and if he finds the jewels that his bride "liberated", he will demand that they return to Haven instantly to return them to her family.

Appears: He is usually seen driving wagon #2; at mealtimes, he picks up sufficient food for two and retreats to his wagon, reappearing for only a few moments to return the used utensils.

Sleeps: Wagon #2

Possessions: Only the clothes on his back.

Glenna Maggio (#224)

Glenna, a cadet relative of the Maggio clan, can be instantly recognized as a member of that clan, if she should ever leave the wagon. She will tend not to leave the wagon for that very reason, for her family doesn't approve of her betrothal to a mere peasant; she

fears they will tear her from her lover, and take her back to Haven. This fear is reinforced by the fact that she is sure they will want the 30,000 GP worth of gems and other items she has "borrowed" to finance their new start. She procured these items just before the couple left Haven because, while her new husband would be very happy living an honest life of hard labor and poverty, she wants only the best, and will go to nearly any means to get it. She knows that Hari will return the gems to her family if he finds out about them, so she tries her best to keep them hidden.

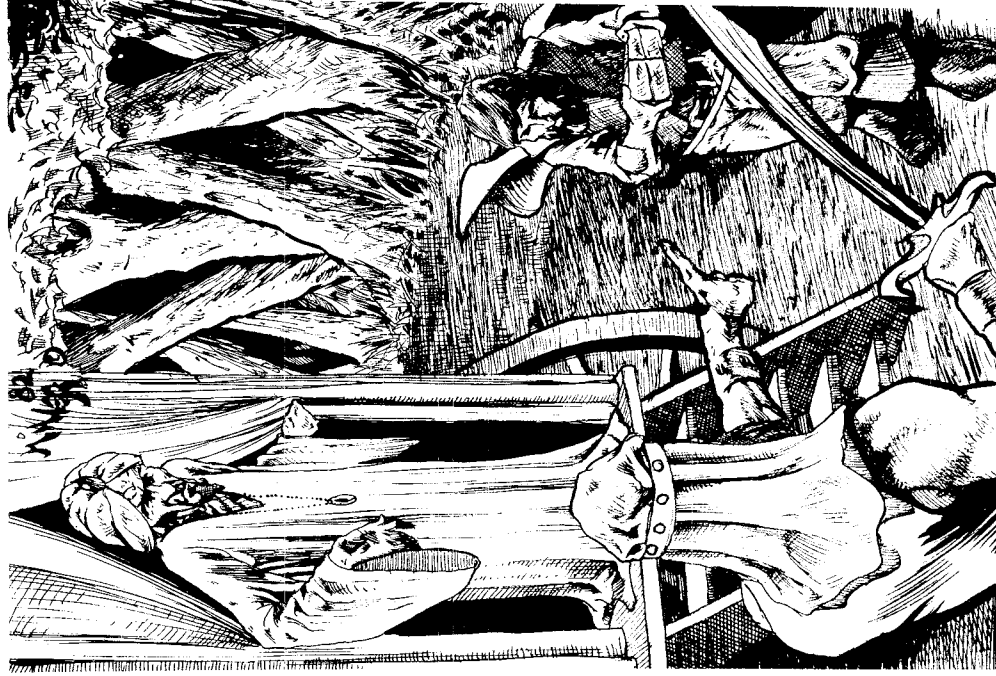
Appears: Seldom, if at all

Sleeps: wagon #2

Possessions: 30,000 GP worth of gems and jewelry are hidden in a false-bottomed trunk with a Complexity 3 wheel lock. Other items include fancy dresses, a large number of cosmetics and perfumes, and a small selection of personal jewelry and charms.

Namotto (#225)

This mysterious man, immensely tall (about 6'10") and very dark, sports a hook instead of a right hand; he is endowed with a quite heavy accent, but has no particular belt buckle. He has paid Boraggio a sizable sum to have four trusted men assigned to his wagon as personal guards; these men take their job seriously and will prevent any unwonted intrusions on Namotto's privacy. The lanky Easterner never ventures from his wagon, even for meals (although he has a weakness for fine cuisine), and will say no more than a few words to anyone, including his guards (his favorite phrases appear to be "Leave me alone!" and "Go away!"). He is traveling to Hillside to join another caravan for other



far cities, and is carrying important papers regarding trade alliances, signed by the Great Guilders of Haven. He is very paranoid about losing the valuable trade agreements in his possession, and will quietly get Boraggio to remove from the caravan anyone who bothers him more than once.

Appears: Concealed in wagon #7 throughout the trip.

Sleeps: wagon #7

Possessions: Besides the alliance papers, nothing of great importance. The papers are kept in the false bottom of his footlocker. A leather case under his bed holds a large number of official looking (but actually worthless) papers as a ruse to draw off possible thieves from the real thing.

Frack Bunck (#226)

Frack is tall, dark, wears a belt with a golden lion buckle, and sneers a lot (he doesn't think much of people in general - whatever their race). At night, about the campfire, he will be reluctant to speak about himself or his occupation, but he will talk to people, asking many questions and listening intently to all conversations that are occurring. He is a man of quiet action, who is seldom, if ever, caught unprepared; his actions tend to be straightforward, precise, and are usually deadly. Frack has a deal with Boraggio, about assisting the forward scouts in return for free passage to Hillside.

Frack is a **Beastmaster** whose life's companions are a golden eagle (Zitar, #227), a dire wolf (Grol, #228), a great tawny cat (Balaya, #229), and a family of five ferrets (Eni, Meni, Myni, Moh, & Shemp, #230). The wolf will range within call outside the caravan's immediate area, while the ferrets stay in the wagon with the eagle; the cat wanders the area around the wagon during the evening (it is of an odd breed which does not tend to spook horses or cattle with its presence). The animals are generally peaceful, attacking only when bothered by someone, or directed to by their master; all seven of the animals are totally loyal to Frack, and neither acknowledge nor obey anyone else. Those with sufficient temerity to enter Frack's wagon while he is not there are likely to be in big trouble (having to drive off the eagle, avoid the ferrets or have most items on one's body removed, and then get past the cat on the way out); in the meantime, Frack will have been warned, and will usually be stationed outside with the cat (which is big enough to put a saddle on and ride - Frack often does), waiting for any thieves to put in an appearance.

Appears: Frack rides his cat during the day, and is often seen ranging off and away from the path of the caravan.

Sleeps: wagon #8

Possessions: Frack's wagon contains many valuable items, ranging from gems to rare spices, as well as a large amount of gold coins. All told, his treasure is worth over 300,000 GP (it should be noted that it is virtually impossible to remove even a single piece of treasure without Frack's prior approval).

The Grand Knight Azole (#231)

Azole is a short, rotund man who has never in his life uttered a kind or pleasant word to another person, not even his own father; this explains why he no longer resides with his family. Azole usually appears to be a bit overdressed, as he normally wears dress robes and other fancy clothes; these do not contribute to the sightliness of his overweight frame and pox-scarred face. He is never far from his body guards (or other protectors), who only put up with him because of the gold (from his father) which he pays them. In fact, everything he has is paid for with his father's gold, (it was the easiest method available for the senior Azole to keep his youngest son away from home; other

methods - murder? - could easily lead to a loss of a life of comfort - although any jury would probably consider killing the younger Azole justifiable homicide or a mercy killing [for everybody else]]. Azole is great at giving orders and pushing other people around, but when push comes to shove, he will quickly disappear (or, at least, attempt to) behind his bodyguards.

Appears: Azole may usually be found yelling at caravan personnel every time something breaks down and delays the trip, complaining bitterly to the cooks at meal times about the taste of the "orc swill" (Harlow contemplates rat poison every time he sees him) they're trying to feed him, and otherwise making a complete flaming nuisance of himself (if he were to be found murdered, there'd be 150 or more suspects on the caravan alone).

Sleeps: Often, in Wagon #6

Possessions: Among his other possessions, two stunning maidservants whom he treats poorly; there are many items of value in his wagon, mostly in two chests with Complexity 3 Combination locks and magical Noise Maker traps (Complexity 2). Total treasure value is up around 10,000 GP.

Murgin a'Lembic (#232),

Hind Korri (#233), and

Vercin Getriks (#234),

the Grand Knight Azole's personal guards

These men are all in fine physical shape, and seem to be experienced fighting men; they can often be found practicing their weapon skills, sparring with one another, or staging mock battles during the evenings or rest breaks. They seldom speak, and usually keep to themselves when off duty. The three (Murgin seems to be the acknowledged leader of the trio) have put up with many tirades from Azole, and have decided to themselves that, the next time he puts his foot in his mouth, they are going to allow him to remove it himself.

Appear: There will be one of these men with Azole at all times; the others may be found wandering about the camp (sometimes stopping to converse with one of the caravan guards), or resting in the wagon.

Sleeps: On the ground next to or under Wagon #6

Possessions: The men each have a bed roll, their armor, weapons, and a small amount of money (3010 GP).

Gret Tandz (#235)

Gret is a tall, heavy set, dark half-orc who has a large copper belt buckle (showing two griffins mating). He seldom speaks (he only knows a few words of the local dialect of the Common Tongue, although he speaks Elvish fluently), and will normally tend to answer in short spurts of monosyllabic grunts. He's posing as a poor merchant, and has at least half of it right; he fits the poor portion to a "p". His stock consists of a few shabby clothes and an old, beaten up griffin's claw that he proudly displays whenever possible, as an item of great value.

Appears: Gret rides in wagon #16.

Sleeps: Most of the day and all night, in wagon #16.

Possessions: As above, plus a small bedroll and a set of rusty lockpicking tools that subtract 10% from the user's chances of picking any given lock.

Greri arn Tandrin (#236)

Greri is short, stocky, flinty, and bearded - in other words, a dwarf. He is not a typical dwarf, as he tends to be quite verbose, occasionally filling many pages in the TeasER pointing out the superb qualities of his weapons, and the reasonable (for a dwarf) prices that he charges for them. If asked, he will talk for hours about his profession, the abilities that make him far superior to most other blade-smiths, and about dwarves in general. His clothing tends to be colorful (again unlike most other dwarves), but well coordinated and actually quite tasteful, done in expensive fabrics.

Everything about Greri reeks with money and success, as it should, he being not far behind the great dwarfven smith Vultar in ability.

Appears: Greri will be sitting next to the drover of his wagon (#5) during the day, usually with a sword blade, or other item that he is working on in hand; when stopped, he troops around the camp, bending people's ears.

Sleeps: Wagon #5

Possessions: There are ten sword blades (unhilted) of various lengths, all +2 because of sharpness, many half finished items that he is working on during the trip, and a small anvil. There are two chests, both equipped with Complexity 4 Dragon Claw locks, trapped with both Hand Choppers and Noise Makers; the chests contain 6,000 GP in coins and gems. Greri will tend to work quite late in the evening, and may come outside to investigate any unusual noises near his wagon.

(GM's Note: A number of the caravan's passengers are couriers, traveling with the entourage for protection. Couriers generally know each other [except where noted], and will talk about the others, rather than themselves, where possible.)

Lessia (#237)

She is a tall, well developed woman, with pale red hair and washed out green eyes; the girl is very lithe and moves like a cat, quick and darting, never staying in one place for too long. Lessia is an essentially kind individual and would never purposely harm anyone, even if they bother her. Even when attacked, she will usually only attempt to parry blows, never returning them. She will, however, start yelling for a guard the second a weapon is drawn in her vicinity, and continue yelling until either a guard shows up or she is unable to yell further. In fighting situations (which she will normally avoid), she is excellent at parrying, normally using rapier and main gauche, but she is only fair when trying to score a hit on someone with either weapon (he training was mainly defensive). She is relatively new to the courier profession and has yet to earn any sort of reputation, so Lessia is relatively unknown to the other couriers.

Works for: Independent

Appears: She rides her own horse, usually in the vicinity of Wagon #15.

Sleeps: Wagon #15

Destination: Brighton

Carries: Lessia carries the information about the Black Hand's operations in Haven. At the start of the trip, she does not know what she is carrying, but if odd or dangerous events happen frequently about her, she will check and read the contents of her courier's pouch.

Value: The dossier can be considered priceless; Father Marco has decreed death to all who should happen to come into any contact with these papers.

Ruden Goach (#238)

A dark haired, brown eyed man, of medium stature and build, he is often seen wearing color combinations that even a kobold wouldn't touch. Ruden is a good courier; he has no idea what he is carrying, but will not give up his pouch without a fight. He wears two short swords at all times, and is quite good with them; he has a small obsidian dagger that is +2 to CHP tucked away in his boottop. Ruden used to be a thief until he got caught and reformed (the last joints of all four fingers on his left hand are missing); he has a soft spot for his former profession, and will probably let thieves get away if they will leave him alone. His patience is, however, quite short; if the thieves do not leave him alone, he will usually attempt to leave them in bad condition.

Works For: Feddy Rhal Couriers

Appears: Wagon #13

Sleeps: Wagon #13

Destination: Kandai

Carries: Ten very dirty picture books, illegal in most areas, and banned in all others.

Value: 50 GP per book to any interested party.

Pura Latter (#239)

This courier is a tall, platinum-blonde elf, with blue eyes and a good figure. Pura is very good and is in high demand as a courier (she has a "if I don't make delivery on by the agreed-on time, you don't have to pay" guarantee). To prevent delays from attacks (so as to uphold this policy), she carries an enchanted rod which causes confusion in any person hit by it; Pura must make a successful attack roll (HACØ 6), and the victim is allowed a saving roll against MGR. Pura is a low level enchanter, and can recharge her rod at one charge per night; the rod itself contains a maximum of six charges. Pura will use it whenever she feels threatened; she gives no thought to the hapless people stumbling around in her trail - after all, they were not being nice to her; besides, they weren't elves, anyway. She is quite ruthless (to all except elves) and keeps to herself, talking only when spoken to and even then giving short, terse answers.

Works For: Independent

Appears: Pura rides her own horse, a big bay stallion, and tends to ride near Galen Burdick.

Sleeps: On the ground, next to the fire.

Destination: Beyond Brighton

Carries: Reports on the future of Dragon Blast Uiskey, and the possibility of purchasing the distillery at a reduced price because of the troubles with some of the orc tribes around Burrbank.

Value: These reports are worth 1,000 GP to any of the investment houses in the Ten Cities region.

Martin Dheen (#240)

Dheen is a tall, blond-haired man with piercing blue eyes and a penchant for wine and women, in that order. It is very easy to get him drunk, just give him two bottles of whiskey and he's set (for an hour); when intoxicated, his normal state, he is very free with information about anything and everything. He will tend to one-up any story with one that is obviously a fake, and becomes quite annoyed if that fact is pointed out to him (even drunk, he is not foolish enough to challenge anybody). He will even talk about the papers in his pouch, which he read the moment he got them. He doesn't have much knowledge in the realm of weapons use, and therefore carries none, a practice which makes him totally vulnerable to any and all attacks.

Works For: Quicksilver Couriers

Appears: Wagon #16

Sleeps: Wagon #16

Destination: Kandai

Carries: An incorrect report on orc belly futures

Value: 10 GP (as a joke)

Garth of Issig (#241)

Garth is a tall man of fair features and light hair and complexion; his bodily conformation suggests that of a weight lifter, and he seems to be constantly in motion, shifting position, twitching, as if he were afflicted with some type of nervous disease. The man is generally colorless in appearance, almost washed-out, so fair is he, and his personality is as colorless as his appearance. Garth's main purpose on the caravan is as a prime red-herring (yes, we are devious).

Works For: Feddy Rhal Couriers

Appears: Garth rides his own horse, traveling with, but not among, the caravan wagons.

Sleeps: On the ground, far away from everyone else

Destination: Hillside

Carries: Love letters from one of the younger daughters of a high noble family, the Melantro, to a petty noble, Lord Dharci, in Hillside.

Value: The noble can likely be blackmailed for around 5,000 GP, but will almost certainly have some of his personal guards attempt to track and dispatch the blackmailers.

Haem "da Fox" (#242)

Haem is a tall, hulking half-elf who appears to be rather slow. Appearances are not always deceiving; Haem is one of the dumbest people alive today - he happens to be one of the strongest, as well. Haem has dirty blond hair, a perpetual grin, and very good taste in clothing (apparent in the new, designer-type suits he is constantly wearing), as well as seemingly unlimited funds with which to purchase them. He will talk openly about any subject at all, with one exception - he will never speak of what he is carrying. When asked what he is carrying, he will say, "Can't tell! I'm not that stupid, there may be thieves around." If asked his name he will usually reply, "You know, my friends call me the Fox, because of me being so smart."

His friends do call him "the fox", not because of wits but because he can move very quietly when needed. Haem is innately vicious, and will use anything not firmly bolted down when involved in a fight (in a typical bar brawl, he will pick up and swing tables, chairs, people, etc). Haem is a good courier, mainly since he is to stupid to be disloyal.

Works For: Feddy Rhal Couriers.

Appears: Wagon #15

Sleeps: Wagon #15

Destination: Beyond Brighton

Carries: Secret government papers and a number of business papers including two letters of credit drawn on the House of Rand. As these credit vouchers are important to the Rands, any attempt to cash them at the House of Rand will result in immediate arrest.

Value: The letters of credit are worth 24,000 GP and 40,000 GP; the government papers are considered highly confidential, and unauthorized possession would be good for a transformation (into a pig, maybe?) at the hands of one of the government's most powerful mages if one is caught with them.

Dakar [Shanna] (#243)

Dakar is a very slender man of medium height, with brown hair, and sharp features. He is really a woman in disguise, hiding from a marriage arranged by her father to a totally arrogant, unfeeling man. He (she) doesn't talk much at all, and less about himself. If a line of questioning is pursued persistently enough, he will say that he was raised in the slums of Haven, and has taken years to rise to his present station. Anyone Haven born and bred may have a saving roll against Perception (see TG4) at a bonus of 6 to detect her imposture; when the fakery is brought to light, she will break down and tell her true story (without naming either her family or her fiancée), begging the person(s) involved to keep it in confidence - she has only 20 GP on her with which to pay bribes, but will promise to pay up to 100 GP at her destination for silence. She is really a baron's daughter, who never felt at home in the court; she now finds that she really likes life on the road, and is thinking about staying on in her courier's position. Shanna has no formal weapon training, but carries a bastard sword strapped to her back as a deterrent (the sword is, unbeknownst to the girl, enchanted with an Accuracy spell, giving it a +2 to hit in combat); she also has a dagger covered with Level 30 itching poison (saving roll against STM at a penalty of 4) - a failed save will result in immediate emptying of hands in order to scratch the wound for 10 mr. The dagger receives a fresh coating of the poison whenever it is

returned to its sheath, and a coating will last for three strikes before it is worn off; Shanna tends to use this only as a last resort. She is trying to be a good courier, and will not part with her pouch unless hurt.

Works For: Feddy Rhal Couriers.

Appears: She has her own horse, but will ride in wagon #16 whenever possible

Sleeps: Wagon #16

Destination: The girl has two destinations in mind. One is the smithy of Vultar (on the second day she will leave the caravan and head south; on the fourth day she will rejoin the caravan), for whom she bears a message; the other is the far city of Brighton, from which she intends to go much, much farther east (possibly even to Emor). When Shanna rejoins the caravan on the fourth day, she will accompany it all the way to Hillside.

Carries: A report on a new type Mage lock that is supposed to be unpickable. These papers (written in Khuzdul, the dwarven tongue) ask Vultar if he would be interested in purchasing the detailed construction blueprints from DwarfLocks of Haven. **Value:** Not much intrinsic value, but a properly signed reply will earn the courier a reasonable fee.

TIMETABLE OF EVENTS

THURSDAY

Day 1

7:00 AM Any character who has secured a job with the caravan must report to his assigned post by this time (or be out of a job and probably stuck in Haven). Around nine, the caravan will finally manage to wend its way out of the Horse Gate. During this period, opportunities for talk will be fleeting, because of the hectic hurly-burly of getting the caravan ready. Should a player traveling as a passenger arrive early, there is a 40% chance that he will be able to encounter and talk with a passenger suspect.

11:00 AM A mounted courier, riding at a hard gallop, approaches the caravan from the direction of Haven. He rides up to wagon #7, and hails the occupant by name (very formally). Namotto appears momentarily, and the courier passes him a small wrapped package. A few moments later, a different small object is passed back to the courier; he accepts it, and rides off slowly in the direction of the city. **(GM's Note:** The courier passed Namotto a small, well-decorated chest, a parting gift from the various guilds of Haven. Namotto passed back to the courier a leather pouch containing a quickly written note of thanks, and a 5 GP tip for the courier.)

4:00 PM The caravan meets another large wagon train coming from the opposite direction. After Boraggio discusses matters with the other caravan's leaders, he lets them pass by pulling his own caravan off to the side of the road (causing a 30 minute delay). The wagon train bears a rich load of silver ore from the Last Chance Silver Mine, located some 30 miles from Haven on a crude corderoy branch off the main road. The wagons appear to be very heavy, sinking a considerable distance into the soft berm of the road. The miners pass the word that a gang of bandits has been rumored to be operating in the vicinity. Upon hearing the bandit rumors, the Lady LaCoste will scream (very loudly and obviously) and proceed to faint, rather theatrically, just outside her wagon (#1).

Evening Camp this evening is on a ridge, in a slightly wooded area; there is a small log farmhouse about 1/4 mile away. Spirits are high and expectant around the campfire; there is much free conversation as people get to know other of their

fellow passengers, and some song, led by the bard Galen Burdick, who will take requests from the crowd. If at all possible, the Lady LaCoste will try to put the "make" on one of the male members of the thieves' party (preferably someone of high social rank or with a good APP). Later in the evening, two of her guards will approach that same fellow, and threaten him with some form of bodily harm, if he does not stay away from the Lady.

Day 2

FRIDAY

Morning Frack Bunck will encounter fresh traces of a recent bandit camp. This report will spread like wildfire through the caravan, and many passengers, and some guards as well, will wonder where the bandits are and when they will attack. Boraggio will do whatever is in his powers to quell the rumors.

10:00 AM Wagon #11 suffers a broken axle and the caravan, perforce, stops until it has been repaired. Many of the passengers disembark and stroll around (the area is lightly wooded), and Galen is asked to play a travel song. He complies, and plays a popular song that soon has most of the travelers singing along with him. This continues for the two hours that it takes to repair the wagon.

1:30 PM The same wagon (#11) breaks a wheel, causing another delay while it is repaired. During the delay, Azole complains loudly and long to Boraggio that he has "paid good gold for a fast journey to Hillside, and that so far, the trip has been anything but fast." After a few moments, Boraggio turns his back to Azole and heads for his wagon. Azole follows him, grousing and griping the whole way, for a short distance before retreating to his wagon, quietly muttering (in a stage whisper that carries to most of the other passengers) that the whole world is against him. Passengers who have been observing this scene will likely comment on the intemperate behaviour of Azole, and converse (concerning the ancestry, personal habits, and probable destination upon demise of the Grand Knight) for the entire two hours the repair of the wagon's wheel takes.

Evening This night, the caravan camps on the outskirts of the village of Blanding (due to the breakdowns, the pace has been very slow). Almost half of the travelers will go into town to frequent its one tavern, a congenial, but relatively rowdy drinking establishment called the Silver Penny. Few of the passengers (Namotto and one or two others) will stay in the camp, and only half the usual guards for the evening will be on duty (greatly aiding freedom of movement for those who remain). Unfortunately, those who stay will find nothing but negative evidence, for Andujar (and the Claw) have gone to the town. If some players go to the Silver Penny, there is a 10% chance that a brawl will break out in the tavern. Andujar will not use the powers of the Claw unless he is seriously wounded in the fighting.

2:00 AM Upon returning from the Silver Penny, the wine merchant "Vino" Vinorkis will invite Andujar, the lieutenant of the guard, and Boraggio back to his, Vino's, wagon to continue drinking. They will drink until Boraggio and Vino (seemingly) pass out. Andujar will stumble back to his wagon (#22, if he's still sleeping there, or #17 or #18) and sink into a DEEP sleep. Vino, his alibi now set, will rob the wagon of the gem merchant Pholias (#4). During the course of the robbery, Pholias will awaken, and grapple with the intruder; during the struggle, Vino will give the young merchant a rather serious head wound (10% chance of it being fatal). Once he has escaped the wagon, Vino will wrap up his purloined prizes in cheesecloth and conceal them in the false bottom of an otherwise normal winecask.

SATURDAY

Day 3

6:00 AM The theft (and the crumpled - but still breathing, hopefully - body of Pholias) are discovered, causing a general uproar. The guards of the caravan initiate a search of everyone for the stolen goods while Andujar and the other officers search the possessions of the other guards. (**GM's Note:** Any player who has stolen merchandise in his possession, as a result of his activities of the previous two days, had better get rid of it fast, or he is likely to spend the rest of the scenario in the Blandring Jail.) A short time after the search begins, Gret will be caught with some goods in his possession, for which he has no acceptable explanation; while they are not the gems, the unlucky wretch will be considered the thief and tried summarily on the spot - there is a 25% chance (95% if Pholias has died) that he will be hung from the nearest oak tree; otherwise he will spend considerable time languishing in the Blandring Jail.

Noon A minor problem with wagon #11 again causes a slight delay, during which Boraggio decides to have lunch served. While eating lunch, Azole and Hari start an argument which eventually leads to Hari, very touchy about his "honor" at the best of times, challenging Azole to a duel. Azole laughs at the idea of a peasant having any honor at all, and Hari throws a punch at him. Azole immediately runs for the protection of his nearest guard, but the guard will have nothing to do with it, and ignores Azole totally. Azole will start making a very loud ruckus (which should attract everyone within three miles of the caravan), with particular emphasis on having Hari horsewhipped for the attack and firing the guard (he desists upon learning that the other guards feel "if he goes, we go"); this brings Boraggio into the matter. After hearing both sides of the story, Boraggio rules that both were wrong, and that both should apologize to the other passengers for disrupting lunchtime. Hari complies, but Azole refuses, and stomps off to his wagon; he spends the rest of the day sulking (for which fact, the other passengers are inordinately pleased).

2:00 PM At a small junction, Dakar turns her horse south, and heads off the main road, leaving the caravan. She is heading for the home of Vultar, the renowned dwarvish bladesmith and enchanter, to deliver the papers in the courier's pouch. (**GM's Note:** She will rejoin the caravan on the fourth day around four in the afternoon.)

Evening The caravan must camp along a fairly heavily wooded stretch of road. Around nine that night, a light rain moves into the area, causing everyone who can to move inside, or, at least, under something; attempts to Move Silently for the remainder of the night will be at a 10% penalty, since the mud

created is gooey, and squelches quite noisily. The rain stops around midnight. Shortly thereafter, a pack of about a dozen large wolves attack the caravan's horses. In the fray that ensues, Andujar uses the flaming powers of the Claw to protect the stock. (**GM's Note:** If any of the characters are in the guard shift on duty at the time of the attack, they may be able to guess that only Andujar, Herrin Gredd, or Terrell Duncan were in a position to use the artifact in this way. Andujar will deny that anything unusual happened during the fight, if questioned; he will attempt to eliminate any who show too much interest in the Claw before the next morning.)

Day 4

SUNDAY

10:00 AM The caravan comes upon a small stream which has had its bridge washed away. Boraggio, Andujar, Nutbutter, and Ketanos hold a discussion on crossing the stream; after a while, they decide to try to ford it. All goes well during crossing operations on the first few wagons, but when it is #11's turn, the axle decides that the middle of the stream is a perfect place to snap. The call goes up for volunteers to help get the wagon out of the stream. It takes the group about two hours to move the wagon to dry ground, during which time most of the passengers gather to watch and add their words of encouragement. An hour passes while the axle is fixed, but the rest of the wagons continue to ford the stream while the repair is performed.

7:00 PM The caravan arrives at the outskirts of Kandai and spends the night at a wayside inn, the Wheel and Axle, that caters to caravans. People have a choice of sleeping either in their wagons or in a room in the inn (2 GP for semi-private rooms - only two to a bed, 5 GP for private rooms, 2 SP for the common room). Most of the passengers will spend the night in the inn, while the caravan guards will keep their eyes on the wagons. Since the general reputation of the caravanserai is not particularly good (items have a tendency to disappear in this area - probably because of the tribe of kobolds living underground not far away), each wagon will have 1-3 guards keeping a fairly close watch over it (double shifts and little sleep for all), with another patrol wandering an irregular (both time and path) pattern around the area. (**GM's Note:** Should the thieves take the opportunity for some surreptitious searching, some odd things could happen. There is a 35% chance that one or more kobolds will also be operating in the area. Additionally, there is a 25% chance that any thieves will be observed by some innocent bystanders (the inn boasts a decent tavern), who will report the incident 15% of the time (the remainder, they'll be too drunk). The various guards have a 40% chance every five minutes of checking into any wagon in which the thieves are searching.)



MONDAY

The caravan will move out early in the morning and head for Hillside, passing through Kandai, and then heading out into the eastern wilderness. While in Kandai, Boraggio hires a mercenary contingent of thirty additional guards for protection from the orcs that make the mountain passes their home.

1:00 PM The caravan comes upon a stricken traveler, who lies bloodied and badly beaten at the side of the road. He has been waylaid by brigands, but the cut of his mired clothes shows him to be a man of means. Boraggio will order him brought into one of the caravan supply wagons (#20), where the trek surgeon will tend his wounds.

Evening Camp this evening is in a small clearing, set among low hills; most passengers are apprehensive, because there have been tales of many orc attacks in the area. Around nine, the shouting match between Hari and Azole starts up again; when it threatens to degenerate into a physical contest again, the two are quickly surrounded by a mob that contains most of the people on the caravan. Again, the matter comes to blows, with Hari being the favorite to win. After a brief scuffle, Azole pulls back and draws a dirk from his boottop, and runs at the unarmed Hari. Glenna, who has been watching from the wagon, leaps out and throws herself into the circle with a drawn sword; suddenly she stops and stares at Azole, realizing who he is. He instantly recognizes her, starts shaking, and tries to back his way out of the area, asking for aid, begging someone to save him. He will tell the whole caravan who Glenna is, saying that there is a 2,000 GP reward posted for whomever returns the girl to her family in Haven.

Suddenly, a shrill scream pierces the night from the direction of wagon #20. When investigated, it will be found that the wounded man who was picked up earlier in the day is now in a fevered delirium. Most of the passengers, and many of the off duty guards, surround the wagon, trying to see what would cause such a terrible noise. After about ten minutes of loud cries, the man subsides into a coma, and the no longer interested watchers turn to look for better sport.

Late Night Vino Vinorkis decides that this is a perfect time to commit another crime and so takes aim at wagon #9, going after a set of silver goblets that are stored there. After obtaining the items, he will attempt to plant one of the goblets on some other passenger (20% chance it is one of the thieves) to divert suspicion, and will cache the rest in the false bottom of a second cask.

TUESDAY

2:00 AM A big storm moves into the area, bringing torrential rains and heavy winds that create havoc, ripping up large trees and turning the road into thick, clinging mud. Around 10:00 AM, the rain lets up for a while, and some people go outside to survey the damage. While outside, Azole sees Dakar and recognizes her as his supposed bride; he turns livid with rage, at the deception pulled on him. The girl sees the look on his face; she starts screaming for help, and runs for Boraggio's wagon. As Azole follows, a bolt of lightning strikes a large maple tree, felling the forest giant. It falls directly upon Azole, driving him deep into the mud and instantly killing him (at this point a loud cheer is given by all those who have come to know and love him).

Shanna (Dakar) breaks down; her imposture is now revealed, and, if asked, she will admit to being a noblewoman who had run away from home to avoid a forced marriage to Azole. She will ask everyone to keep quiet about her secret, and then run off towards her wagon.

The rain, which had let up momentarily, will resume its previous torrential nature, and drown the camp. This will hamper attempts to recover Azole's body.

9:00 PM The storm lets up, falling to only a light drizzle, but the damage has been done. The torrents of rain have left the road a muddy track, with broken trees scattered all over. Any movement outside the wagons is both noisy, and easy to track in the mud. Everyone, except for the unfortunates assigned to the four perimeter guard posts, is likely sleeping in one or another wagon tonight. The rain finally quits for good about midnight.

WEDNESDAY

Morning The wagons begin slogging their way across the muddy mess that used to be a road, getting stuck every so often, requiring teams of horses and guards to haul them out of the morass. Time will go as slowly as the caravan, as everyone is pretty much stuck in their assigned wagons. People begin to get on each other's nerves; loud arguments break out from time to time, which are shortly silenced by the guards, who are themselves little better off than the passengers.

Evening Around dusk, there is a loud cry from the perimeter guards of "**ORCS!!**", that sends everyone scattering in all different directions with the guards going to the front.

Overall, the orcs will drive the outer guard units back due to their advantage of surprise, but the guards will regroup, and ultimately turn the momentum with the help of the passengers, and cause the orcs to flee. If players try to be heroic and rush to the forefront of the battle, they are likely to have to face - and dispatch - 2 or 3 orcs (possibly 2 at once) to prevail. Those near the caravan's center may only have to fight a single orc and, depending on their cunning, may be able to do so from a position of tactical advantage or with help from the other caravan members.

Andujar, after trying (unsuccessfully) to use the power of flight the Claw possesses (swearing all the while), will call upon the Claw's flame-throwing might to help turn the tide of the battle. This time he will be the only one of the prime suspects in the immediate vicinity. If the players have not already tabbed him as their man, this should clinch it.

THURSDAY

Morning

The wagons are loaded quickly, and the caravan starts moving as soon as possible. During the next few hours, the mud starts to diminish in viscosity, and the pace of travel increases. The scouting party travels closer to the caravan, and is increased to 20 men. Shortly after the morning's start, an increase of road traffic, in both directions (mostly local, fairly obviously), is noticeable, and grows in volume as the day progresses.

11:00 AM The caravan meets another wagon train that is heading in the other direction. The other Caravan is from Brighton and is headed for Haven. They will accept any passengers who want transportation for a nominal fee of 50 GP. The part they don't mention (until it's too late) is that their wagons last hauled sheep hides, and at the moment their main commodity is fish. Any ride with them is likely to be one long remembered.

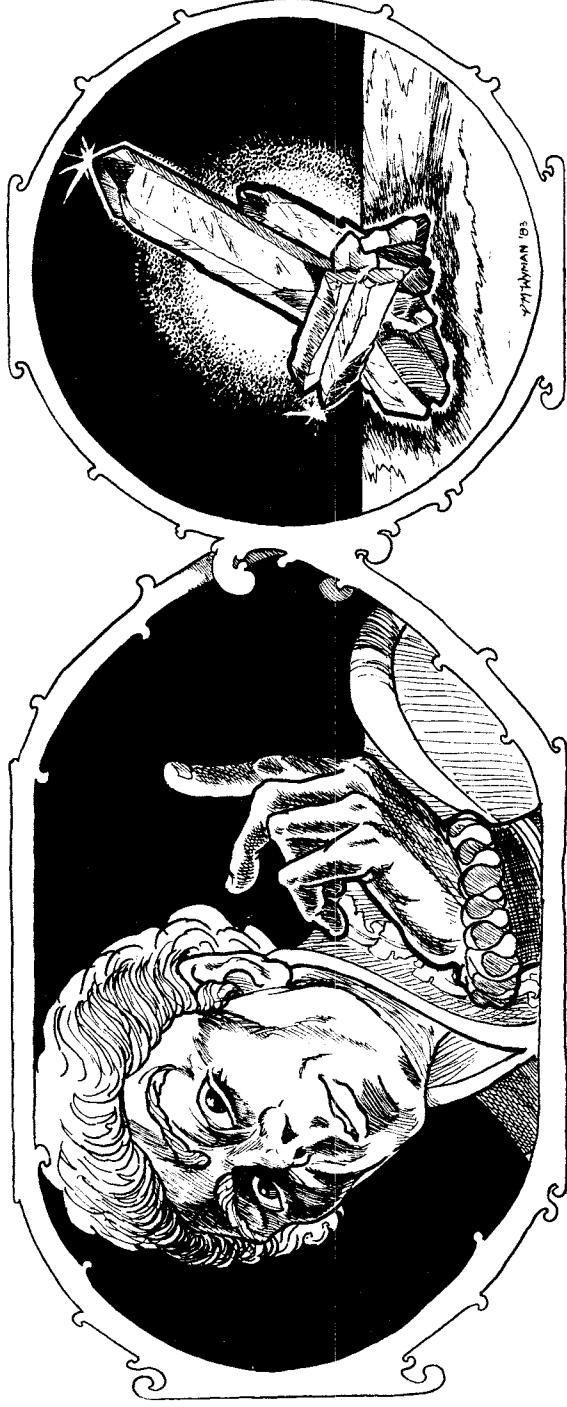
5:00 PM The caravan arrives at Hillside and disperses in the town. If the thieves have not yet obtained their objectives, they better keep going so as to put as much distance between them and their masters in Haven.

Character Descriptions For "THE CLAW OF FRITHNATH"

ID#	Name	Character Notes	Class	Purse	ST	CO	RF	SM	DN	IQ	TL	MR	MG	AP	Weapon	Combat HACØ	Damage	Armor Class	HTK
201	Baradakas		INT HU TOR	108SP	8	12	11	12	14	13	8	8	10	8	BELL	-	-	CLO 1	27
202	Theremin		VET HU THF	204GP	11	15	14	13	17	12	6	12	13	12	DGR	3	1D6	NON 2	24
203	Silva Boraggio		VET HU RGR	206GP	12	15	11	13	11	15	10	6	15	12	SPR	3/6	3D5	LTH 4	30
204	Andujar		EL HU FTR	1046P	15	12	13	16	10	8	9	14	11	7	InsPre	2/7/11	1D12	LTH 5	46
205	Harlow Nutbutter		VET HO NON	106GP	9	15	17	12	16	12	3	17	12	10	LBOWE	1/6/9	1D6	NON 0	26
206	Ketanos		VET CE FTR		21	15	12	17	8	10	14	12	11	14	LBOWE	1/5/8	1D6	LTH 6	47
207	Herrin Gredd		INT HU FTR	103SP	13	10	8	14	10	13	9	12	11	10	MLANE	7/-	3D10	CLO 2	21
208	Terrell Duncan		EL HU FTR	1046P	13	12	14	17	12	9	10	13	12	14	S BOWE	1/5/9	1D6	LTH 4	37
209	Kid Heket		GR HU NON	103SP	12	10	15	13	8	10	13	10	15	17	HFSWDE	3	3D6	NON 0	15
210	Brandy Creek		INT HU NON	0	13	12	11	10	9	10	11	11	9	10	SHSWD	14	2D3	NON 0	21
211	Lady Cristina LaCoste *		VET HU NON	208GP	9	10	12	8	9	10	12	13	12	11	None	-	-	NON 0	26
212	Hose		GR HU FTR	106CP	12	14	12	10	14	10	11	14	10	11	SCREAME	-	-	LTH 4	15
213	Heity		GR HU FTR	108SP	13	16	10	13	7	11	11	13	11	12	IBBAX	8	2D5	LTH 4	13
214	Viktor		INT HU FTR	205GP	14	10	15	11	12	13	10	14	12	13	MACE	9	2D4	LTH 4	22
215	Todd		GR HU FTR	203SP	12	11	12	14	11	12	8	7	10	10	BSWDE	7	4D4	LTH 4	13
216	Pholias		GR HU TOR	404SP	10	8	9	12	10	12	11	10	13	7	JAVLN	10/13	2D3	LTH 4	16
217	Kandibahr *		INT HU QOB		7	13	15	10	5	16	12	10	13	23	THROW	4/8/13	1D8	NON 0	13
218	Galen Burdik		VET HU BRD	203SP	12	15	12	13	11	12	14	12	17	14	HATPN	10	1D4	NON 0	17
219	Vinorkis "Vino" Veritas		VET HU THF	204SP	11	15	17	12	10	13	8	11	12	13	RAPRE	1	1D12	CLO 4	34
220	Ali Zandor *		INT HU MAG	508GP	10	8	7	15	12	15	17	13	10	12	RAPRE	2	1D12	NON 2	32
221	Gillian Hartwood		GR HU FTR	203SP	12	14	10	13	12	14	10	10	14	12	SPELLS	*	*	CLO 2	24
222	Alltar Kirkrauber		INT HU THF	1046P	12	10	15	10	11	12	14	13	15	10	BSWD	8	2D4	NON 0	17
223	Hari Karison		GR HU NON	203SP	10	11	10	9	12	14	10	12	15	10	RAPRE	4	1D12	LTH 3	23
224	Glenna Maggio *		GR HU NON	506GP	12	14	9	10	8	13	12	10	13	16	FIST	8	1D4	NON 0	12
225	Namotto		VET HU MER	404GP	17	12	11	14	12	14	8	7	10	12	BSWD	13	2D4	NON 0	14
226	Frack Bunck		EL HU RGR	104SP	19	14	17	16	12	10	4	8	10	12	SHSWD	6	5D3	NON 0	37
227	Zitar (Golden Eagle)		ANIMAL		17	19					14				HOOKE	4	3D3	NON 0	13
228	Groll (Dire Wolf)		ANIMAL		28	22					12				GTSWDE	2	3D8	CLO 6	53
229	Balaya (Ka'tar) *		ANIMAL		27	25					13				LBOWE	-1/3/6	1D6	NON 0	17
230	Eni, Meni, Myni, Moh, Sheemp		FERRETS	506GP	5	11					9				TALON	3	2D6	FTH 5	36
231	Azole		GR HU FTR	403SP	9	12	11	9	12	9	10	12	2	6	BEAK	4	1D10	FUR 6	78
232	Murgin a'Lembic		VET HU FTR		12	14	14	12	14	8	12	5	12		BITE	2	3D6	FUR 5	98
233	Hind Korri		INT HU FTR		14	13	15	13	10	12	9	14	11	8	CLAW	3	5D8	FUR 5	98
234	Vercin Gertriks		INT HU FTR		17	15	10	14	8	11	13	15	12	14	BITE	0	3D8	FUR 4	9
235	Gret Tandz		GR /O THF	104BT	13	14	12	15	5	6	12	10	8	6	CLAW	4	1D4	FUR 4	9
236	Greir arn Tandrin a		VET DW ENC	405GP	17	14	12	16	8	13	15	15	8	10	DGR	11	1D4	CLO 1	13
237	Lessia	b,*	GR HU FTR	204SP	8	15	19	10	14	10	11	13	12	16	2DBAXE	4	3D5	L/S 7	34
238	Ruden Goach	c	INT HU THF	403SP	12	17	13	12	11	10	12	9	10	11	HMR	5	3D6	L/S 6	28
239	Pura Latter	d,*	GR EL ENC	606GP	10	15	13	12	14	12	156	12	8	18	BOWKNre	6	6D3	CHN 7	24
240	Martin Dheen		INT HU NON	208GP	8	9	12	16	12	9	7	12	16	10	BOWKNie	7	5D3	LTH 3	15
241	Garth of Issig		VET HU FTR	204SP	16	12	13	14	7	8	12	13	11	12	SHSWD	9	3D3	CLO 4	42
242	Haem "Da Fox"		INT HU FTR	104CP	19	12	14	16	6	7	7	12	10	15	BSWDE	-1	7D4	S/S10	13
243	Dakar (Shanna)	e,*	GR HU NON	305GP	9	12	13	10	12	14	11	13	14	15	SHSWDre	6	4D3	NON 1	21
	Wolves (#1-7)		ANIMAL		18	16					8				SHSWD1	7	3D3	NON 1	21
	Wolves (#8-12)		ANIMAL		16	15					8				SHSWD1	7	3D3	NON 1	21
	Orcs (#1-55)		GR OR FTR		12	9	9	11	6	7	7	13	12	8	ROD	8	*	CLO 2	16
	Orcs (#56-80)		INT OR FTR		13	10	7	10	11	8	3	12	8	7	None	-	-	NON 0	23
	Orcs (#81-96)		VET OR FTR		10	12	7	13	5	9	6	9	10	9	CLTSSE	4	3D6	LTH 5	32
	Orc leaders (#97-100)		VET UH FTR		15	11	12	14	7	9	13	11	9	6	FISTse	2	4D4	NON 2	23

- NOTES:**
- *) Character is female.
 - a) Greir's personal sword is +3 to hit and +2D4 on damage; the bowie knife is his normal undress weapon; he will don the scale and shield during the orc attack.
 - b) Lessia has an inborn +5 to parry, and her training gives her an additional +2.
 - c) Ruden is trained to use both shortswords at once; he has two attacks/mr, or may attack once and defend for a +2 to AC.
 - d) Pura's rod is enchanted and embedded with Confusion, 6 charges.
 - e) Shanna's chain is enchanted, making it light enough for her, and embedded with Silence (no jingling). Her dagger is poisoned (see Personalities for more).

Armed Robbery Scenarios and Pursuit Adventures



The Secret of the Crystal Mountains

Part One: Across the Golden Plateau

GM's Note: Due to the complexity and scope of this scenario, it is being offered in two parts. The first segment, Across the Golden Plateau, is in this issue; the conclusion, The Valley of the Ostrakonai, will be published in Thieves' Guild 9.

Player's Information:

During a visit to the exotic city of Huy Lankh, the players make the acquaintance of Giles (#201), a former adventurer, who buys the whole party a hearty meal at the tavern in return for tales of their adventures. He then invites them to accompany him on a journey of great peril and reward.

Giles was a bold adventurer in his youth, and has travelled to many strange and wonderful places. In one distant valley, however, he met a group of mages who mined powerful magic-enhancing crystals that made the casting of the most difficult spells as easy as blowing out a candle. They could create enchanted artifacts of unbelievable scope and complexity, or use the crystals as focuses to magnify their own powers. But the mages never permitted their crystals to leave their isolated valley, keeping their treasures to themselves. The valley was ringed with enchantments to prevent anyone

from leaving with one of the valuable stones. Giles found a way in — and escaped with a crystal. Now he needs the aid of some courageous companions to return to the valley, for the magical guardians of the valley will not let him pass again. He can guide the party to the hidden valley, where the the opportunities for hardy adventurers are enormous; if they can acquire even a few of the powerful crystals, every mage in the realm will be knocking at their door.

The valley lies across the Golden Plateau, a two week ride from Huy Lankh, beyond the lands of the nomads and the mysterious Eregin Forest. Giles claims he knows the Plateau and the nomads well, and can get them there by the quickest and safest route. All he wants from the valley is a **Lissar** crystal, for which he will give up any other claim to whatever else they manage to acquire. If they are interested, he wants to leave early tomorrow morning.

GM's Notes

Giles is telling the truth, as far as it goes, about the crystals and the Valley. They do exist, and are every bit as powerful as he describes them. He did visit the Valley and stole a **Lissar** crystal many years ago. What Giles is not truthful about is himself, and will steer away from any sort of personal questions.

Giles was born in Haven, during the last years of the Namori reign, and is a thief and adventurer by livelihood. As a young man, Giles spent a number of years among the nomads of the Plateau, learning their languages and their customs, where he heard tales of

the Eregin Forest and the mysterious beings who dwell in the Valley beyond.

Some time later, he and a group of roguish companions sought the Valley. Making their way past the Eregin Forest, Giles and his party were befriended by the mages of the Crystal Valley, who sought news of the world beyond their isolated little vale. In the ill-fated attempt to steal one of the major crystals, Giles' companions perished, and Giles himself barely escaped by struggling over the jagged mountains. His only booty was a **Lissar** crystal, pillaged from the body of one of the high mages who had befriended them. One of the few magic items that ever worked for Giles, its rejuvenation powers kept him youthful for centuries until it was recently stolen. By the time Giles tracked down the thief and recovered his precious crystal, it was dead and useless — for the crystal required periodic exposure to sunlight to maintain its unique magic powers. Now Giles is aging far more rapidly than normal (about 10 years per week), and is desperate to get another **Lissar** crystal — soon!

Due to his arcanelly extended life, Giles is a loner, and has never stayed very long in one place, lest someone wonder about his seemingly inexhaustible youth. Unschooled but possessing a keen mind, he sought learning where he could. He speaks a number of languages, and knows a great many legends and tales. Through the long span of his life, he has learned many skills, and is an excellent woodsman, tracker, horseman, and an experienced fighter. Giles can accomplish almost any task he sets himself, with one notable exception — Giles has no ability whatsoever in magic, and has trouble even with many magical artifacts (some of which require at least a vestige of talent to operate effectively). This inability in the arcane arts has caused him a great deal of frustration, and often robs him of satisfaction in his many successful accomplishments.

Giles will not readily answer more questions at the beginning of the adventure, keeping his knowledge and experience as his best bargaining chip. During the journey, however, he will tell them anything that he feels they have the need to know. He will promise the players almost anything to get their aid in the quest, but he has only enough assets left to outfit the party with horses and supplies, with less than 100 GP left over. He will not have any magic items, not even an enchanted tinderbox, nor will he see a need for such arcane trappings. He will not explain why he desires a **Lissar** crystal so much. While Giles has every intention of keeping the bargain he has struck with the players, his obsessive need for the crystal overshadows all else in his mind, and he will have no patience for anything — or anyone — that delays or prevents the reaching of that goal.

The City of Huy Lankh

Huy Lankh, one of the smaller and younger of the Ten Cities, was founded as a sanctuary by refugees fleeing the conquering Namori legions some five hundred years ago. Geographically isolated from much of the rest of the civilization of the Ten Cities Region, Huy Lankh has an exotic flavor not found in other cities, with its close ties with the Wold and the Plateau, and its lack of feudal traditions. Exploration of the Giants' Stairs and the Plateau above gave rise to a thriving

trade with the nomadic tribes that peopled it, and Huy Lankh grew from a stockaded town into a city. Now, merchants come from all over the Ten Cities come to this colorful city seeking the lucrative nomad trade. Direct contact with the nomads, however, is a jealously guarded monopoly held by local merchants.

It is assumed that the players are either newcomers to Huy Lankh or have only passing familiarity with the city. They should be able to find nearly any goods or services they wish, but the prices of some items may be as much as several times normal cost, due to Huy Lankh's isolation. Horses and leather goods are only 2/3 normal cost, but worked metal goods (weapons, armor, etc.) will be three times normal cost. Magic items or services are expensive, and run about five to ten times normal cost. (The GM is referred to the **HAVEN** series by GameJords for ways to generate shops and goods offered there.)

The Golden Plateau

The Golden Plateau rises abruptly from the low hills and woods of the region of the Ten Cities in a long stretch of rugged rocky land and sheer cliffs, creating a formidable barrier to travellers. In the space of a few miles, the elevation rises nearly 1,000 feet. Although determined men with climbing gear, pack mules, and a great deal of patience could eventually make their way to the top of the Plateau, the great majority of travellers use the Giant's Stairs, one of the only easy routes to the top. Here the West Dorian has cut a gorge where it tumbles down in a series of falls and rapids, and a path suitable for small herds of animals or traders' caravans can be found by following the canyon up the river's course.

The Plateau itself stretches 1500 miles from east to west, and 700 miles from north to south, and is a land of great variety, from the geography, flora and fauna, and climate, to the hardy people who wander its vast reaches. The eastern part of the Plateau (the area covered in this scenario) has numerous streams and rivers coming down from the Khuz Mountains. The land is hilly and primarily covered with grass and scrub, with light woods in the river valleys. The hills gradually flatten out to the open grassy plains of the central Plateau, and rivers and streams become less common.

The nomads of the Plateau are a sturdy race of hunters and herders, short and stocky, dark-haired and dark-eyed, with broad faces bronzed by constant exposure to sun and wind. Their society is tribal, with little central organization; they wander in small groups about their traditional territories in search of pasture for their livestock. The tribes on eastern side of the Plateau, the Navarai, the Paralai, and the Erekonai, are primarily herders of sheep and goats, who also hunt small game, fish in the streams, and harvest wild grain and fruit to supplement their diet. Further out on the open grasslands are the Savarai, who follow the herds of **yamas**, shaggy wild bison-like creatures with long, dangerous horns. The Savarai are primarily hunters, not herders, and have no interest in attempting to domesticate their prey. All the nomad tribes, however, prize horses, and tend their equine herds with far more care than whatever other livestock they raise.

The different nomad tribes share a common heritage, and the basic culture varies only marginally among the tribes. The tribes are divided into small clans of 10-15 interrelated families, which generally consist of a male head of the family, one or more wives, children, his flocks and herds, and possibly slaves. Clans are ruled by a chief, and all the clans of a given tribe owe loyalty to a High Chieftain, who acts as an arbitrator in disputes over territory and as a war leader, should the occasion arise.

The tribes also share the same basic religion of animistic naturalism, according most natural objects and phenomena to spirits of varying degrees. The will of the spirits is interpreted by the tribal shaman, who functions as a priest/weatherman/healer, and sometimes has magical abilities of his own. Certain of the Council of Ostrakonai have been using these beliefs in spirits to further their influence among the tribes; this is particularly evident among the Erekonai, whose entire culture has been slanted towards serving the Spirits who dwell beyond the Eregin Forest.

The same language was originally spoken by all the nomads, and a simple, common dialect (known as "tradetalk") still exists for speaking from tribe to tribe, although tribal dialects can vary widely. Gilles speaks tradetalk well enough to handle most situations, and has a 60% chance of following individual tribal dialects. The players will not, unless the GM wishes, be familiar with any of the nomad dialects.

Tribes of the Eastern Plateau

The Paralai

Formerly hunters and herders like the other nomads, the Paralai have found a new role as interpreters, guides, and trade intermediaries between the merchants and the nomads, taking keen advantage of their control of the Dorian's canyon road. Paralai traders also travel about the Plateau, trading with more distant tribes for products of interest to the merchants of Huy Lankh. The Paralai have become sharp bargainers, taking full advantage of their neighbors' lack of ignorance of the value of their goods. Not content with trade, the Paralai have also become notoriously skilled thieves.

The traditional territories of the Paralai run along the southern edge of the Plateau from a point approximately 75 miles west of the Khuz Mountains, and are approximately 300 miles from east to west. From north to south, the territory includes land south and west of Golden Lake and both sides of the Dorian River south of the Broken Lands. A number of clans who specialize in Lowland trade have bent nomad custom and formed a semi-permanent settlement on the top of the Giant's Stairs called Lankhaa. Most of the business of the Plateau conducted between the nomads and the merchants of Huy Lankh takes place here in this sprawling collection of domed nomad tents, livestock corrals, and the camps of the Lowland traders.

Although the Paralai speak their own dialect among themselves, they are the most versatile linguists on the Plateau. There is a 65% chance that any Paralai encountered in Lankhaa will speak Common well enough

to argue prices or trade information. Paralai encountered away from the trading center have a 20% chance of speaking Common.

Due to their extensive contact with other tribes, the Paralai are a wealth of information on their neighbors. However, they are also astute enough to know the value of information, and rarely part with it cheaply. Players willing to do a little bargaining should be able to garner some useful information on the other tribes whose territory they will be passing through.

The Navarai

The Navarai hold the territory of the Gem River basin, just west of the Khuz Mountains, a land of grassy hills and wooded valleys. Primarily, the Navarai are herders, but are also renowned for their craftsmanship in weaving and the making of jewelry and other decorative items. The foothills of the Khuz hold a wealth of semi-precious stones: turquoise, azurite, serpentine, and jasper. Mining (and occasionally panning in the streams) also yields gold and silver. The jewelry created by the Navarai has become very much in demand in Huy Lankh, and the tribesmen now put almost as much effort into creating items for trade as they do in tending their flocks.

The wealth of the Navarai has frequently made them the target of raiders and thieves from other tribes. Needless to say, the Navarai have become an extremely suspicious folk, and do not welcome strangers in their territory. Gilles plans to circle around the Navarai lands to avoid confrontations. If the party strays too close to a Navarai clan, they will be warned off; if they do not heed the warning, they will be attacked by 10 + 1D20 mounted warriors who will seek to drive them well away. Killing one or more of this number, however, will incite a desire for revenge among the warriors, who will then seek the death of the offender.

The Savarai

The Savarai are hunters and warriors, one of several similar tribes to found in the open plains of the central Plateau. Their lifestyle has evolved differently than the more pastoral eastern tribes, for the Savarai depend greatly on the wild yamas to provide them with the necessities of life: meat for food, wool for felt, horn for tools and utensils, and hide for tent covers and clothing. The only animals they herd are their horses, which they prize highly. The Savarai also have a well-deserved reputation as raiders, particularly among the Erekonai and Navarai in whose territory the Savarai clans like to spend the winter. When the yamas and other game are scarce, the flocks of neighbors unwilling to share are a temptation hard to ignore.

The Savarai are proud and aggressive, but not unduly hostile to strangers who approach them openly and fearlessly. Courage and skill with weapons (particularly spear, bow, or knife) are admired. The Savarai do not, however, consider the sword a weapon appropriate for a warrior, and the use of shields and armor seems cowardly to them. Falsehood and failing to keep one's word are serious breaches of a warrior's honor. Interestingly, while lying is considered dishonorable, stealing and raiding are not. Trading is considered unmanly, and is therefore left to the women, who have become fairly skilled at it.

Of all the tribes likely to be encountered, the Savarai are the tribe least familiar to Giles, although he is knowledgeable enough to avoid offending them. Given the choice, he will steer the group away from encounters with the Savarai, and press them on toward his goal.

The Erekonai

The Erekonai were once a small tribe of sheepherders and weavers like the Navarai, until a dramatic meeting with the mages of the Crystal Valley. Now the Erekonai continue to herd sheep, but their greater purpose is to serve the **Ostrakonai**, the Spirit-people who dwell beyond the Forest, and to act as intercessors and intermediaries in behalf of the other less-deserving nomad tribes who bring appropriate gifts and offerings.

The shaman-priests of the Erekonai are more numerous and powerful than their counterparts in other tribes. Most of the shaman are in the settlement of Talihuaka, fifteen miles from the Forest's edge. Like Lankhaa, Talihuaka is a semi-permanent collection of tents whose population is primarily transient, as clans come to pay homage (and tithes) to the Spirits.

The lands of the Erekonai lie in the hills west of the Eregin Forest, stretching approximately 150 miles east to west, and reach as far south as indicated by the X on the map.

The Erekonai are not usually hostile to strangers in their territory, since they encourage pilgrimages by other nomads to honor the Spirits. Lacking the inter-clan rivalry of the Navarai and sharing a common purpose, the clans practice a degree of organization and cooperation unknown to other tribes. If the players encounter a clan (15% chance per day), a rider will be sent to the chief shaman in Talihuaka with the news of their coming. The clan will also provide an escort of two warriors (#205) and a shaman (#208) to guide the visitors to Talihuaka — the Erekonai are not immune to raids and prefer not to have potential foes loose in their territory.

The Journey

The route Giles plans to follow across the Plateau is not the shortest possible, but offers the least likely chance of a conflict with the nomads that would delay or weaken the party before they reached their goal. From the Giant's Stairs and the Paralai settlement of Lankhaa, he plans to follow the Golden River (as indicated on the map) up to the Golden Lake, and then bear northwest around the territory of the touchy Navarai, passing near the rugged hills known as the Broken Lands. The party will then swing northeast, crossing part of the lands of the Savarai, entering Erekonai territory at the Lost River, and follow the usual pilgrim's route up to Talihuaka and the Eregin Forest. Since there is no road once they leave Lankhaa, the party will be relying on Giles' knowledge of the Plateau to find their way across the open prairie where no true landmarks exist. The journey covers approximately 650 miles from Huy Lankh to the Eregin Forest, and will take about two weeks of steady travelling, averaging 45-50 miles a day. If Giles or the players desire to push the pace, they can make an

additional 1D4 miles for each extra hour of travel. However, for each extra hour, there is a 5% chance of laming one of the horses (roll separately for each animal), which will require several days rest to recover.

As previously mentioned, Giles has been aging abnormally fast since the loss of his Lissar crystal. At the start of the scenario, he is physically 40 years old, having already aged ten years. Although he knows he is growing old, he is not yet totally aware of how accelerated the process has become. Giles will age over thirty years during the course of the journey. His condition will become more apparent to the players as they travel, and will begin to affect his physical and mental abilities. All his saving rolls must be made at the adjusted figures, as follows (all effects are cumulative):

Day	ST	CO	RF	SM	IQ	DN	Other Effects
3	-1	--	-1	-1	--	--	hair greying
6	-1	-1	-1	-1	-1	-1	hair grey
9	-1	-2	-2	-2	-2	-2	poor sight
12	-1	-2	-2	-2	-2	-2	arthritis
14	-2	-1	-1	-1	-1	-1	forgetful

Giles will gradually lose up to 40% of his total HTK as he ages, bringing him down to 16 points after 14 days. His hearing, sight, and general endurance will also be declining as the days wear on, as will his temper; he should be growing increasingly more irritable during the journey. Towards the end of the trip Giles will become forgetful, and may not remember to tell the players certain information unless they ask direct questions.

The tribes that the party might encounter are summarized elsewhere in this scenario. Places of interest that the party must travel by include the Giant's Stairs, the settlement of Lankhaa, the Broken Lands, the settlement of Talihuaka, and the Great Dancing Stones; these areas are described below.

The Giant's Stairs

About twelve miles north of Huy Lankh, the land rises abruptly in a series of cliffs and rocky ridges, and the roar of rushing cataracts can be heard in the distance. The road along the river narrows and begins to climb, at times becoming only 10 feet wide, with a thirty or forty drop to the river rapids below. Occasionally the road winds to circumvent great piles of boulders, or to climb around a cliff face where the river tumbles down in a magnificent waterfall.





The trip through the Giant's Stairs is only about 20 miles long, from the first rapids to the nomad settlement of Lankhaa at the top, but the going is slow up the winding canyon road. The party should just make it to Lankhaa by dusk. Giles will have the party riding single file, warning all to be watchful and alert, for the Stairs are ideal for ambush and bandits are not unknown.

Lankhaa

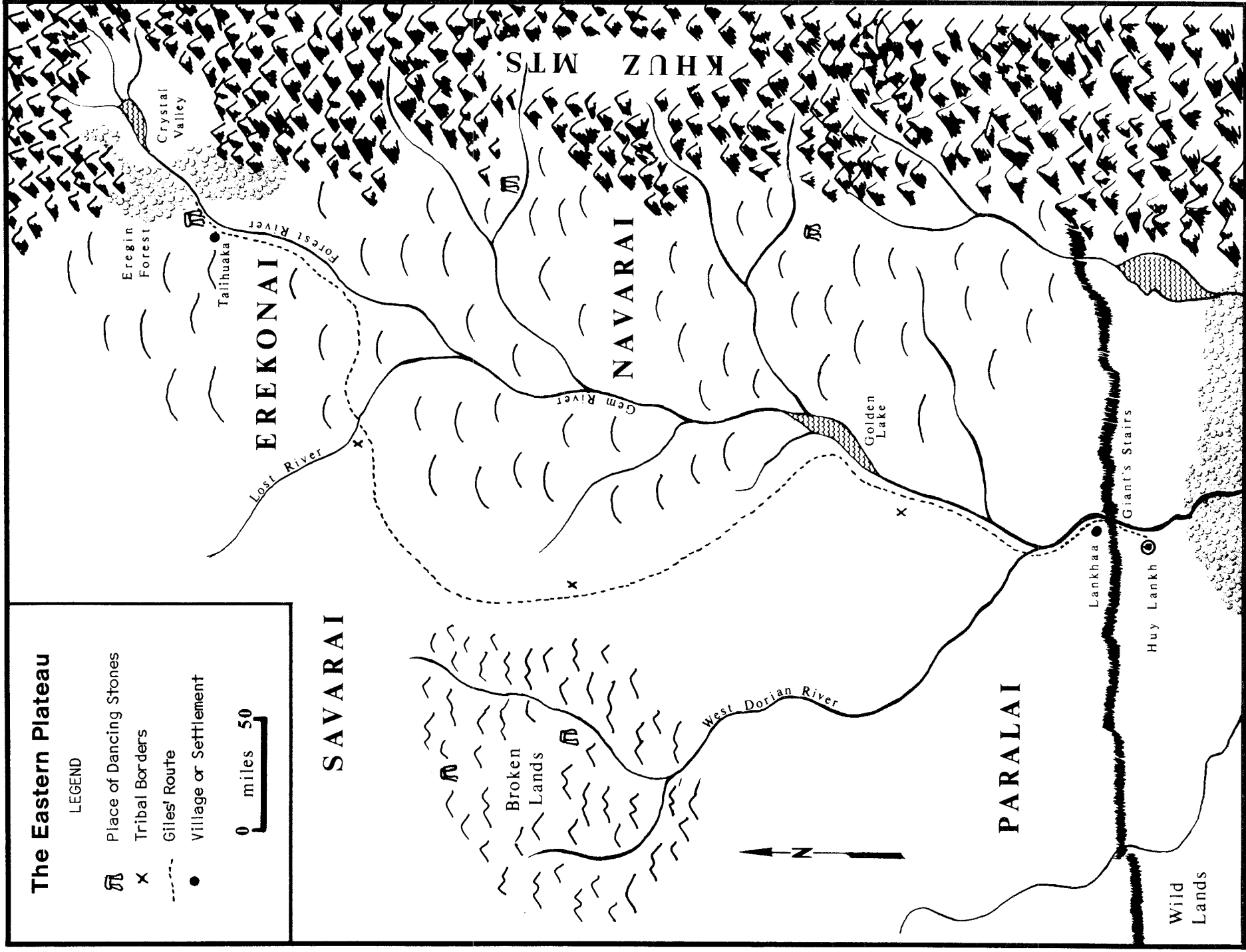
The trading outpost of Lankhaa is a sprawling, disorganized settlement of nomad tents, livestock corrals, and merchants' pavilions, gathered in the interest of commerce. There is no particular order or system to trade in Lankhaa, or even in how the settlement is laid out at any one time. The atmosphere is noisy and bustling, as the Paralai traders compete

The Eastern Plateau

LEGEND

-  Place of Dancing Stones
-  Tribal Borders
-  Gilles' Route
-  Village or Settlement

0 miles 50



fiercely for the best goods of the Lowland merchants; at times, the presence of the Chieftain's warriors is the all that prevents rivals from coming to blows or attempting to sabatoge each other's trade goods.

Needless to say, strangers are welcome in Lankhaa. As Giles and the players enter the camp, they will be accosted by traders shouting in accented Common, offering them fantastic deals in everything from **yamas** hides, Navarai jewelry, and horses, to slaves and nomad liquor (fermented mare's milk — not for everyone's taste). When it is finally apparent that the party is not interested in trade, they will be left alone for the moment to find a camping spot somewhere in the suburbs, and the Chieftain will be notified of their arrival.

The Paralai are suspicious about the purposes a Lowlander might have who wants to travel on the Plateau, since they profit by being the only trade contact with the other nomad tribes. Encouraged by the fact that the party does not appear to have any goods to offer in trade (and by a substantial bribe), the party is finally granted 'safe passage' through Paralai lands. This guarantee is about as good as the sheepskin it is scavenged on once the party leaves Lankhaa, but it will prevent any further harrasment from eager traders (or thieves) within a day's travel of the settlement.

The Broken Lands

As the party travels east around the territory of the Navarai, their route takes them within a few miles of an area known as the Broken Lands, which can be seen as a range of rough, irregular hills on the western horizon, about twenty miles away. Giles will not lead the party any closer, but will veer due north to parallel the distant hills. During this part of the trip, the party will pass several great standing stones a short distance off their path. Each monolith is easily six feet across, twenty feet high, and appears to be very old. A closer look will reveal runic carvings in the stone, almost completely obliterated by time. These particular stones will not register as magical by any DETECT spell.

Talihuaka

Like Lankhaa, Talihuaka is not a town of permanent structures, but a transient settlement of tents, livestock pens, and outdoor campfires whose population is constantly shifting. The only year-round residents are the leaders and shaman-priests of the Erekonai tribe. Talihuaka is more a loose gathering of independant camps than a consolidated town, with ample buffer space between the separate camps. Red banners on long poles mark outlying camps, the sign of visiting pilgrims from other tribes. The Chieftain's warriors, wearing red sashes at their waists, keep order among the various camps, which are sometimes comprised of feuding clans; the Spirit's Peace is strictly enforced.

The settlement is located on the Forest River, fifteen miles from the Great Dancing Stones and the mysterious Eregin Forest, quite close enough for the average nomad. Only clan leaders and shaman go to the Dancing Stones for the ritual and sacrifices.

The chief shaman, Speaker-to-the-Spirits (#202), is the only one who can enter the Eregin Forest without losing his own spirit — and his sanity — to the guardians said to dwell there. The present Speaker is a tall, lean man of later years, shrewd and calculating in the ways

of power among men. He wears a necklace of quartz crystals and a bronze headband with a single blue gem, that not only enables him to ignore the illusions of the Eregin Forest, but also allows the high mages of the Ostrakonai to occasionally "listen in" on what is going on in Talihuaka.

While pilgrims are common in Talihuaka, non-nomad travelers are not, and the arrival of Giles and the players will certainly create a stir. Five of the Chieftain's guards will show the party where to camp (on the outskirts, a good distance from other Erekonai and pilgrim camps). The guards will act as an escort, discouraging curious onlookers and keeping the players in their camp until the Speaker-to-the-Spirits sends for them.

By this time, Giles is between 65 and 70 years old: white-haired, hard of hearing, in pain from arthritis, easily tired, and impatient with the slightest delay. He is also having trouble remembering things of importance — like what to tell the players to expect in the Eregin Forest or the Crystal Valley. The players should have figured out the specific malady affecting their employer, but Giles will still deny the truth, claiming only to be sick.

The Erekonai are suspicious of Lowlanders who claim to honor their Spirits. Giles speaks at length in Tradetalk to the shaman, which the players cannot follow; Speaker-to-the-Spirits listens, and finally agrees to escort the party to the Dancing Stones at dawn, where he will speak to the spirits and confirm their story. The players are escorted back to their camp and six guards remain to insure their cooperation.

The party is taken out to the Great Dancing Stones the next morning, with an escort of 20 warriors and 6 shaman. The Dancing Stones are a circle of the post-and-lintel monoliths, nearly a hundred feet in diameter, with a second circle inside the first. If the players have any means of detecting magic, the Dancing Stones will register off the scale. Less than a mile away is the forboding green shadow of the Eregin Forest. The players wait with the guard escort while the Speaker and the shaman go into the circle for their ritual.

Giles is very restless with his goal so near, and he does not expect the Erekonai to allow them to peacefully enter the Forest. Although the party is under watch, their armor and weapons have not been taken if the party has not offered violence. Giles will now demand that the players take action to escape into the Forest (the guards, of course, do not speak Common). If the party does nothing, the Speaker will return around mid-day, and denounce them as blasphemous spies and false men, saying that the Spirits want the party killed (in actuality, the Speaker is acting upon his own initiative to eliminate them as potential rivals to his position with the Ostrakonai).

Whether the party responded to Giles' urgings earlier, or waited, they probably cannot avoid a fight. Statistics for the guards (10 GR, 6 INT, 3 VET, and 1 EL) can be found in the NPC lists at the end of the scenario. Speaker-to-the-Spirits and his shaman will only use spells if they themselves are attacked, leaving the dirty work to the warriors. The players should have a chance to get to horses and ride for the Forest; the guards will

got his mount in the same way . . .). If discovered, the boy will flee (his horse is not far); he will only fight if kept from escaping. The GM can determine what the young thief has made off with.

4.) The party is riding along a stream or river, when one of the players spots a glint of something shiny on the bank. Closer investigation will reveal a small nugget of raw gold (worth 1D10 GP) in the mud. Careful searching along the bank, however, will reveal nothing else.

5.) In the distance, the players see a group of 12 riders, carrying tall lances with red banners waving in the breeze. As the two groups draw closer together, the players can see that the nomads are dressed in colorful, highly decorated garb of felt and embroidered leather.

The group is from a tribe in an adjacent territory, and is traveling to beseech the help of the spirits by a special ritual and dance at the nearest place of Dancing Stones (a relic of a long-dead civilization, similar in structure to Stonehenge). The group is led by their shaman (#207), who will answer for the group if the players ask anything. Otherwise, the pilgrims will ride on their way, having little interest in anything besides their mission (6 #213, 3 #214, 2 #205).

6.) The players encounter a party of five Paralai traders (3 #209, 2 #210) and their pack animals traveling along in the opposite direction. The traders will be very interested in stopping to talk, exchange news of the road, do a little trading, have lunch, or whatever the GM deems appropriate. If the players handle the situation well, they should have a chance to pick up some information on an upcoming encounter. However, Giles will not be pleased at any delay.

7.) The players see a nomad camp over the next hill. As it is late afternoon, they have the option of going to join the tribe for the night. Giles will push for several

more hours of riding, and not contacting the clan at all. The reception given them by the nomads will vary according to whose territory they are in; the GM is referred to the section on the tribes for more information on what the party may expect.

8.) The players are approached by a group of 1D6 nomad hunters (#203, #204) riding across the plain. They are dressed in comfortable leather breeches and loose shirts, and well armed. They will be very interested in what the players are doing in their territory, and may be difficult to convince that the players' quest (the story Giles will give is one of pilgrimage to Taihuaka in payment of a vow) is legitimate.

9.) The party's camp is the target of a group of 1D6 Paralai thieves (#211, #212) during the night. Each player on watch has a base 10% chance to hear something suspicious (see Thieves' Guild 4 for more detailed rules on hearing abilities). The thieves will go for anything of value that is easily accessible — blankets, weapons, food, clothes, and, of course, the horses. They will flee if discovered, but will surrender fairly easily if they cannot escape; their clan (some four days travel out of the way) can be forced to pay a ransom of horses and trade goods for their freedom worth about 500 GP each.

10.) The party's camp is the target of a pack of 2D6 wolves (#217), who see the tethered horses as a tasty snack. The horses will panic at the wolves' attack, breaking their tethers and scattering into the night unless the pack can be kept away from the herd. It will take all of the next day to round up the scattered horses, and there is a 10% chance per animal that it has either been killed by the wolves, or simply cannot be found.

Character Descriptions for THE SECRET OF THE CRYSTAL MOUNTAINS, Part One

ID#	Name	Character Notes	Class	Purse	ST	CO	RF	SM	DN	IQ	TL	MR	MG	AP	Weapon	Combat HACO	Damage	Armor Class	HTK
201	Giles	d	EL HU VET THF HU RGR	6D10GP	11	15	16	12	14	15	01	17	13	09	BDSIDE DGR LBOW	3 7 0/4/7	3D4 1D6 1D6	LTH 7	39
202	Speaker-to-the-Spirits	o	VET HU	MAG	09	14	11	14	15	14	16	13	12	08	SPELLS		1D6	NON 1	26
203	Nomad Warrior A	s	GR HU	FTR	11	14	12	15	10	08	07	10	09	10	LBOW	3/7/10	3D5	LTH 4	15
204	Nomad Warrior B	s	INT HU	FTR	14	12	13	14	08	09	08	05	07	11	SPEAR	4/7	1D6	LTH 5	24
205	Nomad Warrior C	J,s	VET HU	FTR	17	14	15	15	09	10	06	16	09	08	LBOW DGR	1/5/8 8	1D6 1D6	LTH 6	30
206	Nomad Warrior D	J,s	EL HU	FTR	15	17	16	12	11	12	08	11	14	09	SPEARE LBOWe	1/4 -1/3/6	4D5 1D6	LTH 7	36
207	Nomad Shaman A	m	INT HU	PRT	08	11	10	11	14	12	08	11	15	11	DGR	9	1D4	GLO 2	15
208	Nomad Shaman B	J,k	INT HU	MAG	10	12	13	11	14	12	15	09	11	08	QSTF	8	2D4	GLO 2	22
209	Nomad Trader A	J	INT HU	TRD	11	14	10	10	14	13	08	10	14	10	LBOW	2/6/9	1D6	GLO 2	16
210	Nomad Trader B	J,s	VET HU	TRD	13	11	08	09	16	14	07	06	14	11	SPEAR	5/8	2D5	LTH 5	21
211	Nomad Thief A	J	INT HU	THF	09	12	11	10	09	07	12	03	13	07	DGR	8	1D4	LTH 5	17
212	Nomad Thief B	s	VET HU	THF	12	14	10	08	14	09	10	07	11	09	LBOWe	0/4/7	1D6	GLO 3	21
213	Nomad Pilgrim A	s	INT HU	FTR	11	12	11	15	10	09	07	10	07	08	SPEAR	4/7	2D5	GLO 3	21
214	Nomad Pilgrim B	*J,s	GR HU	NON	07	13	16	12	12	14	12	09	11	15	KNIFE	11	1D4	GLO 3	12
215	Yamas		ANIMAL		22	14	13	20	01	09					TOSS/GORE TRAMPLE	9 x	3D8 D	FUR 5	45
216	Nomad Boy		GR HU	FTR	11	14	17	10	12	11	08	13	10	11	DGR	10	1D4	NON 2	16
217	Wolves		ANIMAL		14	16	15	14	02	11					BITE	6	1D6	FUR 4	24
																			+1D6

Notes:

- * Female
- d Statistics are degenerating — see text
- e Expert with weapon
- j NPC wearing some jewelry
- k NPC has 40% chance of knowing spells
- m NPC has 10% chance of useful (not-combat) magic item
- o NPC has offensive magic item on person
- s Armor consists of shirt only; no protection for head and extremities

Armed Robbery Scenarios

and

Pursuit Adventures

D. The Secret of the Crystal Mountains

Part Two: The Valley of the Ostrakonai

GM's Note: In this issue is presented Part Two of The Secret of the Crystal Mountains. Part One, Across the Golden Plateau, was published in Thieves' Guild™ 8. A synopsis of Part One follows, for the benefit of GMs who do not have that issue, or who wish to use Part Two as an independent adventure. Either part of The Secret of the Crystal Mountains is also well suited for a mixed party of adventurers of intermediate to veteran (3rd–8th) level.

Synopsis of Part One

While in the exotic city of Huy Lankh, the party made the acquaintance of Giles, a retired adventurer, who invited them to join him on a long and dangerous quest to the secret Valley of the Ostrakonai. There, he asserted, could be found powerful magic-enhancing crystals that could make them fabulously rich — if they could get the valuable gems away from the mages who mined and studied them, and past the sorcerous guardians of the valley. Giles offered to guide the players across the Golden Plateau, home of proud and potentially hostile nomad tribes, asking as a reward only a single Lissar crystal, an artifact made in the Valley.

During the course of the journey, amidst interesting encounters with nomads and the wildlife of the plains, their guide appeared to age before their eyes from middle-age to elderly, becoming white-haired, hard of hearing, bent with arthritis, and increasingly irritable and impatient with their progress. Finally the party approached their final obstacle — the Eregin Forest, an ancient wood reputed to be permeated with perilous sorcery. Pursued by hostile nomads, the party was able to flee into the shadow of the haunted woods, but even in their escape, tragedy struck — for Giles was fatally wounded by a nomad's arrow, leaving the players with only limited guidance on what to expect in the adventure yet to come.

Player's Information

During the journey across the Plateau, the players likely will have managed to gain some background information from their guide that may aid them in their quest. From Giles' tale of his former visit to the Valley, they know that the crystals can be found only in this one isolated valley, which is ruled by a council of mages. Giles and his roguish companions were at first treated hospitably by the mages of the valley, who spend much of their time in research and experi-

mentation with the crystals. The Eregin Forest is enchanted in such a manner as not to permit any of the crystals to pass through it; Giles only escaped by crossing over the rugged mountains to the south, at a place of three peaks known as the Dragon's Horns. If there is (or was) another way out of the valley, Giles never mentioned it.

The Eregin Forest

The Eregin Forest is a place shrouded in mist and legend. A hundred miles long, but only twenty miles deep, the Forest is dark and forbidding, a maze of ancient, gnarled trees and the lingering magic of a forgotten race. Not even the shaman-priests of the Erekonai will enter its soul-chilling depths; only the Speaker-to-the-Spirits, the chief shaman of the tribe, dares to brave its shadows.

Nomad legend (encouraged and embellished by the Ostrakonai) depicts the Forest as the dwelling place of powerful spirits who walk as trees. It is said that to enter their domain uninvited is to forfeit one's body and spirit to their control forever, for none who have dared such sacrifice have ever returned.

These legends are not far from the truth. The Forest is very, very old, inhabited by the spirits of a long-vanished race, the Eregin, who also built the Dancing Stones and other ruins that dot the Valley and the Plateau. Extremely adept with magic, this gentle and trusting folk at first shared the wonders of the crystals, but were appalled at the destructive use to which their precious gems were put by others. Now, even centuries after the last of their race has gone, their magic still guards the Crystal Valley, preventing the misuse of the crystals by never allowing them to leave.

The Ostrakonai have not yet been able to find a way past the barrier of the Eregin's will, but they have managed to create a path through the Forest where the power of the guardians is diminished enough to facilitate travel, marked on either side of the Forest by a pair of stone pillars. This path cannot be used for moving crystals, for the Eregin can draw upon the power of any crystals in the Forest, draining them of their energy and leaving only pretty rocks. Nor does the path completely protect the traveler from the Forest's illusionary influences; however, one who knows what to expect can walk through with only minor discomfort. The path is maintained by a crystal artifact, set into the pillars on the Valley side, which the mages will take the precaution of dismantling as soon as they realize they have strangers in their sanctuary.

On the verge of death, Giles will be able to offer only the following bits of advice regarding safe passage of the Eregin Forest:

You must be out of the Forest by nightfall.

Stay on the path, whatever happens.

Eat or drink only your own provisions.

The major strength of the Eregin is illusion, weaving a spell about the perceptions of any who dare the Forest's depths. As long as the players remain on the path, the illusions are restricted to sight and sound, and cannot actually touch them. The path is packed dirt just wide enough for two people to walk abreast, or lead pack animals single file through the trees.

Horses and other pack animals, by the way, are also affected by the illusions of the Forest, and lack the intelligence to ignore what they perceive. Any frightening illusion (a fire, a monster, etc.) can cause one of the players' mounts to bolt into the woods, carrying its rider with it. Blindfolding the animals and leading them on foot, however, will protect them from most of the influence of the Forest, leaving them only a bit skittish.

Each character will experience the Forest differently, as the Eregin try to tempt him to leave the path. It is suggested that the GM tailor illusions appropriate to each of the players, and communicate



with them by note as to what they are actually perceiving. Actions that are seen by the entire group can be announced. The following are suggestions of possible illusions which the players can encounter, either individually or as a group:

Tree Dragon — A long, serpentine-bodied creature (#101) draped across the branches overhanging the path, which hisses and bares venomous fangs. If the players ignore it, it can only hiss, but it will try to goad them into attacking, in order to force them off the path.

Dryad — A beautiful nude woman (#102) with long, flowing green hair, is glimpsed bathing in a sheltered glen only a short distance off the path; there is even a little footpath leading down to the pool. She will beckon enticingly if the players call out to her.

Giant Spider web — Strands of sticky web block the path; a hungry group of six giant spiders (#103) are seen waiting in the trees. The players can walk right through the web, but attempting to cut it or other actions that demonstrate a belief in its reality will bring the spiders closer, who will act very real indeed, if a player leaves the enchanted path.

Old Friend (or adversary, lover, adventuring companion, etc.) — A person out of a particular character's past (GM's option) can be seen just off the path; the object is, of course, to lure the player into the woods.

All Alone — The rest of the party disappears; each character perceives himself/herself as totally alone. The GM can throw in screams of agony as the rest of the party vanishes.

Sleeper under the Trees — The entire party will see a young man dressed as a warrior (in an unfamiliar style of armor) sleeping peacefully under a tree some 20 feet off the path. This is not an illusion; he is a victim of the Eregin's magic, and would recover if taken outside the Forest's influence. His name is Tyronius (#104), and he is the last survivor of a Namori patrol that managed to get up the Giant's Strairs and past the nomads; if rescued and revived, he is arrogant, warlike, and is able to speak only pidgin Common. He will be hard to convince that over four hundred years have passed during the "night", and his glorious Empire is but a memory . . .

Ruins — Not far off the path are a jumbled pile of ruins overgrown with trees and ivy; a glint of gold can be seen on statuary, as well as flashes from gems inset into eyes, etc.

Branching Path — The path the players have been following appears to split into two or more branches. The actual path will appear the least appealing choice, with sounds intimating some monstrous creature in the distance, while the false paths will be clear, or even marked with runes, blazes, or other signs.

If the players can be enticed to leave the path (which is the purpose of the illusions), they are at the mercy of the Forest, where illusions take on the reality of dreams. For each foot they wander off the path, their chances of finding it again decrease; the chances are: <5 feet, 75%; 5-10 feet, 50%; 10-20 feet, 30%; 20

feet or more, 10%. If the players are still in the Forest after nightfall, a new and insidious danger will await them whether or not they have managed to stay on the path. They will begin to feel very sleepy and must make hourly saving rolls against MGR at a -6; if they succumb, they will sleep forever, untouched by time, unless brought out of the Forest (as has happened to Tyronius, in the encounters above). There is a similar danger with any water or food, such as game, nuts, or berries found in the Forest; players eating or drinking anything in the Forest that they did not bring in must make the same SR vs MGR at -6, or fall asleep under the Forest's spell.

There are several ways the players can facilitate their passage through the Forest. Any magic scrolls or devices that the players may have in their possession which dispel, or enable one to recognize, illusion will certainly be helpful, although Giles had no such magical aids. The crown worn by the Speaker-to-the-Spirits of the Erekonai functions in this manner, although it will only shield one person from the effects of illusion. Magic weapons of any kind will dissolve any illusion they hit. The GM will have to determine the effectiveness of other magical spells and devices the players may have, designed to 'find the way', protect against various evil influences, charm, etc.; it is suggested that many magic items carried in by the players operate at only partial effectiveness, due to the strength of the Eregin's illusions.

Arrival in the Valley

When (and if) the players make it through the Forest, the path they have been following leaves the woods near a river, and passes between two stone pillars about ten feet in height. If examined closely, the pillars will be found to have two small crystals set into them to catch sunlight. The crystals could be pried out very carefully (SR vs. CDN to avoid damaging the crystals); this will render the magical path through the Forest inoperative, although the players will not realize this. Once the party's presence in the Valley has been discovered, the Ostrakonai will, however, definitely deactivate the path for the time being.

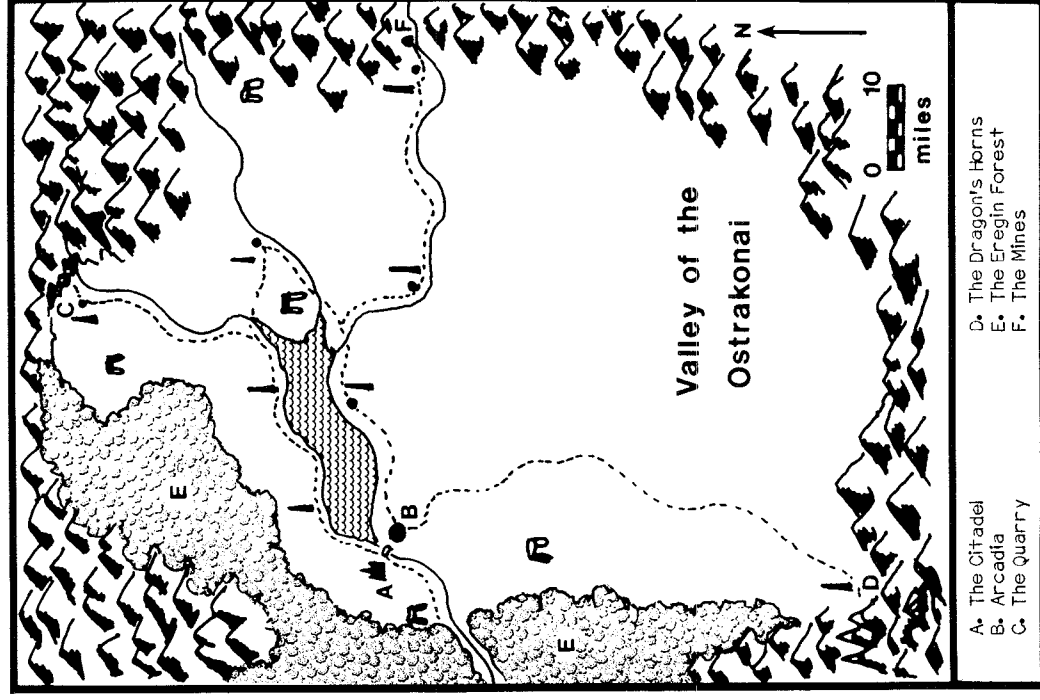
To the north and south, the Forest reaches as far as the eye can see. Along the edge of the forest are a series of five-foot stone pillars, about 100 feet apart. Any thief in the party has a 10% bonus to his SENSE TRAPS ability when approaching these pillars or attempting to pass between them. Crystals set into the sides of the pillars form a magical fence; anyone passing between them must make a SR vs MGR at a -10, or fall asleep for 1D6 hours. Breaching the fence or attempting to tamper with the crystals will also summon 1D4 Shieldmen, the local militia/police force, to the area in about an hour.

In the distance to the north-east are silhouettes of more of the giant stone monoliths that the party had found dotting the Plateau. The dancing light of what appears to be a small campfire can be seen among the pillars. A rough road stretches out before the party, following the river as it winds away to the east; across the river to the south-east are gently rolling grassy hills.

The players have several immediate options; they may travel along the road to see where it leads, investigate the firelight in the monolithic circle, or attempt to stay undercover until they know more of the situation in the valley. The Ostrakonai have no way of detecting the entry of strangers into their valley, and will not be aware of the party until they make some sort of contact. However, GMs should also note that strangers are extremely rare (and extremely obvious) in the small communities of the valley where every member of every family is known. Any contact with the inhabitants of the valley will eventually bring the news of the players' arrival to the ears of the High Council.

The road winds along the river for five miles to the town of Arcadia and the crystalline Citadel of the ruling High Council of Mages. More information on the reception the players will receive in town or Citadel may be found in a later section. The land south of the river is primarily open range for the Cherekonai, the descendants of the nomads who originally came through the Forest as 'gifts' to serve the spirit-people of the Ostrakonai. The Cherekonai live very much the way that the herdsmen of the Plateau do, except that a portion of their flocks and herds are used to feed the population in the northern part of the valley.

Should the party investigate the campfire, they will find a group of 8 young men and women, unarmed, in long robes, listening to an older man speaking about the



stars. The language spoken in the Valley is archaic and difficult for the party to follow (similar to the difference between modern and Shakespearean English). Two armed fighters lounge near the back of the circle, passing a bottle back and forth — they pay little attention to the discussion; horses are tethered outside the stone circle.

The elderly man is Fassur (#106), one of the High Council of the Ostrakonai; he is teaching a group of apprentices some basic astronomy/astrology as part of their magical studies. The group plans to spend the night here stargazing, and head back to the Citadel in early dawn. Fassur is a kindly old man, and would be eager to welcome the players should they make themselves known. The two Shieldmen are pledged to protect the group, but do not expect to have to exercise their duty on this short little jaunt. Like most inhabitants of the Valley, however, they are suspicious of strangers, and would watch the players very carefully. The appearance of the players would interrupt the astronomy lesson (to the disappointment of the apprentices, who relished the night out of the dorms), and the players would immediately be escorted to the Citadel as honored guests.

The Ostrakonai

The Ostrakonai are the descendants of a large, ambitious band of adventurers who sought gold, glory, and powerful magical artifacts in the lost dwarven city of Myn-Orr, which legend placed in the northwest Khuz Mountains. The fortune-seekers did not find the city, but they did find a wide, fertile valley, populated by the remnants of a gentle race of elf-like beings who called themselves the Eregin. The Eregin were a peaceful, contemplative people, who tended gardens and forests and worshipped their Goddess in ancient stone temples. They were also talented mages, who used unusual crystals to enhance their arcane abilities and extend their lives for hundreds of years. The trusting Eregin welcomed the adventurers to their Valley, but found the uses that their guests envisioned for their crystals (to gain wealth, power, conquest, and personal glory) horrifying, and refused to allow the adventurers to take any of the gems from the valley. In the ensuing slaughter, the gentle Eregin perished as a race, but even in their last hour, they used the powers of their crystals to lay heavy enchantments on the thick woods that covered the only pass through the mountains into the Valley. To this day, the spirits of the Eregin are said to inhabit the Forest, keeping the crystals from ever leaving the valley and being used for evil or selfish purposes. The greedy fortune-hunters had the crystals, but they were trapped with them in the Valley forever.

With the abilities of the TAU crystals to supplement their own powers, the mages and wizards among the adventurers used magical artifacts and the fear of arcane retaliation to gradually promote themselves into positions of leadership and power. A settlement was built on the banks of the Silver River, and the beautiful crystal Citadel, once the home of the Eregin elders, became the stronghold of the new magocracy. Further work with the crystals eventually

resulted in the creation of an artifact that made a path through the barrier of the Eregin Forest, although attempts to move crystals in this manner proved futile. On the other side of the Forest, contact was made with one of the less aggressive nomad tribes, the Erekonai. The nomads, awed by the mages' power, named them the 'Ostrakonai', meaning Spirit-People, and hailed them as gods. Not ones to pass up an opportunity, the 'Ostrakonai' accepted the honor, and all the gifts of horses, sheep, cattle, slaves, and other goods accorded them. Since that time, the Ostrakonai have encouraged their position among the nomads by actively using their magic, particularly at the Great Dancing Stones, a circle of standing stones at the edge of the Forest, although they must leave all crystals in the Valley.

Over the past five centuries, the little settlement in the valley has grown to a small town, with several other villages scattered about the upper valley. Descendants of the nomad slaves live in clans very much like those on the Plateau, and roam with their flocks in the southern reaches of the Valley. Towers, homes for the mages who rule the valley, dot isolated hilltops or cast ominous shadows over farming villages.

The town of Arcadia and the magnificent crystal Citadel are the center of Valley government, where the High Council decides policy and determines the distribution of crystals, as well as other goods and services, to the mages, and the amount of tithes due from the general populace. The High Council has traditionally consisted of the seven most powerful mages in the Valley; beneath the High Council are mages of intermediate, veteran and elite status, who are engaged in various research jobs, or creating and servicing the numerous magical devices that make life easier for farmers and craftsmen. At the bottom of the heap are the apprentices, students and lackeys for any mage of higher rank, but superior by definition to any other non-mage in the valley — for to be a mage of any rank is to be minor nobility.

Mages tend to consider any commoner lacking magic skills as somewhat less than a true person, suitable only for ordinary labor to support the wizards — and the warriors, for the Shieldmen, traditional descendants of the noble fighters of the original band, share some of the respect accorded to the magic-using upper class. The commoners resent this attitude, but it is the secret ambition of many to become one of the Shieldmen, or, better yet, become a mage, thus proving oneself of true value. This not being possible for everyone, most craftsmen and farmers have resorted to the use of magic items as a status symbol, and gather many of the arcane devices as they can afford to give them a semblance of status among their non-magic-using peers.

While the existence of the enchanted path makes leaving the Valley possible (although still not easy), there is little interest among most of the inhabitants in so doing. Life for the general populace is as good as it would be under more traditional overlords, and few want to risk the Forest and the unknown. Mages have the additional lure of the crystal, use of which can easily become habitual and addicting; spells would have to be relearned in order to produce the same effects without

the crystal's power. And no one has yet figured out a way to take the crystals past the Eregin's vigilant guardianship.

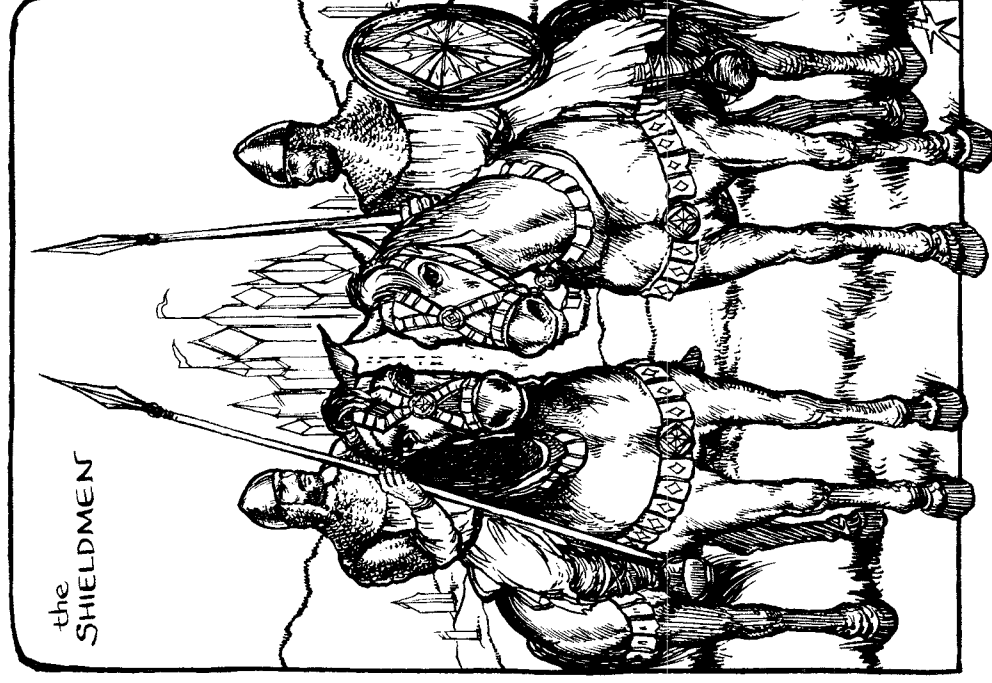
Life is not uncomfortable in the Valley. One of the first of the great crystal artifacts created was a device to control the Valley's weather, which provides for ample sunlight, adequate rainfall for the crops (falling conveniently after dark), and a mild winter. Magic, the skill that separates the noble from the commoner, is used for rewarding loyal followers among the townsmen, village, and clan leaders, as well as representing the potent force behind all Council proclamations and decrees. For the most part, the commoners of the Valley live their lives untroubled by the political factions that divide the ruling class, and have only taxes or unrequited wanderlust to complain about.

The High Council

The seven members of the High Council are the most skilled mages in the Valley. Each also bears one of the rare Lissar crystals, the artifact sought by Giles; these Lissar crystals can extend one's life without any sign of aging as long as the crystal is worn at least 80% of the time — but only a handful have been found among the Eregin ruins, and attempts to duplicate them have been thus far unsuccessful. There are many who sometimes wonder about the long lives of the High Council members. The most common explanation is a secret ritual held periodically in the Crystal Chamber, renewing life forces from the base elements of nature using the powers of crystals as a focus. Loss of a Lissar crystal by one who has carried it for any extended period results in the rapid aging experienced by Giles on the journey across the Plateau. A Lissar is not likely to be the only crystal a Council mage would be carrying on his person, but due to the nature of its powers, he would rarely be without it.

Due to the isolation of the Valley from outside influences and the generally slow pace of life, the High Council is rarely in session for other than ceremonial purposes. Most of the high mages spend their time in research or other pursuits in their own workshops and Towers in other locations in the Valley. Should their presence be required in the Citadel, each Council member has a teleportal access to his Citadel suite from his usual workshop/residence, and can arrive on fairly short notice. These teleportal work both ways, but require knowledge of the individual set of vocal commands both to operate the gates and to avoid the traps placed upon them by their various owners to avoid unwelcome guests.

At the time of the party's arrival in the Valley, the Council has gathered to face a different problem, which may become relevant to the players' efforts. Shieldmen patrolling near the newly-developed copper and tin mines in the eastern mountains surprised a band of small, green manlike creatures poking about the Valley several nights ago; in the struggle that followed, most of the little green men were killed, with only a few captured alive. One, however, was subdued only by use of magic, and managed to severely burn a journeyman mage and two Shieldmen with her own arcane powers before capture. The captives have been interred in the



Citadel's dungeons, and the Council has increased the guard on the mines; now they must decide what to do with their discovery, since they have never had contact with goblins (or any other non-human race) before in their entire history.

Despite the resolve to never again allow strangers to take advantage of them, the feelings of the individual members of the Council vary widely on the subject, as regards human beings, anyway. Should the players manage to learn (from Duban or Fassiur, or a talkative guard) about the goblins, it is possible that they could win the support of several of the less paranoid members of the Council if they offer to share their experiences with this underground race (about which any adventurer would know more than the Ostrakonai). This would postpone, or possibly even prevent, their joining the goblins in the dungeons as spies and thieves.

MEMBERS OF THE HIGH COUNCIL

Duban (#105)

One of the younger members of the Council, Duban is tall and thin, with unruly blond hair, wide blue eyes and a merry expression on his face. He is considered to be a bit of an eccentric by most of his peers, interested only in wandering around the Valley or in non-sensical pursuits such as the creation of odd creatures or plants. It is quite true that Duban believes that the

only way to tolerate such a long life as the Lissar crystals grant is not to take anything too seriously. Unlike his peers, most of whom are buried in their research or politics, Duban still has a sense of wonder about the world, and is well-loved by the Valley folk for his impetuous generosity, as well as his sense of humor. Despite his reputation as an eccentric fool, Duban is a sharp-witted man, a keen observer of life around him, and a potent mage. He would like very much to leave the Valley, but without his Lissar crystal, he knows he would have only weeks to enjoy it. Duban wishes no harm to anyone, and might be a potential ally for the players, even to the point of freeing them from the dungeon, if they can take him with them to the outside world. He will not, however, permit unnecessary violence, nor will he be eager to share the secrets of the crystals with the players until they have gained his trust. Duban knows of Fassiur's work with the GATE, and the command words for the teleportal in Verienne's chambers, as well as his own.

Fassiur (#106)

A slight, thin man with sparse grey hair and a short, scruffy beard, usually garbed in worn robes, he uses a staff to offset a pronounced limp. Fassiur is a historian and archivist, and has dedicated himself to studying the ruins and artifacts left by the Eregin, in hopes of reconstructing some of the lost knowledge. His latest discovery is the GATE in the stone circle near the Forest; he has not finished his research, but has confided to Duban that he believes that a person could use this GATE to bypass the Eregin Forest.

Fassiur is a kindly man, and not in favor of harming human visitors. Should the players through their actions or words be revealed as thieves or rogues (or to be connected with the infamous Giles), he will have no choice but to go along with the Council's wishes; until then, he is happy to give them the benefit of the doubt, and will be a good source of information for the players.

Thazass (#107)

Thazass is a man of seemingly middle years, stout with good living and immaculately groomed and dressed from his ornate wizard's robes to his neatly trimmed beard. Thazass is the Council member in charge of revenues, and sees to it that the craftsmen, villages, and Cherekonai clans pay their tithes to support the mages' regime. He is also very insistent on the "proper reverence" due his station as a High Master on the Council, particularly from mere commoners, which has done little for his popularity. He is quite satisfied with the status quo, and sees any stranger as a threat to his neatly ordered world; he will have no mercy towards the goblins or the players, or any who aid them. Over the many years he has held his position, Thazass has managed to amass a considerable hoard of crystals and magic items, which he uses to acquire loyal agents among the other mages and the commoners; these spies keep him informed of possible dissidents and (even worse!) tax dodgers. There is a 20% chance that any of the townspeople or mages of lower rank to whom the players talk will report the conversation to one of Thazass' direct agents.

Thazass is vain and pompous, and enjoys flattery, but he is not a fool, and did not arrive at his present position by being stupid. He is far more powerful a mage than one would expect, given his pompous airs, and totally convinced of his right to his station in life.

Kaharu'um (#108)

The oldest of the Council, Kaharu'um's face is lined, and his hair and beard are snowy-white; but his eyes are still bright and his mind sharp. Although Kaharu'um is an extremely talented artificer, the wizard has never been one for any sort of organized or methodical experimentation, and keeps no notes; therefore, he has never been able to duplicate any of his more successful accomplishments. In recent years, Kaharu'um has been assisted by the scribe Mellia (#109), the first such scribe able to tolerate working with the irascible old man in nearly four decades. Mellia does her best to keep the ancient wizard isolated from his peers and buried in his research; Thazass makes it worth her while to keep Kaharu'um from taking an interest in how the Valley and its people are governed.

Kaharu'um is not by nature a heartless or cruel man, but he takes little notice of what is going on in the Valley, and is not really aware of the fate planned for wandering strangers. He has the reputation of being a grouchy old man, irritated with almost anybody who interrupts his precious research. If encountered away from his assistant (10% chance, unless the party sets up some sort of distraction for Mellia), Kaharu'um is not really that unpleasant, and delighted to talk about his work; however, he tends to speak in circles, jumping from one subject to another, so that only another mage can follow what he is actually talking about.

Borand (#110)

Borand is a weasel-y sort of fellow with bulging eyes, who also favors ornate wizard's robes, although they usually seem to be two sizes too large for his spindly frame. Borand has been scoffed at for over two centuries for seeing thieves, raiders, and spies in every tree, and rebellion in every village green. A constant harbinger of doom, Borand will be in glory now, due to the capture of the goblins and the arrival of the players. Borand is certain that someone (either one of his peers or another mage who wants his Lissar crystal) is out to get him, and he surrounds himself with an "honor guard", a group of eight select Shieldmen, wherever he goes; his quarters in the Citadel have numerous locks and traps on anything that the little wizard considers of slightest interest to thieves or potential assassins.

Borand controls the Shieldmen, and pushes to have the number and strength of the elite group increased to deal with the "increasing goblin menace"; he would prefer to have the players locked up immediately to prevent whatever evil they doubtless plan.

Verienne (#111)

Verienne is the youngest member of the Council, having been selected from among a group of potential mages some sixty years ago to fill a sudden vacancy, created when a Council Mage was killed by an invading dragon.

An attractive woman, with long dark hair and clear blue eyes, Verienne is apparently totally unaware of her own beauty, being far more occupied with her work. She is a brilliant theoretical mage and mathematician, and has done a great deal of work on calculating the various resonances and structures of the crystals, from which magical artifacts are designed making maximum use of each crystal's potential. It is said of her that she dreams in algebraic formulae, and has no personality other than patterns of mathematical logic. This is not

true; Verienne, like Kaharu'um, is simply more interested in her research than in political power. Should the players make an effort to befriend the young mage, they will find her to be gentle, without guile, and extremely intelligent. Verienne has not found many friends due to her intellectual superiority, and would be extremely susceptible to the charms of a male player who showed her special attentions; however, she is not likely to be attracted to anyone with an IQ of less than 15.

Siluril the Stonemaster (#112)

A broad-shouldered man with grizzled hair and a seamed face, Siluril speaks little, even to those closest to him. Despite his bulk, he is amazingly dextrous and can handle the smallest of crystals with ease. Over the centuries, he has developed an uncanny ability to estimate the power and resonance levels of a crystal by simply handling it; he is also almost totally immune to magic spells of all types.

Siluril is a craftsman, totally involved in the mining and processing of crystals. Except where the use of his precious crystals or his workers (a particularly close-knit group of extremely talented and magic-resistant group of men and women who live all their lives at the quarry) are involved, he cares little for the rest of the Valley. The fate of the players does not concern him, and he considers the summons to a Council gathering a waste of his time, keeping him from his work.

The Players' Reception

Over the centuries, only a few hardy travelers have managed to win their way past the Eregin Forest to visit the isolated Valley. Unfortunately, the bulk of these visitors have been like Giles and his band of rogues (or, for that matter, like the original adventurers), taking advantage of the hospitality offered them to steal crystals or other valuable items. The Valley people, as a result, have become understandably suspicious of strangers, who have generally only meant them ill. The mages of the High Council with their extended lives (due to the enchanted Lissar crystals) remember very well the threat posed by curious strangers in their midst, and have vowed to take drastic steps to prevent such a threat occurring again. The players will be the first strangers against which the Council must test its newfound resolve to destroy any potential enemy before they themselves suffer further loss.

The players will be welcomed at first as honored guests, but the welcome will be shortlived. The mages view all strangers as spies and thieves, and will, even as they wine and dine their 'guests', be preparing the dungeon cells and the headsmen's axe. Not all of the High Council are in favor of this plan, however, and some (as noted in their descriptions) may actually offer aid to the players.

When the party makes their presence known in the Valley, little time will pass before they will be invited to the mages' crystalline Citadel. The members of the High Council present (Fassur, Duban, and Thazass) will welcome the players and have them shown to rooms on the fourth level of the Citadel, with whatever service they wish, including fresh clothing and hot baths. An elegant dinner will be given "in honor of our guests" that evening, in the Masters' Hall, at which the entire

Council will be present. The mages will be full of questions, particularly of the players' background and how they came to visit the Valley; the players' story will greatly affect their chances of remaining at liberty long enough to complete their task. If there is a mage among the players, that character has a better chance of making a good impression on the Council, who are not accustomed to dealing with non-magic-users as equals. Borand and Thazass in particular will be aggressive questioners. Any mention of Giles (who is remembered in the Valley as a deceiving thief and a murderer), or any hint that the players are less than honorable characters will only confirm Borand's worst suspicions, and likely result in an immediate transfer of guest quarters to the dungeons.

The Council will meet privately in the Crystal Chamber later that night to decide the fate of their guests. If the players have answered the questions in such a way as to disarm suspicion, they will have at least one day of grace before their welcome wears out. It is quite likely that, after a day of strangers asking questions of the mages and poking around the Citadel in their quest for information, Borand's growing paranoia will be sufficient for him to send Shieldmen (3 per player) to capture them in the middle of their second night at the Citadel.

The Town of Arcadia

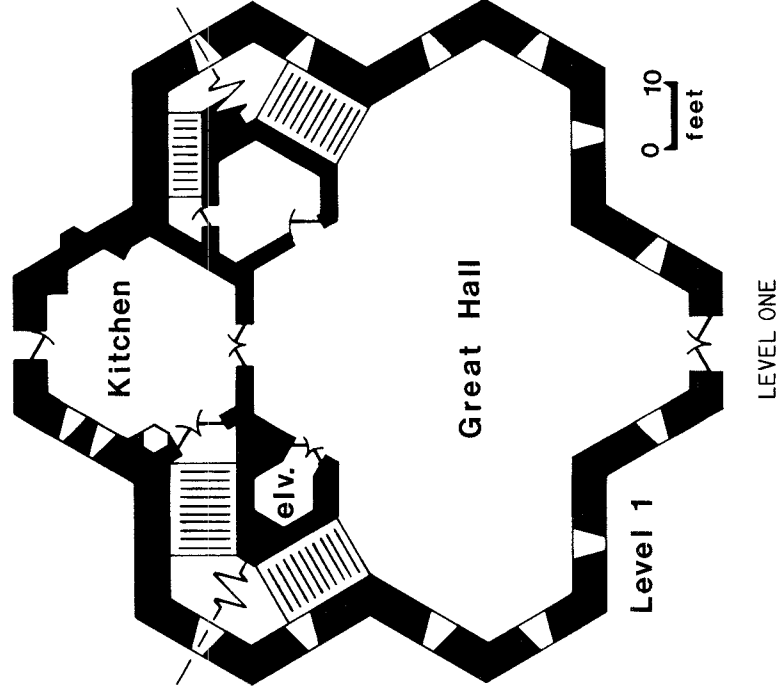
Arcadia is a small town nestled on the south bank of the River, with a population of approximately 1500. Except for the cathedral-like Town Hall, all buildings are of stone and wood, and are no more than two stories high (by decree: anything of three stories or higher is a tower, and for mages only). Streets are wide, but only the central Plaza is paved in stone; there are no walls, and outlying homes have gardens and trees. On the north end of the Plaza is an ornate stone bridge leading to the Citadel and towers on the other side of the River, where the mages live and work; the bridge is always guarded by four Shieldmen to keep unauthorized wanderers out.

The town is not particularly useful to the players in regards to this scenario, and is not described in detail here. Players seeking information in shops or taverns will be immediately recognized as foreigners (by their speech, if nothing else), and will be the center of attention wherever they go. The townspeople see very few visitors, even from other villages, and will view the players with a combination of suspicion and awe. Less than an hour after the players make themselves known in the town (if this be their first meeting with the people of the valley), a mounted party of 12 Shieldmen and several high-ranking Master Mages (including Duban) will come to invite the players to the Citadel. From the number of Shieldmen and the respectful attitudes of the townsfolk, it should be apparent that such invitations are never refused.

The Citadel

The towering crystalline Citadel sits on the crown of a hill on the north bank of the River overlooking the subsidiary Towers and the town of Arcadia. Made of polished white quartz, the Citadel is a hexagonal cluster of towers reaching over 100 feet into the sky; its spires can be seen for miles, and they seem to glow

night and day with a mysterious magical aura. The Citadel was designed as a palace, not a fortress; it has no outer walls or gates, or other apparent defenses. A circle of six auxiliary towers surrounding the Citadel, also of quartz, these housing visiting mages, and the company of 150 Shieldmen that serve as Citadel Guard. The surface of the Citadel is exceptionally smooth, and cannot be climbed without rope or magical aid. Almost all of the numerous windows in the Citadel are very thin slabs of translucent quartz which allow light to enter, but cannot be seen through; windows in the Archives, private quarters of the High Council mages, and the crystal storage level are connected to arcane alarums that will alert the Shieldmen. Open windows are found only in the very top level of the Citadel, in Fassiur's observatory.

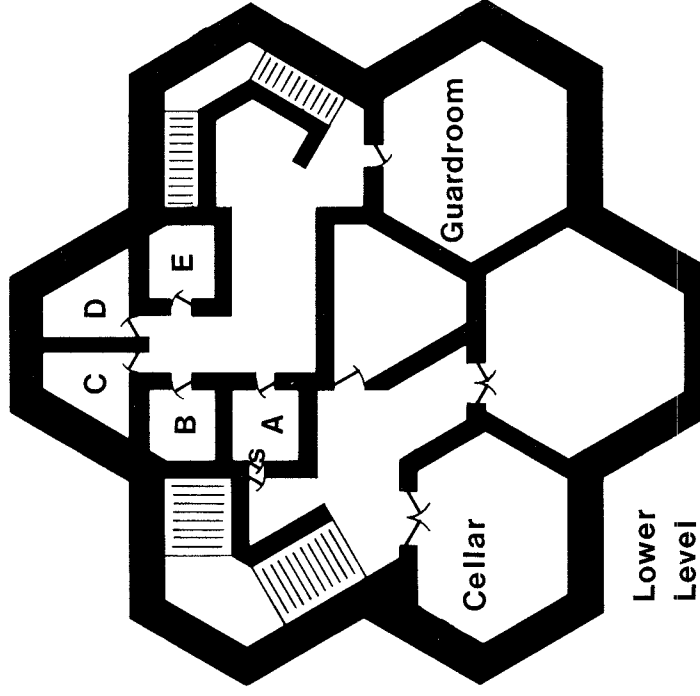


The Great Hall

A beautiful crystal hall, with a high, vaulted ceiling, lit by arcane globes hanging on gold chains, and sunlight from the numerous windows. Rich tapestries adorn the walls; wooden tables and benches capable of seating 50 are near the kitchen. Marble stairs lead up on the left and right, and three doors of highly polished wood are set into the walls. The one on the left leads to an arcane elevator (for the convenience of elderly mages), the center door leads to the kitchen, and the right one leads to stairs down to the lower level.

The Kitchen

Large and airy, the kitchen has little unusual in it. There is a dumbwaiter that takes food up to the Masters' Hall upstairs; a small person (a hobbit or kobold) could use it as an elevator. One door leads outside; it is locked after dark (Complexity 3 — no trap); another door opens up on stairs down to the food storage and wine cellars. The cook, Kedassa (#120), and her two daughters and 14-year-old son are in here from before dawn till dusk.



THE LOWER LEVEL

The lower level of the Citadel can be accessed in two ways; by the stairs in the Kitchen, which lead into the storage cellars, or by the stairs off the Great Hall, which lead to the dungeons and guardroom. There is a secret door through which one can get from one part of the lower level to the other, but only Duban and Borand know where it is. There are 10 Shieldmen and an officer on duty in this area, since two of the cells are occupied with goblins; see *Escape from the Valley* for details of their movements and the cells.

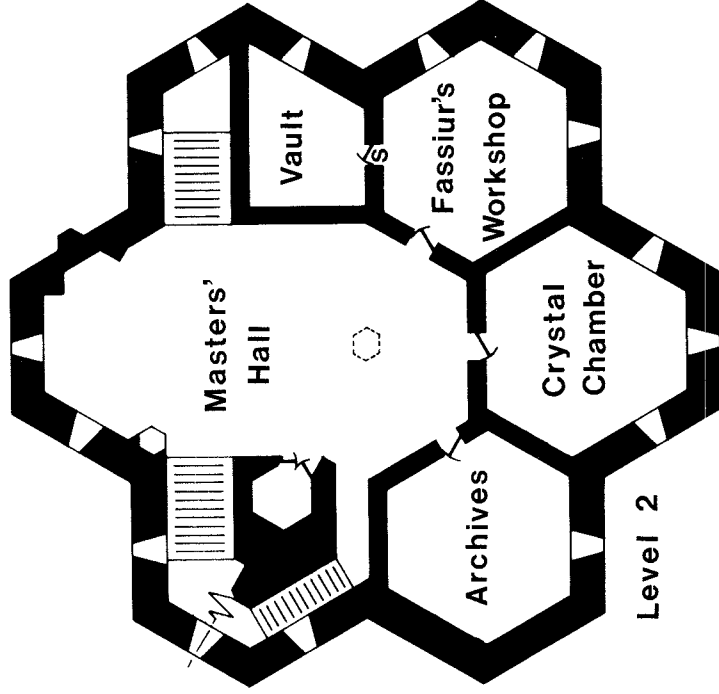
LEVEL TWO

The Masters' Hall

Another magnificent crystal hall, decorated with carved stone and gold leaf, with a long polished marble table running half the length of the hall. Around the table are the chairs of the Masters, many of them ornately carved or adorned with gold and gems. There is a 4' opening in the vaulted ceiling, through which one can see almost all the way to the top of the Citadel; beneath the opening is a hexagonal slab of black marble, set into the floor. This open shaft through the heart of the Citadel functions as a car-less elevator; anyone stepping into the opening on an upper level will float safely down to the floor of the Hall. Each of the High Council and other high-ranking mages wear crystal rings that allow them to go up the shaft as well. Guards are generally posted on the stairs landings, to prevent unauthorized entry; a patrol of 4-6 Shieldmen walks through about every half-hour at night. There are 3 doors at the far end of the chamber; the center one appears to be made of stone rather than wood.

The Archives

A large hexagonal room, its walls are lined with bookcases and scroll racks, all of them handwritten in an old-fashioned, ornate script. A map of the Valley hangs on one wall, and a large, leatherbound tome sits



Level 2

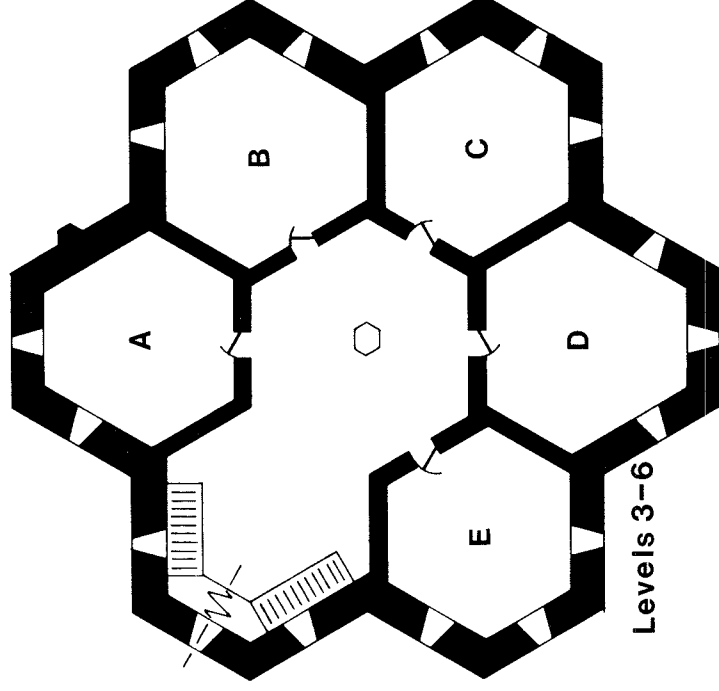
on a stand in one corner; the title is **Historium Ostrakonai**, and it appears to be a carefully documented history of the Valley. Three copyists' desks sit in the middle of the room; three apprentices spend most of the day carefully copying various books and scrolls for others' use. There are no spellbooks kept here, but there are a number of journals of deceased mages detailing various research projects on the crystals, both successful and unsuccessful, plans for buildings, including the Citadel and major Towers (which do show secret doors and rooms), population and tax records, and scholarly treatises on the Eregin, the crystals, and magic in general. The Archives is generally locked when not in use; it is not likely that the players will be left to browse without Fassiur's supervision. The lock, however, is a simple Complexity 3, and has no trap; Fassiur and the officer on watch have the keys.

The Crystal Chamber

The chamber of the High Council is a lushly appointed room of marble and crystal. Seven ornate chairs set in a semi-circle like kingly thrones are the only furnishings. The room is lit by hundreds of sparkling **LIGHT** crystals set into the black crystal ceiling in the patterns of stars. The stone door is magically locked, and will only open to the bearer of a Lissar crystal.

Fassiur's Workshop and Secret Vault

Like the Archives, Fassiur's workshop is lined with bookshelves, with a number of desks and supplies of parchment, inks and other scribe's paraphernalia. Six mages of lower ranks (GR and INT) work here during the day. Here spellbooks and scrolls are created, as well as the careful deciphering of Eregin artifacts. All original scrolls or spellbooks are returned to the vault after working hours, while unfinished copies are locked in the desks. All of the copyists know where the secret door to the Vault is, but only Fassiur and the senior scribe know how to open it. Opening the Vault without looking for traps, however, will likely set off the alarm, which rings in Fassiur's quarters upstairs.



Levels 3-6

The Vault contains a wide variety of spellbooks, most of which involve crystal technology, and would be of little use without the crystals. The Vault also contains Fassiur's extensive records on the Eregin, including an uncensored version of the history, and several magical Eregin relics. The workshop is locked when empty (80% chance after 11:00 PM, otherwise Fassiur or another scribe is working late). Fassiur, the senior scribe, and the watch officer have the only keys to its Complexity 4 magic lock.

LEVEL THREE

Rooms in the next five levels follow the same general pattern, with five large rooms, stairs, and the levitation shaft opening in the middle of the floor. Level Three is primarily housing for the domestic staff, and, other than an occasional crystal-powered device such as a lamp or heater, etc., likely has little of interest to the players. Doors generally have Complexity 1 locks.

Room A is the residence of the commander of the Citadel Shieldmen, Nait Garth (#113). He conscientiously does his duty, even though his attitude towards Borand is that of a patient man humoring the mad. Nait is in only 15% of the time during the day, and 50% of the time at night. The cook, Kedassa, and her children are in Room B; Room C has four maids. Room D and E house 6 mage apprentices each, boys of age 12-15 who are beginning their study of magic as well as doing whatever drudgery the mages decree.

LEVEL FOUR

The rooms on this level are guestrooms for visiting mages; each contains 3-4 beds, desks, and storage chests, with comfortable carpets, wall hangings, linens, etc.; the rooms have Complexity 1 locks. At present, only Room B is occupied, by Jarum Pandius and his wife, Delene. Both are Master Healers, and have come to consult the Archives on healing methods used by the Eregin. They have a small chest of 15 crystals of varying sizes; eight are enchanted with minor healing

spells (deadening pain, stopping bleeding, diagnosing illness), and one major crystal that is not yet finished, for knitting broken bones. One or the other of the pair is in 60% of the time; both are present at night.

Rooms C and D (and E, if necessary) are the ones given to the players. They contain the furnishings previously mentioned, and candles for light. The windows are translucent quartz; a solid blow with an axe or hammer might break them (STR SR on 3D12); such a move has a 30% chance of attracting notice from outside observers, but there is no alarm on any window on this level. One of the desk drawers has a plain crystal in it, about the size of a grape, set in copper as if for a pendant. It is a tracking device planted by Borand in hopes of proving their malicious intentions — and being able to track them down later. As long as the players have it in their possession, Borand will be able to find them in the surveillance crystal in his suite. If the players do not take the bait, Borand will attempt to have the device planted on one of the party by one of his agents using a reverse pickpocket. All other rooms on this level are empty.

LEVEL FIVE

Level Five and Six contain the private suites of the High Council; the doors on these levels have Complexity 4 magic locks, requiring enchanted lockpicks, except when otherwise noted. Room A is a sitting room, with a fireplace, comfortable chairs and crystal-powered lamps. Occasional bookcases hold literature of a less serious nature, and there are carpets and wall hangings, and a large floor harp in one corner. It is never locked.

Room B is Fassiur's suite. Like his workshop downstairs, there are a number of bookcases, and a large desk, as well as a large canopied bed, oak wardrobe, and other furnishings. Since Fassiur lives and works in the Citadel, he has never bothered with a teleportal. There are a number of crystals here, in little out-of-the-way nooks where they can still get the required amount of sunlight. Most are toys, designed simply to test some theory; there is a 35% chance a given crystal has not had any spells imbedded at all, but is awaiting Fassiur's whim. There is a silver headband with a crystal set in it that improves night vision by 60%, which Fassiur wears when star-gazing.

Room C is Duban's suite. Like Fassiur's, it contains the usual furnishings, as well as a desk and reading chair. Duban's room is cluttered with numerous crystal knick-knacks, books, small items of statuary — mostly animals, and potted plants, all in orderly piles, since the shelves and tabletops were long since filled to capacity. There was a teleportal in this suite at one time that led to one of the Towers; Duban has never used it, and there are several bookcases and piles of things in front of it, making it practically useless through inability to reach it.

Room D is Verienne's suite. She is rarely here, spending most of her time in her Tower in the southwestern Valley. The room contains only the bed, wardrobe, and other furnishings; there few little personal items. The teleportal, a clearly defined stone outline in one inside wall, is activated by a spoken phrase, and leads to her Tower. Verienne has never bothered with any greater security than her password, which is known to Duban and Kaharu'um as well.

Room E is used as a bathing room; it contains a large heated stone pool some 15' in diameter and 2' deep, and a smaller tub, enchanted to provide hot water. The arcane plumbing represents one of the more lavish uses of crystal technology. There is a simple lock for privacy.

LEVEL SIX

Level Six is the top floor served by the stairs; it appears to be the top level of the entire Citadel, unless one is observant (training in Architecture will give a 25% bonus). The levitation shaft does continue, but the ceiling is enchanted to appear and feel like solid stone, unless one has one of the levitation rings. The levels above are the crystal storage chambers and Fassiur's observatory. The rooms contain the suites of the remaining Council members.

Thazass is in Room A, a luxuriously appointed suite with rich fabrics and gold leaf trim on the furnishings; there is even a silver tea service that magically heats its own water. The teleportal resembles an extra polished wooden door with a golden doorknob; it requires a magical key to operate and goes to Thazass' Tower on the north side of Humming Lake (all Towers follow the same general layout as the Tower described in the section on **The Quarry**). Thazass will be in his room after 10:00 PM, and 30% of the time during the day.

Room B is Borand's suite; the door has two Complexity 4 locks, one of which has a poison needle trap. Borand has also booby-trapped not only his Teleportal (which is operated by a key and a password), but his wardrobe, his desk drawers, and his favorite chair. There are no crystals here, since Borand never feels safe in the Citadel; there is also a 40% chance that the wizard is paranoid enough to have a Shieldman stationed outside his door at night.

Room C is reserved for Kaharu'um; it is comfortably cluttered with old journals and papers of forgotten or half-developed ideas, some of which are totally implausible. The teleportal is operated by a key, usually held by Kaharu'um's scribe and assistant, Mellia, since Kaharu'um has a tendency to leave such things behind him easily.

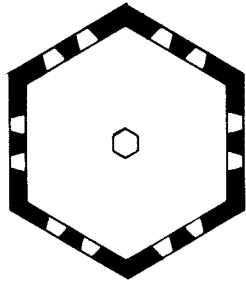
Room D is the suite reserved for Siluril. The furnishings look almost new, for the crystal master always returns to his Tower at night, resenting any time spent away from the business at the quarry. The teleportal requires a crystal key to open.

Room E is rarely used; it is furnished as are the guestrooms on Level Four. Occasionally, senior mages who assist members of the Council are permitted to stay here. The room is presently occupied by Kaharu'um's assistant Mellia, who still tries to keep a eye on her master's every move.

LEVEL SEVEN

The Crystal Storeroom

Only the central tower of the Citadel continues past the sixth level. This room can only be reached by someone wearing one of the levitation rings, and knowing how to disarm the trap in the invisible opening, which looks and feels like solid stone. Unless the trap is disarmed, an electrical charge will strike the offender doing 4D6 points of damage; the trap will continue to operate as long as it is not disarmed, no matter how many times it goes off.



Levels 7-8

The room is lined with windows, so that plenty of sunlight can continue to keep its hoard of 1D20 x 10 crystals charged and ready for use (to determine exact size and powers for individual crystals, see **The Crystals**, elsewhere in this scenario). The crystals are stored in compartmented trays on tables; the trays have removable lids stored beneath them, and are labeled carefully in a runic shorthand that only one trained in magic would be able to decipher. The tables are sensitive to the weight of the trays; there is a 10% cumulative chance for every tray moved or crystal taken from a tray, that an alarm will be set off in the guardroom in the dungeon. Since the Shieldmen cannot get up to the Crystal Storeroom, they will stop to waken Borand or another of the Council on their way upstairs, and will take about 1D6 minutes to reach Level Six.

LEVEL EIGHT

The Observatory

The levitation shaft continues up into one last level, with no traps or illusions around the opening in the ceiling in the crystal storeroom. The observatory offers a spectacular panorama of the surrounding countryside; the windows have neither crystal nor glass to mar the view; however, the windows are 100 feet off the ground. A large crystal the size of a melon is mounted on a marble pedestal on one side; it can be used to provide closer views of anything visible from the windows.

The Quarry

The crystals mined in the Valley of the Ostrakonai are found nowhere else in the world. The quarry is in an isolated canyon in the northwestern corner of the Valley (see Valley Map), accessible only by a narrow road leading from the Citadel around the north side of Humming Lake. The mining operation is not large, and consists of a Tower for Siluril and his assistants, a small village for workers and their families, and a barracks for the company of 30 Shieldmen assigned to keep unwelcome visitors out. Once a month, crystals ready for export are packed into compartmentalized chests, loaded on a wagon, and sent to the Citadel with an escort of two VET level mages and 20 Shieldmen from the Citadel guard. Food and other supplies needed at the quarry are brought in every ten days by two wagons, escorted by six Shieldmen.

All crystals are stored in the Tower, where they are cleaned of as much rubble as possible without damaging the crystals themselves, and sorted by size and power ratings. Some crystals are imbedded with preliminary spells for future use as TAU "batteries" or other magical artifacts. There is a large pile of plain quartz crystals not far from the village; it is difficult to determine the true magic-bearing crystals within the quarry itself, and often ordinary rocks are brought in, only to

be rejected when examined in the more insulated environment of the workshop. It is possible that players picking up what appear to be magic crystals in quarry or workshop may be picking up simple quartz. DETECT MAGIC spells will normally identify a TAU crystal from quartz, but in the quarry, spells are overwhelmed by the area's intense concentration of magical energies.

The Tower is six levels high, of solid stone, with a number of translucent windows on every level, like those in the Citadel. Level One contains a kitchen, living quarters for the domestic staff, and stairs down to the food and wine storage cellars. Level Two, accessed by a curving stair, is a Common Hall for meals and discussions. Level Three contains workshops and sorting rooms, with numerous compartmented trays, and gem-cutting equipment, as well as a large bin for quartz rejects; no crystals are kept here after working hours, with the exception of magical artifacts and tools used in their work — all other crystals are returned to the sixth level storeroom, under careful supervision. Levels Four and Five contain living quarters for Siluril and his permanent staff, consisting of 2 GR mages, 2 INT mages, and 1 VET mage besides himself. Siluril's quarters are on Level Five, and the Teleportal from his suite in the Citadel enters into this room; the room contains mostly personal items and a number of journals he has kept on production levels at the quarry over the years — unless he is at the Citadel, he will be in this room after 10 PM. Level Six, the storage room for the crystals, is only accessible by an arcane elevator, secured with a Complexity 4 magic lock; Siluril and the commanding officer of the 4 Shieldmen who patrol the Tower at night have the only keys. The lock is trapped with a electric charge, capable of 4D6 points of damage. Doors to the workshops have Complexity 2 locks; an alarm will sound if locks are tampered with or if a window is broken.

In addition to the four Shieldmen who patrol hourly in the Tower, six mounted Shieldmen patrol the area of the quarry and the village. If Siluril has any reason to suspect an assault on his Tower, he will, of course, increase his security.

The Crystals

The Ostrakonai do not yet understand why the crystals are a natural source of TAU power, the basic energies used in magical spells and conjurations. Legends from the days of the Eregin describe them as gifts from the Goddess to defend her children from the Shadowed Ones; the Eregin always treated the gems more as sacred relics rather than as mere tools to enhance their magic.

The crystals vary in size and in their capacity for handling TAU energies. Even in their natural state, crystals radiate a strong magical aura in the same manner as a magic item, easily detectable by a mage (except in the overwhelming radiations at the quarry itself). Neither the size nor the color of a crystal seems to have any relation to its TAU power. A mage casting DETECT MAGIC on an individual crystal can usually estimate its approximate TAU power within 10%.

The crystals are natural formations, resembling rough quartz, and do not appear valuable at first sight. Although workers attempt to chip off as much extraneous rubble from the crystal as possible, the stones

themselves are never cut or faceted. Cutting damages the structure of the crystal, and destroys its ability to store magical energies. The color is usually a cloudy white, with a 15% chance of a tint of amber, rose, green or blue. Crystals can be set into rings, wands, or other magic items, but not even a kobold would mistake them for gemstones.

The crystals require a certain amount of care in order to retain their power. They must be exposed to at least one hour of direct sunlight every 24 hours in order to retain their full power; they will lose 5% of their TAU power for every day in which they are kept in the dark. After extended usage, a crystal needs one hour of sunlight for every 10 points of TAU power expended in order to recharge. If a crystal is ever totally drained, either by overuse or by being left in a dark place too long, it cannot be recharged and becomes totally useless — it effectively dies. The same care is needed whether the crystal is a TAU battery or part of a magic item. Crystals are always kept separated, generally in wooden compartmented boxes to insulate the resonances of one crystal from another, or on separate pieces of jewelry, etc. If not insulated (wood, leather, or silk is best), the resonances of each crystal distort the others, until all are useless; then, all must be re-enchanted. Use of a crystal will, over a period of time, increase its bearer's MGR by a maximum of 1D10 points (determine individually), at the rate of one point per year.

Crystals can be used in a variety of ways in the magical arts. The easiest use is as a TAU battery, supplying the mage with extra power to draw upon when casting spells; **DRAIN** spells must be cast on the crystal in order for the mage to utilize its power in this fashion. The crystal can also be used to extend the range or duration of a spell or conjuration, but it cannot be used to improve the intensity or finesse of a spell. Crystals may also be embedded with spells to create magical

artifacts; the amount of TAU power a crystal can supply determines the number and complexity of its embedded spells. The value of a crystal on the open market is variable, and the GM should modify prices according to the economics of his own campaign, but a suggested base price for a TAU crystal with no embedded spells would be TAU points x 200. Imbedded spells would raise the value by the cost of the spells involved.

The following charts are offered for the GM to randomly determine the nature and value of any crystals obtained by the players in this scenario. Actual spells contained in the crystals are left up to the GM's discretion, as long as the TAU power potential of any enchanted crystal is kept in mind. Rolls use 1D100.

CRYSTAL DETERMINATION

Roll	Description	Size	Roll	TAU Power Rating
01-30	very small (grape-sized)		01-40	10+1D10
31-50	small (walnut sized)		41-60	20+1D10
51-75	average (egg sized)		61-75	30+1D10
76-90	large (lemon sized)		76-90	40+1D10
91-99	very large (orange sized)		91-99	50+1D10
00	huge (grapefruit sized)		00	50+reroll
Spells				
Roll	Spell Capacity and Embedding			
01-15	raw crystal, no spells embedded*			
16-50	crystal can be used for TAU battery			
51-70	crystal has minor spells embedded			
71-90	crystal has 1 major spell embedded			
91-99	crystal has 1D4 major spells embedded			
00	crystal is a major artifact			
* if crystal was picked up at the quarry workshop, on 01-15 it is a piece of plain quartz, and all other classifications move one step down.				

Horns can be found in the Archives, on various maps of the Valley, and in Fassiur's **Historium Ostrakonai**, the massive tome in which Fassiur has faithfully recorded the doings of the Valley civilization for the last four centuries. The maps show the peaks to be near the Tower retreat and workshop of Verienne, one of the High Council, in the southwestern corner of the Valley. The **Historium**, if one spends at least three hours reading the heavy tome to understand its cross-referencing system (and to master the difficult, archaic language in which it is written), has several references to the Dragon's Horns, including an account of battling a dragon in that vicinity some sixty-odd years ago. The dragon was defeated and driven off only with the aid of a powerful crystal artifact, the Wymsbane Crystal, still kept at the South Tower. Several mages, including one of the High Council, lost their lives in the struggle, as well as numerous brave Shieldmen and Cherekonai nomads. The dragon has never returned.

GM's Notes on the Pass Route

The mountains are extremely rough terrain, with sheer rocky faces, deep canyons, and only the faintest of trails. There is little vegetation but grass and scrub, and water is scarce; the weather is also unpredictable, and violent storms (with snow in the

Escape from the Valley

It has long been believed by the Ostrakonai that, because none of them have found a way to leave the Valley with any TAU crystals, that there is no way to do so. However, a hardy band of adventurers are quite likely to come up with ways of escaping the Eregin's quarantine out of sheer desperation that would never occur to the mages. Three such possible routes have been left for the players to discover and exploit: the legendary mountain pass where their late guide, Giles, was said to have made his escape; Fassiur's rediscovered GATE in the stone ruins; and the goblin tunnels in the eastern mountains. The feasibility of any other plans of escape the players may come up with is left up to the GM's discretion, with a word of reminder: if it were easy to escape the Valley, the Ostrakonai would have done so, long ere since.

The Dragon's Horns

The players know that Giles made his escape from the Valley by crossing over the mountain wall at a place where three rocky peaks, known as the Dragon's Horns, rise above their fellows. References to the Dragon's

higher elevations) are not unknown. The pass is there, but it is not an easy trip. There is also the matter of the dragon, still living in the shadow of the crags, who has never forgiven the mages for the injuries she suffered in their epic battle.

There is a path of sorts leading into the mountains, but after about five miles, it becomes increasingly difficult to follow. Horses are useless; only goats and giant hawks seem to be able to navigate the steep cliff faces. The players will need to climb up several sheer drops in order to find the narrow trail over the pass, which will require ropes and other mountain-climbing equipment such as pitons, pickaxes, or arcane climbing devices like spiderpaws. Hopefully, at least one member of the party has Mountain Climbing as a skill, which will add 10% to the party's average climbing ability for each person so experienced.

The following are possible encounters the players may experience while in the mountains; the GM may use or modify them according to his discretion.

Sheer Cliff — The trail the party has been following ends abruptly in a sheer cliff up (60%) or down (40%). The cliff is 1D10 x 10 feet in height, and must be navigated by climbing up or rappelling down the cliff using ropes and other gear, which will take approximately a half-hour for every 10 feet of cliff. It is not advisable to attempt the climb at night.

Giant Hawks — The party sees 1D4 giant hawks circling above. There is a 40% chance that the birds have spotted the party, and will come closer to investigate. As long as the hawks are not attacked, they will probably be content with a closer look, and soar off.

Giant Hawk Nest — While climbing up or down a cliff, the players approach the nest of a pair of the giant hawks; there is a 40% chance that there are 1D4 young chicks inside. The parents will be extremely upset, and attack the party fiercely. The party, hanging on to ropes, will be in an extremely vulnerable position, and not able to use weapons to full advantage. A quick retreat will halt the attack, but the birds will be on guard. If the players should manage to kill both parents, the chicks are the size of large turkeys, and rather wild, but when cared for properly by someone trained in falconry, could be very valuable.

Mountain Goats — The players surprise a pack of 2D12 mountain goats grazing on a grassy ledge; they leap gracefully away. If the players watch carefully, there is a 40% chance that they will find a trail they can follow from the goats' flight.

Crevasse — The trail the players have been following ends at a deep crevasse, at least 50 feet deep, and 1D10 x 5 feet across. The players can try to hike around the crevasse (1D10 miles out of their way), or attempt to cross it. A player can jump his STR rating in feet with a running start without a saving roll; any greater distance requires a CDN saving roll, with a -1 for every foot over his STR rating. Throwing a rope across the crevasse requires a simple CDN SR to aim the rope — there is a 10% chance of securing the rope on a successful throw, 25% chance if there is a grapple of some sort attached to the rope.

Landslide — The players hear an ominous rumble somewhere on the heights above them; they have 1D4 melee rounds (15 seconds each) to find cover, as several tons of boulders and loose earth and rocks tumble down the mountainside straight towards them. There is a 60% chance that the landslide will either block or break away the trail the players have been following.

The Cave — The players discover an opening in the cliff, just big enough for them to enter. Inside is a narrow passage leading to a large natural cavern 12 feet by 30, with a pool in the center of the floor. In the back of the cavern is a narrow passage leading deeper into the mountain (it leads eventually to the dragon's lair). If the players use the cave to escape the landslide, there is an excellent chance that the cave's entrance will be blocked by the boulders.

The Dragon

The dragon mentioned in the **Historium** did survive the battle with the mages and their Wyrmsbane crystal, and still lives in the rocky heights. Her name is Yarryn (#121), a relatively young dragon only some sixty-five feet in length. She was badly wounded in her epic battle, and is now crippled and unable to fly. Unable to hunt on the wing, she has developed her spell-casting ability, particularly hypnotism, and can make a mountain goat walk into her jaws; any player foolish enough to meet her eyes must make a MGR SR at a -10, or be subject to her will.

Due to her past experiences, Yarryn hates humans, and will go considerably out of her way to hunt down and destroy any human she encounters in her territory. She knows the mountains well, and can maneuver surprisingly well, if not particularly fast, on the ground, even scaling cliffs if necessary. Once on the players' trail, she will not give it up until they are dead; wounding the dragon will only increase her rage. If the players happen to have the Wyrmsbane Crystal in their possession, and can figure out how to operate its powers, Yarryn will flee in terror from the artifact that defeated and crippled her sixty years before.

The Teleportal GATE

Another possibility as an escape route is Fassiur's recent discovery of the GATE in the Eregin ruins. Fassiur's Journals (kept in his secret vault) detail his research, and even list the conjurations Fassiur believes will activate the GATE.

Fassiur, if drawn into conversation by interested players, is quite willing to talk about his studies in history and archeology. For every hour spent listening to the learned wizard, there is a 15% chance Fassiur will speak of the GATE, and can be persuaded to tell more of his discovery (but not how to activate it). Duban is aware of Fassiur's discovery, but does not believe that the GATE offers a way out for crystals — for the GATE has been there for centuries, and the wizards have never used it. So far, Fassiur has determined that the GATE will not operate unless a crystal is sent through, but he has not been able to bring any of his test subjects back through the GATE to reach any further conclusions. It is possible Fassiur would be willing to allow the players to act as test subjects, even to the point of giving them some small crystals for purposes of the experiment.

GM's Notes on the GATE

Despite Fassiur's optimism, Duban is right — the GATE cannot be used to transport live crystals out of the Valley. The GATE requires crystals with the same number of Tau points as the number of hit points of characters being sent through as a power source for the transfer, or the transfer will not occur. The GATE will totally drain the power crystals, rendering them into so much rock; it will also drain any other crystals taken through it. This draining effect is the reason why none of Fassiur's previous test subjects (at least one of whom was a bright apprentice) can return. The players would likewise be stranded on the other side of the GATE, which is in the Broken Lands of the Golden Plateau (see **Thieves' Guild 8**), or any other location of the GM's choosing. Neither Duban nor Fassiur will pass through the GATE of their own free will; Duban will actively discourage this plan if he is involved in the players' escape. The GATE will get the players out of the Valley with their lives, although not with any of the precious crystals they were seeking. It should not be presented as the best possible plan, but the players should have the opportunity to select it over the mountain pass or the goblin tunnels if they so wish.

The Goblin Tunnels

If the players manage to learn (and they should) of the goblin prisoners, it should not take even the brightest of their party to figure out that if goblins, who are not native to the Valley and not likely to have come through the Forest, can come in, then they must also know a way out, and while goblins are not likely to be happy about the idea of adventurers in their tunnels

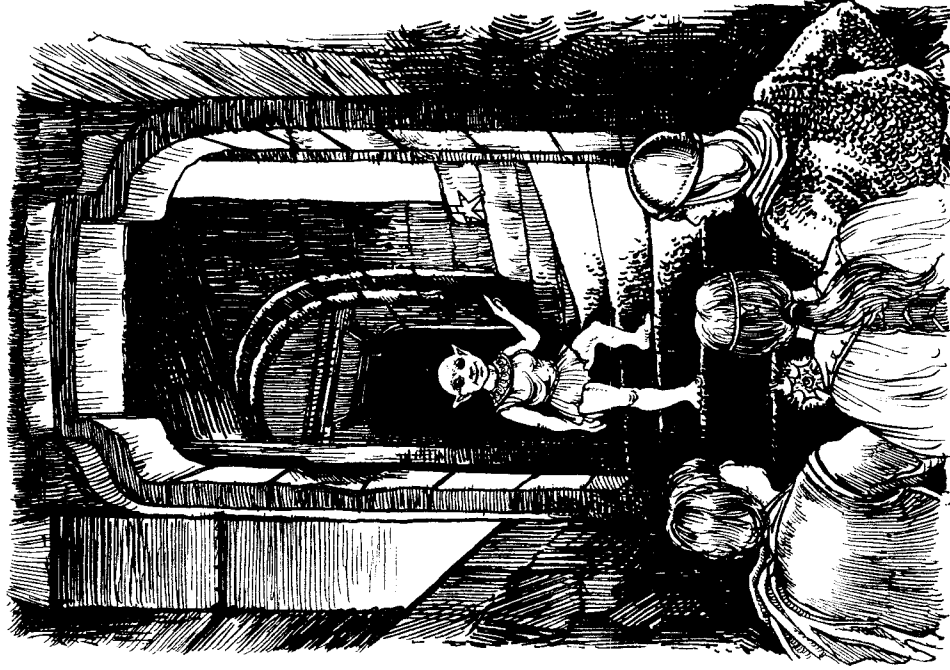
— especially if there are dwarves in the party — they might be persuaded to make alliance for common cause.

Rescuing the goblins from the dungeons should not be extraordinarily difficult, provided the players are not in a similar situation. There are 10 Shieldmen and an officer on duty, whose time is generally spent in the guardroom playing dice, with occasional trips to the beer cellar (which requires going upstairs, through the Kitchen, and down into the cellars; the guards know nothing of the secret door), or the necessary (located in the alcove beside the stairs). There is a 10% chance every 5 minutes for 1D2 guards to leave the game for one of these reasons). Once every hour, the officer and three of the guards will walk through the Citadel, including both halves of the lower level and up through Level Six, casually checking every unoccupied room. They have a 25% chance of noticing something unusual; the GM should modify this chance if the players have been careless or are poorly hidden. There is a thick rope hanging in the guardroom that will ring an alarm in the barracks tower; 2D12 Shieldmen will respond to the alarm in 1D10 minutes. It should be also noted that, despite their numbers and weapons, the Shieldmen are not used to actually fighting anyone, and may lose morale and bolt if a number of them are injured, or if the officer is put out of action.

The keys to the goblins' cells are on the officer's belt; the locks are magical and require enchanted lockpicks of Level 4 or better, but they are not trapped. Jazparilla (#122) is in cell B, with her three comrades (#123 to #125) in cell C. The other cells, unless occupied by player characters, are empty.

Jazparilla understands the Common tongue at pidgin level; the players will have to speak very slowly and use simple words in order to communicate ("Us free you, go to goblin-home!"). Her response will be equally halting, and may cause players to underestimate her intelligence. She will insist on rescuing her comrades, not because she bears them any particular affection, but because they are goblins and will obey her amidst this crowd of strange humans. The other goblins are males, and appear to have no individual names; they speak only their own language, and will obey Jazparilla without question. They are scouts and hunters by training, and can move almost silently; they are also skilled with light weapons. Not particularly bright, they will look to Jazparilla for guidance.

The goblins were captured in the woods outside the mining camps on the eastern side of the valley; they were brought to the Citadel in an enclosed wagon, and have no idea where they are now in relation to the caverns of their people. The players will have to organize an overland journey to the mine area (bearing in mind that goblins cannot travel easily in daylight without protective cover), or figure out how to use the teleportal in Borand's chambers that leads to his Tower, located not far from the mine entrances. The players will need to steal horses for the trip, and whatever weapons and supplies required. Maps in the Archives clearly show the mines, as well as Borand's Tower. A mounted pursuit of 1D4 mages of INT and VET rank, and 2D12 Shieldmen will be sent out within an hour of the discovery of their escape; if the players have the magic tracking device with them, the search party will be



distressingly accurate. If the tracking device has been discovered and hidden, or sent off on a false trail, then the players should have a lead on their pursuers; Duban does know of the device, and will warn them if he is with them. The players will also have to contend with patrols in the mines area, as well as the fact that goblins are no better horsemen than dwarves.

Using the teleportal requires disarming several traps in Borand's chambers, and breaking the key words to operate the device, as well as getting safely out of the paranoid wizard's Tower once through the portal. Once in the general vicinity of the mines, the goblins will recognize where they are and can guide the party to the right mineshafts to intersect with their own, narrow tunnels.

The goblin tunnels are small and cramped, smooth-floored, but so low that those of normal human height must travel either crouched over or on hands and knees. After several miles of this, the tunnels will begin to widen and the party will be able to walk upright. At one point, the party will be challenged by a large group of armed goblin warriors, but Jazparilla can argue her way past them if the players have been treating her fairly. The entire journey through the caverns is nearly thirty miles long, since Jazparilla will not lead them through any major population centers, but stick to back ways. An escort of several dozen armed warriors will be provided to guide them through the caverns. How hospitable the goblins are to these travelers in their heartland will depend on the players' behavior when they are deep in goblin territory; violence will be met with violence, and there are thousands of goblins in this area of the mountains. If separated from their guides, the players will have only the faintest chances of ever

finding their way out of the caverns, or even of finding food and water.

Jazparilla is trustworthy if treated with deference — flattery doesn't hurt, either — and she will do what she can to keep her side of the bargain. The quick response by her 3 companions to the goblin girl's wishes should give the players some indication of her rank, but trying to hold her for ransom would be foolish and turn every goblin in the mountains against them.

Jazparilla does not know about the existence or the powers of the TAU crystals. Should she learn of them, by overhearing the players talk, or by sensing their magic if they are removed from their shielded cases, she will (once in the safety of the mountain tunnels) demand a 'fair share' — about 50% — of the booty. Should this reasonable demand be refused, the players will be fortunate to be allowed to leave goblin territory with their lives and possessions other than any magic items.

GMs Note on the Goblin Tunnels

The goblins, an underground race that shuns daylight, are not the best custodians for the crystals, which require periodic exposure to sunlight. Unless this is explained carefully to them (which the players may choose not to do, even if they are aware of the requirement), any crystals or crystal artifacts left in the goblins' hands will gradually lose power and become totally useless in 3D6 days. Believing themselves cheated, the goblins will start a search for the players, who should, by this time (hopefully), be at least 50 miles away, and can thus avoid the goblins' revenge. Of course, any crystals the players retain will need several hours of recharging once they have left the underground tunnels.

Character Descriptions for VALLEY OF THE OSTRAKONAI

ID#	Name	Character Notes	Class	Purse	ST	CO	RF	SM	DN	IQ	TL	MR	MG	AP	Weapon	Combat HACO	Damage	Armor Class	HTK	
101	Tree Dragon	1	ILLUSTION		08	14	16	09	06	11				14	21	BITE	5	2D8	10	56
102	Dryad	*,1	ILLUSTION																0	23
103	Giant Spider	1	ILLUSTION														1D10		3	34
104	Tyrionius		INT HU FTR	1D6GP	16	14	12	15	08	09	07	12	10	09		6	4D4	CHN 7	5	32
105	Duban	2	EL HU MAG		10	14	13	12	18	15	17	20	13	11				NON 2	29	
106	Fass'ur	2,0	SUP HU MAG		05	14	10	16	17	18	18	14	11					NON 2	21	
107	Thazass	2,0	EL HU MAG		09	12	14	11	14	16	18	19	13	14				NON 2	28	
108	Kaharu'um	2	SUP HU MAG		06	11	10	10	12	16	19	20	10	09				NON 2	26	
109	Mellia	*	INT HU MAG		08	14	14	09	12	15	15	12	09	12				NON 1	17	
110	Borand	2,0	SUP HU MAG		06	14	16	10	11	15	17	21	08	07				NON 3	22	
111	Verlenne	*,2	VET HU MAG		08	15	12	10	14	19	16	19	10	15				NON 1	23	
112	Silurii	2	SUP HU MAG		15	19	16	14	12	15	18	26	08	08				NON 3	34	
113	Shieldman Officer	3	VET HU FTR	2D10GP	15	12	14	12	13	10	08	16	12	10			4D4	CHN 8	31	
114	Shieldman (01-40)	3,4	INT HU FTR	1D10GP	14	13	15	16	11	09	08	12	10	09			5D4	CHN 7	23	
115	Shieldman (41-00)	3	GR HU FTR	1D4GP	12	14	12	14	10	11	07	14	07	08			3D11	CHN 6	18	
116	Mage A	0	VET HU MAG		09	12	13	09	11	15	18	19	12	11			2D4	NON 1	22	
117	Mage B	0	INT HU MAG		10	10	15	12	15	14	17	15	10	14				NON 1	18	
118	Mage C	*	GR HU MAG		11	12	08	08	10	16	16	17	11	10				NON 0	14	
109	Apprentice	*	GR HU MAG	1D4CP	08	07	13	13	05	13	17	14	08	12				NON 0	15	
120	Kedassa	*	INT HU NON		16	14	17	12	11	11	14	15	10	09			2D4	NON 2	17	
121	Yarryn	*	DRAGON		50	17	12	48	08	16	17	17						PLT15	300	
122	Jazparilla	*	INT GO MAG		05	13	14	09	08	14	17	12	12	14				CLO 3	17	
123	Goblin Scout A		INT GO THF		09	15	16	12	08	05	06	08	05	06			2/6/10	LTH 6	20	
124	Goblin Scout B		INT GO THF		08	16	15	09	12	06	05	09	08	07			5	CLO 4	19	
125	Goblin Scout C		GR GO THF		07	10	08	09	05	08	03	10	07	04				NON 0	11	
126	Goblin Fighter A		VET GO FTR		12	10	16	14	08	10	09	10	08	09			4/7	LTH 6	27	
127	Goblin Fighter B		GR GO FTR		11	14	17	10	09	08	11	16	05	07			6	LTH 5	15	

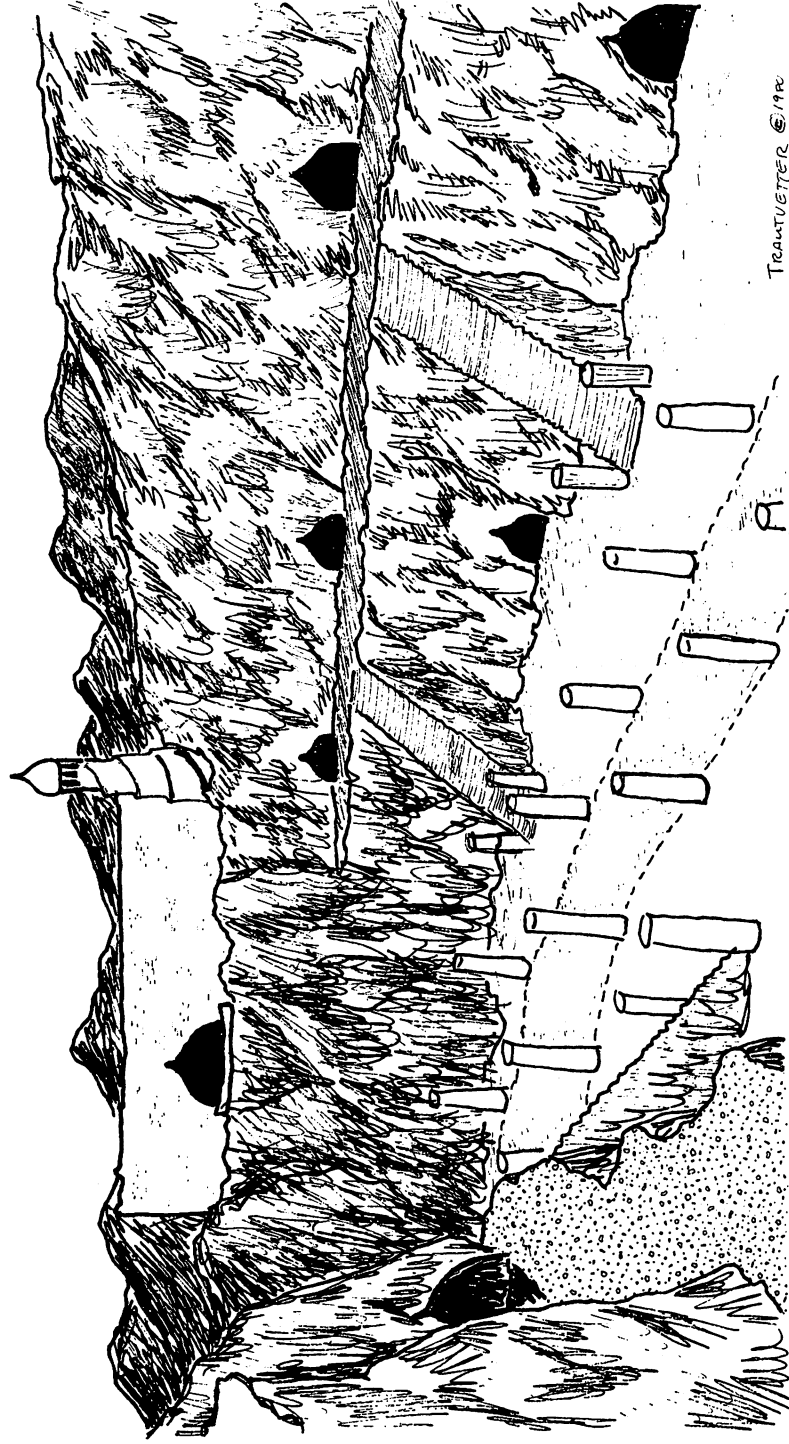
Notes:

- * Female
- 1 Illusion can be dissolved with magic weapon
- 2 Carries Lissar crystal
- 3 Has 60% chance of magic sword, +1 to +3 (1D3g)
- 4 With mounted lance, HACO is 4 if target stationary
- e Expert with weapon
- o NPC has potent offensive magic item on person

TEMPLE-LOOTING SCENARIOS

AND

TOMB-ROBBING ADVENTURES



TRAVETTER ©1982

A. THE TOMBS OF SHALE-CHUUN

Many long centuries ago, the lands surrounding the city of Shale-Chuun were lush and fertile; the city was the abode of many warriors and merchant-princes, as well as powerful mages. Built in the mountains above the fertile flood plains of Teragol, the city was easily defensible, and was situated at a crossroads of four major caravan routes. Life was easy.

And death was respected, and viewed as the reward of a long, useful life. Great care was given to the preservation of the dead heroes, mages, and merchants of this metropolis. In a narrow, cliff-lined valley not far from Shale-Chuun, many spacious and luxurious tombs were carved from the virgin stone. The religious leaders of the city proclaimed that each individual's essence or Kha, lived on after death, and would wander, seeking rest (and creating havoc among the living) unless given a suitable resting place, with many mundane comforts.

The more a man had had in life, the more it would take to satisfy his Kha in the life after death; thus, the tombs of the merchant-princes and the great mages were immense, and rich, and luxurious beyond man's telling. Occasionally, even favorite slave-girls were buried with their masters,

preserved in their loveliness forever by petrification. A great general might have an honor guard of elite soldiers to accompany him on his journey through eternity. And the tombs of the rich were filled with treasures, gold, gems and jewelry, and many enchanted items, some simple to make the daily existence of the Kha less of a chore, others powerful mementos of the life the Kha had forsaken. Why, a good thief could retire for the rest of his life on the contents of a single tomb.

And there are many tombs...

But, one might ask, why have these tombs not been totally stripped and looted in the past millenia? Why are there so many of these fabulous treasures still untouched? What has happened to the many good thieves, surely, who have attempted the Tombs of Shale-Chuun?

During the prime of the city of Shale-Chuun (which lasted for over three thousand years), the Guard of Death, a special group of 1000 men, ensured that the rest of the tombs' inhabitants would be undisturbed. Many good rogues tried to slip past their vigilance -- and, sad to say, many of these paid for their impertinence on the gibbet or the flaying table. There were some successes, but even then, there were many from whom no word was ever heard again.

When the rivers' sources died, and the grasses on the great plains of Teragol withered and fell into the encroaching sands of what is now the Kurgandee Desert, the caravans turned aside to easier routes. The city of Shale-Chuun began to wither also, the source of its greatness cut off. The Guard of Death was called back to the city, for they were needed to help maintain order as discontent turned to civil strife, and the greedy and powerful fought over the crumbs of the once-mighty riches. And many more thieves, hearing that the Guard was no longer present, essayed their skills to empty the Tombs of Shale-Chuun of all valuables. Again, there were some successes; yet even without the Guard, many never returned from the valley, and their friends and brothers were forced to assume their deaths.

Now grew the legends of the Valley of Tombs -- of the man-eating monsters, the ghouls who wandered the corridors of the tombs, of the rich treasures and potent magics brought out by the lucky few to survive. Bards sang tales of wondrous sights, and of ghastly death....

Sometime in the past eight centuries, a new danger has been added to those of the tombs themselves. Hranugh, a very large red dragon, had heard of the opulence of the Tombs of Shale-Chuun, and with typical dragon greed, determined to possess the major portion of the treasures therein. His lair is high above the valley, in the quarters once occupied by the Guard of Death, and he will exact a tax of 90% of whatever is brought out of the Tombs by any so unfortunate as to fall into his talons; he is, however, scrupulously honest in his dealings, and will take only 90%, never more.

Those rogues who have managed to enter the tombs and survive are few, and they will tell grisly stories of traps of fiendish ingenuity, of hordes of undead, and tales of glittering piles of coins and gems, of necklaces and bracelets and cups encrusted with filigree and gleaming jewels. They will likely also tell of Hranugh....

The scenarios for the Tombs of Shale-Chuun contain maps of the main corridors of the tomb complex, complete descriptions for two tombs, and a map and description of the barracks of the Guard of Death, now the lair of Hranugh. Only a most skillful (or an extremely foolhardy) group is likely to dare enter the den of the great red beast.

It is possible to take a tomb description, and retrap and retreasure it so it can be used again; many of the treasures and magic items are given either in outline description, or in table form, to make regeneration of a tomb relatively easy. It is suggested, however, that the GM redistribute the various traps and safeties or resets, so the players will not memorize their locations (having what was previously a safety set off the trap is a good way to jolt a party out of their complacency).

The composition of the party should include thieves of all levels -- some to serve as cannon (or dragon) fodder, and others to do the actual tomb robbing. It will probably require at least two elite level thieves or four veteran level thieves (and a total party of 6-10 characters) to successfully negotiate the various traps and pitfalls installed by the builders of the tombs. The GM will note the apparent lack of undead types in the tombs; the culture of Shale-Chuun did not encourage the proliferation of those other than guardian skeletons, and the only other undead to be found will be the revenants of the many thieves who have died over the centuries in their quests for the fortunes of the tombs' occupants. These are rare and will each be fully described in the areas in which they occur.

It is possible for the GM to run a Tomb adventure during any of four different time periods:

1. The prime of the city, with the Guard of Death in full panoply and attendance;
2. During the death of Shale-Chuun; the Guard is not present, and neither is the dragon;
3. The early years of Hranugh; the dragon is neither as rich or as powerful as he is in the modern times; and,
4. Present times, with Hranugh in his full power.

Complete character descriptions are provided for the various patrol groups of the Guard, and for Hranugh at two different ages. The GM may pick and choose to create the time period he wishes.

THE GUARD OF DEATH

The Guard of Death was a monastic order devoted to Kathilla, the Goddess of the Underworld in the religious beliefs of Shale-Chuun. They were a group of elitist warriors, who looked to their duty in the Valley of Tombs as a sacred trust, which would earn them a special reward in the afterlife. This reward was unspecified, but it took strict devotion to duty to earn it; if a Deathguard died in the pursuance of his calling, he was supposedly ensured of the reward.

For over three thousand years, the Guard of Death lived in the grim greystone edifice atop the cliff of the Valley of Tombs. When the city of Shale-Chuun fell into decline, they were recalled by the high priestess of Kathilla. It is rumored among the thieves that have tried the valley's hazards and survived that the Deathguards are still true to their trust, if not in corporeality, then as revenants.

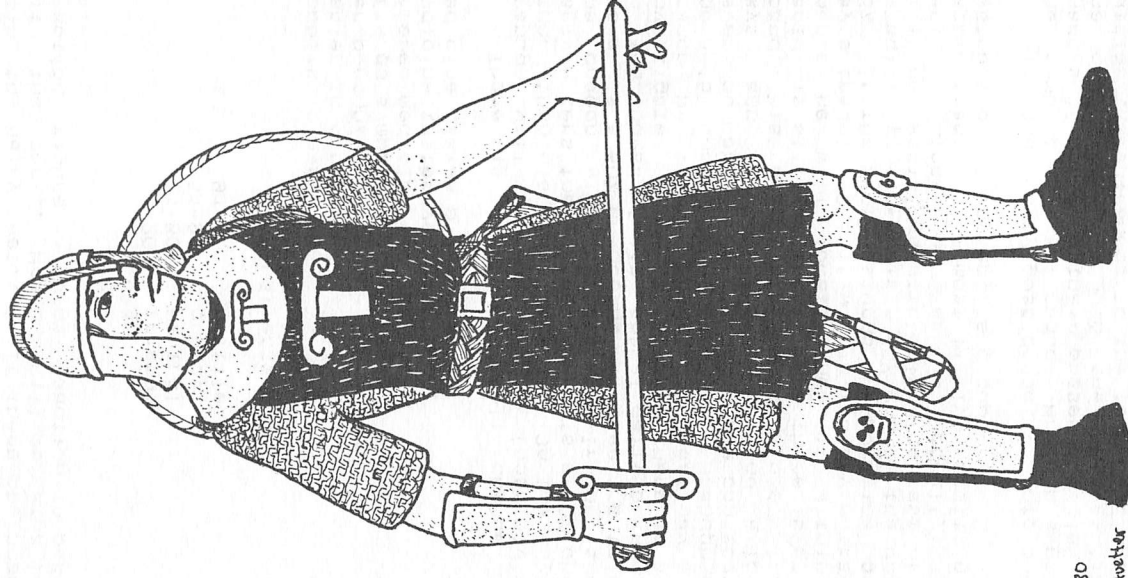
The Guard of Death was organized along the lines of a battalion, with the Priests of the order sharing command responsibilities at each level with the more experienced members of the Fighter corps. At the top of the heirarchy was the Commandant, an elite level priest, and his Aide-de-Camp, an elite level fighter. Two elite priests and two elite fighters completed the Inner Circle of the

Guard: this group was responsible for all major decisions. Beneath the Circle, the men were divided into six companies, called "Honors"; each Honor was led by a high veteran level priest and a lower level elite fighter. Each Honor was further broken down into four platoons, called "Respects". Each Respect contained 50 men, including the leaders, a priest and fighter of veteran level. Each Respect was composed of eight patrols, known as "Hands"; the patrols consisted of five guardsmen, commanded by either an intermediate level priest or an intermediate level fighter. Finally, there was one additional Respect assigned directly to the service of the Commandant, and comprised of veteran level fighters.

The men of the Guard engaged in a constant training schedule, involving both armed and unarmed combat; all this training was devoted to ensuring the rest of the dead in the tombs. If a group of thieves was discovered in the tombs, reasonable efforts would be made to capture them ("unreasonable" was defined as any guard wounded); if this appeared impossible, they fought to kill, and would fight to the death to protect their deceased charges. The Deathguards were, in general, a relatively skilled group in fighting tactics, in single, small groups, or larger contingents. It was a matter of honor to the order that only enough of the Guard were sent to an intrusion to balance the invasion, not to overwhelm their opponents.

If a scenario in the time of the Guard is desired, it will be necessary to develop a patrol schedule for the Tombs. During the daytime hours (6am to 6pm), three Respects patrol the plateau around the monastery, observing the various approaches to the Valley. A fourth Respect mans the watchtower; between them, the Guards have a 70% chance of spotting a party entering the southern edge of the Valley by daylight. At night, eight Respects patrol the tomb areas, two on each terrace level on each side of the Valley. There is a 10% chance that a group of thieves will be accosted by a night patrol, with an additional 5% per party member over three (four would be 15%, five 20%, etc.); a patrol will be one Hand under normal circumstances, but will be increased as circumstances dictate (if the Hand is outnumbered by 2 to 1 or more, reinforcements will be sent, sufficient to bring the odds to 3 to 2 at the worst). If a huge raiding party is put together to descend upon the Tombs, they will be met with equal force; the priests of Kathilla do have some spies, and other arcane means, for obtaining information, and the spy network extends deep into the underworld.

It is suggested that the GM roll for each member of the patrol separately, using the charts below. This will give a representative mix for the group with which the thieves will engage in combat. The actions of a patrol are reasonably fixed. First, upon arrival, the leader of the patrol will call upon the thieves to surrender -- if this is accepted, the thieves captured will be branded upon the left cheek with a particular symbol, and then released with a warning never to return. Second, if surrender is refused, the patrol will attempt to subdue the thieves forcibly -- if this is successful, captured thieves will be branded and suffer the loss of their opposite hand (a right hander will lose his left hand), and be released as above. Third, if a guard is wounded or killed, the patrol's aim will be the slaughter of the group of thieves, at whatever cost to themselves. If the patrol is all slain, the thieves should probably attempt to escape immediately, since any other patrol that accosts them (+15% to original chances for each patrol dispatched) will also attempt to kill the thieves outright; use of battle magic by the thieves will bring retaliation in like form from the high level priests of the order.



© 1980
J. Trautwetter

FIGHTING ABILITIES

<u>Type</u>	<u>Roll</u>	<u>Description</u>
<u>Patrols:</u>		
<u>Hands:</u>		
	01-20	Green Type A
	21-60	Green Type B
	61-90	Intermediate Type C
	91-00	Intermediate Type D
<u>Patrol Leaders:</u>		
<u>Fighters:</u>	01-20	Intermediate Type C
	21-65	Intermediate Type D
	66-00	Intermediate Type E
	01-30	Green Type A
	31-55	Green Type B
	56-75	Intermediate Type C
	76-90	Intermediate Type D
	91-00	Intermediate Type E
<u>Respect Leaders:</u>		
<u>Fighters:</u>	01-35	Intermediate Type E
	36-70	Veteran Type F
	71-00	Veteran Type G
<u>Priests:</u>	01-20	Intermediate Type D
	21-55	Intermediate Type E
	56-80	Veteran Type F
	81-00	Veteran Type G
<u>Honor Leaders:</u>		
<u>Fighters:</u>	01-30	Veteran Type G
	31-65	Elite Type H
	66-90	Elite Type I
	91-00	Elite Type J
<u>Priests:</u>	01-35	Veteran Type F
	36-70	Veteran Type G
	71-00	Elite Type H
<u>Inner Circle:</u>		
<u>Fighters:</u>	01-60	Elite Type I
	61-00	Elite Type J
<u>Priests:</u>	01-50	Elite Type I
	51-00	Elite Type J
<u>Commandant:</u>	01-00	Elite Type K

If the thieves successfully defeat three hands, the next group encountered will be from the Commandant's Honor Respect; add 30% to the roll for individual members of this patrol.

THE DRAGON

About eight centuries ago, the great red dragon Hranugh settled into the ruins of the monastery of the Guard of Death; many who have sought to loot the tombs of the great of Shale-Chuun have left the largest portion of what they secured in the claws of this dragon. Hranugh is now about eleven centuries old, and is of immense size personally (as is the treasure he has garnered from unwary tomb robbers). He is also is a bit of a hypochondriac, and frequently imagines a cold, or a case of the greasy green grumps, or whatever. He will usually, not always, be friendly toward groups which include a person introduced or garbed as a healer, particularly if the healer can play up to this huge hypochondriac, and convince him that the medicine the healer will give him will cure virtually anything. But woe to the person who gives Hranugh a good or pleasant tasting draught as a cure; the dragon is of the firm opinion that no medicine that does not taste terrible is capable of any curative action at all, and will frequently believe that this "so-called healer is a charlatan and a quack who is trying to poison me!" Little need be said of the results to the party of such a decision on the part of the dragon.

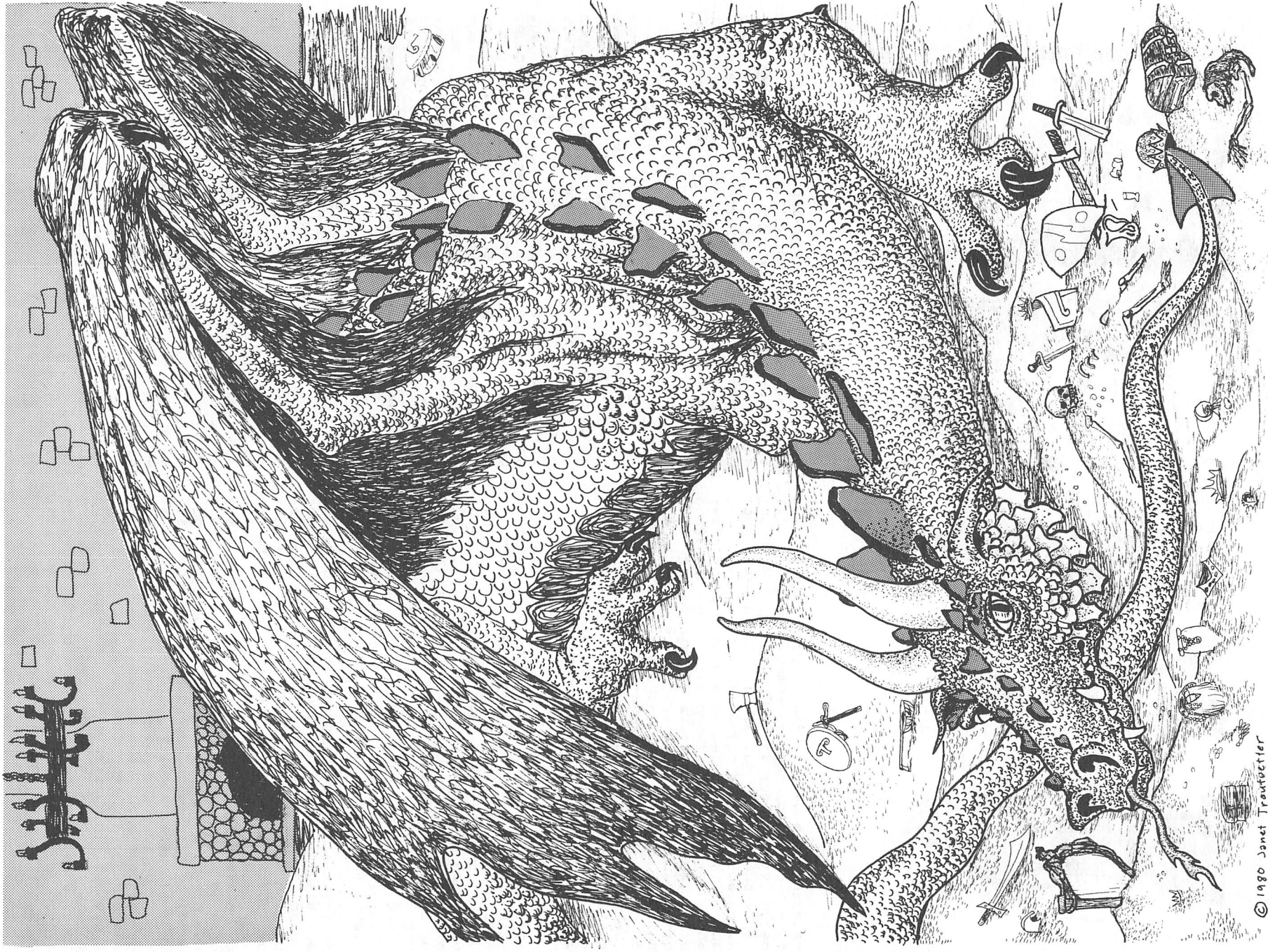
Hranugh is particularly fond of music, and will go easily to sleep with a restful ballad from a good bard; however, his draconic senses are alert even with his eyes closed, and there is a 70% chance he will detect motion and/or life within 25' of himself even when he is asleep. The instruments of the last six bards who assisted in a "you put him to sleep, and we'll (steal his treasure/kill him)" adventure adorn the walls of the Great Hall in which the great saurian has his lair. Their skulls adorn the floor in the corner near the cliff, along with the bones of their confederates.

It is truly said that a dragon knows each piece of his treasure. Hranugh will attempt to hunt down and kill any who steal from him. He is still mourning the loss of a fine jeweled cup that was snatched from his hoard over three centuries ago (no one has been successful since that time), and if he "ever lays a claw on that cowardly little shrimp with the hairy feet...". If there are hobbits with the party, Hranugh will be at a lower reaction figure -- normal reaction to parties is:

	<u>Base</u>	
	01-20	friendly
	21-50	neutral
	51-90	grumpy
	91-00	hostile
		<u>Adjustments</u>
		<u>to Die Roll</u>
Hobbits in party		
Healer in party		
Per person/3		
Offered sympathy for illness		+25%
Offered medicine for illness		-60%
Medicine tastes very foul		+5%
Medicine tastes pleasant/good		-15%
		-40%
		-20%
		+95%

There is always a small chance that Hranugh will be out hunting (possibly prey other than his normal food). On the day the party enters the valley, there is a 10% chance the dragon will be absent. If he is not, there is a 50% chance he will see the thieves in the course of his normal daily patrol and investigate. If he is absent, there is a 40% chance he will be absent the next day also, and a 15% chance of a third day. Hranugh will never be absent more than three consecutive days, and if he returns to find a looted hoard, his anger will be terrible. If the party is still in the valley, there is an 85% chance he will locate them; if within one day's travel, 60%; if within two day's travel, 35%. If the party returns the purloined goods immediately, there is a 40% chance the dragon will be satisfied with only the rest of the party's treasure as a penalty; any recalcitrance will most likely result in the destruction of the entire group.

If the party goes directly into one of the tomb complexes, reduce Hranugh's normal chances of noticing their presence by 15%. On the other hand, should the thieves linger outside the entrances to the tomb complexes in the evenings, increase Hranugh's chances of noticing the party by 45%. If he is in the area, however, there is also a 15% chance of



© 1980 Janet Trautvoetler

the presence of another party. If this party is in the tombs (85% chance), there will be no problem; Hranugh will simply exact his normal 90% tax, subject to presence of the dragon and the party being spotted. If the other party has elected to attempt to loot the dragon's hoard (the remaining 15%), and Hranugh spots our thiefish party, he will believe they are the culprits; there is a base 35% chance he will believe the party's protestations of innocence, with a 40% bonus to this roll if there is a healer in the party, and a 25% penalty if a hobbit is present. Allowing a search of the party's possessions will give an additional 25% bonus, although Hranugh will take his usual 90% of all treasure type items.

THE VALLEY OF TOMBS

The Valley of Tombs is a long, narrow limestone valley -- about 4 miles long and 1 mile wide. Direct entry into the valley can only be made from the south; sheer rock walls extend upward on the other three sides for some 500 feet. Fine stonemasons in the age of Shale-Chuun's greatness sculpted these walls to satisfy the desires of Kathilla. About one-third of the way up the valley face, two terraces have been constructed that traverse the entire length of the eastern and western walls. At half-mile intervals, rough-hewn stairways have been carved from the rock, connecting the terraces with the plateau above and the valley below. At the northern end of the valley an enormous edifice stands (the monastery of Kathilla's Death Guard); a slender 200 foot watch tower looms above the rest of the structure.

Entrances to over 200 tomb complexes are irregularly spaced along the valley and terrace walls. Each entryway opens into a 20 foot wide, 15 foot high corridor that extends for 2D20 x 100 feet. At 50 foot intervals along this main corridor, side passages lead to the individual tombs.

Side passages are 10 feet wide and 10 feet high, leading 30 feet to a set of double doors. On both sides of one of these short passages will be found a total of twelve crypts, arranged in a pattern 3 long and 2 high on each of the two sides. The crypts are plastered shut (unless they have been broken open); occasionally, an inscription in a strange tongue identifies the name and rank of the occupant. Within each crypt will be found the skeleton of a warrior, with shield and broadsword. At the head and foot of each skeleton will be found a small brass bound chest (25/50/75% chance the chest has disintegrated, except for the fittings, in time periods 2, 3, and 4). The chests contain various personal possessions deemed to be of importance to the warrior's Kha. These are the mortal remains of Deathguards, faithful to their duty through the ages. If a crypt is broken open, the skeleton will rouse itself after 1D6 melee rounds, and attempt to fulfill its purpose. There are four different skeletons given in the character descriptions -- roll 1D4 to determine which is contained in a particular crypt. There is a 15% chance that 1D8 crypts in a given passage have been broken into; if so, there is a 45% chance (for modern times; in the time of the Guard there is no chance) of finding 1D10 skeletons in the passage (the bony warriors and their last victims).

On each side of the doors at the end of the passage will be found a plate pivoted on a bar vertically mounted in the center of the plate. These two plates are well hidden, requiring a secret panel sensing or search to locate; they are about four feet up from the floor, and six inches from the doors. Both must be pivoted in a certain combination in order to open the doors. The plate to the left of the door must be turned left if the tomb is on the left-hand side of the entry corridor, right if on the right-hand side. The plate to the right of the door is turned left if an odd-numbered tomb (counting inward from the entrance), right if an even-numbered tomb.



If the plates are pushed in an incorrect combination, or if only one is pivoted at a time, the door(s) slam outward, smashing all who stand between door and wall for 4D10 damage. Affected characters may make saving rolls against REF and STM -- each successful save reduces damage by half, and success on both saving success rolls reduces damage by 3/4. When the correct combination is pushed, the doors slide noiselessly inward to the tomb proper.

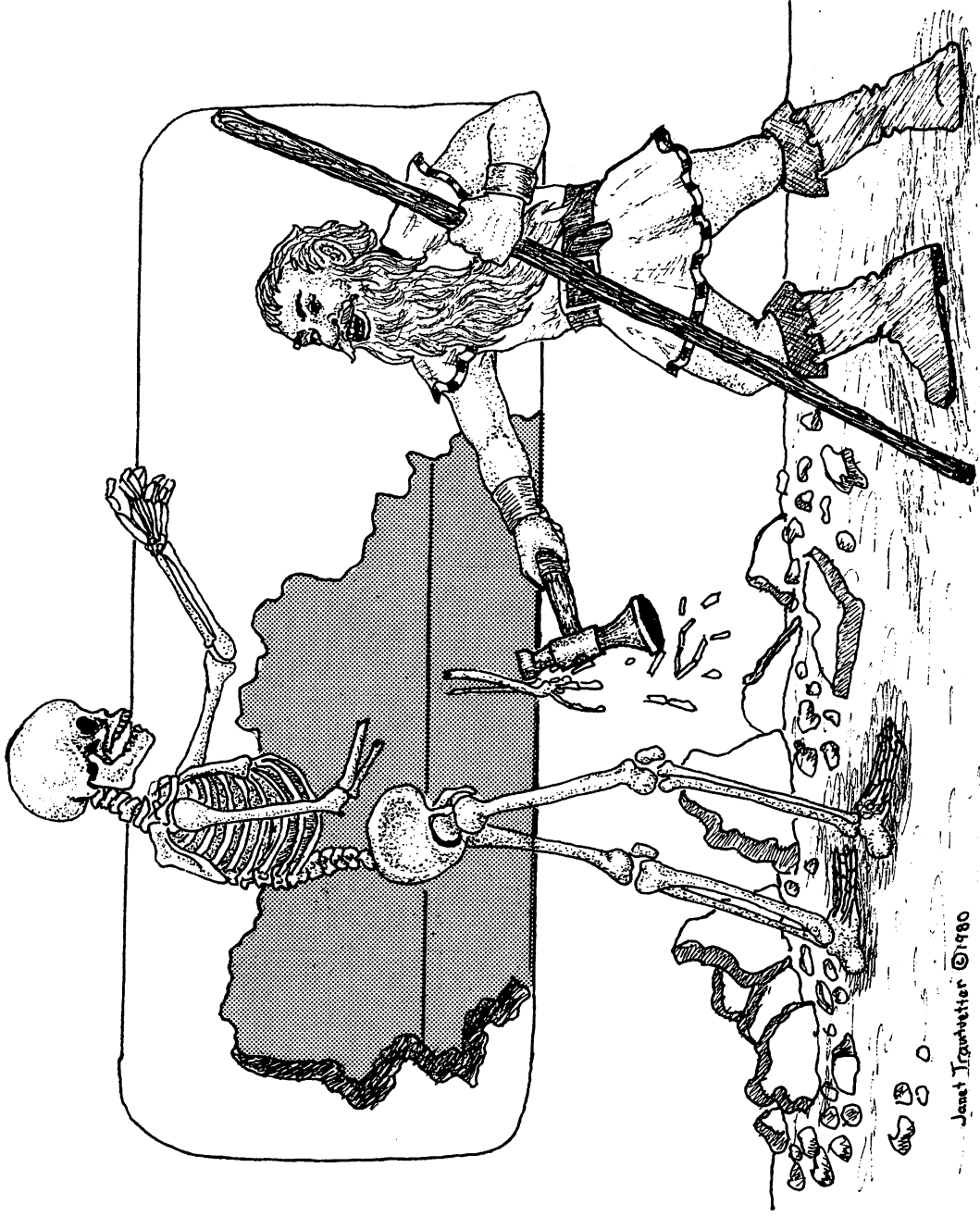
INDIVIDUAL TOMBS

On the following pages are presented the descriptions and contents of two different tomb designs: the first is relatively easy (lethal factor of about 40%) -- the second is a harder test, with a lethal factor about 65%. The lethal factor represents the percentage of a group of thieves which will probably be killed in that particular tomb design, provided the party uses their wits; unconsidered blundering about usually has a lethal factor of 100%.

There is a 35% chance that a particular tomb will have already been looted; this will not be discovered until the party has managed to open the initial doors to the tomb and surveyed the situation. It is possible that the previous looting of the tomb will not be discovered until the party has managed to penetrate beyond the "living" room of the occupant of the tomb. If a tomb is discovered to have been looted, determine how far the previous visitors proceeded from the table below; frequently the main portion of the tomb's treasure will have been untouched. (The GM may also choose to add some remains of the prior looting party to the room descriptions, to increase the ominous portents of the adventure).

TOMB DESIGN 1

<u>Die Roll</u>	<u>Penetration</u>
1	First room only
2-3	Small side rooms
4-7	Worship room
8-9	Dead end rooms
10	Treasure chamber



Janet T. Gauthier ©1980

TOMB DESIGN 2

Die Roll

1	Penetration
2-3	First room only
4-7	Small side rooms
8-9	Living room
10	Throne room
	Treasure chamber

If a particular area has been identified as looted, it will be virtually cleared out of treasure (90+%); there is a 65% chance that each trap in a looted area has been safetied.

In each of the tomb designs are a number of traps, indicated on the tomb diagrams by a numbered shaded area. Also indicated are safety switches and reset switches; a safety switch, if set, will prevent activation of the trap(s) for which it is marked; a reset, when hit, will reactivate (if deactivated) the trap(s) for which it is marked. In both cases, an audible click for each affected trap will be heard, when the switch is thrown; these clicks will sound only for active traps which are deactivated (if a safety deactivates four traps, but three are already deactivated, either by safety or by having been set off, only one click would be heard), or deactivated traps which have been made active again.

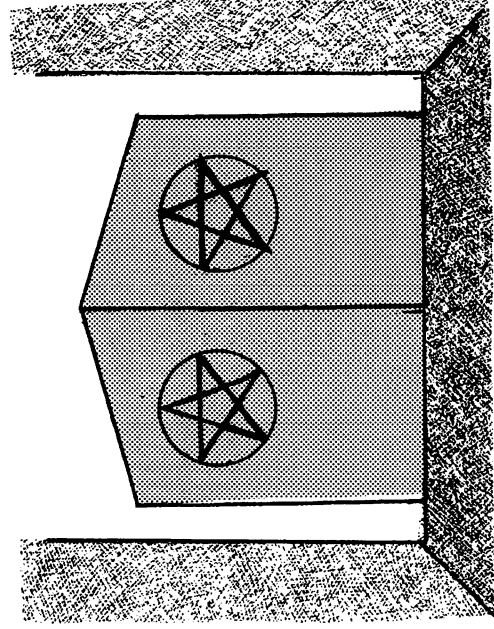
The various safeties are well concealed; players must locate them by sensing or searching for secret panels. A thief's base chance of locating secret doors or panels is equal to one-half of his Trap Sensing/Locating Abilities. Elves and half-elves receive racial bonuses to secret door abilities, and certain training fields can also increase secret door talents (as noted in Thieves/Guild). When searching for safeties, players will operate at 1/2 their normal abilities, due to the painstaking care exercised by the tomb-builders in concealing them. The reset switches, however, are just short of obvious, and will be sensed at greater than normal abilities.

The trap removal process for the tombs requires notice of the fact that the particular area is trapped (trap sensing ability), location of the trip for the various traps (trap location ability), and removal of the danger of the trap (trap disarming ability). Note that it is impossible to completely remove or disarm a trap, and that it will be reset by the proper reset switch being thrown. Some traps, such as pits disguised by illusions, are sensed only at half ability, not at normal.

TOMB DESIGN

I

In this tomb lies a powerful mage. Emblazoned on the double doors leading into the tomb proper are two enameled red circles with inlaid symbols of pentagrams in silver; this was the badge of the spellcaster in Shate-Chuun.



SAFETIES, RESETS, AND TRAPS

There are a number of safeties for the various traps lying in wait for the unwary trespasser in the tombs; there are also resets which will reactivate traps thought safe because they were either set off or safetied. In Tomb Design 1, both safeties and resets are hidden behind small concealed panels about 5" high by 8" wide; these panels may be detected at twice normal abilities if they are resets, and half normal abilities if they are safeties (it is suggested that the GM never allow the players to know the results of the die rolls for sensing or searching, and that he make a reasonable number of unnecessary rolls). Behind the panel on the outside is another small panel; this has a small pull, on the right side for a safety, on the left for a reset. On this small (3" high by 5" wide) inner panel are two small paintings, one of an ankh, the other a dagger; the drawing beside the pull indicates the type of switch inside -- the ankh (symbol of life) if safety, the dagger (symbol of death) if reset.

When the second panel is opened, the switch functions; there is a compartment behind it, 2-1/2" x 4-1/2", containing a small pyramid with a button on top. If this button is pushed, the clicks representing traps disarmed or rearmed will sound (they will not sound unless the button is pushed).

The GM should not include detailed descriptions of any of these items as a matter of course; the players should ask for the details, which they do need to figure out the puzzle of the traps -- after all, only the truly observant can legitimately expect to survive the tombs of a civilization that believes in eternal preservation and the desire for material wealth and possessions continuing after death.

TRAPS IN TOMB 1

- 1) Fog of forgetfulness -- covers all the shaded area; it requires two saving rolls, the first against MGR, the second (if the first is missed) against DSC; if both are failed, the victim(s) will function as babes of 1-6 months for a period of two weeks.

2) Fog of blindness — covers all the shaded area; it requires two saving rolls, the first against MGR, the second (if the first is missed) against STM; if both are failed, the victim(s) will be totally blind for 1D4 weeks; there is a 15% chance the blindness will be permanent.

3) Acid spray - will hit every square inch of the shaded area; there are various strengths of acid possible due to aging:

Die Roll	Strength	Die Roll	Strength
01-10	Level 0	81-90	Level 24
11-35	Level 8	91-96	Level 32
36-80	Level 16	97-00	Level 50

Acid will do 1 point of damage per level; a STM saving roll will reduce that damage by half.

4) Spring-loaded floor -- A REF save allows a character to jump off. Otherwise, there is a 40% chance of being smashed upward against the ceiling (STM save to avoid instant death from crushing, 2D10 damage if save made), and 60% to be flung 6', 12', or 18' (60%, 30%, 10%) one way or the other down the corridor, most likely setting off the trap on which the person lands.

5) Oil slick -- will appear when trap is sprung; REF saving roll to retain footing, CDN saving roll to avoid sliding into next trap.

6) Oil slick -- as #5.

7) Big boom -- a thundering noise sounds; in trap square allows STM saving roll to avoid permanent deafness, and unconsciousness for 3D6 hours, victim is deaf for 4D6 hours in any case; if within 20' of trap, STM save to avoid deafness for 3D6 hours, hearing will be reduced by half for 2D12 hours; over 60' distance, STM save to avoid reduced hearing for 2D6 hours.

8) Super-flash -- a flash of incredibly bright light -- even closed eyes are no help. In trap square allows STM save to avoid permanent blindness, victim is blinded for 4D12 hours in any case; over 20' distance, STM save to avoid blinding for 2D12 hours, no secret panel sensing for 2D6 hours in any case (sight is important in that ability); over 40', STM save to avoid sensing penalty for 2D4 hours. The light is of such brilliance as to equal a modern spotlight (about 5,000,000 candlepower), and will penetrate even around corners.

9) Spears -- 5 sharp spears (4' reach) jab out from the wall, evenly spaced at about waist level. A REF saving roll at a penalty of 3 allows escape by jumping either to the side up the corridor or back toward trap 8, else the person will be hit by 1 (75%) or 2 (25%) of the spears. If the person making his save jumps forward, he will be safe. One who jumps back, or who is standing in the space between traps #8 and #9 will be hit after a 1 mr delay by a spear from the side wall, again at waist level; all spears are HACO O, being driven by strong springs, and do 2D5 damage.

10) Sweeping blade -- emerges from wall at waist level, HACO -2 (40% of the time neatly halves victim at waist, otherwise does 4D4 damage). Saving roll against REF at penalty of 3 allows situation similar to #9, except 4 evenly spaced 4' sword blades shoot up from the floor between traps #7 and #10 after 1 mr delay, HACO O (3D4 damage, 25% chance of disembowelment).

11) Silly gas -- endows the victim with a DSC of 4 (or less), and a diabolically clever and ingenious IQ of 6 (i.e., he thinks up great tricks to play on his comrades, but is totally unreasonable otherwise) REF saving throw is allowed to avoid inhaling the gas; GM's whimsey is encouraged for the character's tricks, but it is suggested that none be fatal; effects last until a STM saving roll is made at 1/3 STM(roll once per 10 mr).

12) Ecstasy gas -- will grant the victim the illusion that his every desire is being gratified; a REF saving roll is allowed to avoid inhaling; if inhaled, the effects will last for (30 - STM)xD12 mr; if a STM saving roll is missed, the time is doubled, and there is a 25% chance the person will never recover.

13) Thunderbolt -- will blast forth from the panel midway down the short corridor; a saving roll vs 1/2 REF allows the victim(s) to dodge the bolt on the first shot, and a second is required for the rebound from the mirror at the end of the corridor (the mirror is polished silver, not glass; it bends, but does not break); a saving roll against STM avoids instant death, a second against 1/2 STM allows the victim to get up and move (having sustained {4 + 1D4}% damage) - a miss leaving the victim at 0 HTK and in coma.

14) Thunderbolt -- duplicate of #13.

15) Complex of traps -- the floors and ceilings of both areas 15A and 15B contain a regular pattern of holes (1/4" diameter) arranged in a lattice 30 by 30; the floor and ceiling areas of 15 are smooth and plain.

A) Quarrels -- shot at HACO 3; any person on the area will be struck by 4D4; these come from the floor.

B) Quarrels -- again, but these come from the ceiling and are shot at HACO 1.

15) Paralyzation -- with a 33% chance of permanence if the spell takes effect; a saving roll against MGR (at a penalty of -3) allows person to ignore all effects of the ray; the effect covers the entire area, including the side blocks.

SAFETIES

<u>Symbol</u>	<u>Trap(s) Affected</u>
A1	Safeties all traps
A2	Only #1
A3	Only #2
A4	Safeties #4 to #10
A5	Only #5
A6	Only #6
A7	The #15 complex
A8	Only #12
A9	Only #9
A10	Only #10
A11	Only #11
A12	Only #8
A13	Only #7
A14	Only #14
A15	Only #13

The remaining A-markers activate various sliding doors; A16 works Sliding Door 1 (near Trap 9), while A17 controls Sliding Door 2 (near Trap 10); A18 controls the opening of the thick Sliding Doors D, but also resets Traps #3 and #4; A19 safeties Trap 15A, but closes Sliding Door 2, while A20 safeties Trap 15B and closes Sliding Door 1.

RESETS

Symbol
B1

Traps Affected
Locks all traps on (single safeties ineffective)

B2 Resets all traps
B3 Resets #15 complex and closes Sliding Doors D

The Burial Chamber

What the Players See:

As the doors swing aside, a soft glowing light is seen. Directly in front of the entrance is a large rug in red, black, and gold. On the opposite side of the rug is a black basalt catalfalque bearing the body of a man; on the front is a symbol in gold and red surrounded by golden flames. At the feet of the recumbent figure is a small chest.

There are eight statues in the room, two of lovely young women, the other six of huge guardian figures armed with huge scimitars. The two female figures are placed at the narrow ends of the bier; two guardians stand behind the deceased, and the other four are ranged two on each side of the room. All of the statues appear to be incredibly detailed; even the individual strands of hair appear to be separate, and small blood vessels show through the translucent skin of the female figures. There are also two 8' tall poles with 3" diameter hooks placed on either side of the bier.

There are four wooden doors set in the walls. On each door is a one foot square golden plate with a handle; the plates are set between two wooden bars across the door.

On all of the walls are murals: directly behind the bier is one depicting the deceased summoning small elementals of fire. Various other feats of magic are depicted around the room, including one scene of a mage summoning a horrific demon.

GM's Description:

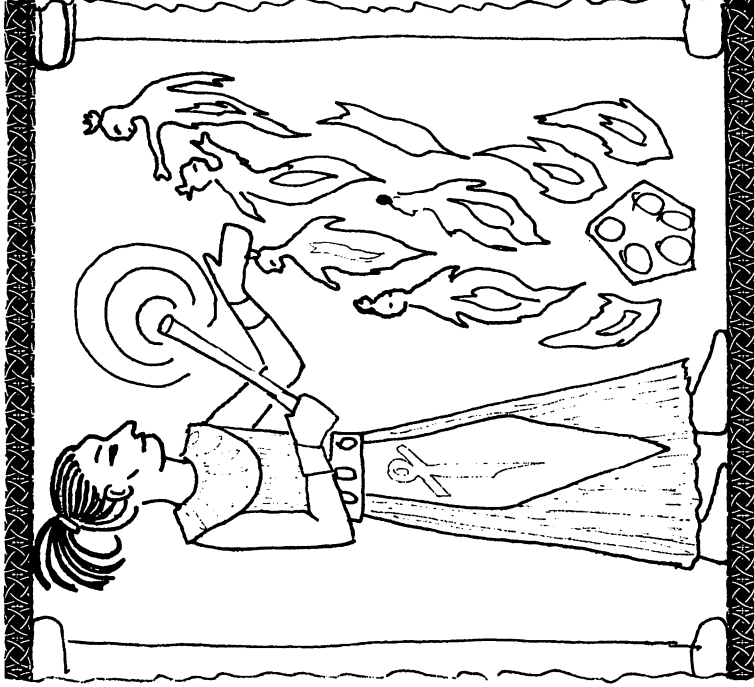
The ceiling has been enchanted, and a Moonlight spell embedded, so there is no need for lighting (if the main doors to the tomb are left open in the time of the Guard, there is a 25% greater chance of being spotted by a Hand on patrol).

The mage has been petrified to prevent deterioration; he is clad in the formal robes of the city of Shale-Chuun (the clothing is also petrified). He holds an ankh in his right hand and a dagger in his left. These items are used as symbols on the various secret panels; the ankh indicates a safety switch, and the dagger a reset.

The small coffer at the mage's feet is trapped; the trap is Comp(lexity) 2 for disarming. Comp 1 for other thievish trap abilities; if it should be set off, it is designed to deliver a spurt of level 50 poison gas to whoever is in front of the coffer (use the poison deterioration table in Trap 8 of Tomb 2 for actual strength). A REF saving roll allows an unsuspecting person to hold his breath and step back, suffering only half the effective levels of poison; a person who voluntarily elects to hold his breath while opening the chest takes no damage. The coffer

contains 1000 GP in coins and small gems, and a collar. The collar has the power to detect poison within 3' of the wearer, and will glow brightly when such is the case. The collar is approximately 10" wide, and is similar to the collars on the figures in the various murals that abound in the tombs. It is made of linked 2" squares of silver, and has a base value of 1,350 GP; if the magical ability is known (not just "this collar is magic"), it would be valued at 4,000 GP.

The statues are actually petrified people: six giant guards and the mage's two familiars (actually succubi, rather than human females). If any desecration of the mage's body is attempted, the guards will be released from petrification, and will attack (see the character descriptions at the end of this chapter for NPC descriptions). Close examination of any of the stoned bodies will have no effect on the guards, but any attempts to destroy one will activate all the guards. Examination will reveal that each of the four guards along the side walls has a stone key around his neck; if the guards are activated and destroyed, these keys may be used to open the four doors in this room.



The rug is 12' wide and 24' long, and brightly colored; it is also enchanted. The carpet flies, and has a number of spells embedded which allow the possessor to control its flight to his satisfaction; it will, however, respond only to someone who speaks the name of the mage (this can be discovered in the worship room, or if someone has access to a Read Languages spell, and thinks to read some of the inscriptions on the murals in the room). As noted, the carpet has spells in it which respond to simple thought commands (speed, turning, stop/go), once it has been activated. The carpet's value is 500 GP, and is worth an additional 7,500 GP if it can be used to fly.

The eight foot poles are -- eight foot poles.

The four doors lead to smaller side rooms; the plates with handles appear to be solid gold, but are actually gold-plated lead. The plates conceal compartments in the doors; in doors A and C are the severed heads of medusas (if the compartment is looked at when the plate is removed, it requires a MGR saving roll to avoid petrification; one saving roll is sufficient for each head). In doors B and D are basilisks (again, a MGR saving roll, but to avoid fire damage - 2D8; a new saving roll is required each time the compartment is gazed upon). All four of the doors are locked, with the locks openly displayed; the locks are Comp 1.

The Small Side Rooms

Rooms A & D
(Rooms A and D are mirror images of each other.)

What the Players See:

In the center of these 10' by 10' rooms stand cruciform tables covered by fitted red velvet cloths. The tables are comprised of two 6' by 2' arms, and appear to be covered by a collection of miniature brass lamps (in the Aladdin style).

GM's Description:

The miniature lamps (there are approximately 250 of them in each of the two rooms) are worth about 10 GP each, and weigh one-quarter pound each. They have no magical power of any type, although one in ten has been enchanted; many of these were used to provide storage for either imps (small demons) or Tau power (the power that fuels magical spells).

In the marked corners are trap doors; they are both very well concealed, and as a result are sensed at half normal ability. If sensed, they will be found at normal search ability, but if they are not sensed, they will be found at half normal search ability. The trap doors both lift toward the wall paralleling the main corridor, and stairs leading downward will be found. These represent the only access to the Worship Room of the Tomb.

Rooms B & C

(Rooms B and C are mirror images of each other.)

What the Players See:

Catercorner from the entrances to these 10' by 10' rooms are sets of bi-level shelves. Upon these shelves will be found a collection of varied chalices, cups, and goblets, of assorted materials ranging from metallic to ceramic. There is little else but dust apparent.

GM's Description:

The goblets, etc., are of moderate value, even though garishly decorated, and might bring 1D10 x 1D6 each on the open market. There is an aura of magic about these rooms, which will be sensed (85% chance) by any spellcaster. As some 10% of the chalices are enchanted, the sensing mage will most likely turn in that direction.

On the inner wall of each room, at the farthest end of the wall, is a 4' wide, 8' high opening; these openings are unlikely to be seen since they are masked by very good illusions of the same surface as the rest of the room. These openings, if found, lead to a T-shaped hall. If traps #1 and 2 have not been safetied, they will be activated when a player enters the T-shaped hall. At the base of the T a sliding panel can be found at eye level (quite easily, since no attempt at disguise was made). The panel offers a view of the burial chamber through the eyes of the mage in the mural behind the two guardian statues near the bier. There are no other items of interest in the hallway, and no other exits.

The Worship Room

What the Players See:

The stairs lead down into a brightly lit room with several unusual features. Set into the floor at the bottom of the steps is a large medallion of carnelian inlaid with a golden ankh, and outlined in golden flames. There are five niches, three feet deep and four feet wide, arranged two on each side wall and one on the far end wall; in each niche is an altar underneath a medallion set onto the wall. Toward the back of the room is a 6' diameter table; on this table is a large stemmed bowl in which a thick syrupy substance bubbles and plops. The niches contain (working clockwise from the stairs):

- 1) a medallion with a golden sheaf of grain flakes of some substance beneath on the altar cloth;
 - 2) a medallion of an anvil overlaid with a hammer, in a greyish metal on a blue background -- on the altar is a model of a ship;
 - 3) a pentagram in silver on a deep red background on the back wall -- underneath on the altar are two small covered cups with a silvery dagger lying between them;
 - 4) a black metal wheel on a gold background for the medallion, and a small pile of coins on the altar; and,
 - 5) a medallion showing a crossed sword and mace in proper colors on a red background, with a skull on the altar.
- All of the medallions are affixed to the wall at the back of the niche with the altar tight against the wall beneath. The altars are covered by a shimmering cloth of the same color as the background of the medallion above; the cloths hang down about a foot on each of the sides (the altar blocks are about 3' wide and 2' deep -- they stand 3' high and appear to be solid).

GM's Description:

The ankh conceals the safety; to open the secret area (which can be sensed at double normal abilities), one must press the foot, and both arms of the looped cross. At that time, the donut-hole of the ankh will pop open. There are also four small metal scarabs with jeweled carapaces concealed here; all four are enchanted, and form half of a set of "wards" -- the remainder of the set is concealed under the syrupy, plopping substance in the stemmed bowl (wards may be set up

around a campsite, etc., and will provide warning of the approach of anything hostile which is big enough to ignore their power -- anything relatively small will simply be turned away).

The switches in the niches are hidden behind the medallions on the walls; even if the medallions are removed, it will require normal sensing and searching rolls to discover them. The altars are simply that, large, solid blocks of wood (on the backs of which are drawn fine lines which seem to indicate secret panels -- there aren't actually any there). The medallions are symbols of the five professions of Shale-Chuun, and are worth about 400 Gp each -- the little offerings in each niche are also symbolic, but they have value and power:

- 1) farmer - the dried flakes (approximately 8 ounces of them) are capable of producing nourishing hot soup if a quarter ounce portion is put into two gallons of cold water (the flakes even provide the heat).
- 2) artisan - the ship model will function as a self powered boat (speed up to 5 mph in still water) for up to 6 people; when it is put into water, it expands -- when withdrawn from the water, it contracts.
- 3) mage - the two cups are the homes of twoimps (small demons) who are bound by potent magic to obey within their limits the possessor of the dagger lying between them: one of theimps has the power to glue (to cause any object to stick tightly to another) for the period of concentration + 1 minute. The other has the power of itch -- which will cause virtually any creature (90% chance) to scratch to the exclusion of all other activities -- the victim will even attempt to remove any armor or clothing that gets in the way of scratching -- the desire to scratch will disappear when the imp's attention wanders (a 17% chance each mr).

Bothimps are capable of teleportation (of self plus up to 1 lb. of other substance), and while they will not materialize in walls or floors, there is only a 50% chance that the poppingimps will arrive exactly where they desired -- the other half of the time, they will arrive 1D10 x 5' from their target in a random direction and facing in a random direction (use D6 to determine the various random directions for the hex sheet, a D8 if the field of play is squares) -- there is even a 10% chance they will arrive upside-down.

If a non-mage and/or non-demonologist gains control of the cups and dagger, theimps will attempt to steal the dagger each time they finish a mission, if they are not specifically ordered back into the cups; the glue imp has a 25% chance of pickpocketing successfully if the dagger is not in the person's hand, and the itch imp 20%; neither will attempt to steal it unless the person sticks the dagger in his belt, etc., or puts it down somewhere unattended. When the dagger is successfully stolen (as it will be eventually), the dagger, theimps, and the cups will all disappear.

- 4) merchant - each of the coins (there are 10-20 of them -- 2D6 + 8) allows the possessor to make a deal at a 10% to 60%

(1D6 x 10%) advantage to himself, providing he spends or otherwise uses the coin in the deal; it is considered reasonable to use one of the coins, and then recover it in any way short of outright theft or murder (the coins will lose all magic if this happens -- blood and curses have considerable power in the realm of magic). 5) warrior - the skull is that of a famous enemy general, Tharses the Sly, known for his sneaky solutions to various problems, and is enchanted to answer questions of strategy and tactics. There is a 40% chance that the answer given will bestow an advantage of +1, +2, or +3 (roll D6: 1-3 = 1, 4-5 = 2, and 6 = 3) to the questioner for the military problem indicated in the question. Unfortunately, Tharses is a bit cranky about being roused, and 30% of the time his answers will cause a disadvantage at the same rate as the advantage.

Under the altar cloth in niche #3, the mage's altar, is a small (3") representation of a pentagram done in silver. If placed in the center of the larger pentagram in the red medallion, it will cause the panel back of the altar to drop, revealing the passageway to the treasure chamber. The silver pentagram is worth about 500 Gp, and functions as a demon detector -- if any demons are present within 50', it will glow, and the stronger the demon, the brighter the glow.

The stemmed bowl on the table is also enchanted; it contains two teleportals, on in the bottom of the bowl portion, and the other fixed in the air about 18" above the first. The bowl used to contain wine, which has long since turned to a foul-smelling vinegar; if any liquid half the consistency of honey is placed in the bowl, it will produce a striking fountain effect. Under the thickened vinegar will be found four small cubes that appear to be carved from emerald; they are worth about 900 Gp each, but are part of the set of Wards (with the scarabs). If the wards are set out, first the emerald cubes at the cardinal points of the campsite, then the scarabs on top of them, they will function as described above. The idea of Wards is fairly common, and any character who figures out that the scarabs and cubes may go together has an IQ saving roll to remember that he has heard of them before, and to realize what they are.

The altar cloths are spider-silk, and are worth about 350 Gp each; their weight is negligible, but they will increase the appearance of any female they adorn by 25% of her current beauty (only APP is altered, not MAG, which is a different characteristic entirely).

The Lower Corridors

What the Players See:

When the panel behind the altar descends into the floor, the players can see a well lit 10' wide passageway leading 25' to a wall. At that juncture, there is a 3-way intersection -- the other two corridors turn after 20' (and eventually rejoin to form a perfect 40' square. The walls of the corridor are made of a polished reddish-brown stone; the floor is marble, and latticed in a diamond pattern.

GM's Description:

GM's should carefully note the locations of the numerous traps in this corridor and their operation. At the southeastern and southwestern corners of the square, two sliding doors conceal the entryway to rooms E and F. In the middle of the northern corridor, there is a hidden switch that activates the huge stone double doors leading to the Main Treasure Chamber (see details below).

The Dead End Rooms

Rooms E & F
(Rooms E and F are mirror images of each other.)

What the Players See:

Short (10') lengths of corridor lead to closet-like rooms; these rooms are softly lit, and appear to be filled with a large pile of coins and gems. The rooms are about 10' square.

GM's Description:

Once the players have discovered the hidden activators for the sliding doors (there is no other way to gain access to either room), and tripped them, the grind of the sliding mass of foot-and-a-half-thick stone will be heard even at the other end of the corridor. These rooms are simply treasure repositories, and coinage and gems are determined in the same manner as the dragon's treasure (see the description of Hranugh and his hoard, page 9-27). It is suggested that the GM allow the players to carry away as much of the treasure in these rooms as they wish; remember that there are 100 coins to the pound. A small sack will hold about 10 lbs. without breaking, a medium sack about 40, and a large about 100 lbs. There is also a limit to how much any one person can carry. A belt pouch can hold about 2.5 lbs. of coins, a money belt about 5, while a good leather backpack will contain about 60 lbs. (the backpack would have to be totally emptied to contain that much), and canvas about 25 lbs. The two rooms contain about 250,000 coins and gems between them. (GM's Note: Remember to adjust the movement allowances of money-laden figures to reflect encumbrance.)

The Main Treasure Chamber

What the Players See:

As the 2'-cross-section doors move into the chamber and begin to slide to the sides, many wondrous items can be seen. Directly ahead is a 7' x 12' carpet; on the other side of the rug is a profusion of small and large items. There is a large four-poster bed, a gilded throne, a chariot, piles of rich cloth and sparkling pieces of jewelry, and numerous other items. On the back wall, directly across from the entrance is an 8' diameter medallion of Shale-Chuun, the gold ankh on red, circled by golden flames. The room appears to be almost 30' wide and 20' deep; the ceiling is about 15' up, and has been painted to resemble a cloud-filled spring sky. Murals depicting great feats of magic cover the walls.

GM's Description:

The rug at the entrance covers a 5' x 8' pit, 30' deep; there are jagged pieces of metal at the bottom. Use the falling table in the Monastery description to determine damage if someone does fall in; however, there is additional damage from the metal shards, dependent on armor type:

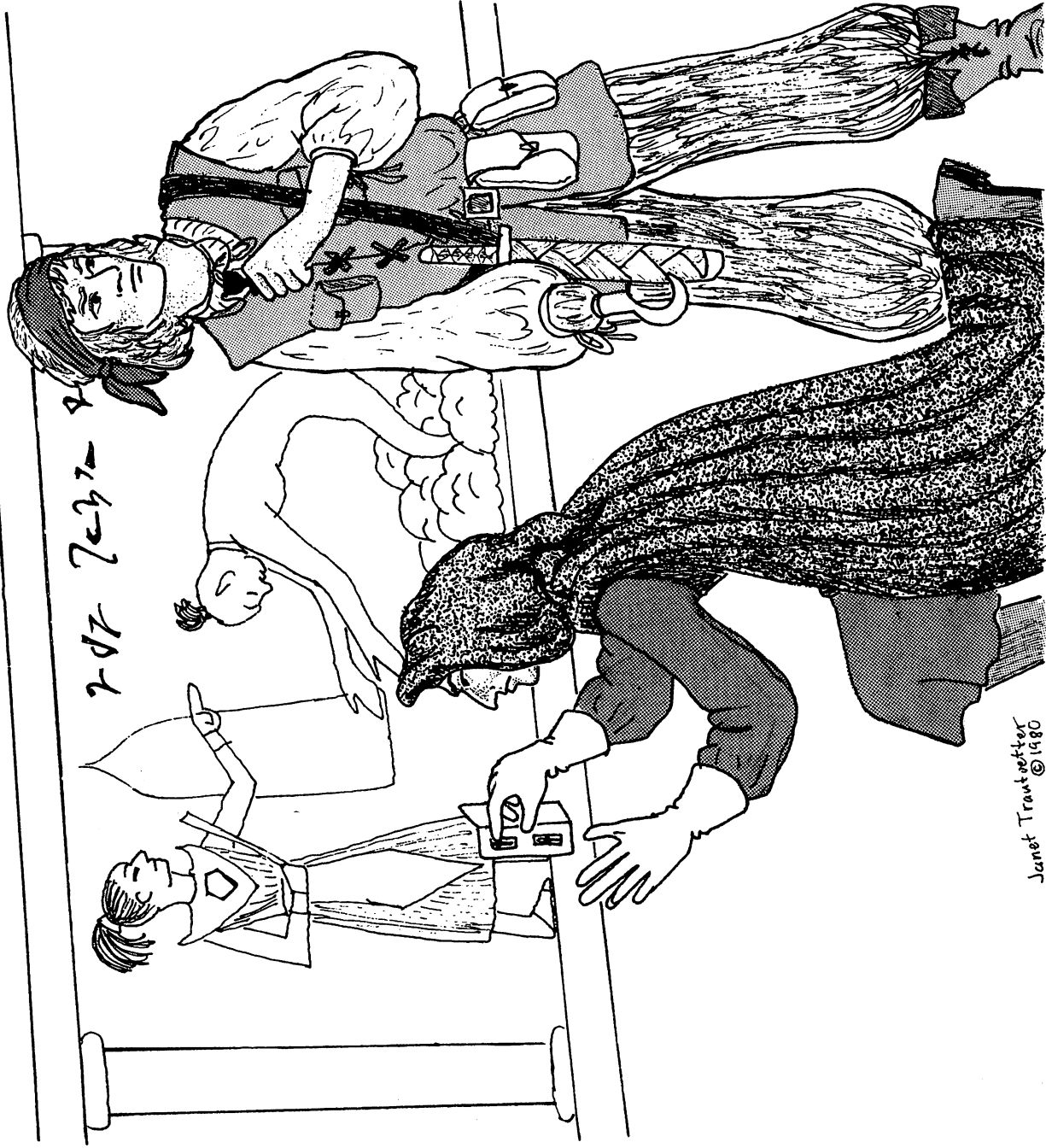
Armor Type	Damage/Die
None or cloth	+1D10
Leather	+1D8
Chain	+1D4
Scale or Plate	none

This damage is in addition to that suffered from the fall itself. There is a foot-wide ledge near the large doors; it requires a CDN saving roll to successfully negotiate the ledge. If a person starts to fall, he may attempt to grab hold of the thick stone of the door by making a saving roll at one-half REF. It is also possible to jump the pit (given a "running start" from the back wall of the corridor); the percentage chance of success is (50% base + 2xSTR + CDN). A dwarf has a 15% penalty because of lack of stature, and hobbits, kobolds, and goblins 25%; there is no penalty for any armor up to the weight of leather, but chain reduces chances by 30%, and scale or plate by 50%. The rug will disappear into the pit along with the first person to discover the pit the hard way; if the party is smart enough to pull the rug aside, the pit (and the ledges available) will be revealed. The rug is enchanted; when it is laid by a particular person in an entryway or hall, it will moan if stepped upon by someone with hostile or unfriendly thoughts or intentions toward the one who laid it. If the rug is laid by a servant, it will protect the servant, not the master for whom (but not by whom) it was laid. The rug is worth 300 GP base value, and its arcane function, if discovered, will add another 1,200 GP in value.

The bed must be disassembled to remove it from the chamber; its various pieces weigh a total of 60 lbs. There is a 5% chance that it will be reassembled incorrectly, thereby losing the arcane effect contained by the bed. The bed is extremely comfortable, enabling the person using it to get by on half the sleep (or rest) he would normally require; the bed is also climate conditioned, and will maintain an ambient air temperature of about 70 degrees, while scenting the air with the attar of flower fields. The bed's innate value is about 1,500 GP, and the special effects, when discovered will add another 6,000 GP.

The gilded throne has an aura of magic about it, but the only spells embedded in it are to allow the person seated in it to know if whoever is addressing him is telling the truth or lying. The throne weighs about 450 lbs. Its pure monetary value is about 3,000 GP, and discovered magic adds 4,500 GP.

The chariot is capable of flying, provided it is being drawn by a flying steed of some sort (pegasus, griffin, hippogriff, etc.); it is worth about 5,000 GP (50,000 if accompanied by a flying steed who has been trained to pull it), but will present a problem in removal, since it is 5' wide, and 4.5' from wheel rims to guard rail. If it is used in combat, it will be discovered that it is also equipped with a triple strength Repulse



Missiles spell (this will turn up to 30 points of missiles each mr, where a spear is 4, a javelin 4, a quarrel 2, and an arrow 1).

The bolts of cloth are valuable simply as cloth, and are not enchanted. They are worth:

Die Roll	Cash Value
1	Cotton (10 + 1D10) x 1 GP
2-4	Linen (10 + 1D10) x 5 GP
5-8	Satin (10 + 1D10) x 10 GP
9-12	Velvet (10 + 1D10) x 15 GP
13-15	Silk (15 + 1D10) x 20 GP
16-19	Lame (40 + 1D10) x 20 GP
20	Gemcloth (40 + 1D20) x 25 GP

per bolt, and there are 10 to 80 (10 x 1D8) bolts in the chamber; each bolt weighs about 15 lbs.

There are 21 to 30 pieces of jewelry (20 + 1D10) in the room; determination of types and values should be made using the rules set down for Hranugh's hoard. There is a 15% chance for each piece that there will be a

presentation case or box for the piece, which may be worth 5% to 100% (1D20 x 5%) of the value of the piece it contains.

Additionally, there are 5 + 2D10 other magic items in this chamber. The individual descriptions may be found in the magic item chart at the end of this chapter; there are 40 different items, and the GM may either choose them specifically, or roll randomly for the items. Duplications are possible, but should be kept limited within a single tomb (it is of course quite likely that magic items will be duplicated from tomb to tomb).

The medallion on the back wall positively reeks of arcane power; it has two major powers:

- 1) it will automatically store in itself half of the spell point power currently held by any person who touches it; this transfer will not be noticed by any; but a mage of Veteran or higher level. A spellcaster can

draw power from the medallion by invoking the name of the deceased mage, and concentrating on the eye of the ankh. If properly used, the mage will receive from 5-100% (5x1D20) of the stored spell power. The medallion can perform either a function at any time, but will only perform a total of 10 times per 24 hour period for both functions. The medallion is currently powered with 348 spell points.

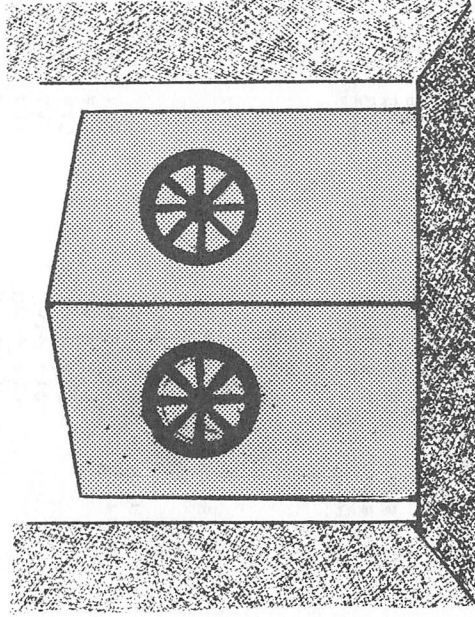
- 2) it will turn spell points into hit points, replacing 1 lost hit point for each spell point a person has up to the limit of his power. For this function to work the person to be healed must be standing against the medallion, with his arms on the arms of the ankh, and his head touching the loop; an unconscious person may be held by others, or the medallion may be placed on the floor and the person laid upon it. There is a small ledge at the foot of the ankh, which would allow a normal height human to stand upon it in proper position for the healing function to occur.

This medallion may be readily removed from the wall, but it is extremely bulky and hard to handle. If dropped at any time there is a 65% chance that it will shatter.

TOMB DESIGN

II

This is the tomb of a wealthy merchant. The doors leading into the tomb are both emblazoned with the merchant's symbol, an eight spoked wheel with a wide rim, in black enamel on the yellowish metal of the door.



SAFETIES, RESETS, AND TRAPS

In Tomb Design 2, all safeties and resets are hidden behind small panels 3" wide by 5" high. Inside each panel will be found a small figure (which happens to resemble the merchant

buried in the tomb); each figure will either have arms crossed across the chest or hanging at the sides. Operation is initiated by touching the figure; the crossed arms indicate a safety, while arms at the sides indicate a reset. The clicks counting traps disarmed or rearmed will sound when the figure is touched. The panels concealing the various figures are well concealed if the option is safety; they can be sensed at about half normal abilities. If the option is a reset, the panel can be located at about triple normal abilities. Players should almost never be allowed to know the results of the rolls for secret panels, and a number of extraneous rolls should be made to confuse.

TRAPS

- 1) Sleep gas -- floods the entire small room with a slightly aromatic gas; failing a saving roll against REF means the gas has been inhaled; failing a second roll against 1/2 STM puts the victim(s) to sleep very soundly (it requires sufficient shaking to inflict 1D6 damage to waken the person) for 15 to 25 hours (13 + 2D6).
- 2) Rapier thrust -- will pierce a victim at waist height; the thrust is diagonal on the trap area, and attacks at HACO 2; a saving roll against REF allows +6 to effective armor class for "sucking in the belly".
- 3) Slicing blade -- springs out from the wall horizontally at hip height; it strikes at HACO -4, and any critical means the victim has been neatly divided into two halves, top and bottom; the blade swings in the quarter-arc from 'x' to 'y' on the map.
- 4) See #1.
- 5) Crossbow quarrels -- thirteen of them (lucky number); a person facing the back wall will be struck by 5 to 9 (3 + 2D3), and a person turned sideways will receive 3 to 6 (2 + 1D4); they strike at HACO -1.
- 6) Guillotine -- slashing down diagonally from the ceiling; a REF saving roll allows a CDN saving roll to avoid the blade; if the blade strikes, it will separate a person into 2 or more individual pieces depending on his position.
- 7) Oil slick -- onto a polished marble floor, released from small vents at the base of the wall; a failure to save on 3D12 against REF slides the person into the area of #8.
- 8) Needle floor -- will pierce any armor other than leather, scale, or plate; if clad in those armors, but skin is exposed, there is a 20% chance of contact with the needles anyway -- this goes up as the amount of armor coverage goes down; the needles do little damage (1 point for each group of 10; a person lands on 5D20 needles), but they are covered with poison (see Tomb Design 1, Trap 3 for potency chart for the overall effect).
- 9) Acid drip -- from the ceiling covering the entire area (T-shape) indicated; the potency is as the chart for poison (see above, #8), but acid does 1 point damage per potency level to flesh, and 3 points per level to armor; the drip will leave behind a pool 1/4" deep.
- 10) Clumsiness spell -- cast at a saving roll penalty of -6; if MGR save is failed, victim(s) will be at a disadvantage of 2D6 to CDN for 2D12 hours -- this will affect all

abilities involving CDN for the time limit; spell covers the full area.

- 11) Mini-thunderbolts -- from 2 to 12 (2D6) at each victim; zipper strikes do 1D6 damage each; a save on MGR negates damage; if struck for damage by 6 or more, it requires a STM saving roll to avoid death.
- 12) Stairslide -- suddenly the stairs have become a chute; they lead only downward; to climb back up while they are still in slide form requires a saving roll on 4D12 against the average of REF and CDN.
- 13) Muscle spasm spell -- as for #10, but affects REF.
- 14) Firewater -- not booze, but blaze; a saving roll against REF allows half damage (not fully drenched), otherwise victim takes 1D100 in fire damage; anyone receiving twice his HTK or greater has been totally incinerated; the liquid sprays from the ceiling to cover the area.
- 15) Stairslide -- as #12.
- 16) Stairslide -- as #12, but the victim will usually turn the corner.
- 17) Springloaded floor -- tosses the victim out into the area of Trap #18; there is a 35% chance that the spring has rusted and the trap fails to work.

18) Fire -- takes effect as a blast of heat of equivalence 25000; in the quarter-circular area, damage taken is 6D12, on the stairs 3D12, on the landing 1D12; a saving roll against 1/2 STM reduces the damage by half; the spell is cast on the area, not on the people involved.

19) Ice -- takes effect as a blast of cold of equivalence --1500; damage is as in #18, but a second STM saving roll reduces the damage to one-quarter.
20) Petrification -- will take the victim(s) for granite; a saving roll against MGR allows the person to ignore the field's effect entirely.

21) Mobile blade pit -- can be located in any of the five positions along this 20' corridor; one who falls will land on 2D6 blades, each doing 2D4 damage; the pit will move after 1D4 mr to a new position; the positions are:

<u>Die Roll</u>	<u>Position</u>
01-06	1
07-09	2
10-11	3
12-15	4
16-20	5

the pit will not repeat a position, so reroll if the same one is rolled.

SAFETIES

Symbol

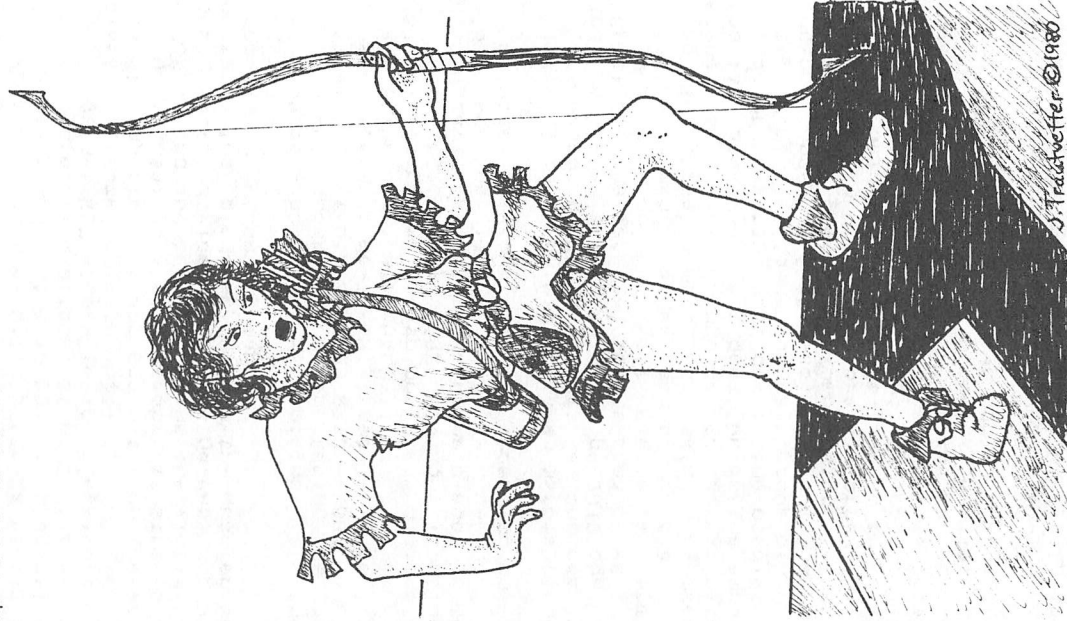
A1
A2
A3
A4
A5
A6
A7
A8
A9
A10
A11
A12
A13
A14
A15

Trap(s) Affected

Safeties all traps
#7, #8, & #9
#13 - #15, #17, #18
#10 - #12, #16, #19
Safeties all traps
#4, #5, & #6
#1, #2, & #3
#20, #21
Only #18
Only #19
Only #15
Only #12
Only #20
Only #21

Safeties all traps for 20 mr (5 min.); then releases all other safeties, and resets all traps
Safeties chests

A16



RESETS

Symbol

B1
B2
B3
B4
B5
B6
B7
B8
B9
B10
B11

Trap(s) Affected

Resets all traps
Resets all traps
#4, #5, & #6
#1, #2, & #3
#7 to #15
#12, #15 to #20
#18, #19
Chests
#1 - #3, #13 - #15,
#17, #18, after 8 mr
#1 - #3, #10 - #12,
#16, #19, after 8 mr
Resets all traps

SPECIAL TRAPS ON THE CHESTS

Chest A - a colorless odorless gas is released to encompass the shaded area; to obtain a REF saving roll, one must hear the hiss of the gas (make a hearing roll); a REF saving roll allows the victim(s) to hold breath and stagger back; if the gas is inhaled (there is a good chance it will be), the victim becomes a will-less automaton for 2D6 hours - he will not move or perform any other action unless ordered; the victim is fully conscious and cognizant, and will remember the actions he was forced to perform.

Chest B - the rug is animated (it is effective AC12, and requires 100 points of cutting damage to destroy); it requires a saving roll against REF - 4 to leap off the rug; if victims are trapped, after the 4th mr it will require a STM saving roll to avoid suffocation; only edged weapons can damage the rug, and they will pass 1/4 of their damage to the occupants -- blunt weapon damage passes entirely to those trapped within.

Chest C - the marked portion of the floor in front of the chest drops, as the chest is lifted; the pit underneath is 25' deep, and there is an area effect Sleep spell at the bottom (saving roll against MGR at a penalty of -6). Unless the person(s) trapped happened to be under direct observation, it requires a saving roll against average party DSC to notice the victim(s) are missing.

Chest D - animates the chest (which stands on four stubby legs), which will charge (at speed 3) about the room snapping (its lid (HACO 4, damage 2D6 for a successful snap) at various attempted victims, until it is hacked or bashed into splinters (AC16, 60 points of damage to destruction); damage from missiles and pointed weapons is totally ineffective and does not count toward the total of 60.

The Burial Chamber

What the Players See:

The doors open on a room 30' deep, 40' wide, with a 15' ceiling; the walls are decorated with murals showing trading scenes, hunting scenes, parties, and one of the merchant himself, holding a small figure in each hand. This mural is behind a 4' high block of glistening black stone, which bears the body of a man with his hands crossed upon his chest. At his head are three small coffers, at his feet are two large keys crossed one over the other.

Between the door and the bier are a 8' by 20' rug, and a heavy wooden desk, behind which sits a large marble curule chair with cushion.

At the head and the foot of the stone block are a pair of statues. Each is of a very pretty young girl (about 14 to 18), and is executed in incredible detail. The artist seems to have blended various colors of finely grained stone to make the statues seem lifelike -- even the individual strands of hair are delineated.

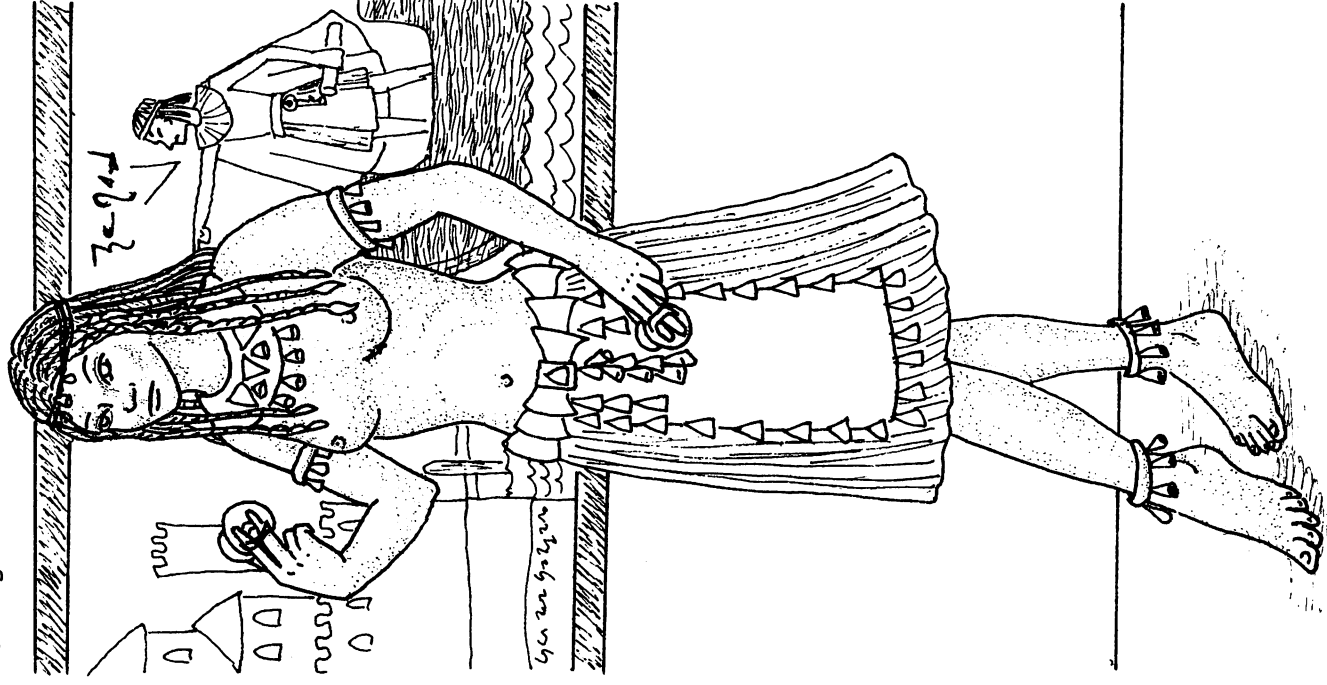
There are four additional doors leading from the room. All appear to be constructed from a greyish wood, and each has a square silvery plate resting on a crossbar. The

plates are about 18" square, but are featureless. None of the four doors will open; they appear barred or locked.

GM's Description:

The mural behind the bier shows two small male figures, one in each of the hands of the merchant; one figure, held in the left hand and higher than the other, has his arms crossed upon his breast, while the other, in the right hand and held lower, has arms dangling at its sides. This may indicate to the players which figure is for a safety, and which is a reset (right - reset, and high is safe).

The two large keys are of gold plated lead, and have absolutely no power or relevance; they are simply 75 lb. red herrings.

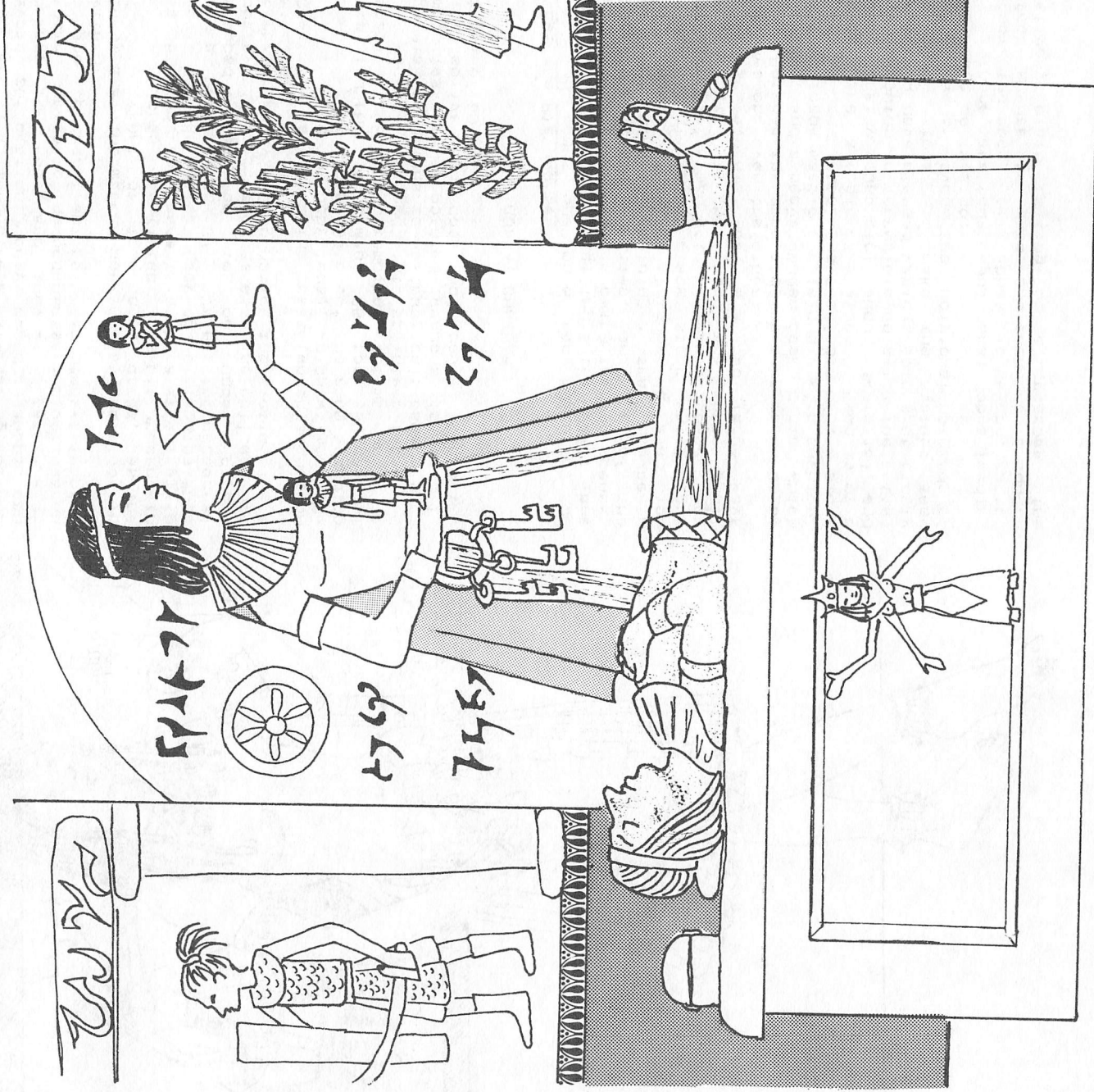


The three small coffers contain one item each: the center one contains a ring of 20 keys (which can be used to unlock the four doors -- #3 for door A, #7 for door D, #13 for B, and #17 for C), the one on the merchant's left contains a rod of pink quartz (2" diameter, 10" length), and the one on his right a similar rod of grey pumice. The two rods may be used to revive and petrify the two statues of young girls -- pink for revivification, grey for petrification. The two damselfs are admirably trained dancers and handmaidens, and are very obedient.

The rug, the desk, and the chair are of excellent workmanship and quality (1200 GP for all three, total weight 90 lbs.), but have no hidden relevance.

The locking plates and keyholes for the four doors are behind the silvery plates (which are an amalgam of silver, mithril, and

orichalcum, and will attract any missile fired within 25' of it to its general area), and unless the proper key is utilized in the proper door, the person attempting to unlock them will receive painful (1D4 damage) evidence that he is using the wrong key. Behind each plate, additionally, is a rune, inked onto the wood (these may be washed off with a liquid containing at least 15% alcohol -- that means at least brandy, wine is only 12%); if these runes are gazed upon by unauthorized eyes (anybody but the merchant and the girls), they go boom, doing 4D10 damage within 8', 3D10 within 15', 2D10 within 20', and 1D10 within 30' -- over 30' there is no damage, however when a rune goes off, there is a 35% chance it will rattle 1, 2, or 3 other plates off their perches (on a D6: 1 - 3 = 1, 4 - 5 = 2, 6 = 3) -- if anyone happens to be looking in the wrong direction...



If the thieves attempt to pick the locks on the doors (assuming they have managed to survive the disposal of the runes, in whatever fashion), there is a 35% chance per attempt of the above mentioned painful reminder: the locks are comp 1/2 (yes, they're that easy to pick).

The Small Side Rooms

Rooms A & D
(Rooms A and D are mirror images of each other.)

What the Players See:

In these 10' square rooms, there is little of major note other than a dressmaker's dummy in each room, and a shelf on the two back walls, about 4' up from the floor. On the dummy in Room A is a black cloak, floor length, of what appears to be a plush velvet; in Room D the dummy holds a magnificent cloak of feathers. The shelves hold many books and scrolls.

GM's Description:

The books and scrolls are texts on accounting, business, economics, etc., and travel guides and treatises on geography and the customs of foreign lands. In modern times, many of the lands described no longer exist as political or cultural entities, so the culturology volumes would be of interest only to a scholar. The other books, if one can read the archaic text, will grant an increase of 5% to 15% (1D3 x 5%) on reaction by other traders (fences, etc.), for each book read: to read a book sufficiently to benefit from it however, requires 1D3 weeks (you may gain 5% per week of reading), with a saving roll against DSC each week to be able to continue (the subjects are very dry and dusty).

Both of the cloaks are enchanted. The black plush velvet in Room A prevents freezing or death by cold in any form (the character may go into coma while wearing the cloak, but he will not die); it has a red satin lining, a full hood (also lined), and is worth a base of 3,000 GP -- if the arcane abilities are known (not just suspected), the cloak is worth about 10,000 GP. The feather cloak allows the wearer to converse (i.e., to ESP fully with) with birds of the hawk and eagle families; this is not to say that the birds can be ordered about, but they will tend to friendliness, and will provide information -- any member of the Cult of the Great Hawk (see Thieves' Guild, Highwaymen Adventures, party C-3) will value the cloak highly, simply upon seeing it, and may be willing to part with great value to obtain it (one of the editors will not allow us to say which various portions of his anatomy he would part with). There is a 15% chance of exciting murderously acquisitive instincts in any member of a bird-worshipping cult who gazes upon the cloak. The cloak has a base value of 5,000 GP, and is worth 20,000 GP to a cult member if the magic is known.

Rooms B & C
(Rooms B and C are mirror images of one another.)

What the Players See:

In the center of each of these 10' by 10' rooms is a cruciform table (see map), composed of 5 squares 2' on a side. The rooms otherwise appear to be completely bare. The tables are made of a strangely glowing wood, and the tops seem to be done in a mosaic.

GM's Description:

The two tables are a matched pair, and were given to the merchant on one of his trading trips. They are made from flame-wood, which has an incredible grain, and which glows with a slight yellowish radiance when it has been polished and prepared. The surfaces of the tables are mosaicked with chips of precious and semi-precious stones to form pictures of gleaming golden dragons. As a pair, the tables are worth 25,000 GP; separately they will bring about 7,500 GP each.

The secret panels open easily once the latch is found, and all abilities in this regard are at normal levels. The panels are located on the back walls, adjacent to the inner walls of these small rooms; they appear to be stone, of the same composition as the rest of the room.

The Living Room

What the Players See:

Short corridors lead to the main portion of the room, which is 10' wide and 26' long, from the heavy curtaining on the inner wall to the semi-circular tiered steps at the opposite end. A comfortable chair heads a table 3' wide and 8' long, with nine other smaller chairs arranged around it; the table is set with crystal, silver, and golden tableware -- there are 10 sets.

Behind the table is a triple-tiered fountain, which is dry; the fountain is a golden color, and gleams (the room is lit by a soft glow from the entire ceiling, 15' up). Two long shelves run about 5' up along both side walls; they have a number of books and small objects on them. On top of the steps at the far end is what appears to be some sort of altar: a golden medalion set with a black eight-spoked wheel is inset into the wall above the heavy block of polished wood which rests there.

(If the players should enter the curtained area...)

Heavy red curtaining surrounds the 8' by 10' area. There is a wide and comfortable divan, covered in expensive looking damask; it is a deep maroon. On the divan are placed three pillows.

GM's Description:

The furniture in the room is of superb quality, and would be worth a fair amount if it were transported to market. The crystal and other tableware are worth 1,000 GP per place setting, or 12,000 GP for the entire set. (It may be noted that all objects encountered so far have been in remarkably good condition considering the length of time involved; there are minor preservation spells cast on all the objects which might deteriorate over the centuries -- these spells are still working.)

Most of the books on the shelves fall into the category of novels; however, 6 of the 120 volumes have some other value. There is a text on the use of the main-gauche as a defensive adjunct to the rapier -- four weeks study of this volume, and two weeks practice with the weapons involved will provide a defensive bonus of +2 to the person reading it; the book may be used by up to 4 people before it disintegrates from overuse. The second of the odd volumes describes a method of self-healing by concentration; it requires an IQ of 14 or higher to achieve the desired detachment necessary for the process to work, and the book itself requires 6 months of concentrated study -- after that time the person will be able to immediately cure 2D4 points of damage on himself with 2 hours complete meditation (virtually a trance); this may be accomplished on any damage not received as the result of a critical wound; the book will disintegrate after being used by 3 people. Book three details a process of armoring for chain which will increase the protective value of chain by 1 to 4 levels (roll D10: 1 - 4 = 1, 5 - 7 = 2, 8 - 9 = 3, 10 = 4); the book is of value only to an armorer, and requires 1 year of study. In the fourth volume, a text on natural history, are described most of the fur bearing trappable animals and their habits; study of the book will provide a 40% chance of a successful (fur-wise) trapping expedition. The fifth book is on whips, their design, construction, and use; any person reading the volume, who has the requisites to use a whip will be able to make and use any of the whips for which he is suited; if a person has already been trained in whip, it will give a bonus of +2 to hit prob, due to increased understanding; the book requires three weeks of study, and 4 weeks of practice, to confer its benefits; it will only survive use by 3 people. In the sixth tome, gemology is thoroughly discussed; it requires a saving roll against DSC to complete one week's study -- the book will take 8 weeks to study through; each week of study gives a 10% (cumulative) chance of recognizing the various gems and precious stones, and a 5% (cumulative) chance of knowing their approximate value (there is a 20% base, to which is added the cumulative chance).

The various small objects include a small stone idol, a wooden horse, an obsidian spearhead, a small leather pouch containing 24 stones (12 black and 12 white), a gameboard divided into squares (36 in a 6 by 6), a collection of 1' long sticks, painted white, with cryptic signs and runes, and a stack of 3 coins, each with a square hole in the center; there are a number of other memorabilia, but like the ones just described, they have no value other than memory.

The fountain will function again if any liquid is poured into the triple bowls. Base value is about 700 GP, and known magic will increase that to 2,500 GP. It weighs 60 lbs.

The two secret panels can be found only at half normal abilities, and lead into 3' deep by 2' wide closets. In the one to the left is a form, holding a set of chain, a helm, and a sword and scabbard slung from a belt. This was the merchant's personal fighting gear; it will fit a normal to slender humanoid, and provides a bonus in protection

(the chain and helm worn together are AC10; without the helm, the chain is only AC7; the helm confers no bonus except to the merchant's chain). The sword gives a bonus to HP of +3, and increases the REF of the user by 4, while it is in his hand. The second panel conceals a suit of clothing, also set on a form; this suit, which the merchant wore to many affairs (and parties), had the power to make him almost (95%) irresistible to members of the opposite sex.

The sliding stone behind the altar is activated by a small switch concealed on the top step; it can be found at 150% of normal abilities.

In the curtained alcove at the front of the room, the pillows resting on the divan contain permanently activated sleep spells; they will provide a person with exactly 6 hours of sound sleep (if he misses his saving roll against MGR). Behind the curtain to the front is a triple dresser, above which is a 3' diameter medallion of Shale-Chuun, red background with the gold ank and flames (the safety is hidden behind the medallion); the dresser is filled with various pieces of clothing of assorted quality cloth, some with fur trim. The divan is enchanted, but the spell is very obscure, and only functions in times of passion.

When the sliding stone withdraws, a corridor can be seen, leading to a T-intersection; the corridor which joins leads to stairs down at both ends.

The Throne Room

What the Players See:

The room is brightly lit from the ceiling, and is 24' wide by 30' long. There is a large intricately woven carpet on the floor flanked by four large chests, two on a side. At the far end, a slab of turquoise reaches to the ceiling, and serves as the backing for a throne, also of turquoise, which is set on a semi-circle of gold. The chests are 3' by 2' by 2', and sit on four stubby legs.

GM's Description:

The carpet is 14' by 16', and is valued at 40,000 GP; it weighs 300 lbs.

The four chests can be opened by keys #5, #10, #15, and #20, respectively, from the keyring found upstairs. Failure to use the proper key will cause the trap on the chest to function. Chest D is empty, but the other three contain various items of value. Chest A contains 50 scrolls, all in scroll cases; these scrolls are magical, and their contents may be determined by the methods outlined in Thieves' Guild (Burglary Scenarios, B. Magic Books & Scrolls). Chest B contains 4 matched carved wooden coffers; each coffer contains a piece of jewelry, of very intricate workmanship with many small gems -- these are worth 2,000 to 5,000 GP each (#2D4 + 2! x 500), and should be rolled on an individual basis. The coffers are worth 1,000 GP each, and are made of teak. Chest C contains a whip and a brace (7) of throwing knives; the whip is a 25' blacksnake, and is enchanted to +6 HP -- however, it will do no damage, simply entangling and tripping its target; the knives are wrapped in chamois leather (on which they are honed), and have a clip which allows all 7

to be carried in a fan at the back of the belt -- they are enchanted with a +3 to HP, and will return to the hand of the thrower after 8 mr (if the thrower is not prepared to catch them, tough luck). In a false bottom of Chest C can be found a map (to whatever the GM wishes).

The throne and its backing slab are too heavy to move in one piece without magical aid, as is the semi-circle of beaten gold at its base. On the throne's seat lies a large cushion, upon which is a crown. Both the cushion and the crown emanate arcane aura. The cushion is quite comfortable, and will enable the person sitting upon it to function at full abilities for a period of two weeks with neither food nor sleep. The crown contains a Truthsay spell, and allows the wearer to know when he is being told the truth or being lied to, and to assess the general honesty of the person to whom he is talking; it will also reveal the DSC rating of the person being questioned.

Behind the slab, on the back wall of the room will be found a door. It is neither locked nor stuck; in fact, it will open with a slight push, and it leads to a 20' corridor to a set of bronze panels. Unfortunately, the entire area back of the slab is under the influence of the Petrification spell set upon it.

The Treasure Chamber

What the Players See:
The doors open outward into the small corridor, revealing a room dazzling in its brilliance. On the far wall, set upon a dais

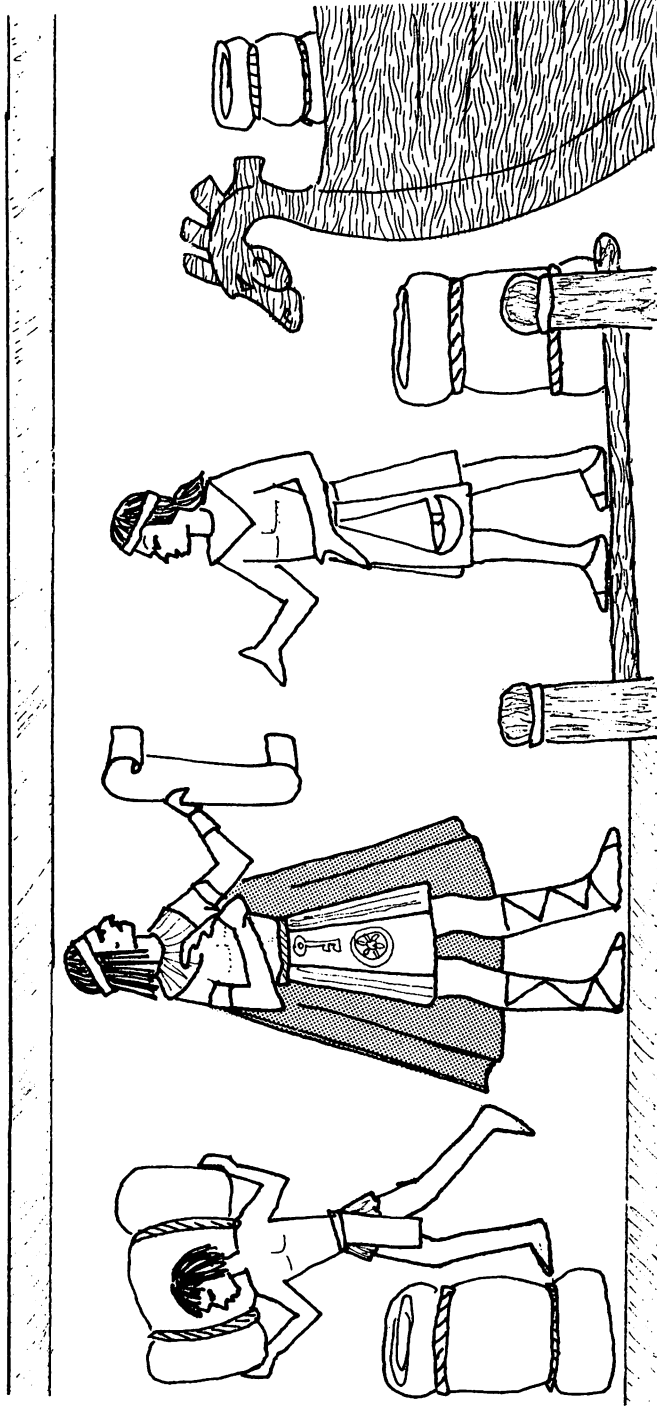
reached by five semi-circular steps, is a golden throne; the dais and steps are the deep, rich red of carnelian. Leading to the foot of the steps is a carpet of white fur; on either side of this carpet are three statues; two of well armed, and chain armored, fighters, and one of a large black leopard. All six of the statues appear extremely lifelike, similar in style to the two young girls in the burial chamber.

Behind the statues are immense amounts of treasure; piles of gems and coins, pieces of jewelry, bolts of fine cloth, many small and sundry items are scattered about the room.

GM's Description:

The number and type of magic items may be determined as in Tomb Design 1. The Treasure Chamber: coins and gems should be handled as in Rooms E and F of Tomb Design 1. There is probably 1,500,000 GP in coins and gems in the room, and 3 to 12 (3D4) magic items.

The statues are living beings under spells of petrification; the statistics for the fighters and the beasts are given in the section at the end of this chapter. If any member of the party steps off the runner of white fur, or if the fur is removed (it is ermine, and is worth 25,000 GP, all of the statues will be unfrozen, and will fight to the death (theirs or the party's). If, however, the body of the merchant is placed in the throne (it can be unstoned with the pink rod), none of the statues will activate, whatever is removed from the room, unless an attempt is made to either remove or destroy one of the statues, or the merchant's body is actually desecrated.



ARCANE ITEMS
AND
MYSTICAL PIECES

- 01 Hourglass, about 4" tall, and 2" diameter. If the glass is turned and left to run, at the end of an hour when the sands run out the one who turned the glass will be teleported to the spot where the glass rests.
- 02-04 Small box, 15" square by 8" deep, containing a ceramic pot, 12" diameter and 6" depth, with lid, and a small mold for an arrowhead. When an item is placed into the pot and the lid replaced, the material will be melted (if possible; wood or paper would burn), and the resulting liquid may be poured into the mold. The mold will produce an arrowhead of +3 HP bonus and +1D2 damage. A single potful of melted material will produce 9 + 1D6 arrowheads. It takes 5 minutes to produce 1 arrowhead.
- 05-09 Roll of rough cloth, with two bronze butterfly clips. When the cloth is unrolled, and then wrapped around any object (must be smaller than a breadbox), will mend that item completely in 24 hours. The object may be either animate or inanimate (an arm or leg mends as quickly as a broken pot or a weapon haft), as long as size restrictions are heeded.
- 10 Walking stick, with the grip of a serpent's head. When the head of the stick will change into a live snake, which will remain active for 8 + 2D6 hr. This snake will have AC4 skin, and will take 35 hits (7 dice); it will hit ACO on 5, and will inflict 2D4 damage plus a level 8 poison (the poison may be injected only twice per activation). If the snake is killed, it will no longer activate, and the item becomes an ordinary walking stick.
- 11 Wall mirror, 24" high and 15" wide. The mirror is surrounded by a carved frame of an oak-leaf design. Hidden in the design at top and bottom (half normal abilities to locate) are two small switches. When these are both thrown, the next object presented to the face of the mirror will be duplicated perfectly; however, this duplicate will exist for only one hour, then disappear. Anything -- humanoids, animals, or inanimate objects -- may be duplicated, but the mirror will function only 7 times per week.
- 12-16 Small brass Aladdin lamp, with lid. When this lamp is rubbed, it will begin to glow with a soft yellow light; this light will illuminate a 25' circle or a 20' square room. When the lid is lifted, the light will die. There is no limit to the number of uses.
- 17-19 Ceramic bottle (quart size) with cork; outside glazed with painting of fountain. When a few drops of a liquid are placed into the bottle, and the bottle recorked, it will fill itself with that liquid. If the bottle is not washed out between uses, there is a 75% chance the next use will be contaminated by the previous liquid. The bottle may be used up to 35 times in one week.
- 20 An ivory huntsman's horn. When the horn is winded, it will cause the blower to move and fight at triple speed; all else appears to be in slow motion. The effect will last 1D4 normal hr (not the accelerated ones); the horn is usable only 3 times per week.
- 21-23 A writing case of carved rosewood contains an ebony quill pen, tipped with basalt, and a matching basalt ink bottle (in which the ink has completely dried up). Any writing made with the pen can only be read by the intended reader or the writer; to all others, it functions as a Confusion spell, requiring a saving roll against DSC to avoid confusion for 1D8 hr. Neither the ink or the bottle matter, the pen is the only important item.
- 24 A large ruby, with a scorpion carved on one face, hung on a gold chain; the necklace is inside a small carved box, and the ruby, while fair sized, is not faceted. The amulet will absorb all damage from scorpion venom if it is worn when one is attacked by a scorpion. The wearer must miss a saving roll against MGR for the amulet to function, but if it works, no poison save against STM is necessary.
- 25-27 Small soft-leather pouch containing pebbles. There will be 10 + 1D10 pebbles in the pouch; when one is thrown into contact with something hard, there will be all the noise of a major explosion (no explosion occurs, just the noise).
- 28-30 Velvet drawstring bag containing a glass pennywhistle (about 1/2" in diameter and 5" long), with three holes. The flute has a possible range of eight notes (the three holes give that many combinations); when played by a bard, or a character with Music training, the flute will provide a different sound for each of the eight notes:
- | | |
|---------------------|-------------------|
| 1 wolf's howl | 5 snake's hiss |
| 2 nightingale's cry | 6 lion's roar |
| 3 horse's whinny | 7 bat's squeak* |
| 4 griffin's scream | 8 dragon's bellow |
- *The squeak of the bat cannot be heard by humanoid ears; however, animals will react to it like a supersonic dogwhistle.
- 31 A pair of fine leather boots of average size. The boots when worn lift the wearer 1' off the ground, enabling him to walk over water, hot coals, sharp surfaces, etc., with ease. They will stop any fall 1' from the ground (one still receives all the damage associated with long falls and sudden stops; the effects simply take place 1' off the ground).
- 32-34 Small ceramic mug. The mug heats any substance put into it in just a few moments; some substances may scorch (like fingers).
- 35-39 Velvet pouch, containing two pieces of carved jade. The face of one piece depicts a scarab (a small beetle); the

other, the outline of an ear. When the piece with the beetle is left somewhere and the other piece is fitted into one's ear, all sounds within a 20' radius will be conveyed to the listener. Distance limit - 1 mile.

40 Two finger-sized tubes. One contains a miniature sword, the other a miniature spear; when the weapons are removed from the tubes, they expand to full size in the course of 1 hr. They have no fighting bonuses (other than being magical), but they will return to miniature size when reinserted in the tubes.

41-43 2' length of ship's hawser, about 8" in diameter. The rope will stretch up to 100' (thinning in the process to the equivalent of normal rope); at shorter lengths, the rope will be quite strong -- at 100', as normal hempen rope. When coiled, the rope will regain its original size.

44-46 Small box, containing a beautifully carved wooden sparrow, wrapped in velvet. When the bird is held in one's hands and tossed aloft, it will take flight; as long as the person sits quietly, concentrating, eyes closed, he can see through the bird's eyes and direct its flight. Each minute of animation costs the person one spell point in power, and if concentration is broken, the bird will fall. If so, it must be found again to be reanimated. The bird will give the person the power of hypervision if he does not already possess it, and flies up to 2400' per minute; it is capable of sustaining only 206 points of damage before being destroyed.

47-49 Small box, containing a well carved model of a rat. The rat functions as does the sparrow described above, but on the ground. It can sustain 306 points of damage before destruction, and moves 300' per minute.

50-52 Gloves of soft leather, in beige. A spellcaster can drain the spell power of another entity into himself, if he touches him while wearing these gloves.

53-57 Small bone rod, 1/4" diameter and 7" long; there is a metal ring around each end. If a substance containing poison is stirred with the rod, the rod will turn black.

58-60 Woolen bag, containing 5 1" cubes, 4 black, 1 white. The black cubes are placed at the cardinal points of the compass around one's encampment, the white is placed under the pillow. If a danger passes the line of the black wards, the white cube emits a shrill noise.

61-63 Small (12"x3"x2") ebony case, containing a standard quill pen. When placed upon writing material, and addressed, the pen will begin to inscribe the words of the person who placed it, in whatever language is spoken. The pen will halt at the end of the sheet, and needs to be placed on a new sheet to continue; it will write without needing to be filled with ink.

64 Broadsword, with hilt as a dragon's head. The sword will animate as a

defensive weapon in the hand of the wielder; it will defend so well as to add an effective +8 to the wielder's armor class. However, it is so busy defending it has no time to attack. No training is necessary to use this sword, but it is too heavy to use as a main gauche with any other weapon.

65-67 Cotton bag, containing a wooden bowl, with a tight fitting lid, upon which is carved a laughing fat man with his hands clasped over his naked, bulging belly, a wispy mustache, and stanted eyes; there is a matching carved wooden spoon. The bowl is filled with dried dates. As long as a little food is left in the bottom of the bowl (for the god of luck and food), the bowl will refill itself within 4 hours. If the bowl is ever scraped or licked clean of food, the power will die.

68 A brightly painted, carefully carved miniature of a gypsy wagon; it is displayed on a small stand with small wooden horses drawing it. When a door or window of the miniature (it is 4" long and 3" high) is opened, the wagon will expand to full size (not the horses, they are merely models). Inside will be found two bunks with bedding, cookware, harness (with bells!) for two horses, a chest full of gaudy Romany costumes (and costume jewelry), and odd bits of this-and-that (such as a fiddle and tambourine, both non-magical). The wagon will remain full-size as long as a door is ajar or a window open, or if a foreign object (person or thing) is inside.

69-71 Jewelry case, with matching lockets inside, one with a fine chain, the other with a heavy chain. The two lockets are matched in more than just design; when worn by a pair of lovers, they can be used for minor communication. Inside each locket is a translucent opal; these opals will function as small crystal balls, since, when one thinks of one's true love, a picture of the loved one at the moment of the thought will appear on the surface of the gem. If both lovers are looking at the same time, there is an empathic bond created which allows them to feel each other's emotions.

72 Set of 6 small (4" cubical) tooled leather boxes. All appear empty, but when an object is placed into one of the boxes, and the lid closed, the item will transfer to one of the other boxes. If the other box is presently holding something, the contents of the two boxes will switch. Use a D6 to determine which box the item lands in; it is possible for it not to move.

73 Wooden cube, 6" on a side, containing a heavy copper bracelet in which is mounted a shiny dark stone 2-1/2" in diameter; the bracelet looks made for a man's wrist, and is about 3" wide. When the bracelet is worn underground, the stone will display a map (in a scale which fills the stone) in gold lines on the stone's face. As steps are retraced, the lines will disappear, but the stone's "memory" will hold up to three different levels of underground, and will switch from one to another as the wearer ascends or descends. When the surface is achieved, the stone will "forget" the mapping it has done.

74 Fine teak jewelry box, with ivory inlay, about 15" long, 8" wide, and 6" high; the box is subdivided into 4 drawers and a tray on top. When jewelry or gems are placed in the tray on top, any real pieces will vanish into one of the four drawers; any fakes remain in the tray.

75 Small silver snuffbox, filled with a soft grey powder; the top of the box has the masks of comedy and tragedy engraved upon it. If a pinch of the powder is dropped into boiling water, steam will billow which is capable of producing an illusion of major change in appearance to whoever stands in the steam. The illusion cannot hide or alter basic size, but it can alter sex or race (a female hobbit could appear as a male kobold, or even a slightly small dwarf, but not a elf or orc). There is a 40% chance of sex change and a 25% chance of race change; APP rating will be altered by 1D10 plus or minus, and in any case will convince even friends and relatives that this is a different person. The effects are unpredictably random, and last 1D6 hours; there are 10 + 1D10 uses of powder in the box.

76-80 Small case, containing a pair of spectacles. The spectacles allow the wearer to distinguish objects clearly at a distance of 2 to 5 miles (however, items at a distance of less than 2 miles cannot be seen at all).

81-83 Brass-bound coffer, 18" long, 12" deep, and 10" high, with a curved lid; there is a brilliant red stone mounted in place of a hasp. The chest can be coded to open only to the touch of a single person. If blood is spilled on the stone, it becomes sensitized to the bleeder, and will open by itself to that person's touch. It can contain up to 50 lbs. of coins and gems, or any object 16" x 10" x 8".

84 Rod of ruby crystal, 2" diameter, 24" length. When held and pointed at a living being, the rod will deliver a gush of flame, capable of causing 12 + 3D6 damage (15 to 30 points) to all in its path. The flame will reach up to 30'. If the user is a mage, the rod will drain 1 spell point per point of damage given; if the user is not a mage, he will be knocked unconscious for 5 to 30 minutes (5D6). There is a saving roll against MGR for no damage allowed to the being flamed, but none for the user.

85 Curule chair (a Roman style director's chair), with pillow. Both items emanate magic, but the pillow will repulse up to 25 points of missiles per mr (spear 4, javelin 4, knife 2, quarrel 2, arrow 1); it's also quite comfortable.

86-88 Carved cube of bone, on a fine gold chain; the cube is 2" on a side. If worn within 5' of a trap, the bone will turn bright red; if within 2' of poison, the bone will turn black; if within 10' of treasure, the bone will turn azure blue; if within 5' of a secret panel, the bone will turn emerald green. When near two or three of the types, the bone will not function at all, due to

confusion; if in proper juxtaposition to all four items, the bone will explode, doing 4D10 damage to the person wearing it.

89-91 Leather sack, containing 5D10 1" diameter glassy balls; inside each of the balls is a roiling cloud of smoke, in one of six colors: red, yellow, blue, green, orange, and purple. Each of the balls will break when thrown against a hard surface (95% chance), and release the smoke inside. Each cloud will fill a cubic area 50' on a side (or an entire room, whichever is smaller) after 1D6 mr; the smoke dissipates after an additional 1D8 mr. The effects of each type of ball are:

Red - all within the cloud feel as if they were attacked by a hoard of fire ants; the effect will be of 3D20 damage, although no one can die from this damage -- exceeding one's limit of HTK will cause unconsciousness, however.

Yellow - all within the cloud save against MGR or sleep 2D6 hours, with nothing able to wake them until the time has passed.

Blue - all within the cloud will feel as if they are drowning; a save against IQ will stop the sensation; if the IQ save is missed, a save against DSC is required -- if also missed, the victim will die, as if drowned; unconsciousness follows unless both saves are made.

Green - becomes a rapidly growing mass of plant tendrils. Those caught within the mass must save against CDN to be able to draw a weapon; it takes 4 mr to hack oneself free of the plant's grasp.

Orange - smells absolutely horrible (STM saving roll, or -4 penalty in combat due to nausea until STM saving roll made), and covers everything within the cloud's volume with a thin film of extremely slippery greasy oil; it will require a CDN save to keep one's footing, a save against CDN save to keep one's footing, a save against both CDN and REF to draw a weapon, etc. The grease can be washed off with wine (2 quarts for a humanoid, 1 pint for a sword, etc.), or completely neutralized by the purple smoke.

Purple - has the aroma of a fine, rare vintage wine. A DSC save is required before a player may voluntarily move out of the cloud; while within, a STM save is made each mr to avoid a 1D4 loss of effective stamina to drunkenness. Effects vary with the percentage of drunkenness, as follows:

-10% -4 on DSC saves
-25% -1 in combat, -2 to REF saves
-50% -3 in combat, -6 to REF saves
-75% -8 in combat, 1/2 movement
-90% unconsciousness

-100% STM saving roll, or death

As long as the balls are kept in the pouch, they may be transported safely. In any other container, the balls are very unstable, and have a 20% chance of breaking during any stress situation (e.g., dodging through underbrush, falling, combat).

92-94 Small leather pouch on a thick leather thong. Inside will be found a small, smooth grey stone, a bundle of dried herbs, a lock of golden hair, a nail (iron), and a petrified cockroach. The stone will glow when within 50' of undead, the herbs have lost their effect through age, the hair when

braided will grow into a long (up to 100') rope which can be secured by the nail (remember Rapunzel), and the cockroach will prevent any small insects from approaching within 20' of itself.

95 Log, carefully trimmed and smoothed, 1' diameter, 8' long. The log will travel through the air (if one sits astraddle the log), or through the water (if one stands upon it, requiring a CDN saving roll, and of course, water). Speed - 5 mph; duration - indefinite.

96-00 Broom, made of a branch, and a lot of rushes bound onto one end. The broom sweeps, all by itself, when stood up in any dirty room; it will sweep until gripped by an intelligent being.

THE MONASTERY

The huge building atop the cliff at the end of the valley is the monastery of the Guard of Death. In modern times, it is partially in ruins, and occupied by Hranugh, the big red dragon. In other times, the monastery teemed with the members of the order, and frequently was the site of festivals for the Goddess Kathilla, presided over by her high priestesses. If a party explores the monastery in present times, they will find that the thick wooden beamed floors are partially rotted from centuries of weather and lack of care; when moving on the second, third, or fourth floors there are chances that a thief will step on a rotted spot, suffering precipitous descent to the next lower floor.

FALLING

<u>Armor Worn</u>	<u>Chances of Falling</u>
None or Cloth	10%/25%/60%
Leather	15%/35%/70%
Chain	20%/40%/75%
Scale	30%/50%/80%
Plate	40%/70%/90%

The three percentage figures refer to chances of falling through the floor for each ten foot square section of flooring entered on the 2nd, 3rd, and 4th floors. The first figure is "unloaded" (nothing carried beyond armor and normal weapons), the second represents a "loaded man" (gear plus a few additional items, like a small sack of coins or a heavy candelabrum), and the third is "encumbered" (carrying heavy or bulky items). If a person does crash through the floor, a REF saving roll will keep him from falling through. If a person does fall all the way through, there is an additional 20% to his previous chance to burst through the next floor encountered (thus it is possible to fall from the 4th floor to the 1st in a series of crashes). The Falling Table represents the chances of a rotten spot in the present period; subtract 10% if the scenario is run in the time of young Hranugh, and subtract 25% if in the time of the desolation between the Guard's departure and the arrival of Hranugh.

Damage will be suffered by the person falling at the rate of 1D6 per floor of descent; heavier armor will increase the damage suffered by the wearer; chain by 1D6, scale by 2D4, and plate by 2D6. Armor adjustments to damage are assessed only once, even on a multi-floor fall.

ROOM DESCRIPTIONS

Four types of information are provided in the area descriptions that follow:

- 1.- What the players see,
- 2.- GM's description,
- 3.- Special furnishings and contents,
- 4.- Population, if any.

Furnishings and their arrangement seldom change, although their condition will deteriorate over time. Most statements made in the text about the chances for object survival refer to the modern period (older Hranugh). Double these chances in the period of young Hranugh, and triple them in the period between the fall of Shale-Chuun and the coming of the dragon. Population for the monastery is included, in case the GM desires to run a scenario in the ancient times. A room's population may change with the hour of the day, and will be noted where applicable.

THE FIRST LEVEL

I-A: The Great Hall of the Guard of Death

1.- From the south, a pair of bronze doors lead into an enormous hall, with a high (85') ceiling; the ceiling is supported on huge beams, with angled supports of bronze, reaching down 15' from each of the beams. From each third beam hangs a 40' chain ending in a large chandelier. The hall is approximately 250' long and 125' wide, with a circular staircase in the southwest corner, a large hearth and fireplace in the northeast corner, and an altar along the north wall. In modern times there is a tremendous pile of coins, gems, pieces of jewelry, art objects, etc., in the center of the floor. In the east wall is an ornately carved opening 50' wide and 60' to the top of the Moorish style arch. About 25' north of the circular stair is a smaller door in the wall, and in dragon-occupied times the west wall is pierced by a gaping hole. In front of the altar is a railing of carved, gilded wood; on each side is an octagonal raised pulpit.

2.- The opening in the east wall leads to a balcony overhanging the Cliff. The staircase is iron and leads to doors on the second, third, and fourth levels. 60% of the time the pile of treasure serves as a couch for a very large red dragon; if the dragon is absent, there is a 35% chance he will return while the party is in the Hall. The broken wall leads through the refectory to another hole opening onto a spring-fed pool. The altar appears to be of carved ivory, heavily decorated with gems and gold-leaf. In the northwestern corner is a concealed door (which can be found by a search 40% of the time), which leads to a raised dais in the refectory or a set of steps leading to the Commandant's chamber on the second level. The chimney of the great fireplace is easily scatable on the interior,

and there are several ledges spaced about every 20' up the first 100' of this 200' tower. There are six of the great chandeliers along the length of the Hall; in modern times, they have long since run out of oil, but in the times of the Guard, they were usually ablaze.

3.- On the third ledge up in the chimney can be found the skeleton of a hobbit; in his pack is the missing cup sought by Hranugh. The pile of treasure will yield approximately 4,000,000 GP value in assorted coins and gems, and another 2,500,000 in assorted jewelry. A pound of coins will normally contain 100 dime-sized coins -- roll first for percentage of copper in the original number, then percentage of silver in the remainder, any residue being gold (a single handful will probably net about a pound of coins, a double handful about 4 pounds). 10% of the gold coins gathered can be considered small gems, worth a D10 squared each in GP. On a die roll of 01-05, there is a piece of jewelry in the handful. Jewelry may be valued on the table below.

JEWELRY VALUES

<u>Die Roll</u>	<u>Value Range</u>
01-20	1D10 x 10GP
21-55	1D10 x 50GP
56-75	1D10 x 100GP
76-89	2D10 x 100GP
90-97	1D10 x 500GP
98-00	2D10 x 500GP

Hranugh does know his hoard intimately, and there is an 80% chance that upon returning he will notice the absence of as little as 50 coins. In a scenario played in ancient times, there are chances for a religious convocation being held in this Hall: 35% in the early evening, and 50% in the morning; if so, there will be 100 to 600 of the Deathguard gathered in attendance.

4.- In modern times the population is a red dragon (60%) and a few rats scurrying about the walls. In ancient times, there would be 5 x 1D20 Guards in the Hall at any given time, with stationed Guardsmen at the positions denoted on the charts by X.

I-B: The Refectory of the Order

1.- In modern times, there is a gaping hole created by the dragon in the east wall of the refectory. What remains of the many long tables and benches have been pushed aside by his passage to the pool. The room is long and narrow, 180' by 35', with a dais about 4' high at the north end. An opening to the south leads to a hall and staircase to the upper levels, and another opening in the west wall leads to the kitchen.

2.- In this room the Order took its meals.

3.- There were 15 sets of long tables and benches arranged in the refectory. About 6 individual tables (there were 3 to a set) are still standing. There is a 75% chance that any table leaned upon will collapse in a cloud of dust, splinters, and termites.

4.- Nowadays, the population consists of cockroaches. In the days of the Guard, meals were served in the first hour after dawn, around noon, and in the early evening. At those times, there would be 500 to 800 hungry men in attend ance. Otherwise, 20 to 50 might be seated at the benches, talking and drinking or snacking. After nightfall, there will be few found in the refectory.

I-C: The Armory

1.- At the east end of both the north and south walls are barred doors. There are racks of spears, racks of swords, piles of shields, and dozens of suits of armor (chain) hung from special racks along the walls. At the west end of the north wall is a door which appears to be locked.

2.- It is actually unlikely that the party will gain entrance to this area, unless someone elects to pick the locks, on the western doors, since the double doors are about 1' thick and barred on the inside.

3.- Some of the armor and weapons are usable, even after 2,000 years of no care (they were extremely good quality to begin with). There is a 8% chance (1 shot in 12) that a weapon or suit of chain may be in good shape. Since they were oiled and protected before the Guard left, all appear to be in good shape, but only those which make the indicated roll (it is suggested that the GM make this roll himself, unobtrusively) will be of any use. All other weapons will shatter on the first blow; armor will fall to tatters upon being struck (acts as AC2 on first blow, ACO thereafter).

4.- Even in the times of the Guard, this area was only occupied just before the changing of the various guard patrols, at dawn, midafternoon, and late evening.

I-D: The Gymnasium and Salle D'armes

1.- This large room is virtually empty but for the dusty remnants of some tumbling mats, and a few scattered pieces of athletic equipment. In earlier times, there would be much activity during daylight hours, with even a few pairs of die-hards working out in the middle of the night. Even today the room is still fragrant.

2.- A gym is a gym, and little more need be said.

3.- Nothing of much note remains.

4.- As described above.

I-E: The Baths

1.- The area of the baths (85' by 70') is subdivided into 6 smaller enclosures, two pools, one cold, one warm, separated by a walkway and wall 5' wide, two dressing areas, a heated rock steam room, and a area with spring-fed cold showers. The showers are constantly running, and still function even today. If the time is that of the Guard's heyday, there will be a number of benches in the dressing areas, some with piles of foiled fluffy towels.

2.- The pool is now the drinking place for Hranugh. Occasionally, he curls his great bulk into the magically heated southern pool, and wallows. The spells put on the southern pool over five thousand years ago were very powerful, and still function well.

3.- In the sauna may be found sixteen head-sized rocks, each of which has a triple strength Heat spell embedded in it; these rocks remain at a constant temperature of about 500 degrees, and will almost instantly turn water thrown on them into steam.

4.- In early times, there was a 80% chance of 2D20 bathes at any given time. Today, there is a 15% chance that the dragon will be there if he is at home.

I-F: The Kitchen

1.- On the north wall is a 25' wide hearth with kettle cranes, and pothooks; to the west is a large bread oven. Against the south wall is the raised enclosure for a pure-water well. There are the remnants of various dough troughs, peeling stands, vegetable tubs, and other pieces of kitchen equipment scattered about.

2.- The water from the well is particularly invigorating, since the well springs from a subterranean source rich in the arcane spirits of great power. A drink from this well will raise the hits to kill of the imbiber by 2D6 for 6 hours. The water loses its invigorating powers (-20% per day) if it is transported away from the monastery.

3.- Other than the water, there is nothing that has survived of value.

4.- Rats...

I-G: The Pantry

1.- In this area were kept the barrels of flour, bins of vegetables, and other dry stores for the monastery. There are six collapsed casks of wormy flour in the northwest corner, and a bin of dessicated vegetables next to them; the remainder of the bins and containers have fallen to dust. There is a cask elevator near the steps on the south wall.

2.- The rope is still attached to the cask elevator, but it is rotten, even though it appears to be in good condition, and will break at any sudden jerk, or if more than 20 pounds is placed on the elevator. The fall is 20'.

3.- Nothing particularly valuable can be found.

4.- Lots of odors and many insects...

I-H: Storage Cellars

1.- The first level is a wine cellar, with a cold ale cellar behind the door. On the next level is a cool storage cellar, and the lowest is an ice cellar. There are three tuns of wine on racks along the west wall of the wine cellar.

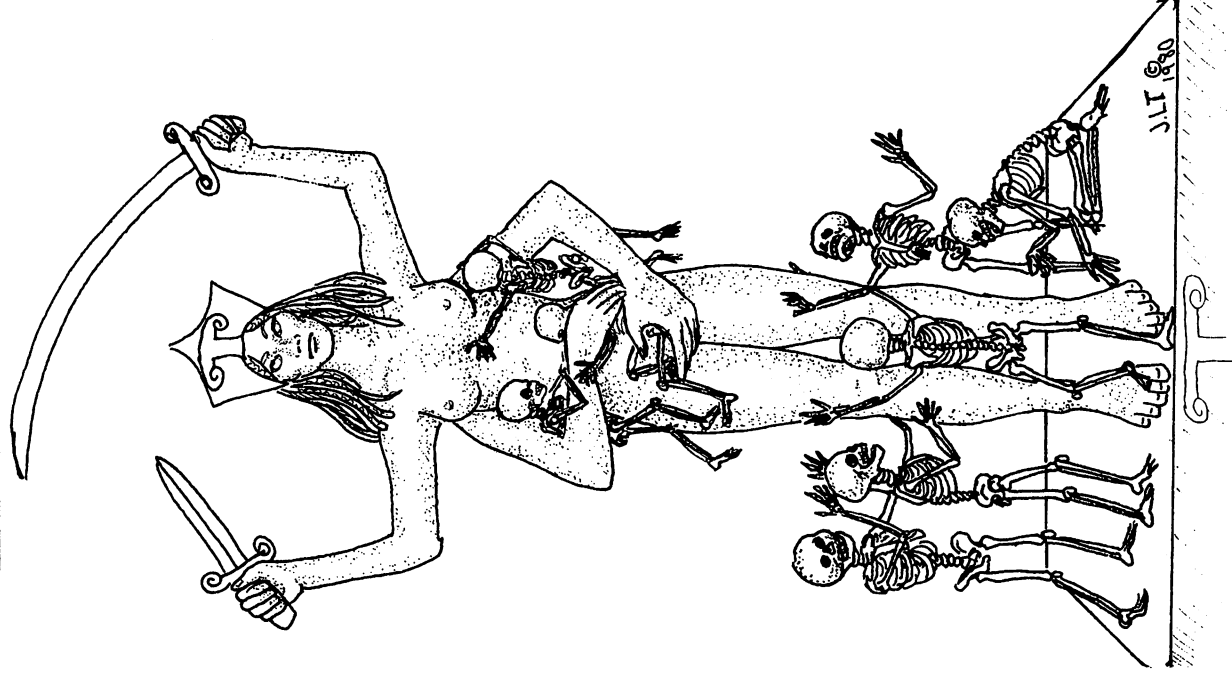
2.- A tun is a huge cask containing approximately 600 gallons; unfortunately, the wine in all three casks has vinegared, and concentrated to about 8 times its normal strength -- a drink from any of the casks (the spigots are in place) requires a STM saving roll to avoid the effects of a level 16 poison (non-fatal; however, all other effects of a poison of this strength apply).

3.- Hidden under the middle cask, at its rear, are twelve bottles of fine brandy. These bottles are sealed with wax, and their contents are in perfect preservation. The bottles are worth 500GP each to a gourmet or a wine-expert.

4.- There are probably vermin among the refuse and petrified garbage of the lower two levels.

THE SECOND LEVEL

II-A: Chapel to Kathilla



1.- On a raised platform against the south wall is a 12' statue of a female with four arms; two of her arms are gathering small skeletons to her breast, the other two brandish a large sword and a dagger. She is nude, and breathtakingly beautiful. Other than the statue, the room is completely empty. In earlier days, there would be a Hand of the Guard stationed at the door, and on both sides of the altar. Two golden bowls of oil with floating wicks would be symmetrically arranged around the altar.

2.- The statue is Kathilla, the Goddess of Death and the Underworld. It has no special powers or endowments; it is simply a superbly carved marble statue, worth about 20,000 GP. However, within a 100 mile radius of the tomb area, it is reasonably well known, and is most likely worth a quick knife in the throat, since the cult of Kathilla has survived the ages since the fall of Shale-Chuun, but has been corrupted and is now a cult of murderers -devoted to sending people to the underworld rather than protecting the rest of those already in the underworld.

3.- The statue and the golden bowls (if in ancient times) are the only things of note or value in this area. The golden bowls are worth about 500 GP each.

4.- There would be a Hand of the Guard on station at the X-marks, and from 4 to 40 worshippers at any given hour of the day or night. Presently, the room is tenanted only by the statue.

II-B: The Watchroom, and Station of the

1.- There are three exits from the room, an opening to the east, double doors to the north, and a door to the west. Along the south wall are several shelves, some of which appear to have a few piles of paper or books upon them. Centered on the non-door portion of the north wall is a large desk.

2.- In the time of the Guard, this area was constantly busy, with a Hand of the Guard on station at the Xs, another Hand on duty at various tables in the Watchroom, and the Officer of the Guard presiding over the large desk. There would be 10 to 40 Guardsmen, coming to report, and the spillover (the room will comfortably hold 20 people) would be into the stairhall to the east.

3.- The desk contains a ring of keys, which will allow entry into all of the locked areas on this floor and the two above. They are in the second drawer on the left (there are six in all), but there is a 50% chance that the entire desk will collapse into a pile of shards if any drawer is opened other than extremely carefully. If so, it will take 3D20 minutes of sifting sawdust and fragments to find the keyring. The papers and books found upon the shelves will prove to be the KP lists for the next month, and the collected rules and regulations of the Order.

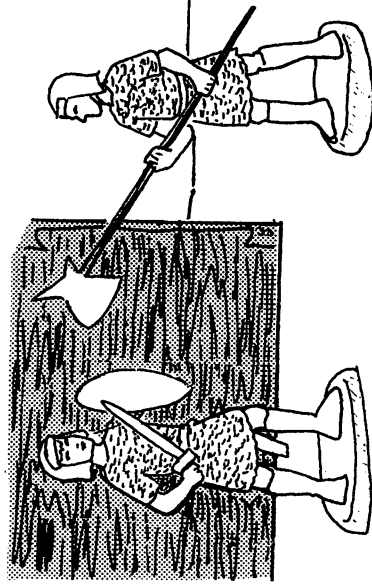
4.- As described above.

II-C: The War Room

1.- In the center of the room is a scaled topological model of the Valley of Tombs, and the surrounding area; it is 75' long and 35' wide, with a 10' walking area all around the map. There are double doors to the north, west and south; on the eastern wall are two single doors and a hall leading to a double door set at an angle. The model stands up to 4' off the floor in various portions.

2.- In this room, the Commandant of the Order and his major officers planned strategies for the defense of the Valley of Tombs. The map was used to indicate the positions of various groups of both Guard and invaders.

3.- In the northwest corner of the map, inside a high hill (the panel involved can be sensed at 2 times normal chances, and even a person without sensing ability has a 15% chance of noticing the door), can be found 20 teakwood boxes. Each box contains, carefully packed, some 100 exquisitely carved miniature soldiers. The collection, in toto, weighs about 8 lbs. per box, and is worth 20,000 GP (each box separately will bring about 750 GP). These figures are in no way magic, simply of incredibly good workmanship.



4.- Under normal circumstances, no one would be present in the room. There is a 3% chance that the Commandant would be reviewing strategies with members of the Inner Circle. In present times, there is a large family of spiders living on the map, happily devouring insects among the miniature arroyos and mesas.

II-D: Quarters for the Salutes

1.- In each of these rooms can be found the remnants of both office and living furniture. There is only the one door to the area.

2.- These were the living and working quarters for the two seconds-in-command.

3.- No special effects are to be found in either room.

4.- In the evenings, there would be a 35% chance to find an officer and his aide hard at work.

II-E: Quarters for the Honors

- 1.- As for the quarters of the Salutes, except that the rooms are smaller.
- 2.- The Commandant's Honor was the most senior, and the most junior was referred to as the Youngest Honor. The second most senior Honor was referred to as the Eldest Honor.
- 3.- The rooms are equipped with bed, chest and desk, but all have fallen in ruin over the centuries.
- 4.- During the day, the Honors will be with their commands, drilling, on duty, etc.; there is a 25% chance that their aides will be in the rooms, doing general office or personal work; there is another 35% chance that there will be an orderly in the room doing housekeeping. In the evenings, there is a 50% chance the Honors will be in their quarters, doing office work, etc.

II-F: The Ward Room

1.- There are various piles of crumpled cloth, leather, and wood scattered about the room. There is a huge fireplace on the north wall, and bookcases run along the north, east, and south walls. There are a large number of books, tomes, and assorted scrolls on these shelves. Two double doors lead to the south, and there is a door to the east near the hearth.

2.- The piles of refuse would be tables and chairs for the first 1400 years after the abandonment (through the first 200 years of Hranugh's occupation). The reading material is very ancient, and there is a 95% chance that any piece picked up will crumble into dust; however, any piece successfully transported to a city will have a fairly high value.

3.- The reading material, if in one piece, is worth (1D10 squared x 1D6 squared) GP each piece. There is a 75% chance that it will survive travel, if it survives being picked up.

4.- During daylight hours, the Ward Room is usually empty (10% chance for an orderly). In the evenings there will be 5D6 officers reading, talking, gaming, etc.

II-G: The Commandant's Office

- 1.- There is an opening onto a balcony to the east, a small door to the south, and another door to the north. There are two desks in the room, one in the southwest corner, and another, larger than the first, in the northeast corner.
- 2.- The two desks contain what items of value are likely to be found in this room. In the larger desk can be found a number of papers; there is a 25% chance the desk will collapse (in which case all papers in the desk will be ruined). The papers individually have a 40% chance to crumble under examination, but if they survive, of the 25 in the desk, 15 will be found to be letters of credit worth 1D20 x

1000 GP each (unfortunately, each of these letters of credit is drawn upon a banking house in Shale-Chuun, and all of the bankers involved have been dead for two thousand years). In the smaller desk will be found a small brass bound coffer with approximately 1300 GP in small coins and gems; this was the monastery's petty cash fund, which was left behind when the Order was recalled (the Commandant did intend to return to the Order's duty; they just never succeeded). The balcony overlooks the Great Hall, and the Commandant would frequently address the Order from its vantage.

3.- During the day, there was a 60% chance both the Commandant and his aide would be found hard at work. After early evening, there is only a 15% chance either of them (50/50) will be in the office.

II-H: The Commandant's Quarters

1.- There is a door to the west, a door to the north, and one to the south. Arranged about the room are various piles of former furniture which has succumbed to time.

2.- The door to the north leads to an outdoor balcony, from which most of the Valley of Tombs may be viewed. There is a secret door at the south end of the east wall, which leads to stairs down to the first level (see the Great Hall and the Refectory).

3.- There is little of value or interest here.

4.- The Commandant is seldom in his quarters during the day, but there is a 20% chance of an orderly. In the late evening till dawn, he will be asleep.

THE THIRD LEVEL

III-A: Off-duty Lounge for the Guardsmen

1.- Scattered about the room were assorted tables, chairs, and settees. The west wall is lined with shelves, now empty, and the furnishings have settled into variously sized piles of dust and garbage. There are a pair of dart boards on the east wall, with six sets of darts on shelves beneath them. There is a door in the west wall, southernmost portion.

2.- The door is not locked, and leads to the circular iron staircase. The dartboards are still in usable condition, and may be easily transported; they have no value.

3.- The darts are enchanted, with a spell which returns them to the hand of the person who threw them (it requires a REF saving roll the first time the darts are thrown to avoid having the return stick all three darts of a set into the hand of the thrower (1D4 damage); subsequent throws require a CDN saving roll).

4.- Only in the early evening was this area likely to be occupied by more than 1D6 (daytime occupants were likely to be those who had responded to "sick, lame, and lazy call", and had been judged actually sick). Evenings, however, would find 10D20 assorted guardsmen in attendance.

III-B: The Minor Armory

1.- Racks of bows, quivers of arrows, and bundles of javelins line the walls and are stacked into the corners. The door is locked.

2.- The equipment is in a remarkable state of preservation, since the room has been sealed (for some reason, no one has previously bothered to pick the lock on the door, or find the key ring in the watch officer's desk). The lock on the door is a level three lock.

3.- There were 100 good yew long bows, 150 short bows, 250 quivers of arrows, 500 extra bundles of arrows (20 to a bundle), and 100 sheaves of javelins (12 to a sheaf), stored here. There is a 20% chance that these weapons are still usable. There were also 200 practice quilted cloth jerkins here, but they have given up the ghost. Although many of the Guard gained expertise in these weapons, the code of Kathilla forbade their use in repelling grave robbers.

4.- Only during the morning practice period will more than the two guards at the door be in this room.

III-C: Lavatories and Sanitary Facilities

This area needs little description, particularly if the GM or any of the party members have ever been in an army barracks.

III-D: Individual Barracks Rooms for the Respects

Each room was the quarters area for the guardsmen of a Respect; there is little here other than bunks and lockers (during Guard times), or refuse, rats, and collapsed furniture (in modern times). Personal possessions have little value to other than the possessor. The key ring found in the desk of the Officer of the Guard will open all the locks found in and/or around the barracks room: in modern times, most of the locks are laying on the floor amidst sawdust and wood fragments. The locks are worth about 50 GP each, and are still in workable condition; there are about 40 locks per barracks room. If your players are running this scenario in the time of the Guard, and have gotten this far, either you're being too generous or they've brought Patton's Armored Division with them.

THE FOURTH LEVEL

The Fourth Level is virtually identical with the Third Level and is not detailed here; if the party successfully reaches the Fourth Level, use the maps and contents for the Third Level. The only difference is that the Minor Armory is now the Quarters for the Commandant's Honor Respect.

NOTES FOR CHARACTER DESCRIPTIONS

(1) If a Deathguard is disarmed, he will utilize unarmed combat techniques. He may strike twice each melee round, and any strike inflicting 90% or more of possible damage has a 60% chance of stunning his opponent. Recovery from the stunning blow requires STM saving rolls until successful, one per melee round.

(2) The priests of Kathilla have two Goddess-endowed powers which they will use if necessary. The first is the ability to summon help, without calling or outcry; this help, in the form of additional Hands of the Guard, will arrive in 4+1D8 melee rounds, sufficient to bring the odds to no worse than 3 to 2. The second is the mindblast, a sort of mental shout which is capable of stunning any within range (the members of the Deathguard are inured to the mindblast, and are only affected at one-fourth the normal chance. The ability requires practice, and the younger priests are not as capable as the older ones. Abilities are:

<u>Proximate Level</u>	<u>Daily Uses</u>	<u>Success/20'</u>	<u>Success/50'</u>
Green	2	60%	20%
Intermediate	4	70%	35%
Veteran	6	80%	50%
Elite	8	90%	65%

An individual priest using the mindblast will be incapacitated until a STM saving roll is made on 3D12; a bonus of 2 for each level above Green is allowed to the save.

(3) Dragon flame diminishes in power with distance at 5% per 5 foot distance up to 50', and 10% per 5' distance to 75'; over 75 feet, only flammables are affected, with only a 35% chance of catching fire (from 75' to 100'), but within 75' from the dragon's mouth, some damage will always be sustained -- there is no saving roll. Damage will only be diminished by cover; a large shield will diminish damage by 35%; a large-boiled tree (sufficient to totally cover the person) will reduce damage by 75%; other forms of cover, such as boulders, doors, etc., will diminish damage by varying amounts (GMs should use discretion in the amount reduced). Dragons are not capable of breathing flame in two consecutive melee rounds, since it takes a minimum of a melee round for the dragon to generate sufficient gas for a new blast.

CHARACTER DESCRIPTIONS FOR THE DEATHGUARDS AND HRANUGH

<u>NAME</u>	<u>CHARACTER</u>	<u>CLASS</u>	<u>GP</u>	<u>ST</u>	<u>CO</u>	<u>RF</u>	<u>SM</u>	<u>IQ</u>	<u>MR</u>	<u>WEAPON</u>	<u>HACO</u>	<u>DAMAGE</u>	<u>WEAPON NOTES</u>	<u>ARMOR CLASS</u>	<u>HTK</u>	<u>RIDING ANIMAL</u>
The Deathguards Guard Type A		GR HU FTR	-	12	11	13	15	10	14	BDSWD HANDS	8 10	2D4 1D4	(1)	C&S 7	18	
Guard Type B		GR HU FTR	-	13	12	11	13	12	11	BDSWD HANDS	7 10	2D4 1D6		C&S 7	21	
Guard Type C		INT HU FTR	-	12	14	13	14	11	12	BDSWD HANDS	5 8	2D4 1D6		C&S 7	22	
Guard Type D		INT HU FTR	-	11	13	14	12	11	15	BDSWD HANDS	6 8	3D4 1D6		C&S 8	27	
Guard Type E		INT HU FTR	-	14	15	11	13	9	10	BDSWD HANDS	4 9	2D8 1D8		C&S 8	25	
Guard Type F		VET HU FTR	-	12	12	14	15	11	9	BDSWD HANDS	5 8	3D4 1D8		C&S 8	32	
Guard Type G		VET HU FTR	-	15	12	13	15	8	13	BDSWD HANDSE	5 7	4D4 1D10		C&S 8	31	
Guard Type H		EL HU FTR	-	13	14	12	13	10	12	BDSWD HANDSE	3 7	3D4 1D10		C&S10	36	
Guard Type I		EL HU FTR	-	12	14	14	16	12	11	BDSWD HANDSE	3 6	3D4 1D12		C&S10	31	
Guard Type J		EL HU FTR	-	15	12	13	13	10	13	BDSWD HANDSE	3 6	4D4 1D10		C&S12	39	
Officer Type A		GR HU PRT	-	10	14	13	13	13	9	BDSWD HANDS	7 9	2D4 1D4	(2)	C&S 7	15	
Officer Type B		GR HU PRT	-	13	12	13	14	13	10	BDSWD HANDS	10 6	2D4 1D4		C&S 7	22	
Officer Type C		INT HU PRT	-	11	13	13	12	15	8	BDSWD HANDS	6 10	2D4 1D6		C&S 8	23	
Officer Type D		INT HU PRT	-	13	13	12	14	11	11	BDSWD HANDS	6 9	3D4 1D6		C&S 9	24	
Officer Type E		INT HU PRT	-	12	14	14	13	15	9	BDSWD HANDSE	5 7	3D4 1D8		C&S 9	26	
Officer Type F		VET HU PRT	-	10	15	13	14	12	10	BDSWD HANDSE	4 8	3D4 1D10		C&S10	29	
Officer Type G		VET HU PRT	-	14	13	12	14	12	14	BDSWD HANDSE	5 8	4D4 1D10		C&S12	34	
Officer Types H-K (extremely unlikely to be encountered)																
The Dragon Young Hranugh				62	19	14	54	16	18	BITE CLAWS TAIL FLAME	3 2 5 -	2D12 3D8 3D10 10D20		PLT16	427	
Older Hranugh				74	18	14	50	16	20	BITE CLAWS TAIL FLAME	1 -1 6 -	2D12 3D10 3D12 12D20	(3)	PLT19	685	

CHARACTER DESCRIPTIONS FOR THE DENIZENS OF THE TOMBS

CHARACTER	NAME	CLASS	GP	ST	CD	RF	SM	IQ	MR	WEAPON	HACO	DAMAGE	WEAPON NOTES	ARMOR CLASS	HTK	RIDING ANIMAL
A. Warrior Skeletons	Skeleton 1	INT SK FTR	-	+	+	+	+	+	16	BDSWD HANDS	3	2D4	BON 7 (1)	20		
	Skeleton 2	VET SK FTR	-	+	+	+	+	+	14	BDSWD HANDS	2	2D6	BON 7 (1)	25		
	Skeleton 3	VET SK FTR	-	+	+	+	+	+	10	BDSWD HANDS	3	2D8	BON 7 (1)	28		
	Skeleton 4	EL SK FTR	-	+	+	+	+	+	15	BDSWD HANDS	6	2D6 2D4	BON 7 (1)	29		
B. Guards in Tomb Design 1	Guards 1-2	VET GI FTR	-	27	14	12	22	8	19	SCIME	2	5D8	SKN 3	67		
	Guards 3-6	INT GI FTR	-	26	11	9	24	7	17	SCIME	4	4D8	SKN 2	56		
C. In the Treasure Chamber of Tomb Design 2	Guards 1-4	VET HU FTR	-	16	15	12	14	9	13	BDSWDe	2	4D4	C/S 9	35		
	Leopards 1-2		-	14	18	22	17	3	12	CLAW	3	1D10	ANH 4 (2)	51		

and CDN are allowed to reduce the effective distance fallen by 10' for each successful SR. The gravity reversal effect wears off after 15 minutes, but can be easily turned on again if anyone tampers with the lock mechanism.

3) On door C: A large section of the wall next to the door swings rapidly over to deal a stunning (and possibly fatal) blow. A saving roll against REF at a penalty of 3 is required to sprint or spin out of the way; if the SR is not successful, the victim takes 20408 damage - if the SR would have been made normally (i.e., without the penalty), only half the damage is sustained.

4) On door D: the area immediately in front of the door is drenched with Firewater, a rather potent flammable, which will ignite in 1 m. It requires 2 saving rolls against CDN to strip completely, and avoid any damage; making either SR reduces damage to half (the victim has managed to remove a good portion of his equipment and clothing. Originally, 100 units of the highly flammable liquid were in the reservoir of the trap; D100% of the supply has evaporated. The liquid does 104 damage per unit with which the victim has been drenched, if he has not managed to remove all clothing and equipment. The clothing and equipment will generally (75%) be consumed by the flames in any case.

SAFETIES

There are no separate safeties as such for any of the traps in this tomb; the safeties are set...until someone tampers with the locking mechanisms located on each of the doors. The best safety measure of all is not to touch the keyholes at all.

The Burial Chamber

What the Players See:

As the doors swing open, the party sees a room 20' deep, 40' wide, and 30' to the ceiling. It is dimly lit by the glow emanating from a 8' long, 3' high, 4' wide block of crystal that serves as a bier for the body of the occupant. Behind the bier, on the back wall, can be seen some sort of niche, outlined in the light.

The walls of the main chamber are decorated with murals of pastoral scenes of study, all involving the same figure. He is shown with various specimens of both flora and fauna.

Approximately 6' in front of the bier is a large black demi-column surmounted by a large lamp of the style depicted on the outer doors. There are six other, smaller versions of this column and lamp arranged one on either side of the bier, one on either side of the outer doors, and one centered at each side of the room. There are four doors, with semi-circular crowns, apparently constructed of a heavy brown wood, located one in each of the four corners of the room. Each door has a 2' square plaque of golden metal resting on the middle cross-bar; the plaques appear to have some sort of writing on them.

GM's Description:

The ceiling is covered with spikes, which are easily seen if anyone happens to look upwards. The lamps on the pedestals are of gold-plated brass, and are worth 50 GP each for the small ones, and 75 GP for the large.

The niche contains a large golden head, which can be seen easily from any position near the bier. The head has empty holes where eyes might be placed, and a slot on either side of the head in the position ears would normally occupy, and faces the rear of the niche. The eyes and/or ears, which may be found in the small side rooms behind the doors, are necessary for the automaton head to function.

TOMB DESIGN

III

The Tomb of the Scholar

The Scholar's Tomb is much more of a puzzle than any of the others, and is consequently much less lethal, a factor of only 15%. The front doors are at the end of the typical corridor, lined with the last resting places of faithful members of the Guard of Death. Gaining access to the main chamber requires the same process as the other tombs in the Valley of the Dead. Game time for this scenario should be limited to 3 1/2 to 4 hours; this will force the players to attempt to maintain a fairly rapid pace in trying to figure out the various puzzles. GM's should read through the description of the tombs in Thieves' Guild II before attempting to run this scenario. GM's should not allow the thieves to escape before attempting the entire tomb (i.e. use Hranugh, the red dragon if it looks like the thieves are gonna bug out).

In this tomb rests a scholar renowned for his wisdom. Emblazoned on each of the double doors of his tomb is an enameled blue circle, containing a golden Aladdin's lamp with a red and gold flame flickering at the spout; the lamp of knowledge was the emblem of the scholars and sages of ancient Shale-Chuun.

SAFETIES, RESETS, AND TRAPS

There are only four traps in the tomb of the scholar, although the automaton could also be considered a form of trap. These traps are contained in the four doors in the main room, and are perfectly safe until the lock mechanisms (Complexity 3) in each of the keyholes are successfully picked - this action sets off the trap on each door. The safeties for the traps are already on when the player-thieves enter the tomb.

TRAPS IN TOMB 4

1) On door A: a blade snaps out of the side wall and describes an arc to the door itself. It flies at waist level (3' off the floor), and will cut the person picking the lock neatly in half. A Hearing roll at a 30% bonus is required to notice the faint click the blade makes as it begins its sweep, and a saving roll against REF is required to jump out of the way or duck completely, thus avoiding the blade.

2) On door B: an area 6' square, immediately in front of the door, becomes gravity reversed. A saving roll against MGR is allowed; if successful, nothing happens; if not, the person involved falls onto the ceiling (which happens to be covered with spikes, and 30' distant). A person falling to the ceiling will make contact with [4 + 104] spikes; spikes do [108 - 1] damage, and are HACØ 4. Falling can also cause damage, doing 106 for the first 10' fallen, 206 for the second 10', 306 for the third, etc.; saving rolls against STM

If both ears are inserted, the head will then speak the following poetic clue (this may be repeated twice, upon request to the head):

The path to knowledge requires thought.
Those who think not should venture naught.
When all knowledge blazes brightly,
First steps taken are seen rightly.
Make me whole and give me pleasure,
That I may lead you to greatest treasure.

When both eyes have been inserted, the head turned to face the central lamp, and all the lamps are lit, the bier will slide forward (a distance of 4') revealing a hole in the floor, and a flight of steps leading down.

The plaques on the doors are of gold, and weigh 60 lbs. each (gold is valued at 100 GP the pound). Each of the plaques has two sentences written on it (for the purpose of ease and simplicity, the GM may wish to consider that any character who can read is capable of reading the information thereon), which gives the party clues to open the particular door. The sentences are:

Door A:

By farthest and nearest am I loosed.
The light of knowledge must shine forth.

Door B:

By nearest and dearest am I loosed.
The light of knowledge must be dimmed.

Door C:

By farthest and furthest am I loosed.
The light of knowledge must shine forth.

Door D:

By nearest and farthest am I loosed.
The light of knowledge must be dimmed.

The first sentence on each plaque refers to positions of the smaller lamps which must be lit. The second qualifier refers to the pair of lamps at the two most distant ends of the room; the first qualifier refers to the two pair near the door and the bier. Door A requires #1 & #5, door B #3 & #4, door C #1 & #2, door D #4 & #6. The light of knowledge is the large lamp on the center pedestal; if specified "shine forth", it must be lit, if "dimmed", it must be out. If conditions are obtained, the particular door will swing open.

However, it does not do the players any good at all to light all the lamps at the same time, at least in regard to opening the doors (they must all be lit to have the bier move). The doors will not operate unless the specific lamps called for are lit, and no others. Each of the lamps is 1/8 full of fuel oil when the tomb is first entered; this will be exhausted if the lamp is burned for 15 minutes. The lamps may be filled before the original oil is totally exhausted; and additional oil will combine with the original supply to produce the same magical door-opening effect; if the original oil is exhausted, refilling will have no effect at all.

The Small Side Rooms

What the Players See:

In each of these small 10' by 10' rooms are three tiers of shelves, running along the outside and back walls. On the top shelf in each room may be seen large numbers of scrolls of vellum; parchment manuscripts line the middle shelf; bound books are found on the lowest shelf.

Catercorner from the shelves in each room is a small quarter-circular shelf; each of these shelves has an object upon it.



GM's Description:

In room A, the assorted literary materials are all on the subject of botany. Two years study will enable the person spending the time on learning to identify any plant. The object on the shelf is a small (3" diameter, 12" high) hollow pedestal, shrouded in a velvet cover; in a small depression on top lies a faceted gem (one of the eyes for the head).

In room B, the reading materials concern husbandry and animal psychology. Five years study will enable the person studying to tame and train most animals (95% chance with domesticated breeds, 75% with wild animals, 50% with feral carnivores). On the small shelf is a pedestal similar to room A; however, the depression on top is empty (the gem eye is inside the pedestal).

In room C, zoology is the subject. Three years study will enable the student to identify and fully describe any animal seen. The small shelf contains a coffer of brass; when opened, it will be seen to be velvet lined, with a small depression approximately the shape of an ear - the depression is empty (the ear is hidden in a secret compartment under the shelf - simply peering under the shelf has a good chance [65%] to locate the compartment, since it is just a bulge at the very back of the shelf in the corner).

In room D, the subject is agronomy. One year of study will enable the student to domesticate most plants (85%), and to crossbreed new species (if botany is known). There is a small coffer on the shelf, similar to that in room C, but the depression contains an ear.

The Library

What the Players See:

At the bottom of the stairs is a room, 20' by 20', with a 15' ceiling; it is brightly illuminated from the glowing ceiling. The walls are completely lined with shelves (with the exception of one small area at the rear of the room), and most of the shelves are lined with bound books, manuscripts, tomes, librums, scrolls, etc. Near the center of the room is a very comfortably upholstered armchair, with a small circular table on either side; there are objects of some sort on both tables. Near the back wall of the room is a 4' cubic pedestal of glistening black stone with a golden torso sitting upon it; the area of wall behind the pedestal has no shelves. There appears to be no other exit from the room.

GM's Description:

If the shelves of books are checked out, a number of titles of interest will be found. Among them is a large book entitled "Care and Maintenance of Automata and Other Robotic Creatures"; this may be located on a saving roll against IQ, if the person is surveying the shelves. This book is the "pleasure" mentioned in the initial poem; it must be given to the completed automaton to prevent a mechanical rampage.

The armchair and side tables are set together facing the pedestal with the automaton's torso. The chair is of obviously exquisite workmanship, and allows a bonus of 25% of a person's IQ when making knowledge acquisition SR for any materials studied while sitting in the chair (i.e., an IQ of 16 would allow a SR based on an IQ rating of 20). It is worth a base of 500 GP for materials and workmanship, and 15,000 GP if the enchantment is known.

The table on the right is set with a pipe rack for 8 pipes (all the pipes are enchanted and embedded with spells - no fire is needed to light the contents of the pipe bowl, and any pipeweave used to fill it will smoke twice as long as normal), and a humidior (enchanted to retain freshness in its contents virtually forever) which is about half-full of pipeweave. The pipeweave is a special type, enchanted and capable of a variety of interesting effects (D100):

01-60

Relaxation; the character achieves a very comfortable, easy going attitude (gives a 10% chance for a clue from the GM if the party has bogged down).

61-85

Sleep; a saving roll against MR is required, or the smoker falls into a deep sleep (requiring a spell of Awakening) which will last for 2D6 hrs.

86-95

Sensitivity; character receives a bonus of 1/3 of the requisite to any SR required in the next 1D4 hours.

96-99

Cognition; the character receives one (1) hint from the GM.

00

Stroke of Brilliance; character receives an explanation of the last poem spoken by the automaton.

On the left-hand table is a set of crystal, which consists of a tray, decanter, and 4 goblets; each of the pieces is a different color, and all are enchanted to perform different functions. The tray is clear, and will catch any dropped piece of its set before it breaks (the pieces can be deliberately smashed, but not accidentally broken). The decanter is a bright yellow, and is always full of liquid (various wines, with no immediate repeats in flavor or type). The four goblets are red, blue, green, and black; the red warms any liquid poured into it, the blue chills any liquid, the green provides an antidote for poisons and venoms if water is poured into it (other substances are left as poured), and the black changes any alcoholic liquid into it into poison (roll D100: 01-15 Level 4, 16-40 Level 8, 41-70 Level 12, 71-90 Level 16, 91-96 Level 24, 97-99 Level 32, 00 Level 50). If the antidote from the green goblet is administered within 2 mr, it will cure any of the poisons from the black goblet.

The torso of the automaton should not be moved from the pedestal until the head has been attached. If done, the room will begin to fill with an odorless, colorless gas; the gas hisses slightly as it pours into the room, and there is a 90% chance that at least one of the player-characters will notice the hissing. It requires a saving roll against STM to escape the room without breathing the gas; if the character is near the pedestal, this SR will be at a penalty of 4; if beyond the line of the front of the chair, it will be at a penalty of 2. If the saving throw is missed by less than half the character's STM, he is able to escape the room, but is incapacitated due to nausea for 2D4 hours; if missed by more than half the character's STM, he has succumbed to the gas and is dead.

When the head is placed upon the torso, it -will give the following poetic clue:

Here shall you find what be my pleasure,
And you shall need it in short measure.
Back, then forward, and yet twice again,
Must all be moved before any are in.
A simple path leads onward still;
It must be found for treasure's thrill.

Two repeats of this poem may be requested from the automaton. To open the secret door leading from the library to the next room of the tomb, the pedestal must be moved back against the wall at the spot bare of shelves, then forward to its original position, then back and forth twice more. The block of stone is quite heavy, and requires a combined STR rating of 44 or better to move it; only four characters may attempt to move the stone at one time - more than that simply cannot fit around it in such a manner as to apply pressure of any value. Once the block has been moved, the door panel will slide back into the passage, then move aside into its prepared niche.



The Assembly Room

What the Players See:

Down a short hallway is a darkened chamber 15' on a side. In the center of the floor is a dais with a set of golden limbs arranged upon it. At the corners of the room are three heavy black stone doors; they contrast with the gray of the polished granite walls. On each of the doors is a blue circle with a small drawing inside.

GM's Description:

In this chamber, the automaton must be completed. As the various limbs are attached, different doors will open and/or close. The drawings on the doors give some indication as to results. On the left-hand door, the drawing shows the automaton with his left arm raised; on the right-hand door, the automaton has his right arm raised; on the far door, his legs are spread and both arms are at his sides.

If the party does not begin final assembly of the golden automaton within 15 minutes, it will say "Hey, Sk'voryk! I can't work peacefully in pieces!", and will repeat this at 5 minute intervals until at least one limb has been attached. If the automaton is fully assembled, and is not given the book within 5 minutes of the completion of assembly, the large slab door will begin closing (it can be reopened by the original method employed), and the automaton will go on a rampage of destruction. If given the book, it will open a panel in its chest, and place the book there for safe keeping; from that point, it will accept any orders which do not take it out of the tomb.

As various limbs are attached, various doors will open, providing assorted paths around the back area of the tomb:

Arms only
 Left arm - from A to D
 Right arm - from B to D
 Both arms - from A to B or B to A

Legs only
 Left leg - from D to A
 Right leg - from D to B
 Both legs - from D to both A and B

Other combinations

Both arms and right leg - from A to C to B
 Both arms and left leg - from B to C to A
 Both legs and right arm - from A to C to B
 Both legs and left arm - from B to C to A

When both arms and both legs have been attached, the path from D to E will open; however, it still requires the automaton to open the door to the treasure chamber.

Point C is a length of the corridor which passes over the treasure chamber; it is guarded by a bronze railing. The immense fortune of the scholar can be seen from this area. It is not possible to attain the actual interior of the chamber from this balconied stretch; among other things, there is a layer of Disintegration

about 12' off the floor of the chamber - anyone diving, or otherwise attempting to reach the floor of the chamber from the viewing area, will simply disappear (permanently).

The Treasure Chamber

What the Players See:

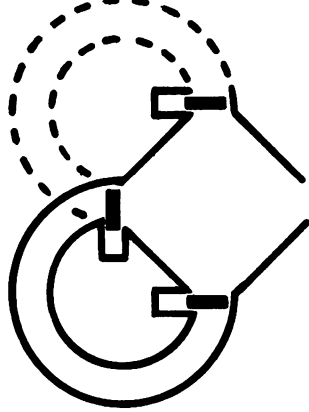
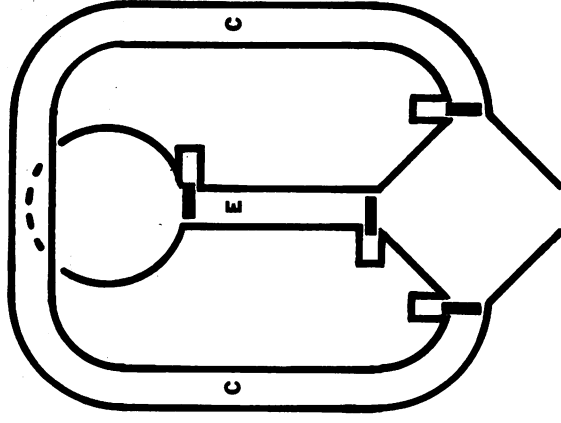
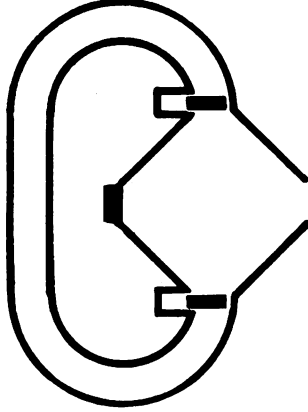
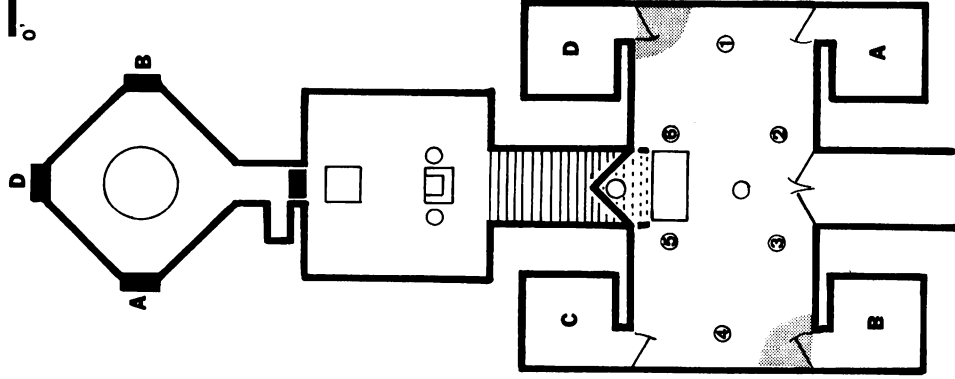
The room is hemispherical, some 15' in diameter, with a guard-railed balcony to be seen high on the back wall. There is immense treasure in coins, gems, and jewelry here, as well as other items of value. The ceiling casts a brilliant light over the entire assemblage.

GM's Description:

There is some 1,000,000 gp in pure valuta here, in addition to 304 magic items from the list at the back of "The Tombs of Shale-Chuun" in Thieves' Guild II. There are also numerous bolts of fine cloth, and other luxurious items, which the GM may draw from the many descriptions of the items in the hoard of Hranugh in the same source book.

CHARACTER DESCRIPTIONS FOR THE TOMB

Name	Character Notes	Class	Requisites							Combat		Armor	
			ST	CO	RF	SM	IQ	MR	Weapon	HAC	D	Damage	Class
Automaton		VET AU FTR	60	8	13	90	5	23	FISTS	8	604		MET 16 100



TEMPLE LOOTING SCENARIOS

AND

TOMB ROBBING ADVENTURES

B. THE ILLUSIONIST'S TOMB

Nicodraj, the old farmer proudly exhibited the find he had recently made in his field - a large, very ornately carved and decorated bowl of silver, very completely tarnished, and colors of great age rippled and played over its blackened surface. The bowl had obviously been covered by mud and sand, for remainders clung stubbornly to some deeper cracks and crevices, although attempts apparently had been made to clean it.

"An foun't near t'ole oak in t'back corner m'small field, when Ah wuz try'n'ta dig out t'big stone. Gonna mek m'plantin' bigger, put in sum melon, or mebbe sum squash. Y'know, t'Ah get 'em in fass 'nuff..." the old man's voice trailed off into a speculative silence. One of the listeners reminded Nicodraj of the bowl he was holding and had been talking about. "Oh... on, well, alrydt, twuz buried under t'rock, 'n Ah thought twuz jus' 'nother stone, til m'spade nicks t'rim, see, nyeer whar t'mark is, and Ah'kud see't twuzn't no rock. So Ah gits down in t'nole, 'n pulls't out, 'n seems t'v'e bin settin' on sum kinda stone, cuz Ah'kud see't unner where t'bowl'd bin settin', 'n twas all carved kinda funny, wit' 'numps 'n bumps 'n lines goin' all over, Ah'kud see t'roo t'mud. Ennybuddy got t'idee as t'whar t'mighta come from?"

Most of the other denizens of the Gilded plow took the opportunity to venture their opinions as to origins of the bowl. One asked Nicodraj what he was planning to do with the bowl. "Prob'ly tek't inta Haven, t'big city y'know, see n'much Ah kin git fur't. 'Speks Ah'kud git mebbe thutty, forty gold, if t'blacknin' on't don bring t'price down."

From a table near the hearth came a voice, "I'll give you thirty gold for it, and save you the trip into the city." A cloaked figure arose, and joined the group around Nicodraj. "I'm headed for Haven anyroad, and the guess as to the price was fairly accurate; t'would most likely bring about 45 or 50 gold in the city."

The man speaking appeared to be a trader, tall, well built, and reasonably affluent by the cut and quality of his clothing. A rapier with a golden hilt swung at his side. "Would you be willing to show me where you found this? I'll tack an extra 5 gold on the price if you will."

"Aye sor, that Ah will. Ah kudna tek t'time ta travel ta t'city noroad. Come now, Ah'll show ye rightways." The old farmer hobbled toward the door with surprising spryness for one of his apparent age. "Come now, come now. Ah'll show ye." The cloaked trader followed the old man out of the tavern.



The bowl is a clue to the location of the tomb, long lost and forgotten, of Aold din Heradkon, a rich and powerful illusionist, who died over 4,000 years ago. The tomb is buried beneath the field of Nicodraj, and has been covered, and now uncovered, by the slow fluxions and erosions of great lengths of time. The trader sold the bowl in Haven, and it has been bought by Kerrel ma'Kuszla, a scholar of antiquities. Kerrel is in the process of arranging with the head of the Thieves' Guild for a group of rogues to visit to the area, for the purpose of recovering some of the great treasures which should be contained in the tomb. The Guild and the old scolar propose to split whatever ancient arcane and monetary treasures are found, with fair and suitable remuneration for those who brave the tomb's dangers.

The tomb is located under the spreading roots of an ancient oak tree, some 1400 years old, which stands in one corner of the small field of Nicodraj. Original entry to the tomb complex may be achieved by digging near "t'big stone" the old farmer tried to dislodge (he never did succeed) when he discovered the bowl; there is a 65% chance that anyone doing much digging within 10' of the large boulder to which the farmer referred, will be precipitated into the atrium when the roof of the ancient tomb gives way under him (anyone within 5' of the fallee should make a saving roll against REF to avoid joining him in the tumble). There is also a 1% chance, if the aforementioned happens, that the boulder will also be precipitated into the antechamber (quite possibly on top of the unfortunate initial entrant[s]); if such a disastrous fall does not occur at this time, the huge rock will be quite stable for the remainder of the adventure. If neither possibility should occur, the roofing stones of the atrium will be found, buried in the mud and sand of the field, about 5' under "t'big stone"; many of these are crumbling and loose, and can be easily pried out to afford the party a method of entrance into the atrium (although it should take two strong men about 8 hours of digging to uncover sections of stonework large enough to provide a decently large entry hole for the group).

Once entry to the atrium has been secured, the adventure begins. . .

The Village of ALDUREE

This small village has been well described in "The Tower of Tsitsiconus", in Thieves' Guild III, and the easiest way for the band of rogues to find the location of the field and the large rock is to visit the Gilded Plow, the tavern/inn in Alduree. Nicodraj is frequently found there in the evenings (75% chance he will be in attendance, happily slurping up good home-brewed ale), and is quite happy to show people who express interest where he found the bowl. He does, of course, expect a small gratuity for his troubles. The trader spoiled him by giving him the extra 5 GP, and he will feel slighted if he gets less than 2 GP as a tip; he will grouse, at any opportunity, about "t'cneap strangers as is allus snoopin' 'bout m'fields of a night" whenever he is in the tavern, and there is a 40% chance that Bardol (a young local farmer who is both tough and mean) and some of his cronies will take a notion to go "watch the strangers". If so, there is an additional 65% chance that they will try to bully and harass the party if the group is still above ground; if the party has, by the time Bardol and friends arrive, already disappeared into the tomb, there is only a 10% chance that Bardol, along with Juran and Miggs (his two "best buddies"), will enter the tomb itself. If the bullies do not enter the tomb, there is only a 15% chance they will wait for the party to reappear.

There is a 15% chance that Tsitsiconus (the mage who lives in the tower) will hear of the activity (and, on investigation, of the silver bowl), and he is almost certain to become interested. If this does occur, the

mage will likely (65%) put in an appearance, to have a look at the tomb. If the rogues are honest and upfront about what they're doing "on the GuildMaster's orders", Tsitsiconus will simply ask to peruse whatever books or scrolls they might locate, before they take them back to the city - there is even a 10% chance he might offer an aid or two for their work (a ring which Detects Illusions, for instance, or a set of Spiderpaws [felt gloves and boots which allow the person wearing them to walk along walls like a spider]; these are, of course, at the GM's discretion); if they are secretive, nasty, and/or uncooperative, Tsitsiconus will "suggest" that they will find life a good deal more comfortable in the city, and that they should leave for that destination immediately (he does have the power to enforce his suggestion). The thieves will, of course, be able to make their own decision, but discretion, in this case, is definitely the better part of valor.

The Tomb of AOLD din HERADKON

This tomb was constructed under the orders of, and enchanted by, a master of illusions, Aold din Heradkon. The mage had a sense of humor many of his fellows and contemporaries considered a bit eccentric - he was an ardent practical joker (although he had progressed at least a bit beyond the equivalent of the squirt flower and the whoopee cushion, most of the time), and some of his finest and most elaborate illusions began as well planned practical jokes. The tomb is quite thoroughly enchanted, and has been loaded with illusions of many descriptions, some of which are very involute and extremely complex (dealing with all senses, including smell, taste, and presence).

Being a realist, Aold did not expect his tomb to go undisturbed through eternity. He felt that it would be, eventually, opened, whether by those who would be greedy, scholarly, or reverent, he did not know, but he determined that anyone who wished to remove items from his tomb would surely earn them. To this end, the mage designed, and enchanted, his last resting place - the process required a full decade.

The tomb is constructed in five sections:

- § the Atrium, with the Door That Falls;
- § the Well of Forever,
- § the Tunnel of Travels, and
- § the Sphere of Imagination, which leads to
- § the Resting Place of the mage's body.

Each of the sections must traversed; when the party gains the treasure chamber (where the stone sarcophagus of Aold din Heradkon lies), there are some puzzles to be solved. The old illusionist did not set out to kill purposely (with one possible exception), but there are some portions of the tomb which can be fatal to one who truly believes what he is experiencing; it is possible for one or more of the characters invading the complex to die in the pursuit of the adventure. If the party uses a modicum of intelligence (and has reasonably high IQ and/or DSC ratings), they should survive, however, and reap rich rewards.

The party members may attempt to "disbelieve" some of the illusions set up by the mage; it is possible for one or more of the players to pierce the veil, and see what is actually there. Remember, though, that Aold was a master illusionist, of exceptionally high level (if one or more mages have accompanied the party, treat the old mage's spells and illusions as if cast at the 19th Level of proficiency), and that he had many years to prepare the tomb - all saving rolls for disbelief are a two part process: first, a saving roll against MGR to see if the person has even noticed that that which he is observing might be an illusion (if this SR fails, there is no second roll); second, a saving roll against 1/4 (DSC + IQ) for actual disbelief of the illusion. All disbelievers function only for the illusion on which they were made, although any successful disbelief roll

adds 1 point (for purposes of further disbelief rolls only) alternately to DSC and IQ (you can learn from experience).

The First Section
of
the Tomb
The Atrium

(with the Door That Falls)

What the Players See:

The atrium of the tomb is octagonal, about 40' in diameter, with a hemispherical dome. Centered in the room is a marble fountain, which sprays fine streams of opalescent blue liquid into the air; there is a faint, but very intriguing, scent of camellias in the air in the vicinity of the fountain.

Most of the dome's surface is plastered with pale green stucco; once proud paintings and frescoes can now be barely seen in its faded grandeur. The lower walls are done in a glossy tile, colored pastel blue; there are remnants of what was fine carpet on the polished floor. Centered along each of the four shorter walls is a table of glistening black stone; an object rests on each table, and each table is intricately carved. There seems to be an almost palpable feel of enchantment to the entire room.

On one wide section of wall is a pair of bronze doors, some 15' tall by 10' wide, elaborately carved with scenes representing a mage casting spells. These doors bulge slightly inward, and are just a tad ajar, as if from the weight of the earth outside; there are small piles of dirt and mud at their base. Directly opposite the bronze doors is an enormous carved stone archway, about 15' wide and 20' high, within which a heavily built door of dark wood (about 8' high and 4' wide) seals the way; the archway extends some 2' out from the wall, and the door is inset about 6".

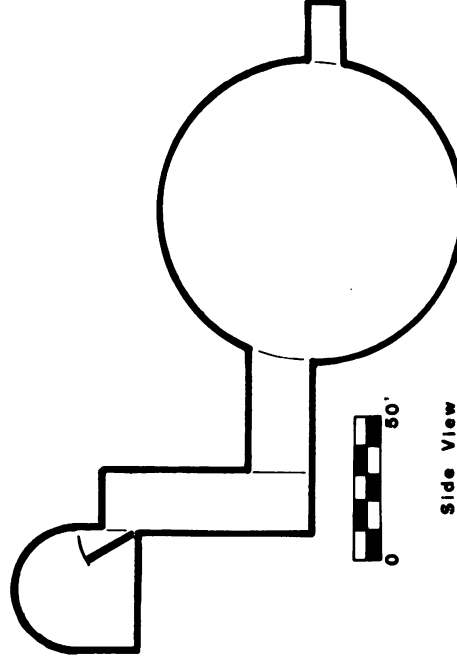
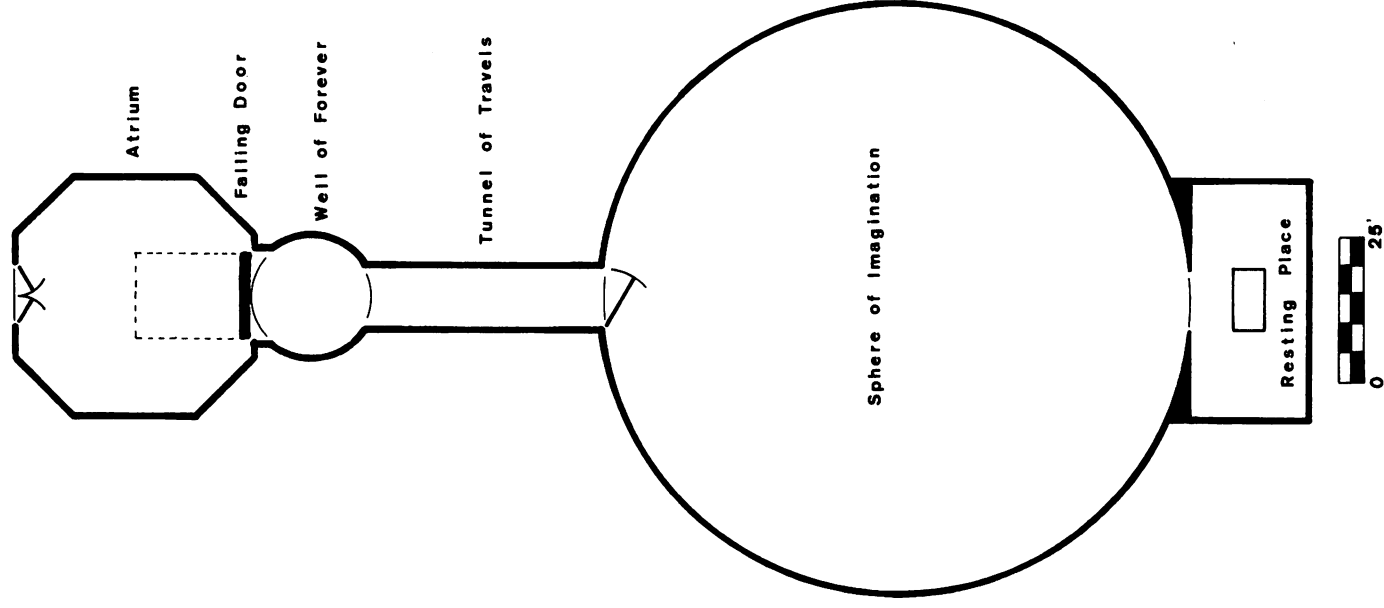
GM's Description:

The liquid in the fountain, and the faint scent of flowers, are, of course, illusions, of such quality as to include all the senses (the blue liquid, should any care to sample, has a texture like heavy cream, tastes like blueberries with a heavy hand on the vanilla, and is the source of the camellia aroma). The bronze doors, and the stone archway, are not illusory, but very real.

The four tables (which are made of polished basalt and carefully worked - each is worth about 500 GP) each contain small objects, one per table. The objects are:

§ A small goblet, carved from carnelian (value 3,000 GP) has the power to neutralize poison drunk from it (the poison must be drunk, not just poured in and poured out - in the latter case, the poison will still possess all its toxicity), and to make water taste as if it were finest wine (the red goblet cannot change the water into wine, only give it the illusion of tasting like wine).

§ A cube of petrified wood, 3" on a side (value 2,500 GP) will provide an endless series of fairy tales and other stories for anyone who naps with the cube within 1' of his head; he will feel a participant in the story, and will recall the tale after he wakes up (provided he has an IQ of 9+).



§ A 15" statuette of a slim young girl, (value 2,800 GP) nude and made of alabaster, is capable of dancing (actually, appears to dance; the statue cannot move) when one's attention is focused upon it; it can also be dressed, by clothing it (in nearly any description) by imagination (using an item to be found in the burial chamber, clothing imagined can be created in actuality).

§ A tube of gold, 1" diameter, 6" length, (value 300 GP) with an eyepiece on one end, and a cap on the other, is a pure practical joke. Anyone who looks in the eyepiece will see a kaleidoscopic scene of swirling and brilliant colors; however, he receives a blackened eye (the eyepiece produces a dark bluish-green pigment, which stains the flesh around the eye of anyone looking into it - it takes 6 months for most of the coloring to wear off).

If the party should fool with the pair of bronze doors (pull on them, shake them, etc.), there is a 35% chance that the old hinges will find sufficient freedom to creak open (in a rush, of course), deluging those within 10' with many (filthy) tons of dirt, mud, small (and not-so-small) rocks, and sand. Should this happen, it requires a saving roll against REF for a person in the area to dodge out of the way; if missed, people who were within 10' of the doors and failed to get out of the way (missed SR) will be buried (50 + [106 x 10] % - right, there's a very good chance of being completely buried, and 90% should leave only a person's head, hand, or foot free [GM's choice]; 80% or less should [not necessarily] leave the poor wretch's head free, as well as a portion of one or another limb). Freeing a person from the mud (at least getting his head clear) should not be too difficult, but should require some time - it is possible to smother under the weight of dirt before one's mates can dig one out. Victims are usually very easily revived (by using mouth-to-mouth resuscitation - any one who has been trained in first aid would know the technique) if not deprived of air for more than one's STM in hr; there is a 90% chance for quick revival, with a saving roll against STM if this roll is missed. If the victim has been airless for STM minutes or less, the chance is 50%, and the GM may allow a saving roll against 2/3 STM for revival. If the victim has been buried and without air for more minutes than his STM, the chance of quick revival drops by 5% for each additional minute required to unearth him; the SR is made against 1/2 STM for the first 5 minutes used after deadline, but the ratio then drops to 1/4 STM.

To progress further into the tomb, the party must open the door in the stone archway. This archway is one of Aold's practical jokes, and, properly handled, it should cause the party much anguish. The door has a nice, large, inviting keyhole (through which nothing can be seen), which is relatively easy to pick (double the person's normal percentages for lockpicking - but don't tell the players). However, when a click sounds, which will indicate the successful completion of the picking attempt, the entire stone archway will slowly tilt (it requires a saving roll against 1/3 DSC for a player to notice this - the GM should make these rolls for the players, and have notes ready to pass to those who are successful) into the room, toward the fountain and the floor. This is the "Door That Falls", and while it is not totally an illusion, many of the effects and varied ramifications are; the area that will be covered by the archway and door is 15' wide by 20' out from the wall. The archway will intersect the fountain; players are responsible for noticing the fact that the fountain has not been crushed (and is still spraying), and ask about this anomaly for information about possibilities of the archway and door being partly illusory - the GM should be very stingy of information about illusions if they do not notice and ask.

If any players notice the motion of the archway at the beginning of the fall, it requires only a saving roll against REF (bonus of 4) to get out of the way in time; however, this bonus should decrease 1 for each fellow player-character they attempt to warn (and the GM should make the player reroll the SR, applying the appropriate penalty, if the player first succeeds, and then tries to warn other players, unless he specifies that he is getting out from under and yelling after he has moved). If the players do not notice immediately (this would be much the greater likelihood, since SRs against 1/3 of a requisite are very difficult to accomplish), the saving roll against REF (to leap or scramble frantically out of the way - this assumes that somebody starts yelling a warning - if not, GM should require saving rolls against DSC from players in the area to notice the falling stone), when they do notice, should be at 2/3 REF. If the group in the impact area still fails to notice the door, well, that's the way the stone door flops (or the mop bounces, or the ball crumbles, or the cookie falls... or something).

When the huge block of stone has fallen (trapping at least one member of the party underneath), a great looming black hole in the wall is revealed where once it stood. Small trickles of blood slowly seep under the edges of the stone (this is part of the illusion - Aold set it up this way); the cyclopean block is obviously much too heavy to lift. Characters whose crushed bodies lie beneath the fallen arch are dead and gone forever, along with whatever equipment they might have been carrying. Etc. . . (Lay it on thick!! but not thick enough to drive them out of the tomb.)

Actually, those characters under the stone are not dead (remember, he was a master of illusion!); however, they are out of the remainder of the adventure. The archway is a hollow block, the door was an illusion bolstered by touch and feel (Aold was very good), even the blood (which can be felt, smelled, and, yes, tasted if necessary) is quite illusory, and the characters are under the influence of a very powerful Slumber spell (as well as under the door). The block is truly too heavy to lift, but if the party reaches the sarcophagus and succeeds in prying it open, archway and door will return to their normal position, revealing the "dead" characters (still sound asleep) lying on the floor.

The Second Section

or
the Tomb

The Well of Forever

What the Players See:

(Until one of the players puts his head through the gaping hole in the wall of the Atrium, nothing will be seen)

The edge of the Atrium appears to be some sort of curtain effect, through which nothing can be seen of the area beyond. Once the curtain has been penetrated, the area appears as a sort of a well, 20' in diameter, which has walls of scintillating metallic hue; it goes downward for a great distance, and gradually pinpoints at what would appear to be 1,000' in depth. On the wall on the opposite side from the opening is a ladder of rungs, which proceed down the side of the well.

GM's Description:

The Well of Forever is fraught with illusions, most of which deal with falling and distance aspects. The actual depth of the well is 60', but it appears to be the 1,000' deep, as in the players' notes above.

Should players attempt to reach the rungs on the opposite side by leaping, or by having one character toss another, a miss will send the one attempting the

leap, or the tosser, in a screaming fall to the bottom of the well. His fall will be controlled by a set of gravity control spells embedded in the well, and the character will actually reach the bottom of the well in relative safety, although it will require a saving roll against 1/3 STM to retain consciousness.

If the group reaches the rungs by use of a grapnel and rope, or some other method of reasonable safety, it will require a successful Disbelier attempt to avoid a climb of 1,000' down the ladder; saving rolls against CDN should be made for each 50' of ladder traversed to avoid a slip and fall from the ladder. If a character does fall, all below him on the rungs must make saving rolls against STR to hang on; failure means a long drop (don't forget to check to see if he knocks more off).

Should the entire party arrive at the bottom by the quick route (falling), it is likely they will all be unconscious. The first person who is able to make a saving roll against 1/2 STM will wake up, and may then rouse the others. Otherwise, those who climb down the entire way may wake those who fell. Of course, climbers will be totally exhausted - there are numbers of spells embedded in the bottom of the Well which will provide sleepers (as opposed to unconscious) with sufficient nightmares to assure a total lack of restful sleep; any who climb down the Well will function at penalties in the next section of the tomb: -4 to HP, 1/2 normal speed, and a penalty of 4 to any REF saving rolls (it's an exhaustion effect - tired people function poorly).

With the entire party at the bottom of the Well (hopefully), the following scene can be described:

What the Players See:

Set in the wall at the bottom of the well is a door. It is heavily constructed of wood and metal, and looks resistant to most weapons. There is a knob, set above a keyhole.

GM's Description:

The door itself has an AC equivalent of plate, and would require 400 hits to break through. The resistance of the door is 16D12 (up to 5 persons may shoulder the door at one time; make an accomplishment roll [a saving roll under an alias] on the combined STR of the players trying to knock the door down - on any roll of 144 or more, each person involved takes 2D4 damage).

The lock on the door is Complexity 3. After six tries to unlock it have failed, the bottom of the Well will begin to fill with water (an illusion, of course), which will rise at the rate of 1' per minute. Once the door has been unlocked, it can be pulled open (easily, even against the "weight" of "tons" of water), and the water will be seen to pour out through the open doorway. The doorway has a black curtain effect, similar to the one at the top of the Well; however, no one will be able to see anything until all have passed through the door, since the effect extends for (an illusory) 30' in all directions from the door.

The Third Section

of
the Tomb

The Tunnel of Travels

What the Players See:

(GM's Note: Before the GM does allow his players to see [and experience] what is in this section, he should select a type of terrain for them to traverse. If the GM wishes to use random determination:

01-25 Desert
26-70 Jungle
71-00 Plains

This section will play much more smoothly if the GM is thoroughly familiar with the possibilities for all the encounters that exist; it is suggested that the GM read this portion carefully before springing it on his poor unsuspecting players.)

A door slams behind the party, and they find themselves gazing out over a landscape of: **(Desert)**

rolling dunes, with no vegetation of any type (an area similar to the terrain described on Arrakis, in Frank Herbert's Dune). There is little motion in the scene, save for an occasional lizard, scorpion, or snake skittering across the dunes. The air is dry and arid, with no hint of moisture, and there is no feeling that there will be sweet, cool relief when the sun sets. The sand is dotted by occasional outcroppings of stone and rock, but little else can be seen, to the horizon, except . . . about 10 miles away, a glint of sun flashes off a tall golden spire.

(Jungle)

swaying trees, draped with lianas and vines. Many small animals and reptiles skitter, wriggle, and chatter amidst the heavy greenery. The scream of a hunting cat reverberates through the lush foliage, and the sounds of myriads of unseen creatures lick and nibble at the ears of the party. All appears to be color and constant motion, but there is a heavy feel to the air, and the heat is oppressive, almost too much to bear. On the crest of a high hill about 10 miles away stands a tall golden spire, glinting in the bright sunlight.

(Plains)

waving grain-like grasses, with scattered small corpses of tall slender trees. Small herds of snaggy dark-brown cattle with heavy humps on their massive shoulders wander, lowing and bleating, across the sea of yellow spears. The air is hot and dry, with shimmers of heat and tiny dust devils dancing along the ground, and there is no promise of any cooling with the setting of the sun. Far on the horizon, on a lonely hill about 10' miles away, stands a tall golden spire, its form wavering and distorted by heat and distance.

Behind the party, there is a heavy wooden door, re-inforced with wrought iron bars. It is set in:

(Desert) an outcropping of rock, which has the shape of a skull; the door is set into the area of the mouth, and there is no other rock or stone within visible range which resembles the skull-rock.

(Jungle) the bole of a very large tree, the tallest that can be seen for quite a distance; the leaves of the tree are a peculiar purple, flecked with green and gold, and the tree does not resemble any within visible range.

(Plains) one end of a long barrow, part of a series of a dozen in the area; the one particular burial mound with the door is the only one covered top and sides in lush verdure visible for a great distance.

The door is securely fastened, and does not open at all easily.

GM's Description:

As can be seen from the diagrams of the tomb, this section of corridor is actually only 40' long; however, it will require the equivalent of a 10' mile hike for a party to reach their obvious target, the "golden spire". There are various types of encounters which can occur along the way (see TERRAIN TYPES AND ENCOUNTERS) in each of the three landscapes. Movement rate and

numbers of likely encounters per half mile hex moved are also listed in this table.

As the GM should have expected, this entire area is one massive illusion; if the party elects to give up and turn back (they can, by the simple expedient of lockpicking the door - on this side, it's Complexity 5 - and climbing back up the Well of Forever), the next time they attempt the corridor, the terrain will be (at least, should be) different. The GM can have a lot of fun varying terrain, particularly when players go to all the bother of exiting, going back to the village to equip themselves for specific terrain, and returning (it's a long climb down the Well, even longer when one is carrying a heavy pack).

The Map of the Tunnel of Travels

and
the Encounters Chart

The small map below is a composite map of the three terrains available to the GM for the Tunnel. The symbol ("O") at the bottom marks the location of the Tunnel entrance from the Well (the skull-rock, the giant tree, etc.) and the symbol within the slope markings at the top of the map ("●") marks the location of the door to the Sphere of Imagination, at the other end of the Tunnel (behind the curtain on the ground floor of the golden spire). There are permanent villages (or stable encampments) of inhabitants in the various domains: "X" for desert, "Z" for jungle, and "Y" for the plains. The GM may reproduce this small map for his personal use, to aid in plotting the locations of the various terrain features (large rocks, small rivers, obstacles, etc.) the party may encounter, as well as the party's present location.

While the characters are travelling, the system of random encounters described below will help generate the minor terrain features the party will encounter, as well as occasional encounters with animals and natives.

Individual animals are covered in the situations in which the animal might be met; a general form for animal statistics is:

ANIMAL NAME

- AC** - animal's armor classification (equivalent artificial armor, including absorption)
Dodge - a plus or minus factor, for defensive purposes
HTK - the base number of hit points (delivered) required to slay the average member of this animal species (any animal should have the "fudge factor" applied - roll D6 and D8:

D6 Results	D8 Results
1-3	Adjustment positive.
4	No adjustment made.
5-6	Adjustment negative.
	1-2 0%
	3-5 10%
	6-7 20%
	8 40%

This accounts for such variations among the animals as "boss of the pack [herd, etc.]", recent fights, sickness, or superb shape.)

Move - the speed at which the animal moves (given in 5' increments or hexes per hr)
ATTACKS - number, class, HACO, armor critical, clear critical, damage; specials or explanations.

Natives can be easily classed and generalized as follows (the GM may assume that any local inhabitant has been well trained with whatever weapon(s) he may be carrying):

Generalized Natives Chart

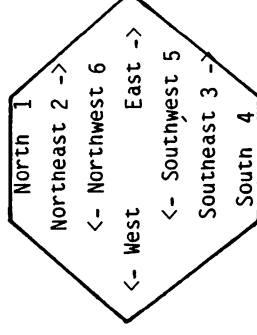
Experience	Roll	Level (Damage)	Weapon Skills
01-25	Green (17 hits)	30%+0, 40%+1, 25%+2, 5%+3	
26-65	Intermed (25 hits)	15%+1, 35%+2, 30%+3, 15%+4, 5%+5	
66-85	Veteran (33 hits)	10%+2, 25%+3, 40%+4, 20%+5, 5%+6	
86-00	Elite (38 hits)	5%+2, 10%+3, 20%+4, 45%+5, 20%+6	

Equivalent Armor Worn

Roll	Desert	Jungle	Plains
01-10	None	None	None
11-25	Cloth	None	None
26-60	Cloth	None	Light
61-80	Light	None	Cuir
81-90	Cuir	Cuir	Cuir
91-00	Chain	Cuir	Chain
Shield	25%	65%	50%
Mat'l	Leathr	Wicker	Leathr
Shape	01-75	01-00	01-60
	Bucklr	Kite	Bucklr
	76-00	-	61-00
	Round	-	Kite
Weapon	Sword	Spear	Lance
	Whip	Club	Axe

On an individual local inhabitant, determine general level first - this also gives damagability, and the weapons ability line (CDN bonuses are figured into the chances on this table). Check next for type of armor worn (light = soft leather; hard = hard leather; cuir = cuirboilli). The percentage figures on "Shield" line indicate probability of use by the native; check for style and material to determine the shield's actual capabilities. These people will always attack openly (they are illusions, and you do have to know you're being injured to be injured by an illusion); bows may be used in the jungle or plains, but only when players can see arrows being aimed and fired.

Movement is figured as so many hours per half-mile hex of travel; this is the second line, the one below the terrain designation, on the chart of TERRAIN TYPES AND ENCOUNTERS. Direction of travel should be indicated as shown below:



Of course, any encounters are very likely to increase the amount of time needed to cross a given hex; the number of encounters that may occur when a party is within a particular hex is determined using the formula on the third line of the Encounters chart (for example, "2D3 less 4" - roll totals 4 or less = no encounter, 5 = 1 encounter, 6 = 2 encounters). The GM should roll for, and generate the details of, all the encounters which will occur within a given hex, at the time the party enters it; all encounters will occur at intervals of [2 to 20 minutes (2D10) times the number of hours the hex is rated for travel] after the party enters the hex, or after the party has experienced the previous encounter.

For example, the party is traveling in the jungle (rated as 4 hours per hex), and the GM determines that they will experience 3 encounters (he rolled 10/2D6, and subtracted 7) while travelling in that hex; the 3 encounters turn out to be:

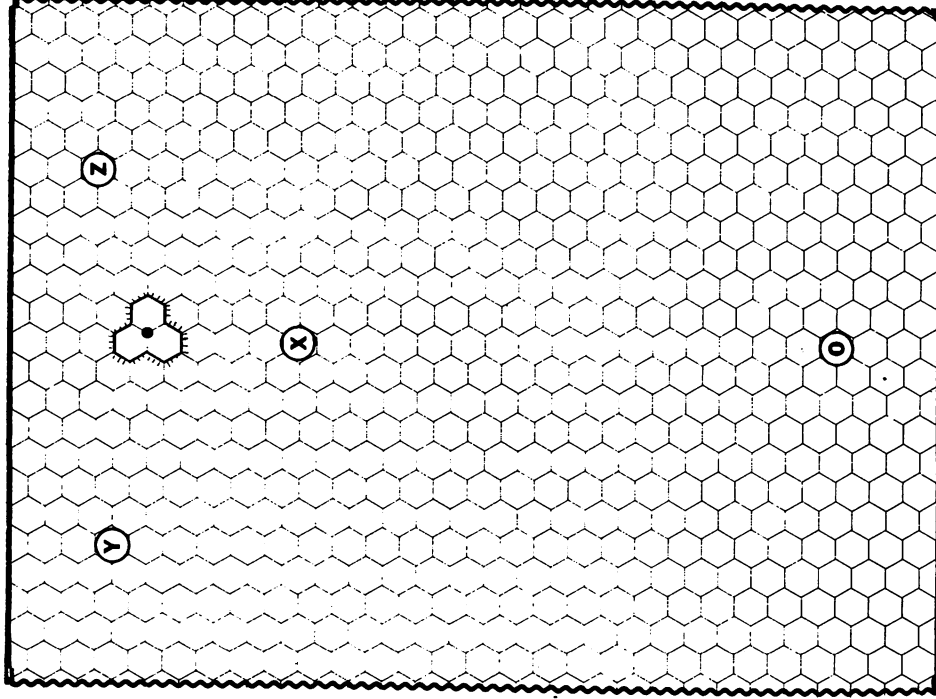
- 6/2D6 - a heavy and tangled vine thicket,
 4/2D6 - a clearing in the jungle, and
 11/2D6 - a huge serpent.

The times work out to be 32 minutes til the first of the encounters (8/2D10*4), 72 minutes til the second encounter (18/2D10*4), and 56 minutes until the third (14/2D10*4), for 160 minutes of travel (or, at least, expired time) between encounters; the remaining time, 80 minutes, is relatively undisturbed. An explanation of the encounters and the time involved might be that getting through the thicket was a very slow and tiring process, and a weary party might just decide to rest for an hour or so in a quiet clearing; the snake could possibly catch them there.

(GM's Note: Occasionally, cryptic symbols will be used in the tables for number of dice rolled in a given situation. These symbols are:

DICE CONVENTIONS

- $x Dy$ - the total of the roll of x dice of y sides.
 $x Dy+z$ - add z to the total of $x Dy$.
 $x Dy-z$ - subtract z from the total of $x Dy$.
 $x Dy * z$ - multiply the total of $x Dy$ by z .
 $x Dy / z$ - divide the total of $x Dy$ by z .
 $D Y (G)$ - calls for the roll of a "graduated" die. To calculate such a die, do the arithmetic total of the numbers of the die (#3 = 1+2+3 = 6; #4 = 1+2+3+4 = 10; etc.); reverse the order of the line (1-2-3-4 = 4-3-2-1), and assign the values that number of chances - for D3(g), on a 6 sided die, 1-3 = 1, 4-5 = 2, 6 = 3, etc.
 $n/x Dy$ - means that one particular total is sought off that die roll.)



TERRAIN TYPES AND ENCOUNTERS

Dice Rolls (2D6)	Desert 2 hours/nex 2D3 less 4	Jungle 3 hours/nex 2D6 less 7	Plains 1 hour/nex 2D4 less 5
2	Major camp of nomads	Camp of native hunters	Hunting camp of plainsdwellers
3	Stip/drip well	Loose, low fruits	Small grove of berry bushes and nuttrees
4	Rock outcropping	Jungle clearing	Copse of elders/beechnes
5	Stalking dune cat	Prowling hungry leopard	Pride of lions, hunting
6	High dunes with slippery faces	Very tangled vine thicket	Enormous herd of snaggy cattle
7	Drum sand	Slow, deep river with crocodiles	Deep, wide river with fast current
8	Animal encounters	Animal encounters	Animal encounters
9	Unscalable ridge of stone	Very sheer cliff face	Marshes and fens
10	Patrol of nomads	Party of native hunters	Squad of plainsdwellers staging raid
11	Sanddragon	Huge serpent	Flock of predator giant avians
12	Desert oasis	Ancient, ruined temple	Deserted camp

The Encounters

- The encounters in the chart follow a particular pattern, which is duplicated in each terrain column:
- 02/2D6 - a large group of inhabitants in a relatively large and/or stable camp (this is not the permanent camp or village);
- 03/2D6 - an easily securable supply of food and/or water (the party may not have brought supplies);
- 04/2D6 - a place of relative safety (a situation in which a beleaguered group can rest and feel slightly at ease);
- 05/2D6 - some examples of the local large teline(s), usually hunting, and almost always hungry;
- 06/2D6 - a terrain obstacle which slows, and causes a problem in crossing, but which is neither impossible nor improbable to traverse;
- 07/2D6 - a barrier which might prove absolute, but which probably has some method of being surmounted by the party;
- 08/2D6 - animal encounters, which may range from totally innocuous (and even provide a food source) to mildly dangerous;

- 09/2D6 - a definite barrier, one that will force the party to turn aside from its intended course of travel;
- 10/2D6 - a small party of local inhabitants (these may, or may not, have spotted the party - in some cases, they may even be trailing them);
- 11/2D6 - a very dangerous encounter, one that might prove fatal to one or more of the party members (in many instances, the GM might wish to allow a secret saving roll against DSC for the character to survive the fatal blow [unconscious, and totally out of the adventure] - although, as far as the other members of the group are concerned, the character is dead and gone); and,
- 12/2D6 - a totally inviolable place of peace and safety, with food and water, and no attacks from outside sources.

Each column is headed by the terrain type, the movement rate in hours per hex, and likely numbers of encounters to be met within the hex. Encounters are in the form:

What the Players See:

GM's Description:

Desert Encounters

Regarding the Map

The section of map shows relative locations of the starting point in the skull rock (marked "O" on the map), a large rock outcropping where stands the golden spire (marked "●" on the map), and a spot indicating the location of the permanent base camp of the desert nomads (marked "X" on the map). Along both sides of the map are the great sandstone cliffs (shown by the heavy wiggly lines); they are very obviously and completely unclimbable), which mark the boundaries of the valley in which the party will be travelling.

02) There are 2D5 tents set up on the side of a dune, with each tent anchored into the sand; the rear of the tents are covered by sand so they are nearly invisible. 3D4 nomads in sand-colored robes can be seen around the camp, and there are evidences of more although they are not to be seen.

 The total number of nomads in the group is 6D6 (always at least the number to be seen); half of those unseen are inside the tents. There is a 35% chance that the nomads know of the presence of the thieves; if so, a number of warriors equal to twice the thieves' numbers will be concealed in the sand, and waiting in ambush.

03) A damp spot on a small spur of rock seems to have many tracks in the sand about it.

 This is a sip well (or drip well), a slow seepage of water from some hidden subterranean source. It requires 2 hours to accumulate sufficient water for one person for one day, or 15 minutes for sufficient to quench a person's thirst.

04) A large outcropping of rock is set athwart the party's path.

 The outcropping provides shade, and solidity in the midst of shifting sands. There is a 10% chance that there is a sip well (see 03) in the outcropping.

05) A cat, striped tawny and white and about the size of a small lion, appears to be stalking the party. It seems to have dinner on its mind.

This is an unusually hungry dune cat, and there is a 75% chance that it will attack if a member of the party should lag behind. Normally, dune cats are content to leave people alone, since they taste bad anyway; dune cat is prized as food by the nomads, however, since they believe that partaking of the animal's flesh will impart its cunning and swiftness to the person eating.

DUNE CAT

AC - medium fur (hard leather, 4 hits)

Dodge - +6

HTK - 40

Attacks - 2 claws, 5, 3D3; see below

- 2 hind claws, 4, 4D3; are not used in each attack - if both front claws strike, cat will grab and hang on until thrown or battered off (or for remainder of fight), and gouge with hind claws

- 1 bite, 7, 1D6; used to gain extra purchase on victim for hind claw strikes - if bite succeeds, it will not be repeated

06) High dunes block the party's direct path. They are steep, yet climbable, but their faces are very dry and have a tendency to slide.

 These dunes will extend for (2D3 - 3) additional hexes in whichever (or both) direction (left or right) the party turns (roll separately for each direction). If the party tries to climb over the dunes, (full) time for crossing the hex will be doubled, and each member of the party will require a successful saving roll against 2/3 STM to avoid functioning at exhaustion penalties (see the Well) until rest (at least 6 hours) has been obtained.

07) The way ahead looks smooth and inviting; the sand seems not even to be drifted by the wind.

 This is drum sand, a tightly compacted area of grains which is capable of creating a booming sound (as if someone were beating on a very large bass drum). This noise will carry for miles across the desert, and there is a 90% chance it will attract unwanted attention:

- 1-3 Nomad patrol (see 10)
- 4-8 1D4 Dune cats (see 05)
- 9-0 Sanddragon (see 12)

This "attention" will arrive in 3D10 minutes after the first boom. Drum sand areas will always fill the rest of the hex (going in the direction in which the party was travelling) where the patch was found, and there is a 65% chance that it will extend into the next 1 (60%), 2 (30%), or 3 (10%) hex(es) in the party's path (this assumes that they attempt to cross the patch). The drum sand patch will also extend [(2D6 / 2) - 1] hexes left and/or right of the party's current location.

08) The party has a small animal encounter of some description.

 There are very few animals which inhabit desert areas (any desert areas); this desert is particularly lacking in-fauna, but there are a few nasties that occasionally crawl from under a rock:

- 01-25 1D3(g) scorpion(s)

SCORPION

AC - light carapace (cuirboilli, 4 hits)

Dodge - +4

HTK - 8 (small-30%), 11 (medium-50%), 15 (big-20%)

Move - 5(s), 6(m), 7(b)

Attacks - 1 sting, 7, 1D4, none, 20; poison, levels 12(s), 15(m), 18(b) - injected if victim receives even 1 hit - kills by stopping automatic lung action; victim can be saved by applying artificial respiration until victim makes a successful SR against STM (at current rating affected by poison; only 1 SR per 15')

25-35 1 pit viper

PIT VIPER

- light scale (cuirboilli, 4 hits)
 - +3 in daytime heat, -2 at night
 - 15
 - 7
 - Attacks - 1 strike, 6, 106, 20, 19; poison, level 20, injected if victim receives even 1 hit - nerve destroying poison kills within 10 min. if sufficient levels have been absorbed
- 103(g) sand hawks

36-45

SAND HAWK

- light feathers (soft leather, 2 hits)
 - -2 on ground, +6 in air
 - 20
 - 3 on ground, 24 in air
 - Move - 1 beak, 4, 203, 19, 17; only if hunting or defending nest
 - Attacks - 2 talons, 5, 204, 19, 17; only in air
- 204 lizards

46-75

LIZARD

- thick hide (hard leather, 3 hits)
 - +6 in day's heat, +2 else
 - 10
 - 12, 18 if scared
 - Attacks - 1 bite, 4, 104, none, 20
- Lizards are a food supply in the desert, not to be scorned. They are not a menace, but can deliver a smart nip if cornered; the normal defense is to "run away!!" Successful grabs at lizards will catch the tail 50% of the time; there is a 65% chance that the lizard will drop its tail and depart rapidly.

76-85

SAND RUNNER

- light feathers (soft leather, 2 hits)
 - +8
 - 12
 - 24, occasionally bursts of as much as 36
 - Move - 1 beak, 4, 106, 18, 15
 - Attacks - 203 sand lobsters
- 86-00

SAND LOBSTER

- medium carapace (plate mail, 8 hits)
 - none, -4 in cooler hours
 - 11 (small-45%), 15 (medium-35%), 20 (big-20%)
 - Move - 4 in heat, 3 when cool
 - Attacks - 2 pincers, 7, 204, 20, 19
- Sand Lobsters provide a succulent meal for those who can catch them. Many is the desert traveller whose life has been saved by a meal of sand lobster. They are easy to catch (very slow), but can put up a lively scrap if caught. The only safe place to grab is on the carapace, just behind the pincers.

In most cases, the party will not be bothered by these animals unless they do something to bother them (a hand under a rock, sitting on the beastie, stepping on it, etc.). The GM is free to develop his own reasons for successful nuisance encounters.

09) The party's path is blocked by a cliff-like ridge of stone, which runs as far as the eye can see in both directions. The stone face does not appear to be able to be climbed or scaled.

This ridge is meant as an obstruction; it is not, in the least manner, supposed to be climbable or scalable (not even for sure-tongered and -footed thieves); if the party starts to climb, the sandstone will crumble away under finger- and toe-holds, and pitons will fall out as soon as any weight is put upon them - it is an absolute barrier. The ridge will extend for an extra (206/72) hexes in either direction, from the point at which the party meets the ridge line. There is a 25%

chance of a way to cross (a cleft, a small chimney that is climbable, etc.) in each hex that the party follows along the ridge; however, the party should have to look for these, and find them using Spot Hidden abilities - they are not in plain sight.

10) A small group of people in sand colored robes can be seen on a duneslope about 1/4 mile away. They do not appear to have noticed the party yet.

The patrol consists of 204 nomads. There is a 35% chance that the nomads know the party is in the area - GM should adjust this upward if the group has been conspicuous or noisy (sound carries in the desert). The patrol will not attack, but they are not open to friendly overtures.

11) The surface erupts about 60' ahead of the party. A large reptile thrusts itself out of the sand, and charges the party.

A hungry sanddragon let its appetite get the better of its patience, and leapt up too soon. These beasts will normally lurk under the sand until their prey is right on top of them; however, they will rush to the booming of drum sand, as it denotes an easy dinner (an animal in trouble, someone unhandy in the desert, etc.)

These are not true dragons, although their appearance in attack makes them seem so. They are less intelligent than dragons (by a large factor), but possess a certain cunning; they do speak, and 10% of them can speak Common (albeit, with a barbaric accent). They gather hoards (what else do you do with the possessions of travellers who've just become meals?), and will sue for terms, offering portions of these hoards, when badly wounded or greatly outnumbered. Their style of attack is like that of a shark - dash in, rip off a piece, retreat, swallow, then repeat; if the victim dies, the sanddragon enjoys a more leisurely repast. The beasts usually travel on their long hind legs (webbed toes prevent sinking in the sand), but can run swiftly on all fours if need be.

SANDDRAGON

- AC - medium scale (chain, 6 hits)
- Dodge - none
- HTK - 180
- Move - 12, 24 in charge (4 mr max)
- Attacks - 2 claws, 6, 203, 19, 17
- 1 kick, 9, *, 16, 11; used only if cornered; beast rocks back on tail and lashes out with both feet; if struck, victim must make a SR against STR to avoid being knocked off his feet - damage is taken only if STR SR is missed (208; STM SR, or stun for 1D4(g) mr)

12) A -splotch of greenery and swaying date palms circles a spring-fed pool. There is a hint of cool repose to the air, and the pool is crystal clear and inviting.

There is a 20% chance of an ancient ruin at this oasis (a small building, 40% chance of an intact roof), and a 35% chance that there are other occupants:

- 01-40 nomads (a small tribe of 25 to 40)
- 41-90 a caravan (50 to 80 drovers and guards, 90 to 160 pack animals [camels, usually])
- 91-00 cavalry detachment (mounted on camels [65%], horses [35%], +20% on level rolls, +35% on armor rolls, 65% shield use, add lance to weapons).

The "rule of water" applies at all oases in the desert, and no deserdweller will prevent someone from reaching the pool. In fact, there is a truce standing for the entire hex of the oasis (1/4 mile radius) that even the bitterest enemies observe. He who violates this truce has everyman's hand against him; he is outlaw, tree meat for any blade. The oasis is a place of safety, and is so respected by all.

Jungle Encounters

Regarding the Map

The section of map shows relative locations of the starting point in the bole of the large tree (marked "O" on the map), a high hill where stands the golden spire (marked "●" on the map), and a spot indicating the location of the large native village slightly to the north-east of the spire's hill (marked "Z" on the map). Along the east side of the map is the sheer face of a great plateau, and along the west is a deep and very swift river loaded with voracious little fish (both of these are shown by the heavy wiggly lines; both of these barriers are very obviously completely non-traversable), which mark the limits of the party's explorations.

2) In a small clearing is a group of 2D3 lean-tos. The camp is occupied by 2D6 natives, who are engaged in normal camp maintenance activities. Most are clad in loincloths, bareheaded and bare of foot, but one is wearing a feathered headdress; spears, bows, and some shields of skin-covered wicker are leant against the edges of the wooden shelters. There is evidence that there are additional hunters attached to the camp, but no more are to be seen.

The camp is the headquarters for 8D4 natives, most of whom are out trying to catch game; the headdress is worn by one of the leaders of the hunting party, and he is treated as either Veteran or Elite. There is some chance (35%) that the natives are aware of the presence of the thieves; if so, the likelihood that they are ignoring the party is 60% - else they are planning an attack at a time when the party has been lulled into a semblance of relaxation. If the party should try to attract attention and open negotiations of some sort, the natives' friendliness should be governed by these same percentages as above (60/40 friendly/hostile).

03) In a patch of mixed palms and other trees, there appears to be a large number of coconuts, dates, and other fruits fallen to the ground, or low enough for a person to pick easily. A troupe of monkeys is enjoying the bounty they have happened upon.

The monkeys are easily chased away (but the tribe will continue chattering and scolding from nearby trees, and one will occasionally dash in to snatch a morsel from the trove). Enough food is available to feed a medium-sized party quite amply, and also to provide more than sufficient supplies for an extra day.

04) A broad clearing in the tangled vegetation offers a view for over 100' in all directions at its center, which is occupied by one large spreading tree. A small stream wanders across the far side of the clearing.

Rest and relaxation, pure and simple - the tree spreads its branches over a 40' circle, protecting most of the area underneath from the bright sun. The water is clean and potable. Anything approaching can be noted easily (if a watch is kept - the big tree will make a superb crow's nest) well before it arrives.

05) The scream of a leopard reverberates through the jungle greenery, and a slinking black form can be seen, occasionally, between the leaves. The cat seems to be trailing the party.

If any member of the party should get separated from the others, the leopard is certain to attack. There is a 35% chance that the cat will get frustrated enough to attack into the party if they stay bunched. If the cat attacks, it will select a single victim (the GM should choose the poor wretch randomly), and try to drag him

off into the rain-forest to enjoy a comfortable repast.

LEOPARD

- AC** - medium fur (hard leather, 3 hits)
Dodge - +6
HTK - 40
Move - 14 on the ground, 8 in the trees
Attacks - 2 claws, 4, 3D4, 16, 11
- 2 hind claws, 6, 4D4, 17, 13
- 1 bite, 7, 2D4, 19, 17

The attacks of the leopard tend to be straightforward, with murder, pure and simple, being the object. Handle as for the dune cat (Desert/05); the leopard is just bigger and stronger.

06) The way ahead of the party is choked with vines and lianas, growing so closely together that it is not possible to move through them.

The vegetation may be chopped through, but the time to cross the area will be double the full movement time for the hex, and exhaustion penalties (see the Well) will apply to whomever does the chopping. The tangle will extend for (2D3-3) hexes on both sides of the party's path.

07) Directly ahead is a wide, slow moving river. The banks ease down to the water, and, in many places, are covered with the long green bodies of crocodiles. There does not appear to be any easy way to cross.

The river flows from the plateau to the big river on the other side; it may be plotted in its twists and turns by using a D6 and the direction indicator (see above), to see which direction the river flows to or from. In each hex that the party moves along the banks, there is a 40% chance that they will discover a canoe left by some other traveller; there is a probability of 60% that the canoe, left so long unattended, has rotted and weakened, so that the first person to step in will step through the bottom, into the river. The party may choose, instead, to build a raft. This will require twofull 12 hour daylight sessions to gather logs, lianas, etc., and construct it; normal encounter chances are rolled during this time, but terrain encounters are ignored except for spacing. The GM has discretion as to what happens once the party is on the water.

08) The brush about 30' ahead wriggles, and something bursts out of its concealment.

The jungle is alive, in its flora as well as its fauna. If the encounter should happen to be with one of the carnivorous plants that infest the jungle, the party need not be given the warning of the wriggling brush, until they are very close.

01-10 a small clearing with a few scattered bones at the base of a large tree

JACKETCH

- AC** - wood bole (plate, 9 hits)
Dodge - light scale tentacles (cuirboilli, 4 hits)
- effectively -12 for the bole
HTK - -3 for the tentacles
- 800+ for the entire tree, 12 for each tentacle to be chopped through
Move - 0

Attacks - 3D10 tentacles [available], 8, *, none, 20; the tentacles do no damage, but they have an equivalent STR of 8 for purposes of dragging a victim into the tree's maw (located at the top of the bole); when sufficient tentacles are attached to equal the victim's STR * 1.5, he can be pulled to the maw; a critical will lower the tentacle STR requirement by 25% (to 1.25, 1.00, 0.75, etc.; minimum 0.25)

The Jacketch is a semi-sentient plant which needs animal blood to survive. It cannot move, but does put

out an aroma which is very attractive to unintelligent creatures. If more than half of the tree's tentacles are severed, the tree will retreat into itself (except for defense), hiding its whips in the maw at the top. 11-35 a herd of 3D4 wild pigs

WILD PIG

- AC** - thick hide (hard leather, 3 hits)
Dodge - none, -3 if in charge
HTK - 15 (young-35%), 35 (adult-65%)
Move - 8, 16 in charge
Attacks - 2 tusks, 4, 2D4, 19, 17; damage is doubled if beast hits at end of charge attack
- Only the adults will attack, and only if the herd is threatened or cornered; the young will run off at high speed (they have the tastiest flesh).
36-50 1D4(g) elephants

ELEPHANT

- AC** - very thick hide (studded leather, 5 hits)
Dodge - none
HTK - 80 (callt-30%), 200 (cow-60%), 250 (bull-10%)
Move - 6, 15 in charge
Attacks - 1 trunk, 4, 2D4, 19, 17
- 1 tusk attack, 6, 2D8, 18, 15
- 1 stomp, 9, 4D6, 19, 17

Elephants seldom attack those who do not attack them; there is a 15% chance that a bull elephant may be in "must" (a berserk state, cause unknown), and will go on a rampage, attacking anything in his path and wreaking as much havoc as possible - the state eventually wears off, if the bull is not killed meantime.
51-70 a pack of baboons, 5D8 strong

BABOON

- AC** - medium fur (hard leather, 3 hits)
Dodge - +4
HTK - 14 (young-40%), 25 (females-30%), 33 (bulls-30%)
Move - 12
Attacks - 1 bite, 4, 2D5, 18, 15
- 2 claws, 6, 2D3, 19, 17; will be used only if the bite fails

Baboons are usually robbers, and will snatch items from the party as they stream past, usually food items or those carried loosely in plain sight. A victim will receive his fair share of baboons (number of baboons divided by party members = baboons per person), and each ape will attempt to grab 2 items; a successful saving roll against REF will save the item.
71-85 animal trap has been set by the natives.

TRAPS

There are three basic types of traps used in the jungle: the pit (45%), the spring noose (30%), and the deadfall (25%). The traps allow many easy opportunities for the victim to escape in the jungle milieu, since it is necessary for the victim to appreciate that he has been trapped for the illusion to function well. Making a successful saving roll against REF allows the victim to leap back in time, when he feels the ground give way beneath his feet, or sees the rope of the noose rising before him, or sees the tree falling on him (a deadfall is so called because a dead tree falls, usually making the victim dead too), avoiding the trap completely.

The pit is a 10'-30' [1D3(g)*10'] fall onto a soft landing area (unless, of course, the pit is staked [40% @ 10', 25% @ 20', 10% @ 30'], in which case a victim will suffer 2D3D6 hits - 1D6 for each of the 2D3 stakes he lands on), and the big problem will be getting the victim out.

The noose will catch the victim around the ankles, and suspend him in the air; there is a 5% chance that the victim's neck will be snapped by the jerky suddenness of the snatch. In most cases, the victim will be found swinging by his ankles

from the rope 20' to 35' in the air; the rope must be traced, and the victim lowered (gently, it is hoped - cutting the rope will drop him on his head, doubling the effective distance of the fall, and nullifying the REF SR the victim is allowed).

The deadfall delivers a lot of damage, usually enough to kill the victim outright. If the victim makes a successful saving roll against STM, he is still alive (just barely - only 2 hits left, and 80% of the damage suffered is critical), but is likely to be trapped under the logs, stripped log that has fallen on him. Such logs require a saving roll against total STR used on 8D12 (they're really heavy) when people attempt to lift the log off the victim.

86-00 4D5 wild dogs

WILD DOG

- AC** - light fur (soft leather, 2 hits)
Dodge - +2
HTK - 14 (small-25%), 19 (medium-55%), 26 (big-20%)
Move - 14
Attacks - 1 bite, 4, 2D3, 19, 17; normal attack procedure is to dash in and snap, attempting to hamstring the victims

If the pack loses more than 35% of its members, they will break off the attack, but will trail the targets they failed to get, waiting for a straggler or for the group to relax its wariness.

09 A sheer cliff face crosses the path of the party. It is obviously an absolute barrier.

See Desert 09 for methods on handling this obstruction.
10 In a small clearing are 2D4 natives, seated about a small fire. They are apparently cooking something.

There is a 35% chance that these natives know of the presence of the party in the area (the GM should adjust this chance upward if the group has been particularly noisy or stumble-fumble in the jungle). If so, there are 3D4 natives concealed in the nearby brush, waiting to see what actions the party takes. If it is hostile, it is likely the entire party will be wiped out. The natives will be (60%/40%) friendly/hostile if openly approached.

11 A colorfully scaled, sinuous body drops down out of a tree onto one of the party.

The GM should randomly choose the initial victim; the snake will attempt to loop down, seize this poor fool in its coils, and carry him off. Should this fail, the serpent will fight, defensively, while continuing the attempt to lift its victim off the ground and into the trees above. These incredible creatures can reach, in some cases, lengths of 90' to 120', with barrel (body) diameters of 3'. They have strength sufficient to lift a full-grown ox into the air if they can put sufficient coils around it.

GIANT SERPENT

- AC** - medium scale (chain, 6 hits)
Dodge - +4 if looped down from above or if only the first/last 15' of the snake's body is being fought
- 6 if the serpent is on the ground or if the center of the body is being attacked
- 3 per foot of length

HTK

Move - strike of 24 over 12 hexes, normal 8

Attacks - 1 bite, 2, 4D5, 17, 13; this will be used defensively under most circumstances - if a victim struggles too much, the snake may apply a coup-de-grace by biting
- loops, 4, *, none, none; each round, the serpent will attempt to throw another loop round its victim (to a maximum of 4); no damage is done on the mr in which a loop is

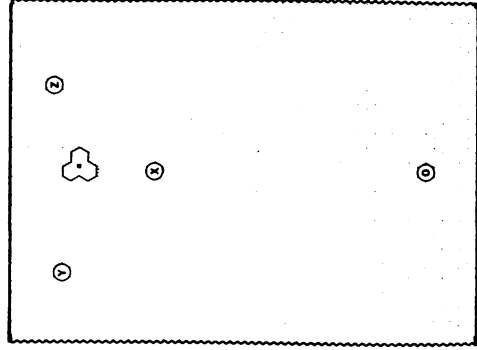
successfully thrown, but on each following morn, ID4 per loop will be suffered by the victim - armor does not protect against this damage, since it is pure and steady pressure

The serpent will usually not constrict if it is engaged in either fighting or trying to carry off its victim.

12) A wide terraced stone ruin looms out of the massed greenery. It appears deserted, most of the stonework is crumbling with age, but the roof of the main building seems to be intact, and the site offers quiet shelter. Only a few non-descript and harmless animals appear to use the old ruin as a home.

----->
RW#56

This is a place of safety for the party. Many fruit and nut trees grow close around the ancient temple, and the central fane provides shelter from the nightly rains. There is a 10% chance that there is an elderly hermit living in the temple; he will greet the party, and is willing to tell them of the temple's history, including the legend that there is a great treasure buried deep beneath the altar in the main building. GMs may wish to be responsible for designing the temple's catacombs, if they want the party to explore it (remember that all of this is illusion, the party is actually moving about in a corridor 40' long, 10' wide and 20' high).



Plains Encounters

Regarding the Map

The section of map shows relative locations of the starting point in the barrow (marked "O" on the map), the lonely hill on which stands the golden spire (marked "●" on the map), and a large, relatively stable, encampment of the plainsdwellers (marked "Y" on the map). Along the west side of the map are extensive marshes and fens (which only the local plainsdwellers know the ways to cross), and on the east runs a deep and swift river with many rapids (both of the barriers are shown by heavy wiggly lines; in both cases, they should be very obviously uncrossable), which mark the boundaries of the party's area.

02) A large fire burns in a carefully cleared area, lined with stones. A picket line of horses is roped between two bushes, and there appear to be 4D4 men in breechcloths, leather calf-boots, and breastplates of linked shells and tubes lounging about the camp. Many of them are wearing feathers stuck into, or tied to, the ornate headbands which hold back their long flowing hair. There are many lances stuck point-first into the ground; some of them have small round wicker and/or leather shields and/or bows and quivers hung upon them.

The band totals 6D6 riders, most of whom possess two or more horses in the remuda. There is a 35% chance that the plainsdwellers know of the presence of the party. If so, a number of warriors equal to the party's size will be concealed in a nearby copse of trees. These people are quite honorable, and will not attack those who come openly into their camps; there is a 75% chance that hospitality will be offered (else the party will be escorted about 2 miles away from the camp and there released); an additional 15% chance exists that mounts will be loaned to the party to allow a quicker trip to the spire - a group of 2D4 riders will accompany the party, as guards and to bring back the horses. Thievery and murder are treated harshly among the plainsdwellers with mutilation or torture the likely penalty if the perpetrator is caught.

03) A small grove of trees appears to be laden with nuts; various bushes growing in the tangle promise a supply of berries. A stream trickles nearby.

----->
A food supply and a chance to rest are always welcome.
04) Nearby stands a copse of tall slender trees.

----->
Few animals venture into these areas, particularly the big herd beasts which roam the plains in great numbers. The defensive value of the copse is readily apparent.

05) A pride of great tawny leonine beasts seems to be trailing the party. There are 3D3 of the animals, and they appear to have dinner on their minds, with the party as the main course.

----->
There is a 65% chance that the pride will be distracted from the party by a nearby herd of the humped cattle. If, however, the party shows fear (by running away from the lions, etc.), they will certainly attack. Lions are a bit timid in many cases; if the party should charge the pride, there is an 85% chance that the lions will back off in confusion, and decide to pursue some other prey (one that doesn't attack).

LION

AC - thick fur if maned (studded leather, 5 hits)
----->
light fur (soft leather, 2 hits)

Dodge - +4, -2 if in charge

HTK - 60 (females-70%), 80 (maned males-20%)

Move - 12, 18 in charge (maximum 60 nexes)

Attacks - 1 bite, 2, 4D3, 18, 15; used when both paws have struck

- 2 claws, 4, 4D4, 17, 13; these great cats will rear and use their front paws to swipe at their prey.

Most of the actual hunting and killing is done by the females; the males will pace (or run) along with the hunt, and serve to keep the prey in line - they will attack prey that is likely to escape otherwise.

06) As far as the eye can see, the plain is filled with a huge herd of the shaggy, hump-shouldered range cattle. They are moving steadily past, but it seems as if it would require days for all of them to pass.

----->
It will require some 36 hours for the herd to pass. It is possible for the party to force their way through, but it will require 4 times the normal time to pass through the herd, and any who do use this method will, of course, suffer exhaustion penalties (see the Well).

07) The party's path is cut by the banks of a wide river. The water tumbles swiftly over the rocks toward the center of the river, and it appears that the middle is very deep. There does not appear to be a bridge or any other easy method to cross.

----->
This river flows east, and will eventually conjoin with the big river at the eastern wall. If the party travels along the banks, they have a 35% chance in each hex of locating a bark- or skin-covered coracle beached on the

bank (if one is found, there is a 35% chance of finding a second at the same place); these coracles only have a capacity of 4 people, and they are difficult to handle. If the party uses one of the fragile craft to cross the river, they will be swept 1D3(g) hexes downstream while making the attempt, before the circular craft can be brought to either bank. There is a 5% chance that the craft will overturn while afloat on the river.

08) Animals are encountered by the party.

Herbivores tend to be the primary animal life of any grasslands region; there are predators who feed on them, however.

01-30 4D8 antelope

ANTELOPE

AC - light fur (soft leather, 2 hits)
Dodge - +8
HTK - 30
Move - 16, 24 in panic
Attacks - 1 horns, 6, 2D5, 20, 19; used only in defense if cornered; standard defense is to flee
31-35 1 bear (25% chance of 1D3 cubs)

BEAR

AC - thick fur (cuirboilli, 4 hits)
Dodge - none, -4 if standing
HTK - 36 (cubs), 80 (adults)
Move - 6, 3 if standing, 12 in charge
Attacks - 2 paws, 3, 3D3, 17, 13; if both paws strike, victim must make a saving roll against STR to avoid being knocked down
- 1 hug, 6, 6D4, 19, 17; attempted on any mrf following one in which both paws have struck and the victim has remained standing
- 1 bite, 4, 3D4, 18, 15; attempted only after a successful hug

Bears are extremely protective of their cubs; if the cubs are threatened, double all damage delivered by the enraged momma-bear. Bears will almost always fight in a standing position; the charge is on all fours.
36-45 a herd of 6D6 wild horses

WILD HORSE

AC - medium hide (soft leather, 2 hits)
Dodge - +2
HTK - 16 (foal-15%), 35 (mare-50%), 45 (male-30%), 60 (stallion-5%)
Move - 16, 24 at speed
Attacks - 1 kick, 8, 4D6, 18, 15; hind legs only
- 1 bite, 5, 2D3, 20, 19
- 1 rear and stomp, 6, 3D4, 19, 17; front legs

Horses will normally employ only one type of attack at a time. The normal reaction of a herd stallion is to watch the intruders warily, drive the herd off if danger threatens closely, and fight to the death if cornered. Males will aid the boss stallion, but mares seldom fight unless protecting foals.
46-60 a pack of 4D4 wild dogs
(see Jungle 08 for description)

61-95 a herd of shaggy humped cattle

BUFFALO

AC - thick hide with shaggy fur (cuirboilli plus quilted cloth, 5 hits)
Dodge - none
HTK - 20 (calf-20%), 55 (cow-50%), 70 (bull-30%)
Move - 10, 16 in stampede

Attacks - 1 butt, 6, 2D3, none, 20
Buffalo tend to avoid situations where they could get attacked (being near predators, etc.). The bulls will form a mass against any major threats they can see, but the likely response to danger is - run, sometimes right over the danger (you get a lot of squashed predators that way).

96-00 1D3(g)+1 bobcats

BOBCAT

AC - light fur (soft leather, 2 hits)
Dodge - +6
HTK - 24
Move - 16
Attacks - 2 claws, 4, 3D3, 19, 17
- 1 bite, 7, 1D4, 19, 17
- 2 hind claws, 6, 3D4, 18, 15

Bobcats tend to fight in the same manner as dune cats (see Desert 05).

09) The ground is growing soft and squishy, and little pools of water start appearing all about. The party's feet sink into the ooze.

This is an absolute barrier. Anybody who continues into the swampy morass will disappear forever (GMS, please note; if anyone is dumb enough to continue into this, he deserves to die - such stupidity should earn a full and just reward). The marshes will continue for (2D2-1) hexes in either direction that the party turns.

10) A group of mounted plainsdwellers is approaching the party at a rapid clip. They are armed with lances, bows, and shields, and are wearing breastplates made of shell and quills. It appears that they are heading for the party's position.

A band of 3D4 warriors is heading out for a raid on the village of another tribe; it is purely incidental that they are heading for the party. If the party runs for cover (GMS should check for nearby copses of trees and bushes), the plains warriors will give chase. When the party makes the cover, the warriors will give up, and ride on, laughing; otherwise, the party will be forced to fight. If the party stands (bravely?) to meet them, they will surround the group, and play a bit, a warrior dashing in (solo, they do have a rough sense of honor) and attempting to snag a piece of equipment, etc., with his lance; if the party stands firm, they'll eventually salute and ride on (GM's discretion if one of the party attacks the warriors).

11) A drumming sound is heard from behind the party, and a cloud of dust can be seen approaching. As the cloud draws closer, a flock of giant birds can be made out. They near the party rapidly.

These are axe-beaks, very large ostrich-like birds with a taste for raw meat. They will attack; if the party does not succeed in reaching cover in time, they will have to fight in the open, where they can be attacked by more than one bird at a time. In a copse, it will be difficult for more than one bird at a time to attack a person.

AXE-BEAK

AC - thick feathers (hard leather, 3 hits)
Dodge - none
HTK - 20 (chicks-30%), 60 (hens-45%), 80 (cocks-25%)
Move - 10, 14 at a gallop
Attacks - 1 beak, 4, 3D5, 17, 13
- 1 kick, 8, 3D4, 20, 19; can be made either forward or backward with equal force

12) In a large clump of trees is found a deserted plainsdweller camp; some of the hide and pole tents were left, and are still standing. A small stream trickles through the site, and many of the trees bear fruit or nuts.

The camp has been deserted for some time; the ashes of the fires are very cold. There will be 2D3 tents still standing; 1D3(g) of these will be usable. Searching will give a 25% chance that some dried meat can be found in a pouch, and that one or two pieces of pottery are whole enough to hold water. There is a feeling of safety to this area (the party will not be attacked while here, even if other encounters so indicate).

The End

or

the Journey

The Golden Spire

What the Players See:

The spire is set on:
(Desert)

a large rock pinnacle, which has a relatively easy path winding to the top. It is unlikely any one will slip and fall, but there is always that rare chance: a saving roll against CDN at a bonus of 4 must be made to avoid slipping - if one slips, a saving roll against REF will avoid going over the edge of the ledge.

(Jungle)

a high hill, with a path leading to the top. This area is sacred to the local natives, and there is one chance in 1000 (000D1000) that there will be natives in the area, who will attack; a saving roll against STM will allow the player to race up the hill, and into the spire.

(Plains)

a lonely hill, with no other sections of high ground around; the hill is easy to climb.

The building is over 300' to the top of the pinnacle, and is some 60' in diameter; it is constructed from a marble-like stone veined with gold, and polished until it reflects like a mirror. There is an arched entryway in the side facing the path followed by the party, and the golden gates are swung wide. It can be seen from without that the area immediately inside the gates is brilliantly lit with many lamps, and occupies the major portion of the ground level; it appears to be quite comfortably furnished.

GM's Description:

When the players enter the chamber, a feeling of peace and tranquility will come over them (remember that all illusionary effects may be awarded saving rolls, although at this point the characters should have so completely succumbed to the effects of Aold's spells that no further saves are necessary), and they will have no trouble resting, and recovering their wits and strength. The room is quite comfortably furnished, with many divans, lounges, and settees, and there is what appears to be a kitchen off to one side where they can prepare a meal (of course, an illusion of a kitchen might come equipped with every modern convenience, like a microwave, dishwasher, refrigerator, etc., right?).

Once the players have rested, they will likely try to explore the tower. There are two flights of steps along the walls, one on each side, going up (the GM is responsible for designing the remainder of the spire - since it's a pure illusion anyway, he can enjoy himself thoroughly). At the back of the main room (on the first floor, where the party is [or has been] resting) is a heavy floor-to-ceiling velvet drapery. Behind this red curtain can be found a heavy wooden door, with a latch and an obvious lock (Complexity 3). This door, when it has been opened, leads to the next section of the tomb.

The Fourth Section

or

the Tomb

The Sphere of Imagination

What the Players See:

The area beyond the door seems to be completely filled with a pearly, foggy light, shot with opalescent gleamings and sprays, and occasional interweavings and roilings of sparkling color, as of oil on water. In the

far distance can be seen a rectangular shape which is much darker than its surroundings.

GM's Description:

The Sphere is lined with a material which is the equivalent of milky mother-of-pearl; this substance is very refractive (like a prism, in many of its effects), and tends to confuse the vision of onlookers at first. When a character has gazed at the Sphere for at least 3 minutes, his vision should clear (80% chance, which can be repeated each minute thereafter, until the roll succeeds), and he will be able to see that the Sphere is round, and that it is some 100' in diameter. The darker rectangle in the distance can now be seen to be an opening on the opposite side of the Sphere. There is no apparent easy method of crossing the intervening air space from the doorway in the golden spire to the dark opening.

The Sphere does have some very interesting powers embedded in it, primarily the ability to make whatever activity people believe that they are accomplishing, the activity that they are accomplishing. For instance, if a person ventures out into the foggy light before his eyes become used to the light of the Sphere, and slides his feet carefully along the floor (to avoid tripping, or a pit, etc.), he will find a floor beneath his feet, and will be able to make satisfactory progress, albeit slowly; however, when his eyes clear, and he sees that he is walking on air, it will require a reversed saving roll (reversed means the saving roll must be missed, rather than made) against DSC to keep his footing in the air. Whatever a person imagines that he is capable of physically accomplishing while within the Sphere, he will be able to succeed in doing - including flying, walking on air, the lifting of tremendous weights, etc.; all that is required is a reversed saving roll on DSC (these should really be made for each activity, but the GM may wish to allow a person with an exceptionally low DSC [6 or less] to make only the one reversed roll - such a character is truly credulous, and liable to believe anything). Of course, damage to the material of the Sphere, or to the Sphere itself is not possible, nor will effects imagined within the Sphere function outside the Sphere; creation is not a possible action within the Sphere, although objects which have been brought in may be enhanced (all enhancements will, of course, disappear when the objects leave the influence of the Sphere; for this effect, leaving the complex of rooms which make up the tomb is considered leaving the influence of the Sphere - this is the only area of exception to effects fading when the Sphere is exited). Those players with creative imaginations should have a heyday creating and doing in the Sphere.

The sides of the Sphere are slick, and slippery beyond imagining. If a person should fall, it's 50' to a hard, smooth surface, and it is virtually impossible to climb out on one's own hook - some form of help is required. The following method is suggested to handle the damage taken by a person subject to a fall of any great distance:

DAMAGE CAUSED BY FALLS

§ Falls cause damage at 1D6 per point of fall. Points of fall are the arithmetic total of the 10's of feet fallen (on a 50' fall: 1 + 2 + 3 + 4 + 5 = 15; on a 30' fall: 1 + 2 + 3 = 6; etc.), and should be calculated for the effective distance fallen.

§ Effective distance is determined by subtracting (or adding) adjustments for various conditions to the actual distance fallen. Adjustments are:

- 10' for a successful saving roll against CDN
- 10' for a successful saving roll against STM
- 20' for landing on a soft surface
- 20' for landing on a yielding surface
- 40' for landing on a prepared surface



(such as a blanket held by a group of men, a safety net, etc.)
 +10' if either saving roll is missed with a result of 23 or 24 (to denote a particularly bad landing)

+10' for landing on an extremely hard surface
 +20' for landing on a jagged or broken surface
 +20' for wearing full plate armor or plate mail
 +10' for wearing heavy armor (chain, scale, half plate, etc. [other than full plate])

§ All adjustments are cumulative; landing on a jagged surface which is also extremely hard (broken and jagged rocks) while wearing full plate armor would add 50' to the distance of the fall. Note that it is very possible for adjustments to balance out, or for positive factors to be cancelled out, or over-compensated for, by negative factors.

The GM should remember that all the things which the players are allowed to do in the Sphere are truly illusory, and are limited to physical actions (players should not be allowed to "imagine" great ideas, or the summonings of demons or gods, etc.). Also, the items enhanced are limited to non-magical enhancements, and enhancements to the appearance of the various objects. The GM should not allow a player to imagine that his sword is now capable of flaming or flying, for example; it, however, the player imagines that his sword has now been sharpened expertly to give it +2 bonus to hit for sharpness, such a bonus should usually be allowed, but the GM might wish to hold even these minor amendments within reasonable limits.

The Fifth Section

of
the Tomb

The Resting Place

What the Players See:

The dark opening leads into a rectangular room 10' high, 40' wide, and 20' deep. As the party enters, soft light begins to glow from the ceiling, and all the fine detail of the room can be seen. On each of the two side walls is a shelf laden with assorted boxes and small objects. The back wall is covered by a curtain of heavy green cloth, and the walls on either side of the entry are painted with elaborate murals. In the center of the room is a large, carefully carved, ornately embellished sarcophagus of pink marble and golden metal.

GM's Description:

This is Aold's final resting place. After he was placed in the sarcophagus, and it had been sealed, one of his fellow mages set into effect the illusions Aold had built into his tomb (with a one hour delay to allow the burial party to exit, of course). It was expected that the spirit of the old illusionist would wander his tomb, and enjoy some of its treasures (and some of the pleasures to be found in the golden spire - GMs take heed: the tower is not all danger; even if all of the treasures and pleasures are all illusions, there are a good many of them); it was also expected that he would be of at least some aid in protecting his tomb (Aold was a good bit more of a realist than his fellows - he didn't expect to hang around; but he did want to make sure no ordinary, everyday grave-robber succeeded in carting off the treasures he had created), operating some of the traps with which most other mages expected the tomb to be filled, scaring off would-be looters by his very presence, etc. (little did they realize the warped sense of humor the old man possessed).

The protection Aold did Heradkon placed upon his treasures (there is little in the way of actual coinage and gems - most of Aold's fortune went to his children, or into the construction of the tomb) was, as usual,

illusion, but most powerful illusion indeed. The varied objects on the two shelves are seldom what they appear. All, or nearly all, are disguised in some fashion, even if only mis-direction (a particularly arcane-looking - and thoroughly enchanted - torc, for instance, can be found inside a rather plain box; the box is the true treasure, while the torc [a fancy collar of a style developed and worn in ancient Ireland] is simply a hunk of enchanted metal).

Descriptions of the items found on the shelves are given in terms of appearance, with true shape, powers, etc. in parentheses. There are ten different items; the GM may arrange these on the shelves to his taste:

01) Carved wooden box, 18" cubic, with runes scribed on the four sides; inside is a golden torc. (The box is the creation machine described in the Atrium, and has enough material to make 18 garments, or 30 meals; other objects require more of the substance retained, and so will exhaust it more quickly; no metallic objects.)

02) A wooden book rack with 8 thick volumes in it; the exteriors of the books have golden lettering, with one letter larger than the others, but the interiors are blank. (These are the mage's spell books. The interiors will remain blank until the volumes are removed from the rack, and arranged back into it in proper order, so that the larger letters spell "HERADKON"; they are now in the order "ADEHKNOR". The spell books can only be understood by a mage of elite level.)

03) A carved onyx case, velvet lined, with a plain gold headband inside. (There is another small gold ring under the velvet. When both of these are worn together, they provide the wearer with the appearance of the finest raiment one can imagine; they also increase a person's overall APP by 25% [dwarves can look good].)

04) A small leather case, containing two wands, one silver, the other golden. (These were Aold's most favorite possession, having been made for him by his wife. When both batons are used to conduct, they create the sounds of an excellent orchestra; the silver baton controls woodwinds and brass, the gold strings and percussion.)

05) An aurochs horn, lipped and tipped with silver, and banded with leather to attach a strap for carrying. There are four rubies spaced equally around the lip. (The horn can be used for either drinking or blowing. Despite the hole in the tip, wine (etc.) will not spill out - nor will it run out, until the horn is emptied on one long pull (all 2 quarts worth). It blown hard, the horn can be heard for over 10 miles, and has a timbre so distinctive it cannot be mistaken; if blown softly, it will summon game [5% chance of much too much game].)

06) A jewelry chest, 18" by 9" by 9" high; it contains a number of small objects. (The jewelry box nows it opened by unauthorized hands [at this point, anybody's; the only authorized hands died 4,000 years ago]. There is nothing special about the objects - just knickknacks and keepsakes that were buried with Aold: rings, small ceramic statuettes, cameos, a little ivory rod, etc.)

07) A heavy block of polished black stone, 1' cubic; it has a small 1" hole in one side. (Aold's "camping gear", this is a tesseract which can unfold into a neat little cabin 12' by 12' by 8' high; it is completely equipped, including kitchen, bath, etc. To open it, a key must be inserted; the key can be found among the small collection of keepsakes in item 6 - it is a small ivory stick about 6" long and 1/2" in diameter. It opened in an area so small to contain it, the tesseract will explode, doing lethal damage to anything within 50'. To close, the key is simply removed from the door.)

08) A clay statuette about 1' high, depicting a young couple kissing. (Actually a mini-servant, capable of expanding to 10' tall [1' is the minimum height]. The golem will follow simple orders, when pretaced by the command word; the command word is engraved on the statuette's bottom, but the illusion's glamour must be

removed to read it.)

09) A box of whitened wood, 12" by 12" by 6"; the bottom is hollow about 2" up, and a pair of wires are stretched to form a cross, holding a pinpoint at their juncture. (The automagical scribe will write, in a fair hand, whatever is dictated to it, when it is sitting on paper, vellum, parchment, etc. The scribe needs to be programmed to a particular language, but this is done by talking to it steadily in that language for 2 days.)

10) A mirror of silver, highly polished and so truly ground that no imperfection can be found; it is mounted in a frame of ebony. (The mirror will show the true mien of anything seen in it - a mirror of truth. It can also be used to show scenes of areas within one mile of its position, provided the viewer knows the area he desires and can picture it mentally - the scene shows the area as it currently is, including inhabitants.)

There is a way that the party can switch off the illusions, particularly those in the Tunnel (which are the most difficult to handle). When (and if) the marble sarcophagus is opened, the mage's skeleton, unadorned, will be found. If the coffin is closed, no desecration of the remains, most of the major illusions in the tomb will be turned off (the Tunnel, including the spire, the Well, even the fountain in the first chamber - the Sphere will be left as is, since, if the Sphere were turned off, it would be impossible to get out). The sarcophagus must be opened and closed for this effect; desecrating the remains in any way will leave all the illusions active, and release a particularly vicious illusionary monster to wander the complex. The monster will appear in the Resting place within 1020 mr [0-25 to 5 minutes] after the desecration is performed; it will pursue the party, drawing ever closer (or maybe lagging back just a touch), and will finally catch them in the Atrium, where it will gleefully tear them into illusionary pieces (it's hard to kill an illusion, even if you believe it's dead). Those poor wretches who fell to the Door That Falls will not be touched by this monster, as they will be unconscious and totally unable to respond to illusions (unless, of course, the party gets there with sufficient lead on the monster to wake them up - tough luck if they do).

The Monster

The monster Aold created, in a form of stored, but releasable, illusion, stands about 13' tall. It has the head of a lion and body of an ape, six limbs, and is covered with a ghostly white fur. It is armed with sets of extremely long claws on each paw, which appear able to do horrible damage when they connect; they glisten, like some arcane or incredibly forged metal, and would seem able to tear good, high quality steel plate into little pieces of metallic confetti. There is a maniacal look to the beast's eyes, and any who meet its gaze (75% chance for one who stands his ground to fight) must make a saving roll against DSC or flee in terror (if the DSC SR is failed, a saving roll against STM at a bonus of 6 is required to avoid heart failure from sheer fright). The beast has a thick fur equivalent in armor class to chain mail; it absorbs 6 points damage per blow. It does not dodge, going instead straight for its opponent (dodge penalty of 4). Its claws have a hit prob of 8 for the two upper paws, and 6 for the lower ones - they are capable of delivering 6D4 damage on a successful blow; it can attack two opponents at once. Possessed of an immense vitality, the beast requires a total damage of 280 hits to kill it. If any fight this monster and survive (not bloody likely!), experience gained is only 1/4 of normal, since it is an illusion (even if it is an extremely powerful one).

PICKPOCKETING SCENARIOS

AND

CUTPURSING ADVENTURES

A. THE DUKE'S DRESS BALL

Harden Sheerfall halted the team of horses when he saw the human-sized form lying crumpled and unmoving by the side of the road. Leaping down from the wagon onto the gravel roadway, he scrambled through the gathering dusk to the prone figure, who uttered a low moan as if in response. The other man was a pudgy, well-dressed gentleman of middle age; he was bleeding profusely from a deep wound across his forehead. Harden cursed as he removed a cloth from his pocket and clamped it over the wound; with his other hand, he withdrew a thin metal flask from his belt, and forced some brandy down the other's throat.

The older man gagged and roused briefly; his eyes tried to focus on Harden's face in the dim light, but could not. He gasped softly "Brigands -- gold -- must stop -- them". Harden muttered "Save your strength, friend", but he felt in his heart it was already too late. He dragged the now unconscious form back to the wagon, and lifted it with difficulty into the front seat. Clambering back aboard, he reached beneath the seat, and removed a small first aid kit. He quickly bandaged the still bleeding wound, and wheeled the team of horses at a gallop back in the direction of town. Harden felt certain that he was making the biggest mistake of his life; but he was a thief, not a killer, and he prided himself on that distinction.



Two miles later, when the victim's shallow breathing ceased, the whole point of his efforts abruptly became moot. Again he halted the wagon, this time along a flat stretch of farm plain, and took a stiff draught of the brandy. He could not risk continuing on to

town now, not with the price currently on his head and a dead man in the front seat of a stolen wagon. He would have to bury him here - and quickly, too. Still, he instinctively began to search the body of the victim, hoping against hope for some monetary recompense to justify his extravagant risk-taking. He was about to give up until he opened the other man's satin waistcoat, and felt the envelope and stiff slip of vellum that partially protruded from an inner pocket. Anxiously scanning the moonless night to assure that he was still alone, Harden decided to take one further chance and lit a torch. By its flickering light, he read the contents of the slip, not once but twice:

Duke Fernando di Catillion,
Sovereign Lord of the Free City of Haven,
cordially invites

Sir Edry Buwinban
to a Dress Ball
honoring the betrothal of his niece,
Lady Madalena, Baroness Overbrook,
to
Beneadios Cellini.

Reception will begin at 8pm
on the fifth day of Krios
at the Duke's city estate.
Guests are welcome to hospitality
and lodging for the night.

Hands trembling, Harden hastily examined the name on the envelope: Sir Edry Buwinban, Master of Hamptonshire. He stripped the clothes from the still warm body, and dragged the corpse into a recently harvested field. Using a small shovel from the back of the freight wagon, he dug a shallow ditch, and laid the former master of Hamptonshire to rest. Turning back to the wagon, the new master of Hamptonshire was already calculating how many days of travel it would take to reach Haven. He had an appointment with destiny on the night of the 5th, and there was much to be done in very little time . . .

* * *

In this adventure, player-thieves will use a purloined invitation like the one described above to gain access to the Duke's Ball. If the thieves design appropriate disguises, they will be able to move freely about; attempting to pilfer some of the fabulous jewelry items worn by the other guests. Players may choose to pickpocket these items one by one during the course of the night's festivities, or to try to locate the central repository, where many of these prized possessions will be placed for overnight safekeeping.

If a pickpocketing adventure is selected, the three player-characters should be limited to one to three player-characters (preferably with two portraying a husband-wife, brother-sister, or other related combination). If more players are present, they can be accommodated in one of two ways:

- 1) by sharing a thief character among by several players, making decisions by group agreement, or
- 2) by having some of the players portray prominent NPCs in the adventure (and awarding them general EP for good role playing).

Any thief attempting the straightforward pickpocketing adventure should have a minimum 60% pickpocketing ability, and above average intelligence and discretion (the prime requisites for designing and sustaining a reasonable disguise). Characters of noble or guild upbringing will also have a natural advantage, for they will have a good understanding of the intricacies of court behavior, and be less likely to commit a fatal faux pas.

If, on the other hand, a full-scale heist is planned, the thief characters using their invitations to attend the party will likely require additional help. To provide such assistance, other gang members may gain access to the ball by other means (as servants, entertainers, etc.), or may be provided an entry to the estate by their confederates. Appropriate party size for such a heist would be 4-6 characters.

For the "inside" men on the job, disguise skills would be even more critical, for the character will likely be in attendance at the ball for the entire evening; but abilities in Lock Picking and Detecting Hidden Objects would assume greater importance than pickpocketing skills. The "outside" gang members should provide added muscle and fighting skill to the party.

* * *

The GM should be aware before starting to read through this scenario that this adventure is drastically different from a traditional dungeon delving expedition. There are no monsters hiding in the Duke's mansion, no vicious deadly traps at every intersection, and - except for the members of the Duke's personal guard - no "other side" directly doing battle against the thieves' efforts. The substance of the adventure will be the players' interactions with the other characters they meet, and their success will depend on their abilities to react quickly to opportunities that appear. And there will be many of these opportunities, because instead of having one or two NPCs, capable of playing an active role in the course of an adventure, there are 54 active well-detailed NPC guests at this ball! So, please . . . take your time, and read completely through this scenario two or three times before you try to set it up - we think you'll find the Duke's Ball an exciting and enjoyable change of pace. Well worth the effort!

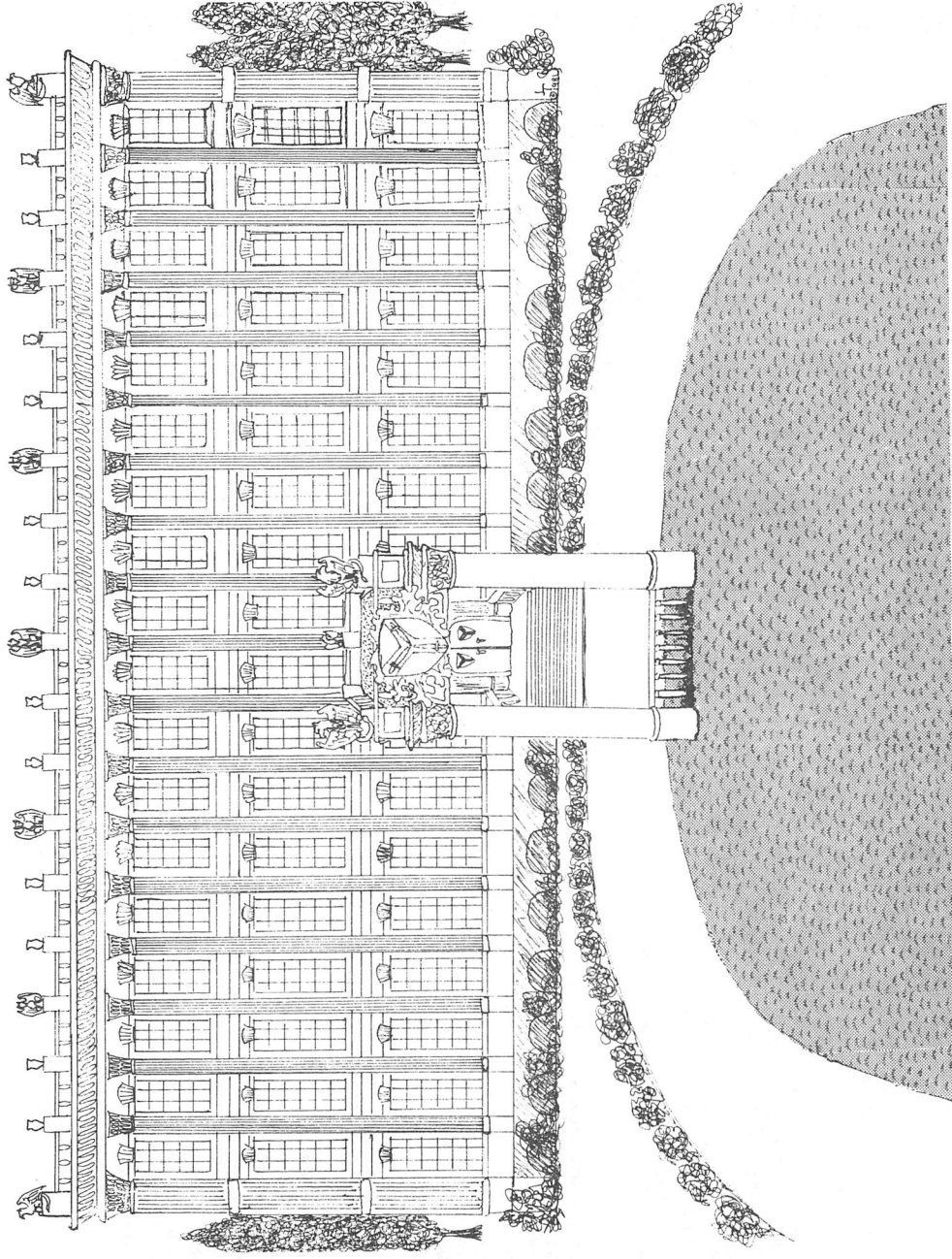
GENERAL BACKGROUND

The Free City of Haven, strategically located along the banks of the swiftly flowing Dorian River, was founded during the time of Allemagne the Great to serve the two major overland trade routes of his realm. Over the years, Haven built on its centralized location to establish itself as a leading producer and seller of quality goods, and rapidly expanded its boundaries. The city was governed for years by the feudal aristocracy; but political and economic power has shifted in the last two centuries into the hands of a select number of Guildmasters whose goals are to foster the continued commercial growth of the city.

Duke Fernando is at present the last surviving male heir of the di Cotillion family, the traditional (and still titular) ruling lords of Haven City. Although many of the local nobles have actively and bitterly opposed the Guild leadership, and still seek to restore their own hegemony over the city's affairs, Fernando has vocally supported the new leadership, and has used that support as a powerful bargaining chip to retain political influence for himself and for his family. The fortunes of the di Cotillions have increased dramatically under the Duke's management, at the same time that many of the other great houses have lost much of their traditional wealth. Slowly, some of his noble peers have begun to recognize the two basic principles that reshaped Fernando's own thinking, his strong beliefs that a regardless of who controls political power, the guildsmen have created a fundamentally more profitable economic structure, and b) that the nobles must learn to take advantage of that structure in order to survive. As a result, Fernando is again respected by all but the most rabid royalists, and his lavish social affairs are the most widely attended in the city.

Fernando has put a large portion of the family's money into the development of iron and silver mining enterprises, and used the profits from these initial ventures to move into the smelting and casting of finished metal goods. In this way, he first became acquainted with Salvatore Cellini, a fiery and extremely wealthy Guildmaster and disputably the best metal working artisan in the city. The Duke sought to further ensure his continuing political influence, Cellini to legitimize his family's claim to power beyond the skill of his own hands. Over time, the two agreed that it would be to their mutual advantage to unite their families, through a marriage between Salvatore's son and heir, Benedios, and Fernando's niece Madalena. Tonight's ball is in celebration of this event, with the nuptial ceremony scheduled to take place in two days.

Through the completion of this alliance is a result that brings joy to the hearts of the two responsible, some of the others involved are not so happy. Though Fernando did not have difficulty convincing his brother, Baron Tyndal, of the wisdom of the marriage (for Tyndal is not a strong man, and has frequently gone to Fernando in the past for financial favors, Madalena's mother, Baroness Marika remains convinced that mingling di Cotillion blood with that of a commoner is an insult and



a mistake. At the dinner party preceding the ball, she left no doubts about these feelings, though she received a vicious upbraiding from Fernando in response. As for the bride herself, it is not the mixing of bloodlines that causes her drawn and pale countenance tonight. Poor girl! For alas, she loves another, the young nobleman Varkin, whose suit has been rejected because of his family's abject poverty. Thus, she longs only for the end of this evening, wondering if Varkin can possibly keep his promise to rescue her from this fate.

Meanwhile, across the great city, the lucky individuals (some 300 in all) with invitations to the ball, outfit themselves in their best finery, occupied with their own private thoughts. Most are simply looking forward to a pleasant evening of partying, an opportunity to taste wondrous delicacies and mingle with the high and mighty.

Others will come to the ball beset with their own personal conflicts - like Anson Blackbourne, threatened with exposure of a terrible secret that could jeopardize his political career; or Antonio Berensten, a young nobleman who has been a bitterly outspoken critic of Guild rule, but finds his thoughts consumed by visions of a beautiful Guildsman's daughter. These conflicts bring their own undercurrent of emotions to the events of the ball, and may themselves erupt during the course of the evening.

THE DUKE'S ESTATE

Front Gate, Grounds, and Auxiliary Buildings

The Duke's estate sits upon a gently rolling hillside, and is a completely walled 100 acre tract of land. There is but one main gateway onto the property, a double gate made of elaborately wrought iron marked with the ducal insignia. There is a square stone gatehouse on either side of the gates, which are connected by a rough granite archway. The gates are normally locked, but will be thrown open between 8 PM and 1 AM on ball night. Five guards will be on duty at the gate during that period: two standing in the roadway to verify invitations, one in each of the gatehouses, and the fifth (armed with a bow) standing on the archway. After 1 AM, the guards will have to manually open the gates to allow guests to depart (a situation sure to give a booty-laden thief cause for paranoia), and will not allow anyone personally unknown to them to enter the grounds.

The remainder of the estate is surrounded by a 30' high double wall. The first wall is of quarried stone, providing ample footholds for anyone attempting to scale it. There is a 10' wide ditch separating this wall from a second wall made of the same material; the latter wall is crumbling in a few places from age (it predates the first wall by almost 200 years). Characters may attempt to standing

broad jump across the ditch by making a saving roll versus CDN -3; if they fail, they take 4D6 damage (STM saving roll to avoid unconsciousness). More prudent players carrying ropes may choose to climb down into the ditch and scale the second wall (a 50' climb, for the ditch extends 20' below the base of the first wall). There are also Wards (a magical form of intruder alert mechanism) spaced regularly along the wall; each person on the walls has a 40% chance of setting off a Ward, alerting those in the guardhouse to his presence. Three guards on horseback are assigned to patrol the outer walls during the ball; it takes them 15 + 1D20 minutes to complete a circuit of the grounds.

The estate has literally dozens of auxiliary buildings, where the servants and staff of the estate provide for the basic food, clothing, and entertainment needs of the manor occupants. Very few of these, however, are likely to play a significant role in this adventure. Areas which may be entered or explored by the thieves include:

The Stable and Carriage House - The enclosed stable area has the capacity to handle up to 80 horses and 8 vehicles. Many more horses can be held in the enclosed exercise area in front of the stables. Ten grooms are available to care for the horses of the guests; there are also 2D6 carriage drivers or footmen present. A keg of beer has been set up here and is rapidly being emptied; many of those present are also engaged in a spirited game of dice. Thus, there is only a 15% chance that anyone here will notice something happening in the surrounding area (e.g., a thief successfully sandbagging a guest on his way to or from the stables), unless a great deal of noise is made.

The Guard Barracks - The barracks house, a long one story structure of stone, is about 50' south of the stables. At any time, it is likely that 50-80% of the off-duty guard can be found here, sleeping or relaxing between shifts. Intrusions are not normally appreciated.

The Gardens - The grounds immediately behind the mansion are surrounded by a 10' ivy-covered stone wall, and are subdivided into three garden areas. The West Garden is a true formal garden patterned in a series of regular ovals, and populated with elegantly trimmed hedges and a variety of late-blooming flowers. A large stone fountain sits in the center of the garden; a temporary canopied stage has been erected in the NE corner. Between 8 PM and midnight (unless otherwise noted in the timetable), 3D20 guests will be seated or standing near the stage area, watching the entertainments provided; another 3D6 people will be strolling the gardens. Between midnight and 2 AM, there will be 2D12 guests in the West Garden, and there is a 30% chance that 1D6 couples will be contentedly spooning here long into the night. Entrances to the West Garden are symmetrically set into its eastern and western walls.

The East Garden is more informally arranged, with long winding flagstone paths that wind their way through stands of fruit trees,

dogwoods, and flowering shrubs. There are a number of statues (tributes to the Gods, or likenesses of former ancestors) in this portion of the garden, including an immense likeness of a chariot riding on a sea of flame driven by a young lad. In the eastern end of this garden there is a gazebo bedecked with multicolored flowers; this is to be the site of the wedding ceremony later in the week. Between 8-9 PM and 1-3 AM, there are 2D6 people wandering through the garden; between 9 PM and 1 AM this increases to 3D8 guests.

In between the two gardens is a hedge-lined central promenade, with flower boxes planted along both sides. The promenade may be entered from the rear of the ballroom; after 50', there are openings onto the East and West gardens. At the end of the promenade there is a lover's maze of well kept hedges, with several benches set in the various nooks of the maze.

Cookhouse - Unless one of the thieves gains entrance to the ball in the guise of a servant, this area will prove of little interest. This area will be a source of frantic activity throughout the evening, as the chefs attempt to keep ahead of the gargantuan appetites of the guests. All activities are supervised by the Duke's personal chef Atooni, a greying human of middle age with a notoriously short temper. He will spend the entire night furiously shouting orders to any and all careless enough to be in his path, and nothing will completely satisfy him.

THE MANSION INTERIOR

Four types of information are provided in the room descriptions that follow:

- 1- What the player sees,
- 2- GM's description,
- 3- Special furnishings and contents, and
- 4- Population, if any.

Furnishings and their arrangement seldom change, but the population of an area normally changes with the hours and is so noted.

THE FIRST FLOOR

A) Entryway and Guard Room

1- The front doors of the manse are immense double doors of polished bronze embossed with the Ducal coat of arms; they are thrown open during the course of the ball, but will be shut and locked at 2:30 AM. The doorway empties into a 20' wide passageway, lit by two enormous crystal chandeliers; there is an opening immediately upon the righthand wall that leads into a small office containing a desk, four chairs, and a strange looking apparatus of crystal.

2- The room to the right is the Guard's day room, the centralized location used by the duty sargeant to receive reports from current patrols. The entryway is lined with paintings depicting great moments in the di Cotillion heritage.

3- The set of linked crystals mounted into the guard room wall are Voice Teleportal units

that can be used to communicate with a) the guard barracks, b) the Duke's sitting room, and c) the front gate. They are used in cases of emergency to relay information or call for assistance. They are of no value if removed unless their corresponding units are also stolen (in which event each pair is worth 1500 GP).

4- The entrance passageway will be bustling with activity throughout the evening (208 people passing through at any time). There will be 2 guards stationed in the guard room for the entire evening, with a change of personnel at 2 AM; the captain and the sergeants charged with patrolling the interior of the building will be found here whenever they are not making their half-hourly patrols.

B) Drawing Room and Informal Audience Chamber

1- A spacious sitting room with velvet curtained windows and a stone fireplace in its eastern wall. There are two couches and four chairs set about the room, all upholstered in blue or gold satins. There is also a high-backed chair of mahogany, adorned with finely carved detail and covered with crimson velvet embroidered with gold and platinum threads; there is a small side table beside it.

2- This room is normally used on occasions when the Duke wishes to consult informally with visitors. Tonight, with its fireplace blazing cheerily and its relative seclusion from the main focus of activity, it is primarily occupied by young lovers wishing to share a few private moments without braving the cool autumn evening. The uniquely styled chair is the one that Fernando occupies during his meetings in this room.

3- The chairs are of excellent quality, but aren't going anywhere. In the single drawer of the table (locked, complexity level 1), there is a supply of parchment bearing the Duke's emblem, quills, and a small candle used for sealing wax; there is also a small porcelain box half-full of snuff (worth 120 GP including contents).

4- Between 8 and 10 PM, there is a 45% chance that the room will be empty, otherwise there will be 105 people present. After 10, there is only a 15% chance that the room is empty, and it otherwise will be occupied by 104 couples.

C) Museum and Trophy Room

1- This room, located between the parlor and the salle d'armes, can be reached through doors at either end of its west wall. It is filled with a wide variety of family memorabilia sitting in glass cases, mounted on pedestals, or hung from the walls. The items constitute a truly unique selection, including the pickled head of a medusa and the stuffed head of a cave bear, a fully preserved horse, an assortment of weapons and medals, a bejewelled goblet and ceramic bowl, and a suit of young boy's clothing.

2- The museum contains a number of interesting items. The cave bear head is mounted on the wall and was a trophy acquired by the Duke's

grandfather on a hunting expedition. The medusa's head was brought back by the Duke himself during his adventuring days; he has never told anyone how he obtained it. The horse is the steed he rode during his service in Prince Beragond's cavalry, magically preserved; his lance and pennon are also on display. The goblet is richly bejewelled, and was used on the occasion of a great treaty signing; it is worth 35,000 GP and is kept in a glass case trapped with an alarm (which rings in the guard room [A]). The ceramic bowl is also encased, but of sentimental rather than monetary value (400 GP).

Finally, there are two rather unique magical items in the room. The first, the boy's suit of clothes, is more than 350 years old; its only magical attribute is that it will never wear out. The clothing is being saved for the Duke's son, if the Duke ever has a son. The second item, a sword in a scabbard, is the infamous Sword of Fraedus Ta'hr. This sword, one of the dwarven weaponer Marildo's less successful efforts, was designed to be a Sword of Dancing -- unfortunately, what actually resulted was a Dancing Sword, capable of doing the cha-cha, the tango, and even the Aztec two-step, but totally inept as a fighting weapon. The sword even hums a little song to itself while it is in use (worth 20 GP, or 200 GP to someone with a really sick sense of humor).

3- As listed above.

4- There will be 106 people browsing through the museum between 9 PM and 11:30 PM; at other times there is an 80% chance of 103 visitors. A single guard is always on duty here, stationed at the G on the floor plan (see the Maps section at the end of this book).

D) Salle d'Armes and Armory

1- Double doors lead into a 30' by 70' room, with mats lining the floor and several pieces of light exercise equipment along the north wall. In the back of the room there is a padded dummy with a rapier clenched in its hands. There are two doors along the south wall; both are closed.

2- In this room the guardsmen practice their weapon skills and maintain their physical training. The dummy is an automaton used for weapons practice; it becomes activated if touched by a weapon, or if the weapon it holds is touched. Once activated, the dummy continues to fight until its opponent can land a blow to its head or chest area. The doors lead to the armmaster's quarters and to the armory. The armmaster is present in his room, and between 8 PM - 1 AM there is a 60% chance that he will come out to speak with anyone who enters the room, proudly showing off the facilities they have available. The doors to the armory are locked (level 3 complexity); there are 3 enchanted (+2 to hit, plus 1D4 to damage) broadswords in the supply of 80 in the room; there are also 24 maces, 50 longbows, and 30 quivers of arrows stored here.

3- The enchanted blades are valued at 1200 GP each; they can be identified by using a Detect

Magic spell, or an expert swordsman will have a 30% chance of recognizing these swords by their feel. The armstrong has a small box hidden beneath his bed that contains 140 GP in coins.

4- There is a 40% chance that there will be 1 (01-28 on the die roll), 2 (29-36) or 3 (37-40) persons in the room, with the additional possibility that the armstrong is present.

E.) Steward's Office and Quarters

1- These rooms can be entered through either a double door on the north wall, or a single door on the east wall. The room is covered with wood paneling, and contains a desk and a set of hardwood cabinets that cover most of the eastern wall. Doorways in the western wall lead to a staircase and a set of living quarters.

2- In this office, the steward Harchens manages the household affairs of the mansion. The drawers of his desk are filled with the typical details of his office - receipts, bills and other records, names and addresses of local tradespeople, etc. There are also 5 letters of credit in the Duke's name, worth 2,000 GP each. In the middle of the Southern wall there is a secret panel -- it slides back to reveal a safe with two keyholes in it. The two locks are Level 3 and Level 5 complexity, respectively; the steward keeps one of the keys in his desk, and Fernando keeps the other in his private rooms. The safe is alarmed, but the alarm will not be set until the door is opened (so that Trap Sensing rolls before that point will not be successful). The alarm, which is located in the wall below the safe, is tripped whenever an object breaks the plane of the safe's door; it can be deactivated by a third key kept by the ranking guardsman on duty, or by a thief making a successful detrap roll (at 1/2 normal abilities, for it is a Level 2 trap).

3- The safe contains Carn-ne-Seval's sceptre of power, and Tarquinio Alder's wedding present to Madalena (both described in the individual descriptions of these characters). In addition, there are 3 class B items of jewelry belonging to the Duke's family (all with a notoriety of S); 1 A and 2 C jewelry items belonging to the von Vogelsangs, and a piece of C jewelry belonging to Marika di Cotillion.

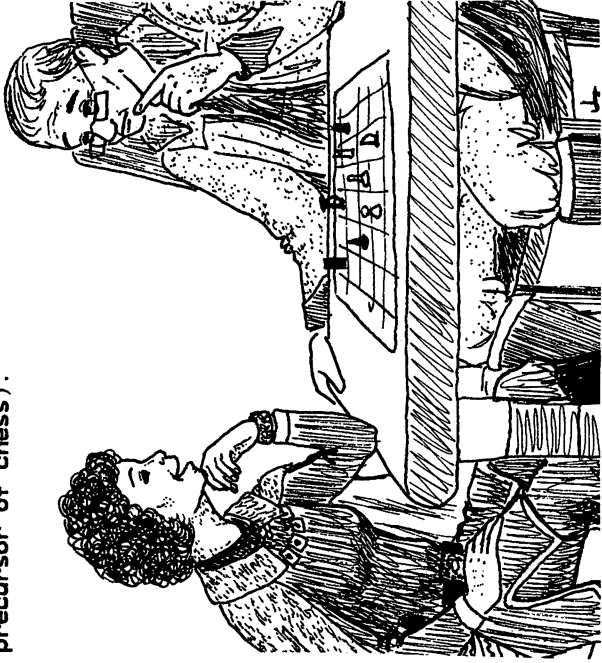
4- There should be no one present in the office during the ball. The steward's wife will be in the inner room after 10 PM, trying to sleep; there is a 40% chance she will be awakened by an intruder in the office (unless the latter specifies and successfully makes a Moving Silently roll); if awakened, she will call out (several times if unanswered), but will not enter the office.

F.) Game Room

1- A room filled with various gaming tables to test the physical or mental skills of their participants. There is a billiard table (the newest gaming sensation from the East), a dart board, and four marble inlaid gaming tables. Doors lead from this room into the ballroom,

the library, the east corridor, and the east gardens.

2- The gaming room is a place of high conviviality during this evening, and sometimes of high and serious competition. The billiards table is a matter of great interest, though very few know exactly how to play. On the gaming tables, contestants may be seen playing fox and hounds, backgammon, or shaturanga (a four person game that was a precursor of chess).



3- The billiard balls (3 red, 1 white) are made of ivory and are worth 15 GP; the cues are of inlaid ebony and worth 200 GP. There is a beautifully carved set of pieces used for shaturanga (a four color set made of ivory, carnelian, jade, and polished basalt - 32 pieces in all). Each piece is worth 50 GP, but a complete set would be worth 2500 GP.

4- There will be 3D10 guests in the game room between 8-12 PM; after midnight, when the arm-wrestling contest is taking place, this will rise to 5D10. There will be one guard stationed in the game room from 8 PM to 2 AM.

G.) Library

1- An enormous room, 55' x 120', with more than 2000 books and scrolls lining all four of its walls. In the NW corner, there is a librarian's desk and chair, with a set of wooden cabinets built into the wall behind it; in the center of the room, there are four huge tomes on stands and a huge globe. There is also a comfortable reading chair and a scribe's desk with slanted top in the room; in the SE corner, there is a stairway, but it is blocked by a bolted gate. There are double doors in each of the four walls.

2- The Duke's library is well stocked with a collection of religious, historical and geographical tomes. The encrypted key to the location of the various tomes is kept in the top drawer of the librarians' desk; a character has a 5% chance of deciphering the code for each point of INT he possesses above 14.

The most valuable volumes are kept under lock and key in the wall cabinets; the locks are Complexity level 3, and the keys to fit them are on a ring kept by the librarian in her room (see First Floor plan for location of her room). The four huge tomes each weigh 50-60 lbs; one of them is the Canticale of Fire, the holy book of the Sun God sect. The scribe's desk contains a good supply of quill pens, ink and vellum. The staircase is locked (complexity 5 lock) and trapped with a Tanglefield spell (MGR saving roll or no movement possible for 10 mr). The stairway leads to the Duke's private chambers, and the Duke has the only key.

3- Most of the books in the library have a value of 5-30 GP each; those in the locked cabinets are worth 100-300 GP. The materials available in the scribe's desk are of above average quality, but are otherwise un spectacular.

4- There is a 75% chance that 1D6 people will be browsing through the shelves at any point in the evening. For 15 minutes between 11 and 11:15 PM, all the doors to the library will be locked from the inside.

H.) The Ballroom

1- The ballroom is an awesome, architectural feat, 200' long and three stories high, with ornate dwarven stonework in its walls and ceiling, and a polished, patterned wood dance floor. The room is a sea of dancing and mingling people. A 30 piece orchestra plays from a platform on the second floor; elsewhere on this balcony, threescore personal servants stand awaiting their masters' commands from below. Regularly spaced wood shields bearing the Duke's device line the walls of the first level; in the southern end of the room, there is a raised dais bearing the ducal throne.

2- Lighting and sound amplification in this room are provided by magical means. Between 8:30 PM and 10 PM, all guests entering the ballroom for the first time will be formally announced by Harchens, the steward, and then descend the velvet-carpeted stair to the floor, where they will be received by the families of the bride and groom-to-be. (This alone may unnerve a thief unsure of his ability to carry off his disguise, and any unnatural actions on his part may rouse the suspicions of Harchens [see Servants listing under the character descriptions].)

There are four guards stationed around the hall, and servants with trays filled with food circulating through the room. The shields on the walls are enchanted with the noise amplification spells that transmit the orchestral music to its dancing audience. The Duke's ceremonial sword is laid across the seat of the throne; two of the guards keep guests away from the dais and throne.

3- Since touching the sword is almost a sure bet to get you bruised and beaten by the guards (if not worse), the only items worth stealing are attached to the various guests in the room.

4- In addition to the four guards and the servants who are constantly present, there will

be 2D100 other people in the ballroom (with an absolute minimum of 50 at any time before 12 PM) until 1 AM, and 4D20 thereafter. While the orchestra is playing, 20-50% (10 + 1D4x10) of the ballroom occupants will be dancing.

I.) Formal Dining Room

1- This 50 x 150' room is dominated by two objects: a very long table of mahogany, with gold leaf inlaid on its legs; and a mosaic mural that covers the west wall from waist height to ceiling. There is a high wooden hutch filled with pewter dishes on the northern wall.

2- The table has been moved back from its normal central position in the room, to allow people to move freely about. On the table are three serving trays of sterling silver, laden with various delicacies. There are also two large punchbowls of cut crystal, with matching cups. The mural portrays important scenes from the di Cotillion family history and includes many significant events from the early years of Haven.

3- The trays are worth 350 GP each, but are engraved with the di Cotillion emblem; the punchbowls are worth 425 GP each, and the cups 8 GP each. The hutch contains plates, cups and saucers, and bowls; individual pieces would be worth 10-15 GP, while a complete place setting would be valued at 75 GP.

4- There will be 2D20 guests in the dining room between the hours of 8 PM and midnight; and 3D8 after that point. During the first period, 40% of the occupants will simply be entering briefly to grab a bite of food; later in the evening this percentage will drop to 10%. There are also 2 guards present in this room between 8 PM-2 AM.

Second Floor

There are four stairways connecting the first and second floors, as detailed on the map below. The stairwell in the library is locked; the other three each have two guards placed on the second floor landing. Only those who have arranged to lodge at the mansion for the night will be allowed to continue upstairs to the third floor (since the stairway from the steward's office does not extend up to the third floor, all guests climbing this stairway will be turned back). No one outside the Duke's immediate family (Kataleyna, Elise, or Castilia) will be allowed access to the second floor, unless they are accompanied by one of the aforementioned. The doors to the chambers on this floor are all locked, and only the family members and the ranking officer currently on duty have keys; the locks are Complexity level 4; and are hooked to alarms in the guard room (no penalty to trap disarming attempts). We believe these security measures should be adequate to protect the lives and personal belongings of the Ducal family; and have therefore not detailed the contents or floor plans of these rooms. If the GM chooses to allow his players to broach these carefully planned defenses, it is his option to generate the treasures that will be found.

THIRD FLOOR

There are 58 guest rooms on the third floor of the mansion, of assorted shapes and sizes. All contain either 1 or 2 beds (comforter, a goose down mattress and a straw tick), a wash basin, and a dressing table with mirror. 3 sets of rooms have been converted into linked suites; each of these has a well-furnished sitting room and a fireplace as well as 4 or 6 bedrooms. If the thief decides to stay at the mansion for the night, he or she will be assigned to Guest Room #58 (if a second thief participates in this adventure and also stays, use Room #22 as a second choice). The following rooms on this floor will be occupied sometime during the night of the ball.

#1 - The acrobat is taken here after his fall. He does not stay in the room for long (see timetable, and character description under Entertainers). No additional contents.

#3 - Erich and Marta von Vogelsang's rooms. Both have heavy leather traveling cases. Erich has a pin embossed with the family insignia (C,S) and a pair of gold cufflinks (C,N) kept in the room; Marta a pair of jade earrings (D,N), and a matching bracelet (C,N). If the acrobat has managed to enter this room, Marta may notice that her items are missing when she retires for the evening at 2:20 AM. Erich will return to his room blind drunk at 4:20 AM, escorted by a member of the guard.

#5 - Room of Flame Master Carn-ne-Seval has three small cases in his room; each, however, is protected by a Blaze of Noon spell (MGR saving roll -4, or blinded for 1D8 hours) if opened by hands other than his own. In addition to his vestments and incenses, the cases contain a headband with a sunburst emblem on the front (in zircons and rubies,C,Y), and two armlets of filigreed gold (C,S); he also has a gold cloth purse with 20 x 2D10 GP in it in coins and small gems. He will go upstairs to his room at 3 AM but will not go to sleep, instead preparing a ritual for the coming dawn.

#8 - One of the unidentified guests is billeted here. He has a locked wooden chest, containing a purse with 5D10 GP in it, and a platinum brooch with small quartz chips (D,N). He will retire at 1:10 AM.

#17 - Donia Savonna's room. She has left a small leather make-up case, and a small roll of parchment which contains a number of crude sketches of trees and buildings.

#18 - Margery Savonna's room. She has a small leather case crammed with a variety of rouges and scents (there are six small perfume bottles, in various degrees of fullness; each contained 200-250 GP of perfume when full). At 12:30 AM, she will come up to her room and leave her large leather handbag behind; it contains a purse with 1D100 GP in coins, and a crumpled and dirty bank draft note worth 600 GP.

#20 - Another unidentified guest (young female noble). Traveling chest items include a

sequined silk scarf (50 GP), and a bottle of good brandy (half full). She will return to her room at 12:45 AM (30% chance she does not return alone); she is wearing 1 C and 1 D value item of jewelry (hair combs, bracelet).

#28 and #29 - Rooms occupied by Harz and Claudia de la Riis. After staying late into the evening, the elder de la Riises decide to remain at the mansion instead of driving back to their country estate. Consequently, there is nothing unusual in these rooms until they retire for the night at 2:45 AM.

#32 - High Judge Cardallo is brought up here at 3 AM, after his gout and drunkenness combine to incapacitate him. He will remain clothed, and spend the night either passed out or throwing up.

#34 - Suite occupied by Tyndal, Marika and Madalena. Their four traveling cases are kept under a table in the sitting room and include the bulk of Madalena's clothing, in preparation for her planned move to the Cellini city estate. In Tyndal's room there are two letters of credit, worth 500 GP each, signed by the Duke.

#36 - Portia Maggia's room. No additional contents until she retires at 3:15 AM; she wears the bracelet mentioned in her character description to bed with her, but leaves her other possessions on the dressing table.

#39 - Arden and Alyra's room. There are two given traveling cloaks of excellent quality left in the room; when worn, they block out 80% of the adverse effects of bad weather. No other unusual contents.

#42 - Tarquinio Aider's room. Tarquinio has brought along five rather weighty tomes (on subjects like astral projection, herbology, etc.). Each might be worth 250 GP to the right buyer; they weigh 7-10 lbs each. He also carries a substantial supply of medicinal herbs; which he has been using to treat his stomach ailment (a pinch in a cup of tea adds 5% to a character's chances of recovering from a disease).

#53 - Hulee Packard's room. In it are his purse (1D12 GP; like we said, times are hard) and a notebook filled with maps planning a new expedition route (the route is one fraught with high risks, but offering an equally high payoff if successful).

#56 - Unidentified guest. Purse (empty) in traveling case; its contents (50 x 1D8 GP in gems) and a silver medallion (D,N) are hidden under his mattress (will be missed by the acrobat if he enters here).

#58 - The room assigned to the thief. If the thief drops off any purloined prizes here before midnight, there is a very good chance that they will be in the hands of the acrobat by 1:15.

All other rooms contain the contents identified at the beginning of this page, and nothing more.

CHARACTER DESCRIPTIONS

This section contains detailed descriptions of 55 NPCs likely to be encountered during the Duke's ball. For each character so described, four categories of information are provided:

- 1) GM's description of the character;
- 2) Character's physical appearance, as seen by the player;
- 3) Character's personal possessions; and
- 4) Character's special features.

In describing the personal possessions of these guests, letter codes are used to identify three facts about each item: a) the location of the item on the character's person, b) the relative value of the item, and c) the relative notoriety of the item. The ID codes used for each of these categories of information are listed below.

Location		
CH - chest	LW - left wrist	
CP - coat pocket	NK - neck	
HD - head	RA - right arm	
HP - hip pocket	RH - right hand	
LA - left arm	RL - right leg	
LG - both legs	RW - right wrist	
LH - left hand	VP - vest pocket	
LL - left leg	WS - waist	

Value		
A - very expensive	500-50000 GP	(D100 X 50)
B - expensive	800-8000 GP	(2D10 X 400)
C - good	200-2000 GP	(2D10 X 100)
D - fair	150-900 GP	(3D6 X 50)
E - inexpensive	10-200 GP	(2D20 X 5)
F - facsimiles	.5-50 GP	(D100 X 5SP)

Notoriety

N - not well known
S - some notoriety (25% chance that any fence within 200 miles will recognize that any fence item as hot; see Fencing Stolen Goods section of TG1 for effects)

Y - very notorious (70% chance that fence will recognize item as hot)

Following these detailed descriptions, general information is provided on other types of characters that may be encountered - guards, entertainers, servants, or uninvited guests. All relevant statistical information on the major characters in this scenario (fighting abilities, requisite characteristics, states of drunkenness, likely location) is presented in the Character Description table at the end of this scenario.

THE NOBILITY

THE DI COTILLION FAMILY

Gamemaster's Description:

The Duke's current household consists of his fiery consort, Lady Katalayna, his daughter by an earlier marriage, Elise, and an older recognized bastard daughter, Castilia of Argonne. The Duke has been heard to complain half-seriously on more than one occasion of the trials of living with three women; and certainly the strong wills of Katalayna and Elise are enough to test any man. These two

often live in an uneasy truce, competing for Fernando's attentions; occasionally they may unite to concoct mutually rewarding schemes. Castilia is frequently mocked or excluded by the other two, but remains content with her good fortune in being here.

Tyndal, Fernando's brother is an indecisive man, and this hesitancy has cost him greatly in his financial dealings. He has never been able to refuse his generous but overpowering brother, although his wife Marika has often demanded that he do so. His daughter Madalena, the unwilling pawn in this wedding gambit, felt herself completely trapped and alone upon arrival; she now senses a possible bond of kinship with Castilia, and has begun to hope of getting her freedom.

Physical Appearance

A) Duke Fernando - A handsome, stocky middle-aged man with a full black beard and steely grey eyes. He is dressed entirely in black, highlighted with silver. Invariably debonair and charming around members of the fairer sex, he has a calm and regal bearing when dealing with the politically important.



B) Lady Katalayna - A slender lady of great grace, with red hair and a temper to match. Half-elfen, she is well aware of her physical allure, and how to use it. She is extremely jealous of any who might threaten her present position. She is dressed to complement the Duke's outfit, in a low-cut sleeveless silver lame gown with black accents.

C) Elise - A young girl of fourteen, just approaching the full blossoming of her womanhood, and already very cocky and headstrong. Elise has dark, shoulder length curly hair, and a dark complexion; she wears a crimson gown with silver

brocade. She is always looking to be the center of attention, and is still capable of throwing tantrums if she doesn't get her way.

D) Castillia - A girl of sixteen, with dark straight hair, blue eyes, and a sunny disposition. She wears a gold satin gown with black velvet piping and matching sash.

E) Baron Tyndal - Heavy-set man in his late thirties, with a square jaw, brown hair, and a nervous tic in one eye. He wears a long rust-colored tunic trimmed with fur, and black leather belt and boots with elaborate buckles. He has a slumped posture, and a drink in one hand at all times.

F) Baroness Marika - Her plump, pale face already shows the ravages of age. She wears a soft white linen wimple around her head to hide her double chins and greying hair. Her blue gown of fine imported wool is somewhat old-fashioned in style and is adorned at the waist by a long girdle of embroidered linen. She carries a lace handkerchief that sees frequent use during the course of the evening.

G) Madalena - A tall young woman, with long blond hair partially drawn up under a blue velvet cap. She wears a floor-length gown of white velvet and satin with blue piping and pearls embroidered at neck and wrists. She appears shy around all the strange guests, and very fidgety.

Personal Possessions

A) Fernando

- 1- Coronet carved from ebony, inset with five evenly spaced rectangular pieces of silver-white moonstone feldspar, each in turn set with a pair of tiny diamonds (HD,A,Y).
- 2- Ducal signet ring, made from a lead-silver alloy, enchanted with a permanent Repulse Missiles spell (RH,B,Y).
- 3- Three other rings - of black opal, moss agate, and diamond, all in silver settings (LH/RH each C,N).
- 4- Diamond miniature replica of a sceptre (CH,B,N).
- 5- Ornamantal baton studded with rubies (WS,C,S).
- 6- Black cloth purse (HP,2D10GP).

B) Katalayna

- 1- Hair combs of obsidian with matching snowflake markings (HD,D,N).
- 2- Black star sapphire pendant mounted on a silver fleur de lis, and hung from a heavy silver chain (NK,A,S).
- 3- Matching rings of black pearl triplets (LH/RH, B pair, SS).
- 4- Silver reticule (LW, 2D8GP).
- 5- Silver shoe buckles (LG,E,N).

C) Elise

- 1- Clip earrings of silver lion's heads, with ruby eyes and an opal dangling from its mouth (HD,D,N).
- 2- Ring set with a black star beryl (RH,C,N).
- 3- Gold bracelet, with seven paste diamonds (2nd level fake; LW,F,N).
- 4- Hair combs of bronze and gold, with tiny glass rubies (2nd level fake [-5% to detection chances]; HD,E,N).

D) Castillia

- 1- Black obsidian pendant in the shape of a heart (NK,E,N).

- 2- Mother of pearl hair combs (HD,E,N).
- 3- Matching copper bracelets with glass emeralds (LW/RW,F,N).

E) Tyndal

- 1- Necklace of gold and multi-colored irregularly shaped pieces of coral (NK,E,N).

- 2- Silver belt buckle embossed with family insignia (WS,D,Y).

- 3- Knee and shoe buckles of gold (LG,D,N).

F) Marika

- 1- Wedding band of finely worked gold, a family heirloom (LH,C,N).

- 2- Necklace of yellow and brown topaz on a thin gold chain (NK,D,N).

G) Madalena

- 1- Gold necklace, exquisitely crafted, of miniature gold roses with pearl centers -- a gift from her father-in-law to be, Salvatore Cellini (NK,B,Y).

- 2- Small bronze ring with the di Cotillion arms (LH,E,S).

- 3- Silver ankle bracelet, a gift from Duke Fernando (RL,D,N).

Special Characteristics

A) Fernando is an inveterate womanizer, and is very likely to "set his cap" for any woman present who has an App of 15 or greater.

B) Katalayna - The Duke's dalliances are likely to ignite an outburst from Katalayna, who is very insecure about her position in the household. She has been trying for months (with the Duke and any other available man) to establish herself permanently by producing a male heir for Fernando, who as yet has none. If she succeeds, she is sure that the Duke will marry her.

C) Elise is very careless with her possessions, and may lay down her earrings or bracelet if the jewelry begins to hurt.

D & G) Madalena has broken down and confided in Castillia, telling her the entire story of her secret lover. Castillia has promised to aid Madalena's elopement attempt and the two will stay together for much of the evening. This will eventually pique Elise's curiosity, and she will start to tag along, asking questions and being a general nuisance.

F) Marika is wholly opposed to letting her daughter marry outside the nobility; she will be openly hostile to the Cellini family throughout the ball.

THE DE LA RIIS FAMILY

(GM's note: In this and other family descriptions, an asterisk next to a name means that particular family member is not present at the ball.)

Gamemaster's Description:

The de la Riis, like the di Cotillion, are one of the oldest noble families in Haven. Their line boasts an outstanding military heritage, and many of their land holdings are the spoils of war. The current patriarch of the family is Count Tybalt von Bremenwald, 70; his senile younger sister, Grazia, lives with him on the family's country estate. Tybalt has four surviving children - Harz, 50, his eldest son and heir (married to Claudia, with three adult children, sons Paul and Thomas and daughter Cortina); Sir Bruning, 45, knight

and warrior (recently remarried to a 22 year-old gypsy woman, K'mail, he has a daughter of 20, Ingrid, by his previous marriage, and a bastard son*); Rutmilla, daughter, 40, (married to Clemente Panfusille*, a member of the Citadel Guard of Haven); and youngest son Morgan, 34, also a haughty member of the Citadel Guard (married to Astrilde*, with 10 year old son Cario and newborn daughter Bismunde*).

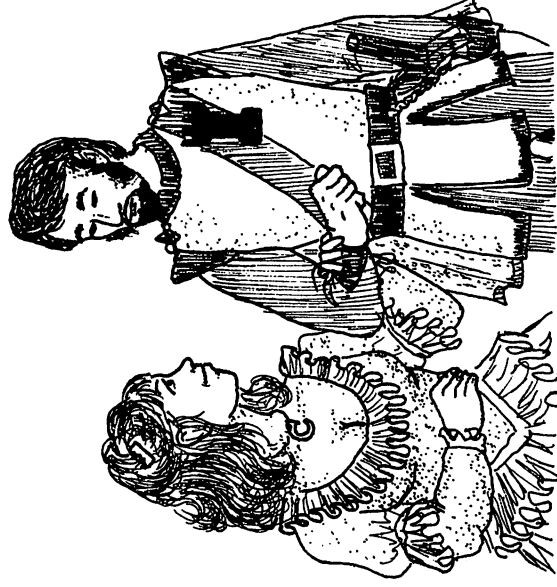
The de la Riis are deeply divided among themselves these days over two internal family conflicts. Paul has become a rabid leader of the Young Stallions, a group of young nobles dedicated to returning political control of Haven to the aristocracy; he views his father as a fool for acquiescing to the hegemony of the Guildsmen, and is openly hostile to Harz. Since young Paul is the apple of his grandfather Tybalt's eye, tensions become further exaggerated by frequent arguments between Tybalt and Harz. The second family crisis revolves around Bruning's hasty courtship of, and marriage to, the ravishingly beautiful commoner K'mail, a woman but two years older than his daughter. Ingrid is intensely jealous of her new stepmother, and she and Rutmilla (who is envious of K'mail's beauty) have spread rumors that K'mail has used some sort of gypsy withcraft to gain and hold Bruning's affections (these rumors are completely false). Bruning, always publicly reserved and quiet, seems able to ignore this malicious gossip; but K'mail, who at first was in awe of her new relations, has become frustrated by such unjust treatment and is beginning to fight back.

Physical Appearance

- A) Tybalt - An older man of small stature with shaggy, shoulder-length white hair, a broad nose, and a crooked scar across his lower lip. Dressed in a light blue, leather-belted tunic, with a dark blue satin cloak; wears a silver coronet studded with amethysts on his forehead.
- B) Grazia - Frail and small white-haired woman, with cataracts on her eyes and hands twisted by arthritis. Walks unsteadily, but will not use a cane; will almost certainly be seated if encountered. Wears a simple, unadorned long lavender gown, and a fur cloak wrapped tightly around her shoulders.
- C) Harz - A husky, broad-shouldered man of medium height, with grey-streaked dark hair and a deeply furrowed, careworn face. Wears a dark-green fur-trimmed tunic and soft brown leather boots.
- D) Claudia - A tall spare woman with sharp angular features and a thin oval face. She uses excessive make-up, perfume, and a tightly bosomed gown in a vain attempt to hide the effects of age on her former beauty. Her long brown hair is pulled back from her face to display a matched diamond necklace and earring combination; her floor-length gown is of light yellow silk, high waisted and sashed, with elaborate lace trim on the high neckline and long sleeves, and a long train.
- E) Paul - Young man of medium height, clean-shaven with dark, elaborately pomaded hair, and lively dark eyes. Well built and very handsome, he has a haughty bearing that exudes self-confidence. Wears a white

lace-trimmed silk shirt, grey leather breeches and black fur-trimmed boots. Also wears a dark green velvet swordsmen's cloak, with an emblem of a rearing white horse on its back, and a matching broad-brimmed velvet hat with a feathered plume.

- F) Thomas - Sandy-haired, with brown eyes and his father's broad features. His attire is a carbon copy of his brother's, except that the garments look awkwardly suited to his taller, more gangly frame. Subject to asthmatic coughing spells when he exerts himself physically.
- G) Cortina - Small and somewhat chunky, with long, upswept brown hair and hazel eyes, and a slightly crooked but enticing smile. Dressed in a low-cut, sequinned gown of green chiffon, loose-fitting from the waist down and elaborately ruffled.



- H) Bruning - Stocky, sandy-haired man whose robust appearance belies his age. Square-shouldered, with a very formal military gait. Wears a long sleeved dark brown tunic adorned with several awards, and a heavy bronze-studded leather belt.
- I) K'mail - A voluptuous, raven-haired beauty who stands almost as tall as her new husband. K'mail has very expressive green eyes, long lashes and full, pouting lips painted a deep crimson. Her ankle-length gown of cloth of gold is sleeveless and outrageously low-cut, and her arms are covered with multi-colored bracelets. She moves with a natural, feline grace, now tempered with a touch of intentionally brazen exhibitionism.
- J) Ingrid - A well-proportioned young lady of medium height, with curly, shoulder-length auburn hair, pale complexion and green eyes. She seldom smiles, for her facial appearance is marred by poorly-spaced teeth. Wears a white taffeta gown with a finely embroidered lace shawl around her shoulders, and silver cloth slippers.
- K) Rutmilla - A big-boned, very homely middle-aged woman with straight sandy hair (worn forward to cover disproportionately large ears), a broad flat nose and two moles on her chin. Built more like a linebacker than a beauty queen, she walks slump-

-shouldered and with an extremely heavy step. Wears a long loose-fitting dress with a dark blue embroidered bodice, and a parti-color skirt of blue and purple satin.

L) Morgan - Tall but slightly built, with a plain face adorned by a well-kept Van Dyke beard, and very bushy brown eyebrows and sideburns. Wears the scarlet and grey uniform of Haven's Citadel Guard. Moves about incessantly, exhibiting a great deal of nervous energy.

M) Carlo - The young lad is dressed in a brown velvet shirt and tan corduroy breeches, with white leggings, black shoes and silver buckles. He is thin and frail, with an unkempt mop of brown hair, and very round peering brown eyes. His left arm is severely withered and hangs uselessly at his side.

Personal Possessions

- A) Tybalt
- 1- Silver coronet studded with small amethysts, symbol of the de la Riis land rule (HD,B,S)
 - 2- Pair of matched daggers with inlaid mother-of-pearl handles in black leather scabbards (WS,D,N). Also carries a regular throwing knife in the sleeve of his cloak.
 - 3- Leather purse (HP,2D10GP)
- B) Grazia
- 1- Large turquoise pendant carved in the shape of a flower, mounted in silver and hung from a heavy iron chain (NK,E,N).
 - 2- Thin bronze headband, covered with a garland of assorted wildflowers and fragrant herbs (HD,F,N).
- C) Harz
- 1- Large gold ring engraved with the family device, and surrounded by five small emeralds (LH,C,Y).
 - 2- Small green jade medallion carved into a woman's profile, hung from a silver chain; it contains a miniature portrait of Claudia holding the infant Paul (NK,E,S).
 - 3- Ceremonial long knife with a handle carved from black jade (WS,E,N).
 - 4- Cloth Purse (IP, 3D12GP).
- D) Claudia
- 1- Ring set with with a deep yellow topaz stone (RH,D,N).
 - 2- Thin circular ring of banded serpentine (LH,E,N).
 - 3- Matched diamond set - necklace, earrings, and ring - all clever facsimiles; treat as 7th level for detection (HD/NK/RH,F,N).
- F) Paul and Thomas
- 1- White ivory brooch of a horse's head (NK,E,Y).
 - 2- Golden belt, knee, and shoe buckles (WS/LG,E,N).
 - 3- Ceremonial broadsword (WS,E,N)
 - 4- Hickory walking sticks, also with horse-head design (LH,E,S).
 - 5- Belt pouch (WS, Paul 2D8GP, Thomas 5D10GP).
- G) Cortina
- 1- Large, flat aquamarine pendant cut in the shape of a C, hung from a silver chain (NK,D,N).
 - 2- Matching hair clips of white opal (HD,E,N).

H) Bruning

- 1- A shortsword emblazoned in gold leaf with the insignia of the house of Kvek-lan, held in a velvet-lined metal scabbard (WS,D,N).
- 2- Bronze armband studded with emeralds, embossed with a picture of a mounted lancer (RA,D,S).

I) K'mail

- 1- Earrings of pinkish coral, in a shell pattern (HD,E,S).
- 2- Assorted armlets of quartz, nephrite jade, and glass (LA/RA,E,N).
- 3- Diamond wedding ring (RH,C,N).
- 4- Gold ankle bracelet, with clasp in the shape of two tiny crossed swords (RL,D,N).

J) Ingrid

- 1- Pin in the shape of a sailing vessel, made from onyx and dyed chalcedony (CH,E,N).
- 2- Bracelet of small yellowish pearls (RA,D,N).
- 3- Lace mantilla (NK,D,N).

K) Rutmilla

- 1- Wedding ring of purple amethyst (RH,D,N)
- 2- Paste tiara of moderate quality (treat as 3rd level fake [-10% for detection purposes]; HD,F,N).

L) Morgan

- 1- Silver pin with two small garnets, symbolizing ten years of service in the Citadel Guard (CH,E,Y).
- 2- Leather purse (HP, 2D6GP).

Special Characteristics

- B) Grazia - After 11PM, there is a 10% chance that Grazia will confuse any young male she meets for her lost son Porcassio, and will make an enormous scene. After 12PM, chances rise to 30%.
- D) Claudia - Loves to gossip, and will be an attentive hanger-on if she overhears any provocative conversation. Anything she hears of interest will be known by at least 10% of the ball-goers within an hour.
- E/F) Paul and Thomas - Will travel in the company of the other Young Stallions for the entire evening, and pointedly ignore their father. May become involved in a scuffle with Romano Maggia (see time schedule).
- H) Bruning - Is being wooed by Duke Fernando to take the job of captain of his personal guard. Bruning is not interested in such a sedentary duty, but does not wish to offend the Duke.
- I) K'mail - Seeks to prove to the crowd that her new husband is completely devoted to her. At 11:30 PM in the ballroom, when her tormentor relatives are nearby, she will fall into a well-rehearsed swoon, counting (rightly!) on her husband to rush to her aid. This could provide a few moment's diversion for a thief, if used properly.
- M) Carlo - Boy has minor precognitive abilities (i.e. he has visions of events a few moments in the future). If a thief is operating within 10-15 feet of Carlo, there is a 75% chance that he will know what is going on. Carlo's likely response will be to approach the thief with his knowledge, seeking either a piece of the action or training in the thieflly art.

THE GERONDE FAMILY

Gamemaster's Description:

The Geronde are an old aristocratic family that have actively joined the new merchant class. Lady Rowena, Baroness Windemere, is an Enchanter of magical items, and owns the largest (by far) establishment providing such services in the city. She is a shrewd businesswoman and a hard bargainer, and has single-handedly restored the family's financial resources to their former greatness. She remains aloof from the Nobility-Guild struggle, judging each individual by character rather than rank. She is grudgingly respected by most in the community, but is rumored to be hard to get along with.

Rowena's husband died ten years ago, leaving her with the responsibility of caring for his deaf-mute brother Udral*. She has four children: Karl, the eldest, already an intermediate level Enchanter in his own right; Valma*, a married daughter; Gunter, a member of the Young Stallions; and young Adrienne, tomboyish and exceptionally bright. The family is not close-knit, save for Karl and Adrienne, for Rowena's mind has often been preoccupied with business.

Physical Appearance

A) Rowena - Tall and stately woman in her mid-forties, more regal than beautiful, with dark hair and grey eyes. Hair is bound up under a blue veil held in place by a silver coronet; her gown is dark blue satin with pearl trim and a high neckline.

B) Karl - In his late twenties, Karl is very tall and thin, with a long bearded face, angular jaw, and prominent nose. Dressed simply in a long grey tunic, and a dark blue velvet cloak fastened by two handsomely crafted copper clasps. Easy going, smiles often; very good listener.

C) Gunter - A thin, dirty-blond haired lad of twenty. Gunter wears the recognized outfit of the Young Stallions - the black leather boots, and green swordsman's cloak with the white horse on its back. His tunic is of lighter green silk, with a mahogany-colored leather belt.

D) Adrienne - A young girl of sixteen, tall but full-bodied, with a thin aquiline nose and long, dark hair. Her dark green cap matches her eyes; the gown of the same color is embroidered with gold latticework on the cuffs and shoulders. She is likely to gently nag Karl to take her home early.

Personal Possessions

A) Rowena
1- Coronet set with sapphires and pearls (HD,B,Y).
2- Silver pendant set with a large sapphire, on a strong silver chain; magically enchanted (see below; NK,B,S).
3- Plain gold wedding band (LH,D,N).

B) Karl
1- Copper cloak-pins in serpent shapes, with ruby eyes (NK,D,N).
2- Similar serpent-knot design embossed on a bronze belt buckle (WS,D,S).
3- Large silver ring with small sapphires, carved in the shape of the family arms (LH,R,S).

4- Belt pouch - contains a very small sum of money, and a magic item (see below; WS,C,N).

C) Gunter

- 1- Ivory stallion brooch (CH,D,N).
- 2- Hickory walking stick (RH,E,N).
- 3- Shortsword and scabbard (WS,D,N).

D) Adrienne

- 1- Necklace of banded serpentine, with an ivory unicorn hung as a pendant, from it (NK,D,N).
- 2- Open silver ring with a fire opal, containing a Daylight Spell (RH,D,N).

Special Characteristics

Rowena's medallion Detects and Discerns Magic within 100' of her. If held by anyone other than her, it becomes unbearably hot after sixty seconds and must be dropped. Karl's purse contains a tiny Wizardly Lock device that allows anyone possessing it to lock any door, etc., and to unlock and reverse such a spell at any time.

MATHILDE HOCHRITTER

Gamemaster's Description:

A somewhat plump middle-aged woman with short-cropped, greying blond hair, a double chin, and a prominent mole on her left cheek. She is garbed in traditional "widow's weeds" - a black satin gown with a long train, veil and black velvet slippers. In spite of this, she is also elaborately bejeweled from head to toe.

Physical Appearance

"The widow Hochritter" has been mourning her late husband Stephan for 16 years, and with each passing month, her fond memories grow more elaborate - though when he was alive, she sang a different tune. The Hochritter's fortune has been greatly dissipated in recent years, and many of the family's valuables have been sold off; consequently, much of what Mathilde wears are clever imitations. Mathilde has one son, Zender*, who is an extremely hot-tempered member of the Young Stallions, and refused to attend the ball tonight; the subject of her son invariably flusters Mathilde, and initiates another sorrowful round of "If only Stephan were here . . ."

Personal Possessions

- 1- Filigreed wedding band from "dear Stephan", dwarven-made of intertwined gold and silver (LH,C,N).
- 2- Pendant, headband, bracelet, and 3 other rings of paste diamonds and sapphires (treat as 8th level fakes [-35% to detection chances],F).

THE SAVONNA FAMILY

Gamemaster's Description:

The Savonna family has long owned one of the largest tracts of good fertile ground in the area of Haven; and this fertile ground still yields an excellent profit each year. The dowager Lady Margery duMond Savonna leaves the handling of the estate's affairs to male cousins and uncles, preferring as always the faster-paced life of the city. She spends her afternoons at the Golden Ducat, chatting with out-of-town noble guests; she makes it her

business to follow all the comings and goings around town. Margery had two daughters by her first husband: the oldest, Willetta*, is a priestess of the city's Earth Mother cult, while the younger, Donia, lives in Margery's imposing shadow. The family still has money to burn and Margery is doing her best to burn it. She does not understand her daughter's shy, retiring manner at all, and nags her incessantly to be more outgoing (often in public). Donia will act like a total walflower for the entire evening, even if approached (see below).

Physical Appearance

A) Margery - An immense woman, with a booming voice; she wears a shoulder length straw-berry blond wig over her sparse brown hair, and has sparkling grey eyes and a gap-toothed smile. She is clad in an extremely loose, tent-like lilac gown, with amethysts sewn into its brocaded pattern. A profusion of jewelry - everything but the proverbial kitchen sink - adorns her costume.

B) Donia - A very plain young woman, with a lifeless straight brown hair worn under a brown velvet cap, and a haunted look in her evasive brown eyes. Her dress is a beige satin, with lace trim, long sleeves, and a high sash. She speaks with a stutter that becomes pronounced in the company of men.

Personal Possessions

A) Margery

- 1- Obsidian hair combs flecked with ruby chips (HD,C,N).
- 2- Enormous dangling diamond earrings (HD,B,S).
- 3- Necklace of a half-dozen immense sap-phires. Each is set in a teardrop-shaped piece of beaten gold, surrounded by small amethysts, garnets and tourmaline; the teardrops are hung from a thick collar of white gold (NK,A,S).
- 4- Large, circular diamond on a deep purple velvet choker, lined with tiny yellow pearls (NK,A,S).
- 5- Matching 2" gold bracelets, set with diamonds and emeralds (LW/RW,B,S).
- 6- Three rings on each hand, all gold and silver with enormous settings of rubies, diamonds, or emeralds (LH/RH, each B,S).
- 7- Lavender silk reticule (LW,2D10GP).
- 8- Blond wig (HD,D,N).

B) Donia

- 1- Small gold ring in an S-shape, set with a single pearl (RH,C,N).

Special Characteristics

A) Margery has three notable features. First, she is scatterbrained, and frequently leaves her possessions behind as she flits about the ball. Second, because of her incredible pudginess (which has increased since her husband's death, through that hardly seemed imaginable) her bracelets and rings are very difficult to remove (reduce normal pickpocketing abilities by an additional 20%). Finally, Margery has a vast store of trivial knowledge about almost any noble family within a 500 mile radius of Haven; consequently, she is very quick to loudly comment on any misinformation given by a thief impersonating a noble (give her a +6 to intelligence for purposes of

determining Disguise effectiveness). If she catches the thief in a lie, she will quickly relate this peculiarity to others, making it perhaps wise for the thief to begin looking for the exits.

B) Donia is painfully nervous around men of her age group, and stutters horribly in their presence. Nonetheless, she is desperately starved for affection, and any kind word or gesture from another will make that person a friend.

ANTONIO BERENSTEN

Gamemaster's Description:

Antonio is a young nobleman who has been "fostered" to the household of a local aristocratic family to complete his education and training. For the past three years he has been a leader of the Young Stallions movement, a charismatic Pied Piper, vociferously condemning the rule of the great guilders. Now he finds himself torn, for his heart has been stolen by Marita Maggia, daughter of one of the city's Guild leaders. In recent weeks he has become quiet and brooding, and begun to spend much of his time away from his formerly inseparable companions. This has caused a number of heated arguments, particularly between Antonio and Paul de la Riis, though the Stallions do not suspect anything about his affections for Marita. Tonight, although he has come in the company of the Stallions, he hopes to find a way to see Marita alone, and profess his love. During the course of the evening, he will be confronted by Marita's twin brother Mano, who suspects what is going on.

Physical Appearance

Antonio has a muscular build, long shaggy blond hair, and a bushy moustache. He wears the green cloak emblazoned with the emblem of the Stallions, and a gold long-sleeved tunic and blue breeches. He is outwardly calm, but drums his fingers nervously against his sword belt as he walks.

Personal Possessions

- 1- An ivory brooch of a horse's head (NK,E,Y).
- 2- Silver cufflinks with monogram AB (LW/RW,D,S).
- 3- Pendant in the shape of a golden claw, hung from a thin bronze chain (NK,D,ND).

Special Characteristics

In his confrontation with Mano, Antonio will attempt to avoid a fight at all costs, although his friends will be egging him on, hoping to teach the hot-blooded Maggia a lesson. Later on in the gardens, Antonio will leave a message for Marita, and if received, the two will meet later in the evening (see timetable).

PRINCE HARRULD

Gamemaster's Description:

Prince Harruld, heir to the rule of a semi-barbarian province at the edge of the southern hill country, was traveling through town and caught wind of this evening's festivities. Never one to miss a party, he arrived unannounced and unexpected, and only the swift intervention of Fernando prevented a wild brawl between Harruld and the half dozen

guardsmen at the gate (it is likely that Ferrando was merely protecting the health of his men). The prowess of Harrud's tribesmen in war is long renowned in legend, and none wish to incur their wrath. Unfortunately, legend also tells of their Herculean proclivities for drink and wenching; here too they do not exaggerate. Harrud will spend the night and early morning consuming every potable in sight, between rather crude forays into attempted seduction. He will remain until the last guest passes out, and even willing maidens cannot satisfy his gargantuan appetites.

Physical Appearance

Harrud is shaggy maned, rangy and well-muscled; His jaw is square, and a day's growth of beard darkens his face. He has a booming voice, and an infectious laugh (at least he'd call it infectious -- if he laughs, you'd better laugh too). He wears a long woolen tunic with fur trim, heavy boots, and a grey woolen cloak.

Personal Possessions

- 1- A necklace made of enameled bone fragments from wild animals, strung on a thick iron chain (NK,E,N).
- 2- A headband containing an enormous gemstone of golden beryl -- a focus to store the sun's power (HD,C,N).

Special Characteristics

This guy isn't strange enough for you already?

GUILDSMEN, MERCHANTS, AND CITY OFFICIALS

THE CELLINI FAMILY

Gamemaster's Description:

Salvatore Cellini was the second son of a struggling blacksmith, an unlikely candidate for great wealth and stature. As an apprentice to a silversmith in a small seaport city far south of Haven, he showed remarkable talent and craftsmanship, and his works (purely through chance) caught the eye of a local noble Baron Addressa. From the moment the patronage of Baron Addressa began, Cellini produced some of the greatest examples of metalworking skill in the memory of man. As his fame grew, so did his prices, and his skyrocketing wealth gave him the independence to write himself a ticket to anywhere in the world. It is not surprising that he chose to relocate in Haven, the city where the strength of the Guild movement had reached its apex, or that, within two years of his arrival, he had seized leadership of the powerful Artisans' Guild. Unsurprising, that is, to all but the dwarven craftsmen who had traditionally wielded that power, and who believed the work of the brash interloper to be no better than their own. . . . Thus did the raging feud over control of the city's artisans begin, a rancorous battle marked by underhanded trickery on both sides, and one that shows no signs of ending.

Salvatore, it must be fairly said, represents virtually everything that is wrong with the nouveau riche. He is pushy, crass, and totally oblivious to the dictates of chivalry -- a street fighter made king by his creative gift. Everything he owns is the

height of ostentatiousness, an attempt to make up for lost time. His son and likely successor, Benedios, has inherited his brashness, but only a fraction of his skill. Thus, Salvatore has decided to vouchsafe his family's future by arranging a marriage that allies him with the traditional great houses. Though he is hard-hearted and ruthless in his business dealings, he is intensely loyal to his family and ignores their flaws. His brother Nicolo, a profligate spendthrift and incompetent card cheat, has relied on Salvatore to pull his irons out of the fire on several occasions. Benedios himself is no bargainer, carrying a large chip on his shoulder as a result of his small stature. Daughter Vecchia is still a tomboy at seventeen, ill at ease in the high society life her family thrusts her into. Only wife Linnea causes no problems; she is a steadfast partner who keeps Salvatore's spirits high.

Physical Appearance

A) Salvatore - A somewhat plump middle aged man of small stature, with wavy brown hair worn swept back from his forehead and pomaded, and dark darting eyes. His fingers are extraordinarily long and supple for a man of his size, and are adorned with oversize rings. Wears lush oversized robes of purple and crimson velvet, and a huge medallion of intricately worked gold and jewels; smokes a pipe incessantly.

B) Benedios - A very short (4'11") young man, homely of face and with oily skin that perspires heavily. Dressed all in gold, with a vast assortment of decorative ribbons and buckles; he wears a long flowing cape and carries a heavy blackthorn walking stick shod with gold on both ends.



- C) Nicolo - A slender, dandified gentleman of late middle age, with dark hair silvering at the temples and scarred, gnarled hands. A man of frequent mood changes -- can be boisterous, then turn serious and introspective in a matter of moments. Wears a white silk shirt with elaborate lace trim, and a sleeveless coat and breeches of black velvet.
- D) Linnea - Though in her late thirties, Linnea shows no signs of age; she has a magnificent mane of mahogany hair, wrapped up about her head in a gold mesh cone. Extremely fair complexion, and green eyes; wears an orange satin gown with a flowing train.
- E) Vecchia - Tall, tomboyish girl with no figure to speak of, and short dark hair with reddish highlights. Dressed in a long-sleeved satin gown, with a violet skirt and white bodice, and gold slippers; she looks extremely uncomfortable in her finery.

Personal Possessions

- A) Salvatore
- 1- Intricately detailed medallion depicting an artisan at his bench, adorned with small chips of rubies and emeralds (NK,A,Y)
 - 2- Four gold rings set with purple sapphires, morganite beryls, rubies, and greened amethysts; all the gemstones are large, and the settings of a delicate filigree (LH/RH,B each,S)
- B) Benedios
- 1- Walking stick (LH,C,N)
 - 2- Ornamental buckles on shoes and stocking tops each with unusually rich detail (LL/RL,C,S)
 - 3- A collar of beaten gold, with engraved depictions of a warrior in an array of battle scenes (NK,A,Y)
- C) Nicolo
- 1- Brooch of a triplet of pearls set in gold (NK,C,N)
 - 2- Walnut walking stick with a mother-of-f-pearl handle (RH,D,N)
- D) Linnea
- 1- Gold mesh cone with platinum clasps, studded with rubies (HD,B,S)
 - 2- Earrings in the shape of tiny pixies, filigreed wings, each holding an opal in its hands (HD,B,S)
 - 3- Necklace of interlocking geometric shapes, interspersed with red and orange gemstones (NK,A,Y)
 - 4- Belt of beaten gold octagons (WS,B,N)
- E) Vecchia
- 1- A magnificent cap of gold wire net, with golden roses and leaves interwoven in its mesh (HD,A,Y)
 - 2- Matched pair of filigreed bracelets, each over 4" wide, and worn tight over the sleeves of her gown (LW/RW,B,S)
 - 3- Pendant of white gold rimmed by a ring of black opals, with a raised diamond encrusted V in its center (NK,A,Y)

Special Characteristics

- B) Benedios will be extremely overbearing in trying to impress his bride-to-be, especially in attempting to play up his physical skills. These efforts may be dealt a severe blow if he should be cornered by the Young Stallions, who are likely to taunt

him ruthlessly. In such an event, father Salvatore is liable to come to his aid by summoning the Duke's guard to intervene.

THE BLACKBOURNE FAMILY

Gamemaster's Description:

The Blackbourne family first made its fortune through the importation of fine fabrics; they have now expanded into other aspects of the clothing trade (dyeing, tailoring, and retailing). The family patriarch, Hamlin, is an incredibly vigorous man of sixty whose sole love is now his work. His extensive trade networks bring him the latest in fashion concepts, and he has the good sense to hire the best clothiers in the city to produce these innovative designs. He has three sons: Anson, the eldest, who is adroitly learning both how to manage the business and how to make use of the family's considerable political clout; Marcus*, apprenticing as a cloth trader; and Gladiolus*, a ne'er-do-well who is his father's shame. Only Anson is married, to Talia Corio, whose uncle is master of Haven's Builders' Guild; they have one young daughter, Amatheas*.

Hamlin is a very austere man, who views formal occasions with great disdain. His son is much more politically aware, and normally uses occasions like this to expand his ever-widening group of well-placed acquaintances.

Physical Appearance

- A) Hamlin - A small bald man with a nagging cough and darting watery eyes. Wears a somewhat worn, out-of-style blue satin jacket and breeches. Very stern demeanor (almost never laughs or smiles).
- B) Anson - Pale-complexioned, with prematurely thinning blond hair; not physically strong. His dress, as always, is a tasteful advertisement for the latest Blackbourne fashion styles; tonight he wears a grey velvet vest and breeches, a rust-colored lace trimmed shirt with elaborate cuffs, and a jewelled walking stick. Normally polite to all, and very friendly toward those whose influence he covets, tonight he seems restless and distracted (see below).
- C) Talia - A rail-thin young woman with straight long blond hair and placid doeish eyes. Dressed in a yellow and green particolor gown of satin, with high bodice, long flowing sleeves and a lace collar. She blushes easily, and gets very giggly when tipsy.

Personal Possessions

- A) Hamlin
- 1- Watch on a long platinum neck-chain, with a cover of beaten gold; the timepiece itself is exceptional in the accuracy of its craftsmanship (NK,B,N)
- B) Anson
- 1- Walking stick with diamond inset in pommel, and several small jewels set along its length (LH,C,S)
 - 2- Octagonal silver belt buckle, with personal inscription on its obverse face (WS,D,Y)
 - 3- Pin and cufflink set, each a small pearl set into a replica of the Guild of the Loom insignia (NK/LW/RW,C,Y)



- 4- Silk drawstring purse with false bottom (VP, 650 GP in gemstones)
- 5- Gold wedding band (LH, D, N)
- C) Talia
- 1- Hair combs of tiger's eye (HD, E, N)
 - 2- Ring of orange-red zircons in a gold setting (LH, D, N)
 - 3- Clip earrings of amber, with a tiny leaf inside (HD, B, N)
 - 4- Belt of interlocked bronze ringlets, worn low on the hips (WS, D, N)

Special Characteristics

- A) Hamlin - Is a teetotaler, and not at all fond of music. He will be found in either the dining room or gardens, most likely engaging one of the out-of-town guests in a conversation about fashion.
- B) Anson - Is being blackmailed by Alarkon, the owner of Magic Books & Scrolls (described later in this section). The latter has evidence linking Anson to a young trollop recently found strangled in the South End, and wants a 2000 GP payment to keep silent. Anson is hoping (futilely) to talk Alarkon down to 500 GP; if that fails, he has enlisted the services of an assassin, Galena Cordovan, who is at the ball in her everyday guise as a chamber musician. Anson and Alarkon will meet in the library and fail to reach an agreement (see timetable). Anson will then signal Galena, where he will sit and drink alone and miserable, rebuffing even the well-intentioned inquiries of his wife.
- C) Talia - Knows nothing of her husband's extramarital affairs, and loves him deeply. At the time she is rebuffed by Anson in the garden, she will already be quite drunk (having a very low capacity for liquor). His gruffness will greatly depress her, and she will return inside, continuing to drink; if encountered after this point, there is a 60% chance she will break down

into a crying jag on the other person's shoulder, desperately seeking solace and attracting some degree of attention from others in the vicinity.

THE MAGGIA FAMILY

Gamemaster's Description:

The Maggia family is one of the oldest Guild families, and its members are engaged in diverse activities throughout Haven (and, it is rumored, on both sides of the law). Of the nine brothers, sisters and cousins of the current generation, three have made the greatest mark -- Gilberto*, Master Winemaker and fiery strong-willed head of his Guild (ill and unable to attend); sister Portia, a learned scholar of philosophy and successful spice trader; and Prospero*, owner of a large grain mill, and reputed to be a major figure in the Black Hand underworld organization. Gilberto and Prospero are not speaking to one another, since Prospero claimed that the family has forsaken its roots by moving into the Heights and adopting a flashier lifestyle.

Gilberto's eldest children, the twins Romano and Marita, are also at the ball. "Mano", at eighteen, is already well-advanced in his wine-making apprenticeship, and has exhibited an uncommon intuitive skill for producing top quality products. He is impatient and quick to anger, however, and jealously protective of his sister. He believes (correctly) that Marita has been eyeing the Young Stallion Antonio Berensten, a sworn enemy of the Guilders, and has vowed to do everything in his power to keep them apart. Marita for her part is very confused, for the young man she has spoken to briefly is nothing like the monstrous villain he was proclaimed to be; indeed she finds Antonio attractive and exciting, and grows tired of her sheltered existence.

Physical Appearance

- A) Portia - A small, delicately boned woman, with intense dark eyes short curly hair, and finely chiseled features. She dresses in a distinctly male style, in wine red velvet tunic and breeches with gold embroidered trim, a brocaded blue satin cloak with fur trim and a gold inner lining, and high leather boots.
- B) Romano - Tall, wiry young man with heavily pomaded black hair and a thin moustache. Dressed in a dark brown shirt and tights, and bronze colored breeches. Always appears to have one eye looking over his shoulder, or a suspicious glare.
- C) Marita - A beautiful young woman, with olive skin, and jet-black hair and eyes. She wears a light blue cap with a narrow band of lace trim; her gown of powder blue linen is moderately low cut, with half sleeves, silver embroidery at the throat and a lace girdle.

Personal Possessions

- A) Portia
- 1- Necklace of beaten silver in 1" wide squares, each with a turquoise stone (NK,C,N)
 - 2- Belt buckle of silver, inlaid with lapis lazuli, enchanted with a defensive spell; when touched, anyone grasping her receives a shock equal to 1D6 temporary STM loss per mr (WS,C,N)
 - 3- Filigreed mithril bracelet with a seashell pattern, identifying her as an elf-friend (LW,B,S)
 - 4- Matched ceremonial daggers (WS,D,N)
 - 5- Purse (concealed in hidden pocket in her cloak, 1D6x50 GP)

B) Romano

- 1- Golden pendant in the shape of a goblet, inset with chips of deep red topaz (NK,C,S)
- 2- Shortsword with ornately carved runes in its blade (WS,C,N)

C) Marita

- 1- Gold locket, with personal keepsake (NK,D,N)
- 2- Copper bracelet with two small pieces of jade (RW,E,N)
- 3- Unicorn pendant made of ivory; will glow red if held by a non-virgin (NK,D,S)

Special Characteristics

- A) Portia - wishes to be respected as an intellectual equal, and is offended by a man who makes a forceful advance. She is well able to take care of herself in such situations, for she has some training in the martial arts. She will be outgoing and friendly with anyone who deals with her straightforwardly, and has a great store of useful knowledge about events occurring inside and outside the city.
- B) Romano - Will press his confrontation with Antonio to the limit, hoping to expose the latter's hatred of the Guilders to Marita. If he fails to goad Antonio into a rash act, he will spend the rest of the evening in a sulk, and has only a 20% chance of noticing his sister's disappearance.
- C) Marita - If Antonio succeeds in avoiding a fight, and she receives his note (see timetable), she will rendezvous with him in the open fields behind the estate.

KORIDIAN, MASTER OF WIZARD'S ISLE

Gamemaster's Description:

Koridian is the highest ranking mage in Haven, very "lawful-good" in his philosophical alignment. He is especially fond of good food and drink, and will not stray far from the buffet tables during the course of the evening. Although he does not look formidable, he is worth his weight in precious gems (no mean feat, given his roly poly stature).

Physical Appearance

A very rotund, jolly looking fellow, with elaborately pomaded moustaches and pointed beard. Bald, he wears flowing blue robes that trail along the floor; there is a spider embroidered on the front in silver thread. He has a ring on each finger, and a variety of other jewelry.

Personal Possessions

- 1- Ten rings, each enchanted with a different magic spell (GM can choose any spells from his system roughly equivalent to 8th-10th level difficulty) (LH/RH, C each, N)
- 2- Circlet of crystal, quartz and diamonds, also enchanted with a potent set of personal Protection spells (HD,B,N)
- 3- Turquoise brooch (NK,D,N)
- 4- Wizard's staff, patterned after the Egyptian Cross (RH,D,N)

HIGH JUDGE LUCIUS CARDALLO

Gamemaster's Description:

Cardallo is a rotund, full-bearded man of late middle age, with a receding hairline, aquiline nose, and dark, smoldering eyes. Will spend the night seated in the game room, his left foot heavily bandaged and propped up on a stool. Wears long flowing robe of dark blue velvet, belted by a white sash at the waist.

Physical Appearance

One of Haven's five high judges, Cardallo is totally venal and corrupt, with his hand in the pocket of nearly every prisoner in his dock. A dangerous enemy, whose vendettas against those he believes have done him wrong are legendary throughout the city. Lecherous, and possessing a truly obscene sense of humor, Cardallo believes himself irresistible to women; in truth, he does possess a perverse magnetism which, coupled with the power of his office, does make him appealing to many.

Personal Possessions

- 1- Ivory staff, metal shod at both ends, with a 6" diameter bronze circle mounted halfway up its length. Replicas of the city insignia and the scales of justice are on this circle in gold filigree (leaning on table, B,Y)
- 2- Badge of office, a golden miniature gavel surrounded by diamond and emerald chips (CH,B,Y)
- 3- Large pocket watch, with bronze case and hands (RW,D,N)

Special Characteristics

Cardallo's foot is bandaged because he is suffering from a bad attack of gout. If

anyone should bump into his foot, an anguished outcry (of intense agony) will certainly result. If the perpetrator does not immediately apologize profusely, Cardallo is almost certain to remember his face (and not warmly, either). Will come on to any lone woman with an APP greater than 12.

LEANDER PERKINS

Gamemaster's Description:

A red-faced man with thinning white hair, he wears spectacles, and a red satin tunic with thickly ruffed collar and cuffs. Has a high-pitched, scratchy voice. Will be fawning and sycophantic when in the company of nobles, stiff-lipped and haughty with others.

Physical Appearance

Leander is the proprietor of the Golden Ducat, the rather stuffy inn in Haven where visiting nobility most frequently stay. He makes much of his chosen status as an invitee to such occasions, and loves to mingle with the aristocracy. A vocal supporter of the Young Stallions, who treat him respectfully and use his inn as a meeting place.

Personal Possessions

- 1- Carved and venerated hickory walking stick (RH,E,N).
- 2- Ceremonial awards bestowed to his establishment by visiting nobles over the years (CH,D,N).
- 3- Lace cuffs and collar (LW/RW/NK,D,N).
- 4- Heavy silver belt-buckle with a ram's head (WS,E,N).
- 5- Leather drawstring purse (SP, 3D10GP).

Special Characteristics

Leander has a very discerning eye for quality in jewels; treat as a 10th level jeweler for detecting fakes (thus, he may well notice if a paste item has been substituted for a real one). Though not as knowledgeable as Margery Savonna (see Nobility above), his personal hobby is collecting and reading histories of the great aristocratic families; add +3 to his intelligence ratings in assessing whether or not he believes the story of a thief impersonating a noble.

ALARKON

Gamemaster's Description:

A Master Scribe, Alarkon is the proprietor of Haven's Magic Books & Scrolls shop (see Thieves' Guild 1 for more details). His customers number many of the city's elite, despite his own merchant family background. He mingles freely at the ball, and seems in an inordinately happy mood.

Physical Appearance

Short, clean-shaven man, with wavy brown hair and extremely bushy eyebrows; a heavy pipe smoker. He wears a greyish tunic, and a rust-colored sleeveless coat.

Personal Possessions

- 1- A pendant on a thin bronze chain, composed of faceted aquamarines set in the shape of an A, and mounted onto a solid piece of beaten gold (NK,C,N).
- 2- A silver pocket watch, with an inscription (CP,D,Y).

3- Cloth purse (CP empty).

4- Bronze tabacco canister - has false bottom concealing a double-folded sheet of paper (CP,E,N).

Special Characteristics

The sheet of paper Alarkon carries is a clever facsimile of an incriminating note written by Anson Blackbourne to a young woman recently found strangled in the South End. Alarkon is asking 2000GP in exchange for the note, threatening to send it to the Guard if not paid off. Alarkon and Anson will meet on this subject during the ball (see timetable).

HULEE PACKARD

Gamemaster's Description:

Hulee is an explorer and sometime trader for the Blackbourne family. He recently gained a great deal of unpleasant notoriety when he was captured by brigands in the wild Eastern mountains, and had to be ransomed by the Blackbournes. Having wheedled an invitation here, Hulee is trying to find someone (anyone!) willing to sponsor a new expedition, hoping to restore his former reputation.

Physical Appearance

Red-headed and of medium build, with green eyes and a somewhat scruffy beard. He wears a gold colored satin tunic and light brown leather breeches. Exceptionally graceful on the dance floor, yet can at times awkwardly trip over his own feet.

Personal Possessions

- 1- A jade necklace comprised of mottled green "teeth", a good luck charm from his most successful expedition (NK,D,N).

Special Characteristics

There is a 20% chance that Hulee will notice the conversation between Alarkon and Anson Blackbourne, and their adjournment to the library. If he does notice, Hulee will follow along and attempt to eavesdrop.

THE VON VOGELSANGS

Gamemaster's Description:

Erich and Marta von Vogelsang rule a small barony about 200 miles south of Haven. Marta has been Lady Katalayna's closest friend since youth. The Count and Countess are in their early thirties, good looking and impeccably dressed. Though quite happily married, both will mingle separately at the ball and openly flirt with interesting strangers. However, Marta's loyalty to her friend, and her concern over her emotional outburst of this afternoon, will keep her in sight of the latter whenever possible.

Physical Appearance

- A) Erich - Tall, blond-haired man in his physical prime, wearing a crimson tunic and white breeches, trimmed with gold piping, and knee-high black boots with bronze buckles. Has a hearty, ringing laugh; exhibits substantial flair on the dance floor (with a number of different women).
- B) Marta - Red haired woman of medium height, with sparkling green eyes, and a deadly (seductive) smile. She wears a scoop-necked green satin gown, decorated with a

brocaded pattern of birds in flight, and trimmed with gold embroidery. She wears dancing slippers of gold lame.

Personal Possessions

- A) Erich
- 1- Gold ring with enormous ruby setting (LH,B,N)
 - 2- Ring of yellow-green jade carved in the shape of a dove (RH,C,S)
 - 3- Pair of white gold cufflinks (LW/RW,C,N)
 - 4- Gold belt buckle embossed with a bird holding an olive branch (WS,D,S)
 - 5- Medallion with four reddish-orange sapphires encircling a golden crescent (NK,B,S)
 - 6- Shortsword in a velvet-lined scabbard (WS,E,N)
 - 7- Four miniature silver spears arranged one below the other, and pinned to a red and black silk ribbon (CH,D,N)
 - 8- Black leather purse, gold embroidery (HP, 5D10 GP)
- B) Marta
- 1- Gold tiara set with emeralds (HD,C,N)
 - 2- Necklace depicting a string of birds in flight, each one of a different species; birds crafted of gold, and feathered with semi-precious stones of the appropriate hue (NK,B,Y)
 - 3- Four gold-inlaid arm bracelets, matched set (RA,C set,N)
 - 4- Wedding band, a cluster of small diamonds set in white gold (RH,C,N)
 - 5- White opal ring with miniature diamond chips (RH,C,N)
 - 6- Large, pierced diamond earrings (HD,C,N)

Special Characteristics

Either Erich or Marta will flirt suggestively with any new acquaintance of the opposite sex with (MAG + APP) / 2 greater than 13. Erich will, in the course of the evening, find someone that piques his interest (see timetable). If Lady Katalayna makes an outburst about the Duke's womanizing, Marta will attempt to calm her and remove her from the crowd. The von Vogelsangs are in Guest Room #3.

THE EMISSARIES FROM THE WOLD

Gamemaster's Description:

The Wold is a loosely confederated community of sylvan elves who reside in the forest lands directly west of Haven. They maintain friendly, though infrequent, relations with the city, with standing agreements for free transit, open trade and mutual defense. Arden, Prince and heir, and his consort Alyra bear the wedding wishes of their people. Arden is a man of few words, plainly uncomfortable with crowds and cities; he will spend the evening roaming the grounds and gardens outside the mansion. Young Alyra, who has been to the city but once previously, is much more in thrall of the pageantry and spectacle of this event. She will remain a shy background observer if left alone, but is likely to openly participate in the festivities if encouraged.

Physical Appearance

- A) Prince Arden - Male elf of medium build, clean-shaven with light brown hair and piercing grey eyes. He is dressed in a

short tunic and tights of dark green elven silk, richly embroidered with a gilded leaf pattern around hem, collar and sleeves. Also wears a woven grey-green cloak with a mithril clasp, and soft brown shoes. On his forehead is a headband set with a large sapphire.

- B) Alyra - Tall, slender elf-maiden, gentle of face, with golden eyes and waist-length golden brown hair flowing loosely down her back. Wears a loose fitting gown of brown, sleeveless and high-bodiced; over this is a layer of glittery gold chiffon that drapes over her shoulders. Speaks the Common tongue with a slight elvish accent.

Personal Possessions

- A) Prince Arden
- 1- Headband of three intertwined strands of gold, silver, and platinum, with a circular blue sapphire mounted on the front (HD,B,S)
 - 2- Amethyst ring set in a silver band (RH,E,N)
 - 3- Reddish-purple garnet ring with star pattern, enchanted with a permanent Sleep spell (RH,B,N)
 - 4- Ceremonial crystal dagger (WS,D,N)
- B) Alyra
- 1- Headband of four green beryls, set in a thin gold band (HD,C,N)
 - 2- Armlets of worked gold, in a leaf and flower pattern (LA/RA,C,N)
 - 3- Necklace of small pieces of filigreed gold wrought into a leaf and bough pattern (NK,D,S)

Special Characteristics

Arden can communicate telepathically with Alyra, by using the headband's sapphire to focus his latent psychic energies; he can also detect any other telepathic activity in his vicinity. Staying in Guest Room #39.

SIR TIMOTHY HIGGINBOTHAM

Gamemaster's Description:

Sir Timothy has been a close friend of Duke Fernando since the two served together as teenagers in Prince Beragond's cavalry. He is loud and full of practical jokes, frequently the life of the party; he can be gruff and impatient when drunk, however, and is difficult to appease once he gets out of sorts. He loves to talk about hunting (and will tell incredible tales of his own adventures to anyone he can corner).

Physical Appearance

A ruddy-faced middle-aged man with rust brown hair, a bushy walrus moustache, and a faint scar across his left cheek. He stands over 6 feet tall, and is lean as a whippet. Wears a dark blue satin tunic decorated with gold buttons and a red shoulder sash; his cowhide shoes are adorned with elaborate golden buckles.

Personal Possessions

- 1- Pocket watch with elaborately engraved gold case (depicting a fox on the run), and a lapis lazuli face (CP,C,N)
- 2- Ceremonial saber with bronze studded leather pommel (WS,E,N)
- 3- Walking stick of cherry, carved wolf's head on handle, small dagger concealed

- in tip (released by pressing wolf's eyes simultaneously; LH, C, S)
- 4- Hexagonal-shaped pin of pale blue moonstone, surrounded by six cabochon cut turquoises (NK, D, N)
 - 5- Silver belt buckle embossed with family emblem (WS, E, S)
 - 6- Brass snuffbox, initials inlaid in mother of pearl on lid, velvet interior (HP, D, S)
 - 7- Blue velvet clasp purse with sequinned trim (SP, 3D20 GP)

Special Characteristics

Staying at Golden Ducat.

SUTTER CREEVEY and KALFI

Gamemaster's Description:

These two yeomen manage one of Duke Fernando's silver mining interests in the northern hills; their attendance here is a reward for their recent heroism in saving three workmen trapped in a cave-in. Both are "hicks from the sticks" and in awe of the entire spectacle around them; if encountered, they will probably "Gosh", "Golly", and "gh, wow" a player to death -- providing they can stop stuttering long enough to speak.

Physical Appearance

A stocky human of medium height (Creevy) and a muscular dwarf with a short black beard (Kalfi) wander together through the crowd. The human wears brown leather breeches and a vest and a gold silk shirt; the dwarf a short grey cotton tunic and black leather boots, with rune-adorned iron circlets around his wrists and neck.

Personal Possessions

- A) Sutter
- 1- Medallion of fool's gold (NK, F, N)
 - 2- Purse (HP, 50 GP)
- B) Kalfi
- 1- Bracelets and collar (LW/RW/NK, E, N)
 - 2- Purse (SP, 35 GP)

Special Characteristics

There is nothing spectacular, or extraordinary about these two yokels.

TARQUINIO ALDER

Gamemaster's Description:

Alder is a renowned inventor residing in the court of the now King Beragond; he is also a domesticator of animals, a botanist, and a geologist. In this last capacity, he first piqued the young Fernando's interest in mining while tutoring him. Alder still retains a fatherly interest in Fernando, and since he too is torn by the noble-guild class conflict, he watches with approving interest the talent Fernando has shown for dealing with this situation. Because of his deep love for his former pupil, Tarquinio has come here, though he normally shuns social occasions. While at the ball, he will seek out the company of those guests with similar intellectual interests (Koridian, Karl Geronde, possibly Portia Maggia).

Physical Appearance

Short, grey-haired man, with high cheekbones and watery blue eyes. He wears a dark

purple robe tied at the waist by a white satin sash around his spindly frame; the robe is beautifully embroidered in gold and silver thread with the likenesses of beasts and birds.

Personal Possessions

- 1- Walnut walking stick with an ivory handle sculpted in the shape of a dragon's claw; stick has a built-in direction finder in its tip, and the claw can be activated to function as a hand (RH, C, N)
- 2- Green cloth purse protected by a permanent Full Invisibility spell (HP, 250 GP in small gems)
- 3- Alder has brought a wedding present for Madalena: a pair of diamond studded gold bracelets (B, Y), with the insignias of the di Cotillion and Cellini families engraved side by side on each. Kept in central safe all night.

Special Characteristics

Tarquinio is suffering from a severe stomach ailment which requires him to retire periodically to his room upstairs to drink some special medicinal herb teas. His frequent and sudden disappearances may arouse the curiosity of other party-goers; he may also be in a unique position to stumble across other events occurring during the evening. Staying in Guest Room #42.

GLAUDRIM OSTENSCHLOSS

Gamemaster's Description:

Minister of Trade for the small neighboring town of Walnagroff, who has journeyed to Haven on a number of previous occasions to discuss trade matters. A quiet man, he will converse briefly with the Duke and the guildsmen he has met and dealt with previously. Thereafter, he will be a sideline observer, wandering back and forth between the various entertainments provided. Glaudrim is the only guest at the ball who has ever met Sir Edry Buwinban (remember him?) previously (see below).

Physical Appearance

A short stocky man in his fifties, with thinning grey hair and square wire-framed spectacles. He carries a heavy, carved wooden walking stick and walks with a limp; his velvet coat and breeches are somewhat worn with age.

Personal Possessions

- 1- Gold pocket watch with thin link chain, engraved with a testimonial to his long years of public service (CP, D, S)
- 2- Cedar walking stick with a wide, decahedral pommel, and runes carved into each facet (RH, D, N)
- 3- Cloth drawstring purse (IP, 2D20 GP)

Special Characteristics

Glaudrim has met Sir Edry on two previous official occasions. His sight and hearing are failing somewhat with age; however, if he encounters or overhears a thief impersonating Sir Buwinban, there is a base 30% chance he will immediately recognize the other as an impostor; add 5% to these chances per minute the two remain in close contact. If he does recognize the thief, he will quietly give this

information to one of the Duke's guards; there is a 50% chance that they will put the false Sir Edry under surveillance rather than act immediately. Ostenschloss is staying at the Golden Ducat.

FLAME MASTER CARN NE-SEVAL

Gamemaster's Description:

The Flame Master is a regional religious leader equivalent in rank to a cardinal in the Kol (Sun God) sect, come to officiate at the wedding ceremony at the request of the Duke, who is a prominent parishioner of the local temple. Seval is a man sure in his self-righteousness, accustomed to respect and deference, and wise in the value and uses of power. He hopes to use this occasion as an opportunity to convince some of the prominent Guild families to join the Kol sect (and thereby ensure continuing political influence in the city). He knows a great many priestly spells (treat as a 10th level cleric, if his spellcasting abilities need to be identified).

Physical Appearance

The High Priest is a tall, broad-shouldered man of late middle age, whose robust physical appearance is dwarfed by his spectacularly elaborate costume. He wears an enormous red and gold headdress with a sunburst pattern, a gold lame robe under a red velvet tabard emblazoned in gold thread with another sunburst, gold lame slippers, and various gold jewelry.



Personal Possessions

- 1- A collar of linked 2" wide gold plates, each with a small flame emblem made of ruby chips (NK,A,Y)
- 2- Matching bracelets of gold, each set with a dozen cabochon-cut fire opals (LW/RW,C,S)

3- Gold headdress adorned with faceted orange and red-orange garnets, yellow sapphires, orange-red zircons, and citrine red quartz (HD,A,Y)

4- (In central safe) Sceptre of the Sun, Seval's symbol of office. One of twelve in existence, contains a vast store of magical power (Blaze of Noon, Fireball, Rapid Growth, other spells related to solar energies).

Special Characteristics

Seval is staying in Guest Room #5.

PROTECTORS OF THE PEACE

Duke Fernando maintains a personal Guard of 50 men, comprised of three patrols of fifteen men, each commanded by a Sargeant. The full guard is commanded by a Captain, and there is a Quartermaster in charge of supplies, barracking, etc. Each on-duty guardsman is armored in a chain shirt and leather skirt (AC 5), and an open helm. All wear a sleeveless high-collared black tunic trimmed with silver buttons and piping, black leather boots, and a small silver replica of the ducal insignia on their collars. A guardsman's rank and length of service can be distinguished from the color of his cloth belt (silver for officers, black for enlisted men), and the number of awards above his breast pocket (one for each year served).

As a general rule, the morale of the personal Guard is high; the men are well-fed and well-trained, and are only infrequently required to risk their lives in the performance of duty. The guardsmen are primarily intermediate level fighters who survived an unsuccessful dungeon adventure and became disillusioned with questing, or older men retired from more active armed service. All are experienced with mace or sword, and have been encouraged to capture rather than harm intruders on the grounds.

Normally, the three patrols alternate eight-hour duty shifts. For special occasions like the ball, however, two patrols remain on duty throughout the festivities. From 6 PM to 2 AM guardsmen are assigned to the following outdoor or indoor stations:

Exterior:

- 5 at front gate (including Sargeant Ebrahim)
- 3 patrolling* the outside walls (riding)
- 4 at the four entrances to the formal gardens

2 patrolling* the perimeter of the house
Interior: (precise locations marked on the map with a G)

- 1 in the museum
- 2 at the guard station just inside the front entrance
- 4 in ballroom
- 2 in formal dining room
- 1 in game room
- 2 at the head of each of the stairwells to the second floor (these guards will permit only those with accommodations upstairs, or their companions, to pass further)
- 3 patrolling* the complete interior of the mansion (including Sargeant Hampton Rodes, and Captain Pettifog)

At 2 AM, the replacement patrol takes over, stationed in the following manner:

Exterior:

- 2 at front gate
- 2 at front entrance
- 2 patrolling* the outside walls and perimeter of the house (including Sargeant Graves)

Interior:

- 2 in front of Duke's chambers
- 2 in front of the chambers of Katalayna and Elise
- 2 each in museum corridor and ballroom/dining room area
- 2 patrolling* the complete interior (wait between rounds at Guard station)

"*" Patrols of the outside walls take 15 + 1D20 minutes to complete. Patrols of the mansion perimeter (including gardens) takes 20 minutes, with a 40% chance of a 1D8 minute delay; and interior patrols of the mansion take 15 minutes, with a 30% chance of a 2D6 minute delay. Interior patrols are always completed; there is a 10% chance that an exterior patrol will skip a particular round if the weather is very inclement.

The Hearing abilities of any particular guard range from 20 to 50% (10% + 1D4 X 10); their Detect Ambush skills from 25 to 60% (20% + 1D8 X 5). All guards have double the normal chances of witnessing a crime in progress (see Rules section of this book), if the crime takes place in their field of vision. They are experienced in their duties and will not be easily suckered by a thief's tale of woe. There is a 5% chance (and this only on the night shift) of a guard dozing off at his station, and an equal chance (all shifts) that he has momentarily left his post (to check out a noise, satisfy nature's call, etc.).

Guards will directly confront any intruders they encounter, unless they are clearly outnumbered. In the latter event, they will attempt to summon additional assistance by blowing on the ram's horn each carries on his belt. If a call for aid is delivered, only guards from the following locations are authorized to respond to a call: 1st floor guard station (1), formal dining room, interior and exterior patrols, and inner garden entrances. If still further help is needed (an unlikely circumstance, unless the house has been attacked by the 102nd Airborne) a second call will be issued. The remaining guard at the 1st floor guard station can use a Voice Teleportal installed there to rouse guards from the barracks.

ENTERTAINERS, SERVANTS, AND UNINVITED GUESTS
Entertainers

To satisfy the diverse tastes of his guests, Duke Fernando has arranged for a variety of entertainments to be staged during the ball. In the ballroom itself, an orchestra comprised of thirty of the best musicians in Haven provides music for formal dancing. More visceral entertainments are presented on the canopied stage area in the East Gardens, where acrobats, jugglers, actors

and illusionists hold forth to amaze and amuse their audiences. And throughout the grounds, wandering minstrels serenade the gentler pleasures of a cool, early autumn evening.

Of all these performers, two will play a greater than planned role in the night's proceedings. The traveling troupe of players mentioned in the timetable of events are a company of eight men and women, including a thespian, a strongman, two troubadours, two acrobats, and two puppeteers. They are also the same company described in the Highwaysmen Adventures section of Thieves' Guild I, a group that regularly includes larceny as part of their repertoire. The "injurious" tumble taken by the acrobat during their performance is a ruse to enable him to get inside the house to ply his thieving trade. He has a Lock Picking ability of 65%, a 45% chance of Moving Silently, a 50% Hiding in Shadows skill, and 50% Hearing. Upon entering a room (after listening at the door), he will immediately look for the traveling cases brought by the guests, and search through these for small but valuable stealables. He will not bother with coins or very small gems, for these are not worth the pocket space they would consume. He carries a small puppet from the troupe's props in his belt pouch; the puppet is enchanted with a Befuddle spell (if looked upon, make MGR saving roll or be confused for 10mr). If encountered while in the hallway, he will claim that he just regained consciousness, and was looking for the stairway; if the other party appears suspicious, he will try to use the puppet to gain him time to escape. If encountered in a room, he will fight, trying to render his victim unconscious; if he fails, (or if a lot of noise is made during the struggle) he will exit through a window, climbing down (3% chance to fall) to safety.

One of the flutists in tonight's orchestra is a stocky young human woman named Galena Cordovan. Though she is quite an accomplished professional musician, she also pursues a dangerous second career -- as a paid assassin. She has been contacted by Anson Blackbourne through an intermediary, and contracted to kill the scribe Alarkon. The assassination attempt is scheduled to be made tonight, whenever Blackbourne gives her a pre-specified hand signal. Galena knows Blackbourne on sight from their one meeting, but does not know his name; she refers to Anson by the nickname "The Clothesline" (making fun of the way that his expensive clothes hang loosely from his thin frame). After receiving the signal to proceed, Galena will leave the ballroom at her next rest break, and initiate a search for Alarkon. If and when she finds the Scribe, she will seek to introduce and ingratiate herself to him, her modus operandi is to puncture his skin with a tiny poison-tipped dart that can be concealed in one of the charms on her bracelet. The poison released is a slow-acting one; it kills by inflaming the respiratory tract and causing suffocation to occur (after 2D6 minutes, victim suffers 4D8 damage to STM with a 30% chance of instant death; a STM saving roll can reduce damage by 1/2 if the venom is not immediately fatal). If Galena fails to get close enough to Alarkon to inject the poison by hand, she will use a

tiny blowgun to fire the dart; she has a Move Silently skill of 60% and a 70% chance of Hiding in Shadows. (See table at the end of this scenario for details on her prowess with the blowgun.) Regardless of her success or failure, Galena will make but one attempt on her target, and then return to her other job. If Galena is encountered while stalking Alarkon, she will be polite, but firmly excuse herself from a conversation as quickly as possible and hasten back to her purpose.

Those Who Serve

The Duke regularly maintains a household staff of 30 to 40, including maids, kitchen help, personal servants, and a few very specialized personnel (e.g., librarian, armstrong, etc.); for the ball, another 3D20 servants have been temporarily hired to help prepare and serve food and drink. Many of the nobles and wealthy Guildsmen will also bring their personal handservants along to attend them.

Personal servants stand along the second floor balconies of the ballroom, awaiting the call of their masters or mistresses. Since a handservant is likely to receive a stiff beating if he fails to respond to a summons from his employer; most (80%) are very attentive to what is going on down below! Consequently, on any theft that takes place in the ballroom, there is a chance that it was witnessed by one of the servants (12% for Green thieves, 9% for Intermediate, 6% for Veteran, and 3% for Elite). These chances should be treated as an addition to the normal witness chances outlined in the Rules section of this book, before the D100 roll is made.

Servants carrying platters laden with food and drink will circulate throughout the first floor and formal garden. This sort of job becomes very tedious after an hour or two, and is primarily manned by temporary help of somewhat lesser quality. Therefore, although there is a fair chance that a serving girl is somewhere in the vicinity of a crime when it is committed, the chances that she will be alert enough to actually witness a criminal act are very slight.

If a player character ventures into the servant's wing of the first floor between 8 and 11 PM, there is a 15% chance he will encounter a servant in the hallway, and a 5% chance thereafter. There is a 40% chance that any room entered in this wing by a player will be occupied by 1D2 talking (40%), or sleeping (60%) servants. If awakened, a servant may scream; however, if the character displays a regal bearing and gives any kind of plausible alibi, the incident will probably (80%) be quickly forgotten.

One "servant" who may be encountered several times during the course of the evening is the Duke's trusted Steward, Harchens. Harchens will be at the front gate from 6:30 to 7:30 PM, checking in the temporary help and assigning them to their duties. From 8:00 to 9:30 PM, he will be charged with officially announcing the guests upon their arrival; thereafter, he will be in constant motion, checking on every aspect of the festivities to

ensure that all is going smoothly. Harchens has of course, dealt with hundreds of nobles and servants in his time, and thus has an above average chance of noticing flaws in a thief's disguise (add +3 to his INT rating in determining his reaction to a disguise attempt). If he senses something wrong, he will try to keep an eye on that person during the course of the ball; for he is a cautious man, and will say nothing to the Duke without substantial proof. If the thief is portraying a noble, and notices that the steward is watching him closely, he may be able to frighten Harchens off his trail with a display of righteous outrage at being followed (make a saving roll against DSC-2 for Harchens; if he misses his save, he will relent).

Uninvited Guests

Any event as large as this is likely to attract other uninvited individuals adventurous enough to try to gain entry to the grounds. In addition to the unsuccessful gate crasher mentioned in the timetable of events, there is a 30% chance each half hour that 1D4 such people will try to get onto the grounds. Roll a D100 to determine the method used: 01-30, presenting a forged invitation (50% chance of successful entry); 31-70, trying to bluff their way past the guards (3% chance of success); 71-00, scaling the walls (25% chance of success). If a player-thief should chance to encounter a fellow uninvited guest, the latter will either be modestly outfitted (one steal-able item, value E), or elaborately bejewelled with paste facsimiles (value F, treat as first level fakes for Detection purposes).

In addition to these random interlopers, Madalena's suitor Varkin and his friend will definitely attempt to scale the wall in their effort to rescue Madalena. The rescue mission will only affect thieves if they have elected to spend the night in one of the mansion guest rooms. If they are present, however, and Varkin is discovered on the grounds, the resultant chase and struggle should provide the thieves with an excellent opportunity to search for the central safe relatively un hindered by the Duke's guards.

DETERMINING ENCOUNTERS

Random Encounters

In the course of the ball, the player-thief may become involved in encounters in two ways. The timetable of events presented in the next section indicates encounters between NPCs that are planned to occur at given times throughout the evening. These encounters may directly involve the thief or provide opportunities that he may try to exploit. Alternatively, the thief may himself choose to initiate encounters with other guests in order to ply his larcenous trade. This section provides a generalized procedure for answering the player who says, "I walk up to the nearest person and introduce myself. Who am I talking to, and what is he or she wearing that I can steal?"

Although there will be approximately 300 guests present at the ball, and only 55 of

these have been described in detail, it is desirable to assume that about 65% (roll D100) of all random encounters involve these well-described NPCs. Obviously, this assumption will make the GM's job more manageable; but it makes a great deal of common sense as well. The NPCs that have been detailed represent the vast bulk of the guests who appear to be wearing items of genuine value; they will therefore make the most appealing targets for an enterprising pickpocket.

The selection of which of these NPCs has been encountered will be somewhat dependent on the area of the mansion or grounds where the encounter occurs. Some characters will spend almost the entire evening in a single location, while others roam freely about. The GM can use the location information provided in the Character Description table to determine logical encounters for a given situation; this choice should be responsive to any stated desires of the thief (e.g., "I'm looking for the woman in this room wearing the most jewelry and am going to talk to her."). In determining the size of the party encountered the GM may wish to use the reference table below:

Number of NPCs in party encountered

# in Party	Location (roll D100)			
	Ball room	Dining Room	Garden	Other
1 person	01-15	01-35	01-25	01-05
2 people	16-35	36-60	26-40	06-25
1 couple	36-65	61-75	41-90	26-35
3 people	66-85	76-90	91-95	36-50
4 or more people	86-00	91-00	96-00	51-00

If the encounter falls in the 35% category of unidentified guest, the GM can use the following roll-up procedures to generate the necessary information on the encountered character:

- 1) Determine the number of characters in the group from the table above.
- 2) Determine the background of the group based on a D20 roll (80% group is all of same background; 20% roll separately for each NPC).

1-6	Nobility
7-13	Guildsman
14-17	Merchant
18-19	Local bureaucrat
20	Out-of-town dignitary
- 3) Determine the character's experience level on a D20: 1-4 Green (1st-2nd level), 5-10 Intermediate (3rd-5th level), 11-17 Veteran (6th-8th level), 18-20 Elite (9th-12th level).
- 4) If the drunkenness rules are being used, turn to that section to determine the encountered character's current state of sobriety.
- 5) Roll two separate color D20, and cross reference the results on the matrix below, to determine the character's general purse, and the number and quality of their on-person possessions (based on the results of the character

background roll, make the following adjustments to these die rolls: Wealth - Nobility +1, Guildsman +3, Local Bureaucrat -2; Style - Nobility +4, Merchant -2)

Wealth	Style		Under- Stated	6-14		Osten- tations
	<6	>14		Normal		
<7	E	E**	1	E	1	D
Purse 1D6 GP	D	C	1	D	1	D
Purse 2D8 GP	C	B	2	C	3	C
13-17	B	B	2	B	2	D
Purse 3D10 GP	D	A	1	A	2	A
18-20	A	C	2	B	2	B
Purse 3D20 GP	C	C	2	C	2	C
>20	B	B	2	B	2	B
Purse 5D20 GP	C	C	2	C	2	C

(* - Letter codes in this chart refer to the item value codes used in the major NPC character descriptions; see page 10-9 for definitions)

We strongly recommend that the GM set up 10 or 15 of these characters before play begins, since the generation process tends to be rather time consuming.

Planned Encounters

The following section summarizes a number of events and encounters that are liable to take place during the day and night of the ball. These events are of several different types, and present a wide variety of problems or potential opportunities to the thief characters. The scheduled arrivals of workmen and servants during the earlier periods of the day represent possible opportunities for the thieves to get accomplices successfully admitted to the mansion grounds. To find out about these possibilities, however, it will be necessary for the thieves to spend one or two days wandering through Haven, making a serious effort to obtain information from the rumormill of neighborhood taverns or from the local Thieves Guild. Over the course of the ball, some of the events that occur will provide diversions that a thief can take advantage of to shield his pickpocketing attempts; others will offer him opportunities to take action, and thereby gain the confidence or gratitude of other guests. There are even some encounters which the thief cannot avoid, if he happens to be in a certain place at a certain time; these latter events represent the uncontrollable twists of fate that should be part of every adventure.

The GM should carefully read through these planned encounters before attempting to run this adventure, and consider what each of the characters might do in response to various actions by other parties. Hints for role-playing can be obtained from the personal descriptions provided in the last section; the appropriate descriptions may be easily located by using the reference numbers provided in parentheses after each character mentioned. If the GM decides to have players portray NPCs, we recommend that he provide them with a

photocopy of these descriptions, and some sort of written summary of the basic encounters they will be involved in. Natural candidates for NPCs would include Antonio Berensten, Paul de la Riis, Mano and Marita Maggia; Alarkon, Anson Blackbourne and Galena Corridan; Prince Harrud; the acrobat-thief; Madalena, Castillia, and Varkin; or Duke Fernando and Lady Katalayna. Alternatively, a player may wish to select an NPC who has only a minor role in planned encounters, and determine what the character's objectives for the evening will be.

TIMETABLE OF EVENTS

8:00 AM A team of ten construction workers arrives to erect a canopied stage area in the East Garden. The men are common day laborers selected from those who assemble each day outside of Gerannahue's warehouse along the northern waterfront; they are supervised by two foremen from the company.

12:15 PM Lady Madalena and her parents arrive at the Duke's residence. The family is placed in the Suite of guest rooms marked #34.

3:00 PM Four hobbit chefs arrive (separately, within a 12 minute span) to assist in the food preparation for the evening's festivities. All are well known to each other and to the Duke's personal chef, except Biggs Oldbuck, a young cook from the common section of town whose desserts have become a minor sensation around the city, justly so.

3:20 PM Lady Katalayna leaves the estate in the company of Hampton Rodes, a sargeant of the Duke's private guard (and a close personal "friend" of Katalayna's), to visit Othmar the astrologer.

3:45 PM Tarquinio Alder arrives at the Duke's residence, and retires immediately to Guest Room #42. Some valuables he carries are placed in the safe in the steward's office.

4:00 PM A large freight wagon, bearing kegs of wine and ale, is admitted to the grounds. The kegs are unloaded into a cold storage cellar under the kitchen.

4:10 PM Lady Katalayna returns in an extremely agitated state (alas, no heir is in the offing yet!), and almost immediately engages in a screaming tirade at a downstairs chambermaid. This scene is interrupted by the arrival of Count Erich and Countess Marta von Vogelsang (and their retinue of personal servants). The von Vogelsangs calm Katalayna, and the three adjourn to the sitting room for tea, remaining there until 5 PM when they leave to dress for the evening. Some of their valuables are placed in the safe in the steward's office.

4:20 PM Brewers helpers leave.

4:45 PM A troupe of performers arrive, hired to provide some of the evening's entertainment. They are dissatisfied with the placement of the stage, and their leader argues unsuccessfully with both the construction foreman and Fernando to have it moved.

5:15 PM Construction workers leave.

5:30 PM Cellini family arrives, followed closely by the wizard Koridian. They, the

Duke's family, and the other house guests share a light supper in the formal dining room while Benedios and Madalena become acquainted. From all accounts the dinner is a less than festive occasion.

5:50 PM Rodes and two guardsmen inspect the premises to ensure security before the ball guests arrive. Rodes cannot get Lady Katalayna out of his mind. He seems preoccupied and uncommunicative, and as a result the patrol has only 1/2 its normal chance of spotting irregularities on the grounds (such as unlatched windows, ropes or ladders left near the estate's walls, etc).

6:05 PM High Judge Cardallo arrives, seemingly oblivious to his lateness, and joins the others at dinner.

6:30-6:55 PM Thirty chamber musicians, some of the best in Haven, arrive at the mansion and begin to set up in the ballroom. All have been personally selected for this orchestra by Valvidi, the noted conductor. They begin to tune up and rehearse.

6:40 PM Madalena and the Duke's bastard daughter Castillia take a stroll together through the gardens, and Madalena tells Castillia about her other suitor. Castillia promises to help Madalena escape with her lover, if possible.



7:15-7:32 PM A variety of additional temporary servants help begins to arrive. These servants have been recommended by a number of different sources and are primarily (85%) unknown to the Duke's staff except as a list of names. The guards at the front gate and the Duke's steward both have copies of the list.



8:00 PM Ball guests begin to arrive.

8:30 PM (Ballroom) Music and dancing begin.

8:35 PM (Ballroom) Flame Master Carn-ne-Seval offers a benediction and prayer of good fortune to the prospective bride and groom. Salvatore Cellini and Duke Fernando both give presents of jewelry (a necklace and an anklet) to the bride-to-be, who gets extremely flustered. Cassilia takes Madalena up to her room, so that the latter can compose herself; while there, she convinces Madalena to wear her new gifts.

9:00 PM (Dining room, front hall) Tarquinio Atider goes upstairs to his room, returning in 2D8 minutes.

9:35 PM (Front hall) Four members of an activist's nobleman's group, the Young Stallions (Antonio Berensten, Paul and Thomas de la Riis, Gunter Geronde) arrive together, moving through the crowd in a pack.

9:45 PM (East garden) Nadji the illusionist puts on a fifteen minute show that is a true spectacle of macabre menace. As he conjures up images of fearsome beasts and strange visions of distorted shapes and colors, four members of the audience faint, two others begin to throw up (and the Duke's steward makes a note never to invite Nadji to perform here again).

9:45 PM (West garden, front gate) A gate crasher is caught before he can blend into the crowd; as he is being dragged off to be ejected, he can be heard to shout "Wait! I'm not the only one who doesn't

belong here!" One of the house guards appears to bend over close to hear his next words, as the crasher gesticulates wildly around him. (No information is actually passed; this is merely a red herring to frighten any thief in the area.)

9:53 PM (Dining room, front hall) Tarquinio Atider goes upstairs to his room, returning in 2D6 minutes.

10:02 PM (Ballroom) Antonio Berensten shocks many in attendance (including his friends) by asking Marita Maggia to dance. They make a beautiful, graceful pair on the dance floor, but at least two men (Romano Maggia and Paul de la Riis) very obviously do not like what they see.

10:10 PM (Front gate) Prince Harruld arrives unannounced, and is denied entrance. He lightly injures two the Duke's guards in a brief altercation before the Duke is summoned, and vouches for the Prince's identity.

10:15 PM (Gameroom) Sir Timothy Higginbotham corners any occupants of the room who fail to make a saving roll against IQ, and tells a long-winded story about his latest hunting expedition. The story will take 25 minutes to complete; any listeners leaving prematurely will incur Timothy's wrath.

10:20 PM (West garden) Mano Maggia confronts Antonio Berensten, and threatens to kill him if the latter does not stay away from his sister. The other Stallions want to teach Mano a stiff lesson for his threat, but Antonio will attempt to prevent a

fight (10% chance that a fight does break out; if so, a further 30% chance that weapons are drawn and used in the course of the fight).

10:30 PM (Dining room) Harruld accosts a young woman and grabs her by the punchbowl (how he ever got his hands on her punchbowl, we'll never know) -- there is a 80% chance that the lady will object loudly to such treatment.

10:30-11:10 PM (East garden) The thespian and two troubadours from the traveling troupe stage a very effective morality play in drama and song. The play is well received and begins to attract a substantial crowd (almost 100 people at its peak) into the East Garden; many pay very close attention to the show (and would make excellent victims for a thief).

10:35 PM (Dining room, front hall) Tarquinio Alder goes upstairs to his room, returning in 2D10 minutes.

10:45 PM (Ballroom) If a thief is present and satisfies the statistical requirements indicated in their personal descriptions, there is a 60% chance that either Erich or Marta Vogelsang (depending on thief's sex) will flirt suggestively with him/her.

10:48 PM (Dining room) The Young Stallions corner and browbeat a young nobleman who has just sold part of his family's land holdings to one of the wealthy Guild families (the Stallions oppose this sort of sale, because it reduces the aristocracy's unique claims as landlords on the affections and loyalties of the common people). Antonio vociferously joins in this abuse (somewhat assuaging Paul's worries about Antonio's continued commitment to their cause).

10:53 PM (Ballroom) Alarkon the scribe walks across the room and engages Anson Blackburne in what appears to be a friendly conversation. After a few moments, the two leave the ballroom together and go into the library (which is empty); they close and lock the door behind them.

11:00 PM (Ballroom) There is a 20% chance that the Duke has met a woman that appeals to him and is raptly attending her. If so, there is a 40% chance that Katalayna will make a scene about the Duke's attentiveness at 11:30 PM.

11:00 PM (Ballroom) There is a 10% chance that Grazia de la Riis will mistake a young man passing by sometime in the next hour (roll 3D20 to determine exact time) as her lost son Porcassio, and will make a tremendous fuss over him.

11:05 PM (Dining room) Harz de la Riis and his son Paul engage in a rather rancorous discussion about Paul's behavior at the ball. While this takes place, Antonio slips away from the Stallions and walks outside the house.

11:07 PM (Front hall, ballroom) Anson Blackburne leaves the library alone; he appears distracted and somewhat nervous. Alarkon sits in the library, contentedly puffing on his pipe.

11:10 PM (West garden) Antonio leaves a hastily scrawled note concealed on one of the statues in the garden. He returns to the ballroom and rejoins the Stallions.

11:10 PM (Gameroom) Harruld accosts a young woman and grabs her by the pool table

(getting his hands in her pockets, no doubt) -- there is a 60% chance that the lady will object loudly to such treatment.

11:12 PM (Ballroom) Anson Blackburne passes quickly through the ballroom, pausing briefly near the orchestra. He makes some sort of hand signal (GM's choice) to one of the musicians, Galena Cordovan; and then walks out into the gardens.

11:17 PM (Dining room, front hall) Tarquinio Alder goes upstairs to his room, returning in 3D6 minutes.

11:20-11:40 PM (East garden) Flary Chammlen, a fire-eater, entertains the crowd with his feats of daring. (Since none of the people here have ever tasted the cooking of Flary's wife, they do not realize how much Flary actually enjoys this work.)

11:30 PM (West garden) If no one else has removed the note left by Antonio, it is retrieved by Marita Maggia, who reads it and puts it away in her purse.

11:30 PM (Ballroom) (GM's Note: This action will occur only if Katalayna does not confront the Duke at 11:30 PM.) K'mail stages a swoon on the dance floor, apparently overcome by the heat in the crowded room. Her husband Bruning immediately rushes to her side, calling for brandy to revive her. When she "recovers," they will immediately leave; several guests will swear later that K'mail had a self-satisfied smirk on her lips as she departed.

11:35 PM (Front hall, front gate) Castillia leaves the grounds of the estate, fabricating a rather flimsy excuse to satisfy the questions of the guards at the gate. Her half-sister Elise sees her depart. Castillia goes to meet Madalena's suitor, Varkin, at midnight outside the Golden Ducat Inn, and tries to look inconspicuous (Though a young woman in formal evening wear standing in the shadows near a street corner is not an everyday sight).
11:35 PM (Ballroom, front hall) In the aftermath of K'mail (or Katalayna's) interruption of the festivities, the orchestra takes a short break. Galena Cordovan goes in search of Alarkon. (From this point, the success or failure of Galena's assassination attempt is up to the GM to describe in any manner he wishes. If two players are assigned to portray these NPC's, this can prove to be quite an interesting confrontation for all concerned.)

11:50 PM (East garden) In the midst of a difficult triple somersault, one of the acrobats in the traveling troupe seems to lose his balance, and falls into a nearby hedgerow. The troupe asks and receive permission to take their (apparently) unconscious comrade upstairs and lay him down in one of the empty guest rooms on the third floor.

11:50 PM (Ballroom) Harruld accosts a young woman from the orchestra and grabs her by the bass fiddle (How he -- what's that? You say you're tired of this joke? That's OK, we've got others). There is a 40% chance the lady will object loudly to such treatment.

12:00 PM (Ballroom) At the stroke of midnight, the somewhat drunken prospective bridegroom walks over and plants a sloppy

(albeit affectionate) kiss on Madalena's cheek. This evokes some laughter from the nearby crowd; Madalena for her part looks vaguely queasy about the whole incident.

12:00 Midnight (Ballroom) If the Duke had not previously found an interesting woman to flirt with, there is a 40% chance that he has found one by now. If he has found such a woman, and Kataleyna has not already complained, there is a 60% chance that she will throw some sort of temper tantrum at 12:30 AM.

12:00 Midnight (Ballroom) If Grazia has not mistaken anyone for her missing son, there is a 30% chance she will do so in the next thirty minutes (for exact time throw 3D10).

12:05 AM (3rd floor) The supposedly "out cold" acrobat steals out of his room and begins to systematically loot the other rooms on this floor. (Again, the GM can plot out this NPC's precise route before play begins, to determine if any encounters result.)

12:12 AM (East & west gardens) Antonio and Marita (if she has received the note) separately depart the gardens, watching carefully to avoid being followed, and rendezvous in a wooded glade behind the stables. Antonio professes his love for Marita, and they hold each other for a few moments of bliss. They then return to the ball by separate routes.

12:20 AM (West garden) Talia Blackbourne goes outside to try and find out what is wrong with her husband; she is gruffly rebuffed.

12:30 AM (Gamerom) An impromptu arm-wrestling contest begins, with 8-12 participants, including Paul de la Riis, Gunter Geronde, Sir Timothy Higginbotham, and Hulee Packard, (it can include the thief, if he is interested); and with the High Judge Cardallo acting as arbiter. Some observers may decide to bet on the outcome of this contest.

12:45 AM (Front gate) Erich von Vogelsang leaves the grounds in the company of an unidentified woman. Both appear to be well lubricated with drink, and are singing a bawdy song (off-key).

12:45 AM (Ballroom) If a thief is present in this room, there is a 20% chance that Talia Blackbourne will walk up to him and burst into tears on his shoulder. If not, she does the same thing to some other guest in this room.

12:55 AM (Ballroom, 3rd floor) Madalena excuses herself to the remaining guests, and retires upstairs. She believes that matters are hopeless because Castillia has not returned; she paces in her room for a few moments, then cries herself to sleep.

1:00 AM Varkin finally arrives at the Golden Ducat, accompanied by his trusted friend Polander. Castillia hastily tells Varkin which room Madalena is in and where the night guards are normally stationed, and promises to keep her own window unlatched so that the rescuers can gain entry. She then rushes back to the mansion.

1:00 AM (Ballroom) If the Duke had not previously found an interesting woman to flirt with, there is a 60% chance that he has found one by now. If he is busily flirting, and Kataleyna has not already

complained, there is an 80% chance that she will throw an incredibly violent temper tantrum at 1:30. Items not bolted securely to the floor or walls may be jeopardized in this assault.

1:10 AM (Ballroom) Castillia returns to the estate. If the Duke is not engaged in womanizing, he will be aware of Castillia's absence, and sharply demand to know where she has been. When she refuses to tell him, he will send her to her room.

1:15 AM (Front hall) The acrobat, if he has not been witnessed in his thieving endeavors by one of the other guests, returns downstairs and rejoins his troupe, which is packing up and preparing to leave.

1:40 AM (Dining room) Harruld picks up a half-full punchbowl and drains it in several mighty gulps. He then flings a young woman over his shoulders (at this point, no one is likely to get in Harruld's way even if the girl is screaming bloody murder), and carries her away to the meadows behind the estate. (It is indeed fortunate for the other guests that Harruld is one of the most civilized members of his tribe, otherwise, he might have done something really barbaric!)

2:20 AM (3rd floor) Marta von Vogelsang staggers up to her room; and discovers (75% chance) that several of her possessions are missing. If so, she will come to the top of the stairs and scream for the guard. A general commotion results. Remaining guests may even be searched (40% chance), unless someone remembers that the "injured" acrobat might have done it (10% chance; this is mentioned by a random guest; player-thief may of course think of this himself).

3:00 AM The commotion has quieted down one way or another. All but the 3 or 4 guests passed out in the ballroom and gardens leave, or go into the sitting room for a last glass of brandy.

3:30 AM Varkin and Polander scale the outer wall and enter the grounds. If anyone cares, or if players are portraying the NPCs involved in this situation, the rescue attempt can be played out.

4:15 AM Erich von Vogelsang returns, whistling (even more off-key) and dead drunk. A guardsman from the front entrance firmly escorts him upstairs to his room.

CHARACTER DRUNKENNESS AND ITS EFFECTS

(Editor's Note: The following section is intended in the spirit of irreverent good fun to be used by those of us who view the medieval period as a rather ribald celebration of the adventurous life. For those GMs and players who have always assumed that their characters drink nothing stronger than grape juice, fruit punch, or an occasional sarsaparilla, we recommend that you skip this portion of our narrative - RM)

As the festivities of the ball continue on into the night, many of the revelers will begin to feel the effects of their alcoholic intake. As many of you in our reading audience doubtless know from personal experience, these effects can range from mild sensory distortion to the complete loss of

muscular, mental, and/or moral control. Plainly, an NPC's state of sobriety will greatly influence both his ability to perceive an attempted theft of his possessions, and the relative ease with which a cutpurse may remove these items. This section outlines two approaches the GM can use to incorporate character drunkenness into the flow of the scenario.



form complex physical actions without great effort (CDN -4, REF -6). May have double vision, nausea, or suffer frequent lapses of conscious memory. May lose emotional control, and explode into sudden outbursts of laughter or tears.

- 5) Blind drunk (B) - Character cannot perform even simple physical acts, like walking in a straight line (CDN -7, REF -9). Sensory input becomes virtually nonexistent.

If a player-thief attempts to pilfer an item from a non-sober character, his base pickpocketing success chances (including any adjustments already made to normal skills to reflect the difficulty level of the article being stolen) are upwardly adjusted by the following percentages: Victim tipsy = +10%, drunk +30%, staggering +60%, blind drunk +100%.

Example: Slevryt, a 6th level thief, has a 60% chance of picking a normal pocket; he is attempting to steal a woman's bracelet (difficulty level 3, making his base chances 60% x .7, or 42%). If the woman being robbed is drunk, Slevryt's actual success chance would be 55% (42 X 1.30 = 54.6)

A victim's chances of detecting a theft are also diminished by drunkenness. Detection chances, as outlined in the Rules section of this book, are calculated by comparing the experience levels of the thief and victim. For these purposes, drunkenness is assumed to implicitly reduce a victim's effective experience level by the following percentages (all results rounded to the nearest whole number): Victim tipsy = -10%, drunk = -20%, staggering = -40%, blind drunk = no detection possible.

The drunkenness of a character at any particular point in the festivities will depend on three factors: 1) the character's proclivities toward drinking, 2) his bodily capacity to handle the liquor that has been consumed, and 3) the amount of time spent drinking. For each of the major NPCs described in this scenario, assumptions have been developed on their attitudes toward drinking and their absorptive capacity. Using these two pieces of information, the Character Description table at the end of this scenario classifies every NPC, for each two hour period of the ball's duration, into one of five categories:

- 1) Sober (N) - Character is unaffected by any drinking done so far.
- 2) Tipsy (T) - Character suffers minor reductions in eye-hand coordination (CDN -1) and reaction time (REF -2). No significant impairment of mental or sensory faculties.
- 3) Drunk (D) - Character coordination (-2) and reflexes (-3) are more substantially reduced. Vision may be occasionally hazy; overall sensory awareness is noticeably diminished. Character may exhibit heightened emotional responses (amorousness, hostility, fear, etc.) to situations. Conversation may sometimes become illogical and convoluted.
- 4) Staggering (S) - Character cannot per-

Example: Slevryt's intended victim is an 11th level Trader. The woman's normal detection chances are 25% (Victim Level 11 - Thief Level 6, squared). Her drunken state makes her effectively a 9th level character, however (11 X .8 = 8.8, rounded up), which means that her detection chances will be only 9% (9 - 6, squared).

If the victim being targetted is one of the random characters at the ball, the following general table can be used to determine the character's sobriety:

Hour of Day	Random Encounter Drunkenness Table (roll D100) State of Sobriety			
	N	T	D	S
8PM-10PM	01-80	81-95	96-99	00
10PM-12PM	01-35	36-70	71-95	96-99 00
12AM- 2AM	01-15	16-55	56-90	91-97 98-00
2AM- 4AM	01-05	06-25	26-75	76-95 96-00

It is possible, of course, that the thief himself may succumb to the spirit of the evening and fall under the influence of the Demon Rum. If this proves the case (and a GM may wish to place temptation directly in the thief's path to force the latter to confront the issue), and the thief becomes drunk, he would suffer penalties to his pickpocketing abilities equivalent to those described above.

NAME	CHARACTER	LVL	CLASS	ST	CO	RF	SM	IQ	MAG	APP	WEAPON	HACO	DAMAGE	GAME ROOM	PROBABLE OCCUPANTS				STATE OF SOBRIETY			
															BALL ROOM	DINING ROOM	GARDEN 1	FLR	8-10 PM	10-12 PM	12-2 PM	2-4 AM
Maggia (page 10-17)																						
Portia	6th TRD	7	11	15	10	16	13	15	15	DGR	9	1D4	12	30	30	13	N	N	N	T	T	T
Mano	2nd NON	10	15	13	15	7	11	9	9	SHSWD	7	2D3		35	31	22	T	D	B	-	-	-
Marita	2nd NON	5	13	8	14	10	14	17						36	32	23	N	N	T	-	-	-
City Dwellers (page 10-18)																						
Koridian	15th MAG	8	17	15	13	18	11	10	MAGIC	VAR	VAR	VAR		37	33		N	N	N	N	N	N
Cardallo	8th JDG	15	9	8	10	15	15	6	MACE	8	3D4		13	34	34		T	D	D	S	S	S
Perkins	5th NON	7	9	14	10	10	12	8					14	38	35	15	N	T	T	-	-	-
Alarkon	9th SCR	9	16	11	9	13	13	13					15	39		16	-	N	T?	T?	T?	T?
Hutee	2nd TRD	12	10	9	11	8	13	14						40			N	T	T	D	D	D
Out of Town Guests (page 10-19)																						
Erich	8th NON	9	16	9	16	9	15	16	DGR	9	1D4		16	41	41	17	T	D	S	-	-	-
Marta	7th NON	8	12	12	13	11	16	15						43	26	26	N	N	T	-	-	-
Arden	10th FTR	10	14	16	12	12	13	14	SHSWD	6	2D3			43	26	26	N	N	T	-	-	-
Alyra	4th ARC	6	14	13	9	12	12	18	THRKN	3/7/12	1D4		17	45	36		T	T	T	-	-	-
Sir Timothy	8th FTR	13	14	14	15	8	7	10	DGR	8	1D4		17	45	36		T	T	T	D	D	D
Sutter Creevy	3rd NON	12	10	10	14	8	7	9					18	46	37	28	T	D	S	B	B	B
Kalifi	3rd NON	15	11	9	16	8	6	6					19	47	38	29	T	T	T	D	S	S
Tarquinio	13th SCH	6	13	12	9	19	9	9						48	39	30	N	N	T	-	-	-
Glaudrim	6th NON	10	10	10	10	10	10	10	MAGIC	VAR	VAR		20	49	50		N	T	T	D	-	-
Carn-ne-Seval	10th PRM	13	11	9	15	14	16	8						50			N	N	N	T	T	T
Guards																						
Captain Pettifog	6th FTR	9	12	14	13	10	11	12	MACEe	5	3D4		X	X	X	X	N	N	T	D	-	-
Sargeant Ebrahim	5th FTR	17	10	9	14	14	9	8	BDSWDe	5	5D4			X	X	X	N	N	N	T	T	T
Sargeant Rodes	5th FTR	13	12	12	15	9	13	15	BDSWDe	5	4D4		X	X	X	X	N	N	N	N	-	-
Sargeant Graves	7th FTR	13	16	14	8	10	8	7	BDSWDe	4	4D4		X	X	X	X	-	-	-	-	-	-
Guard, Type A	3rd FTR	11	14	12	12	11	10	12	BDSWDe	5	3D4		X	X	X	X	N	N	N	N	N	N
Guard, Type B	5th FTR	14	12	10	15	10	7	10	MACEe	6	4D4		X	X	X	X	N	N	N	N	N	N
Other NPCs																						
Gatena Cordovan	7th THF	11	18	14	15	14	10	10	BLWGNe	1/6/11	1D2			X		X	N	N	N	N	N	N
Acrobat	4th THF	10	19	18	8	12	8	10	DGR	6	1D4			X		X	N	N	N	N	-	-
Harchens	5th NON	7	12	9	12	14	9	9						X		X	N	N	N	T	-	-
Varkin	2nd FTR	15	15	10	11	7	8	15	GRSWD	5	2D8						-	-	-	-	-	-
Polander	3rd FTR	12	10	17	13	9	10	11	BDSWDe	6	2D4						-	-	-	-	-	-
									LBOW	2/6/9/	1D6						-	-	-	-	-	-

NOTES:

Probable Occupants: To use this table to identify NPCs encountered by the player thieves, roll the appropriate die:

- Game Room D20
- Other 1st Floor D20
- Ballroom D50 (D100/2)
- Dining Room D40 (D10 & D4)
- Gardens D30 (D10 & D3)

State of Sobriety: The symbols used in these columns are:

- N sober
- T tipsy
- D drunk
- S smashed
- B blind drunk

These conditions are discussed on page 10-30.

AND

ESPIONAGE ADVENTURES

A. "The Radisha Must Die!"

INTRODUCTION

For the past four years, the orcs of the Mountains of Peace have been fleeing their caves and villages to escape the invading Lizardmen, and pressing into the foothills and valleys of East Dorian, to menace the human and wood-elf settlements of that fertile climate. At first, this amounted to little more than roving independent bands of ten or so, which plagued highway traffic or an occasional farmhouse, but were easily driven away. As more refugees joined their ranks, the orc bands grew larger and more desperate, and sometimes made direct assaults on the freeholds of the area. But even in large numbers, the orcs were not cohesive fighters and were still beaten back by the allied militia formed by the human townspeople and farmers.

In the past eight months, however, the threat posed by the invaders has greatly increased. Apparently a large band of orcs has captured the mountain fortress of High Crag, using magic, siege engines and sound military tactics - none of which is normal orcish practice. Raids on the farms and towns have been less frequent of late, but those that have occurred have been well-organized and so successful that the town's people have pooled their resources to hire a company of Sworn Swords to deal with the problem.

The commander of the Sworn Swords, Jarus Ironside, has reason to believe that the orcs have a new leader who is organizing the raids. Orc prisoners taken during a recent attack speak of the Radisha, or Great General, an orcish legend come to life. The prisoners also speak of different orc clans fighting under the Radisha's banner - which bodes ill indeed, for few have ever been able to unify the usually quarrelsome orcish clans into a cohesive force.

Clearly, the Radisha is a very real threat to the entire region, but Jarus has less than two hundred men and cannot afford to meet the orcs in open battle. After much anguished deliberation, Jarus has come to a very un-mercenary decision. Unable to challenge the orcs directly, he has resolved to defeat them from within. He is sending a small group of fighters and thieves, ostensibly disguised as orcs, into the valley of High Crag on a dangerous (some would say foolhardy) mission - to find the legendary Radisha, the leader of the orcs, and kill him. Jarus believes that without this strong leadership, the usual tribal rivalries will splinter the orcish alliance, and the Sworn Swords will be able to clean up the rest.

Jarus will pay up to 50,000 GP (10,000 GP per surviving player) for definitive proof of the Radisha's death - like his head. He will add a bonus of 5,000 GP per player for the rescue of any survivors of the noble family of High Crag (the bonus is being financed by relatives in Mandelai), although his intelligence scouts insist that none of the de Monteburk's remain alive.

Jarus will outfit the adventurous infiltrators with any supplies and weapons they require, and fully brief them on all he and his scouts have learned. He will, however, insist that their mission be kept as secret as possible, even among the Sworn Swords, lest the Radisha have spies of his own . . .

GM's Background:

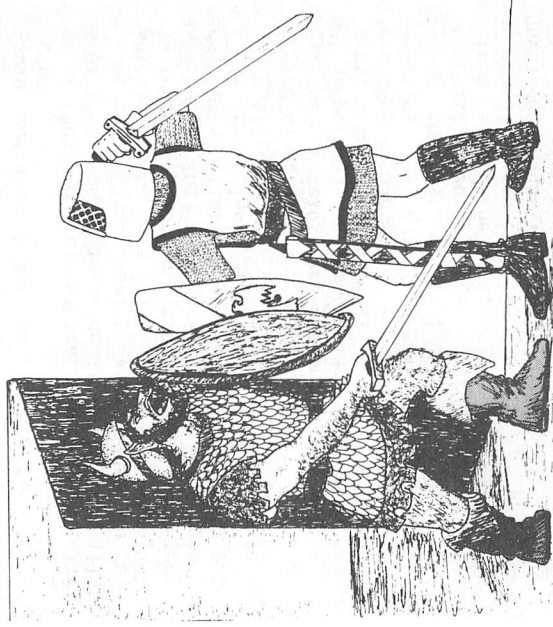
Jarus Ironside's assessment of the situation is not far off, for a leader has indeed risen among the orcs. Gazrath, an uruk of the Bear clan, an experienced

mercenary, is a bold and charismatic leader. With the aid of his officers and trained urukhai mercenaries, he has enforced order among the bedraggled refugees from the mountain clans, forming the nucleus of a developing army. Gazrath's imposing physical strength, his fighting acumen, and forceful personality have brought him to prominence, and his great successes in recent months have convinced the overwhelming majority of the orcs that he is the Radisha, the promised general who will lead them to conquer the world.

Gazrath also has the aid and advice of an old campaigner and siegemaster, Volper, an uruk who is also known as "Uncle Fox", for his rank as a priest of Kethrin, the warrior-god popular with the mercenary urukhai. It was Volper who engineered the capture of High Crag, and who does most of the long-range planning and strategy; but it is the magnetic personality and physical strength of Gazrath that the orcs rally to. Volper and most of the other officers encourage the Radisha legend among the troops, to improve ever-fragile orcish morale.

With the capture of High Crag, the orcs have a secure base, and they have been drilling in weapon skills and battlefield maneuvers under the stern tutelage of the urukhai. As news spread among the clans, more and more refugee orcs have found their way to High Crag to swell the ranks of Gazrath's army. Several new villages have been built in the valley, and the fields are tended by orcs not able to fight or human sets who didn't run fast enough when the castle was captured. Those who know something of armor-making or working iron are hard at work to equip the army, but the principal weapons are knife, bow, and spear. Swords are very rare and jealously guarded by those lucky enough to own one (or big enough to bully it out of someone else).

Gazrath has made contact with a human that the orcs call "Karth", who is willing to sell the orcs one hundred-fifty well-forged broadswords for 15,000 GP worth of gems taken from the treasure of High Crag. The promise of swords has encouraged the orcs, who drill



daily with crude shields and wooden swords, in hopes of being good enough to be given one of the prized weapons. None of the orcs or urukhai know the true identity of Karth, but their desire for swords is greater than their distrust.

Karth is actually one Sgt. Murkin Peddy, the chief supply officer of Jarus Ironsides' Sworn Swords. With little hope of advancement and nothing to look forward to but a meager pension, he has taken his own steps toward insuring a comfortable retirement somewhere a healthy distance from all orcs and mercenaries.

Jarus' decision to use assassination as a weapon goes against all mercenary codes and traditions, and it weighs heavily on his conscience. He is not really expecting the player characters to survive if they complete their mission, for the orc's revenge on them if they are caught would be terrible. The secrecy of the mission is more to protect Jarus' reputation as an honorable mercenary than to insure the mission itself. If the players do not, before or after the mission, keep their mouths shut, there is an excellent chance (85%) that Jarus will seek to have them silenced permanently. If the players do keep his secret, he will probably (80%) deal honestly and pay up. There is, however, a 20% chance Jarus will still come to regret his decision, and seek to eliminate all evidence.

On Orcs and Urukhai

The origin of the orcish race has long been hotly debated among the races of the world. Various legends and sources contend that the orcs are the descendants of a "fallen" tribe of elves (although elves dispute this), or the spawn of an evil wizard's incantations in the depths of the mountains, or minor demons judged not evil enough for Hell. A pious few contend that orcs are a punishment sent from the gods for the sins of the world.

The orcs themselves waste little time thinking about whence they came, for they are far more interested in survival in the present, and the glorious future yet to come. Orcs firmly believe that someday the legendary Radisha, the Great General, will arise and lead them to conquer the world. Many have claimed the title, and orcs have followed them, but as yet, the world remains unconquered, and the orcs remain for the most part a downtrodden, homeless people dreaming their dreams of glory.

The orcs that the players will encounter on this adventure are different from their cousins in Haven. These orcs are more primitive and know little of humankind or civilized life. The GM may share general information of orcish culture as s/he wishes, since Jarus would certainly brief the player characters on what to expect.

Orcs in their mountain habitat are tribal, living in clans of forty or so individuals in small villages or cave complexes. Clans usually are identified by a totem animal, such as a wolf, bear, or snake; this motif is frequently worked into personal adornment or worn as a badge. The orcs are primarily hunters and gatherers, with limited agricultural and livestock holdings if the clan's territory is suitable. The amount and quality of the clan's territory governs the size of the clan, and how prosperous it is. For the most part, the mountains are not prime real estate, so it is not surprising that many clans survive by raiding other orcs, or any hapless human settlement or travellers they encounter.

The clans are ruled by chieftains, usually the biggest and toughest male. The chieftain holds his position until somebody bigger and tougher comes along, either from within the clan, or (as happened at High Crag) a consolidation of clans occurs, in which case, the biggest and toughest chieftain rules all.

An orc's position within the clan is a carefully weighed (and frequently contested) balance of dominance

and submission. Every orc quickly learns who he must submit to, and who he can bully around. This is the basis of all social relationships, a pecking order. An orc will gleefully take candy from a baby, and give it away with pitiful eagerness to anyone capable of thrashing him for it. Squabbling and fighting among orcs is the common method of determining one's place in the hierarchy, and is a frequent occurrence. These fights are more like brawls, with the weaker free to surrender at any time, and only rarely cause either orc any serious harm (except, perhaps, to their pride). Most orcs are perfectly willing to surrender or run away when clearly outgunned, a fact which has treated many an orcish commander throughout the centuries, but insured the survival of the species.

Brute strength is not the only way an orc can get a little respect from his fellows, although it is the most convincing. Having a big friend who appears ready to defend one's scrawny neck is also effective, as long as one's friend is around. Cleverness, particularly in outwitting enemies, is also admired - a good insult or sneaky trick can take an orc far. Any ability in the arcane arts gives the wielder a measure of power over the superstitious orcs, who use little magic. And nothing beats a good bluff; a good deal of dominance is sheer bluster.

The Urukhai

The urukhai are an inbred strain of orcs who are, on the average, bigger, stronger, and meaner than their lesser cousins. Trained from childhood in a spartan military tradition, they are primarily fighters and are frequently found as mercenaries. They are even bigger bullies than orcs, but are much less easily cowed. Urukhai mercenaries generally adhere to the same codes that mercenaries of other races do, although their loyalty to an employer can fluctuate if the urukhai's own commander is replaced (usually in duel). Many urukhai, including those of Gazratn's company, follow the mercenary's god, Ketrnin (see Free City of Haven for more background on Ketrnin's cult).

Dueling among the urukhai is taken far more seriously than the squabbles over dominance among the orcs. There are two rules governing formal challenges between urukhai: 1) One may not interfere in a private duel, and 2) There are no other rules. The dominance/submission traditions of urukhai are closely related to military rank, and challenges are relatively rare events. All urukhai, of course, are dominant over any orc, by definition, and waste no time asserting it.

On female orcs and urukhai

Although some do say that orcs are spawned in cess pools, this is not true. There are female orcs, and these produce little orcs in the usual manner, in large numbers. The birth rate among orcs (and kobolds) is high, but so is the mortality rate. Orcs seem to have many enemies in the world.

A female orc's position in a clan is similar to a male's - she bullies others she can, and is bullied in turn. As a general rule, most males dominate most females, being bigger. Female orcs are tough creatures, though, and they survive the hardships of hunger, fighting, childbirth, and generally live longer than the males. Orc women are not combatant in the usual sense and are rarely fighters (except among themselves). Orc women do most of the domestic work around the villages.

Orcs do not have formal families. Male orcs sow their oats wherever they can, and most females do not object. Fighting over females is part of the dominance-submission tradition, and females are just as likely to fight over males. Infants are fiercely protected by their mothers while they are still small and fuzzy, but older children tend to be ignored or bullied. Orc children dream of the day they will be strong enough to

assert their place in the clan, and meanwhile practice picking on kobolds, small animals, and each other.

Females among the Uruk-nai have a somewhat better position. Many are trained in the same military traditions as their male counterparts, and some are able fighters. Those not trained as fighters support the mercenary bands as medics, cooks, and mothers for the younger uruknai. Rarely do uruk women perform the common domestic chores of daily life - there are ordinary orcs, and sometimes human slaves, to do that. Uruk women are much more likely to stay paired with a particular male for periods of time, and are less likely to submit to a relationship they don't want.

Children are better cared for among the uruknai, although the constant training for adulthood is hard, and some do not survive it. Weaklings have no place among the proud uruknai.

Gazrath's Bearclan has very few women and practically no children, since they were a wandering mercenary band, not a settled tribe. They have sent for the remainder of the clan, however, and anxiously await their arrival.

On the Lingua Orcish

Very few of the orcs of the High Crag area speak any language but Orcish. Therefore, a knowledge of Orcish is vital to the players' chances of survival among the enemy. Each of the characters given for this scenario has some degree of familiarity with Orcish. (This was one of the reasons they were volunteered.) Level of competency in the tongue varies, however, and is explained below:

Pidgin - Knows only the simplest phrases and has a very limited vocabulary. Apt to sound like baby-talk ("We know you") or to wrangle the grammar badly.

Fair - Can comprehend simple sentences easily, and make conversation on a limited basis with only minor (15%) chance of error. Knows ordinary grammar and vocabulary enough to get by, but apt to stumble if put under pressure (i.e., argument or detailed discussion).

Average - Understands and speaks well enough to manage most everyday situations, with a reasonable vocabulary. Not up to eloquency in philosophical discussions, but neither are orcs, most of whom are at this level.

Fluent - Vocabulary and understanding excellent - can even distinguish between accents and dialects of different clans.

The Player Characters:

To succeed - and survive - on this mission, the players need a balance of thief and fighter skills. The following 5 characters are suggested for use in this scenario, with players allowed to transfer experience earned in this adventure to their regular characters. If the group thinks it needs additional muscle, 3 more fighters are provided. It is assumed that these hardy souls "volunteered" for this mission, although it may well be that the alternative to volunteering made just trooping into an orc stronghold look like a festival picnic. . . .

Jarus will provide any normal armor and weapons the players want - swords, bows, spears, etc. These will be issued out of the company's supplies, as will be any other normal gear - rope, picks, torches, clothing, etc. Horses and tack can also be provided. The officer dispensing these supplies is, of course, Sgt. Murkin Paddy, the traitorous "Karth". He will not ask questions of them unless his suspicions are aroused by their conversation. If he learns of their mission, he will alert Gazrath to this information in his letter arranging their meeting (see Timetable of Events). If he sees a safe opportunity, he may also attempt to sabotage the equipment given out - weakening the ropes or the cinches of the saddles, etc.

If the players ask Jarus for magical aids to help them on their quest, there is a 20% chance that Jarus will provide one or more of the following items (roll separately for each):

1 vial healing potion (5 doses, MR saving roll or +1D6 damage healed)

1 vial contact poison (3 doses, STM saving roll or -1D8 to STA)

1 set Spiderpaws (on hands & feet, can climb any vertical surface with 98% ability)

1 Pass-key (1D6 uses - will fit any lock when inserted into keyhole; will hold that shape until used in different lock)

1 bag small marbles (5 glass marbles - when broken, cause no damage, but a loud explosion and much smoke)

1 vial sleeping potion (5 doses, internal use only - MR ST or sleep 1D6 hours)

If the players think to request it, they can be given weapons, clothing and gear (including totem badges), belonging to the orc prisoners of the Sworn Swords, greatly increasing their authenticity.

Disguising the Player Characters

The disguise provided for the player characters comes in three components, which have varying schedules of maintenance:

1) A vial containing a dark liquid with a strong musky odor that must be rubbed into the skin over most of the body, to give the characters the distinctive smell of the Orcish races. The liquid should be reapplied every 6 hours to retain full potency, and will wash off in water. The players' noses will adjust in an hour or so, though the smell is likely to linger for several days for human noses, and a few weeks after the mission for animals. . . .

2) A potion that, when swallowed, will cause one to gag and croak for a minute or two. It effectively mutes the voice so one can speak Orcish properly. Duration is 2D6 hours. A canteen or two of the vile tasting stuff is available.

3) An Illusion of Sight spell cast from a scroll upon the players, changing their appearance to that of orcs of the same general build. (Those players of combined STR and STM above 28 will resemble uruk.)

All character stats remain unaffected by the spell except for appearance, which goes down 5 points on orcs and 4 points on uruknai.

The illusion will last 3 days plus 1D12 hours from the time it is cast, so it is suggested that players carry the scroll until they are ready to assume their disguise. They are warned that it is an Illusion of Sight only, and does not extend to touch. Any player with experience with magical enchantments might realize that the spell would emanate a strong aura of magic when activated, detectable to a magic-user.

THE PLAYER CHARACTERS

Shanlin

Shanlin of Mandelai is a middle-aged thief from an upper class background. She originally journeyed to this area to see if she could recover some of the treasures of High Crag that are likely to be in the possession of the orcs. Unfortunately, she ran across Jarus while attempting to get information about the current situation from the mercenaries. Jarus, who is well aware of her background, threatened to ship her back to the authorities of Mandelai if she did not cooperate.

Shanlin is the only one of the party who has been involved in assassinations before. Due to her experience and her quick wits, she considers herself the most logical leader for the group. She is also the only member of the party who is FLUENT in Orcish.

Shanlin is petite and dark (which the disguise cannot change much), with a level head and excellent

powers of observation. She is experienced in acting a part, but in her intensive desire for the mission to succeed, she may forget the essentially subservient role a female orc plays. She is used to working alone, and is apt to be impatient with the group.

Her skills include Netting (the throwing of a net), Reading, Writing, Mountaineering, and Entertaining. (See TGI for detailed explanations of these skills.)

SENSE TRAPS 40% LOCATE TRAPS 20% SILENT MOTION 45%
OPEN LOCKS 40% DISARM TRAPS 50% HIDE IN COVER 40%
HEAR NOISES 40% PICK POCKETS 90% CLIMB SURFACES 99%

Lorrill

A wood elf, Lorrill was "volunteered" for this mission after being caught stealing supplies (for his impoverished tribe, he claimed) from the mercenaries' commissary. He has good reason to hate orcs since the elves have suffered from orcish raids.

Lorrill is more of a woodsman and tracker than a thief. His skills include Tracking, Trapping, and First Aid. He can read only his own elvish language, but he speaks the common tongue well and speaks FAIR orcish. Of all the party, he is the least enthused about their disguises. He is also distrustful of Morgul because of his orcish blood.

SENSE TRAPS 22% LOCATE TRAPS 30% SILENT MOTION 35%
OPEN LOCKS 40% DISARM TRAPS 25% HIDE IN COVER 40%
HEAR NOISES 30% PICK POCKETS 55% CLIMB SURFACES 82%

Morgul

Morgul, a half-orc, was raised by his human mother to hate orcs, though up till now he has simply avoided them, and really doesn't like anybody very much. As a halfbreed, he has been an outcast most of his life, and has become an excellent second story thief, but is a lonely and bitter man.

Morgul speaks AVERAGE orcish. Morgul's reaction to meeting so many orcs is left to the player's discretion - whether his mother's teaching inflames his hatred, or whether he finds a feeling of comradeship among these distant cousins that appeals to him.

Morgul's skills include Locksmithy, Blacksmithy, and Mountaineering, and he has a set of lockpicking tools (complexity 3).

SENSE TRAPS 30% LOCATE TRAPS 45% SILENT MOTION 35%
OPEN LOCKS 80% DISARM TRAPS 50% HIDE IN COVER 35%
HEAR NOISES 30% PICK POCKETS 70% CLIMB SURFACES 99%

Gavin

Gavin is a former mercenary turned adventurer, whose escapades have been less than lucrative of late. So, while he dislikes skulking around like thieves in the night, there is that reward to considered.... He is also aware that Jarus is breaking the mercenary's code in sending them on an assassination mission.

Gavin is experienced in castle defense, and his skills include Cartography and Architecture (which gives him a +20% bonus in searching for secret doors) and a Mastery of First Aid. He speaks FAIR orcish.

Gavin also has serious doubt about the party being led by a woman, and is apt to be critical of Shanlin's decisions.

Biglug

"Biglug" is not his real name, of course, but the nickname seems fitting. Biglug is a mountain of muscle, but was a bit shortchanged in the intellect department. After all, he actually did volunteer for this job!

Biglug loves fighting and beer. He has already decided that Gavin is a very good fellow, and is more apt to listen to him than Shanlin. He speaks PIDGIN orcish (he only speaks FAIR common!). His skills are limited to Husbandry, but his sense of smell is good, so that he has a 25% chance of noticing when their smelly disguise is wearing thin. Whether or not he will think to mention it is something else, of course.

Optional Player Characters

Ander

Ander speaks FAIR orcish, and he has a deep and abiding hatred for orcs (His brother was killed in a recent raid). He is eager to kill to avenge his brother and may be difficult to restrain.

Bard

Bard is also local to the area and has been through the High Crag pass, although he has never gone to the castle. He hopes to impress Jarus enough to join the Sworn Swords. He speaks PIDGIN orcish.

Corwin

Corwin has no particular feeling towards orcs. He is seeking adventure, and the seriousness of the gambit - and its danger - hasn't sunk in yet to his youthful head. He speaks PIDGIN orcish.

The Players' Briefing

Jarus will provide the players with whatever information he has at his disposal (in a briefing by the GM at the outset of the scenario). Unfortunately, his knowledge is very limited: of the three scouts he has sent into the region, one never returned, and one was left as a warning, hanging from a tree near the Sworn Swords camp, riddled with arrows. The third scout's report, and rumors collected from the peasants fleeing the area, represent the bulk of Jarus' information. Jarus was also able to capture prisoners during a recent raid, and some of the information he has garnered from them is also included in the briefing. (Players may also, if they request it, try their own hands at interrogating the prisoners - see the Prisoner's section below for details.) Since the castle is well-known, a rough floor plan of the first level is available for the players use; however, no one knows precisely how the orcs are utilizing the resources of the ancient stone fortress at this juncture.

The Scout's Report

The scout was able to get within five miles of High Crag Castle before he felt he was pushing his luck for returning at all. He observed three different orc groups during his journey.

The first seemed to be a patrol that doubled as a hunting party, since they were carrying two deer carcasses and several braces of wild fowl. There were ten orcs, eight males and two females. They were garbed in leather tunics and plain homespun, and carried bows, spears, and knives. The leader had a sword. All wore necklaces of dark beads, with four animal claws strung on them. They appeared to be a well organized party; engaging in little extraneous speech as they traveled. They were heading in a fairly direct route straight toward High Crag. The scout did not follow them.

The second group he observed, also a patrol and hunting party, had camped some fifteen miles from High Crag. This group numbered fifteen; ten males, three females, and two small children. Again, their principal weapons seemed to be bow, spear, and knife.

The leader had a chain shirt, and a sword; the males wore leather. The females were unarmed, and were serving non-military functions. There appeared to be some dissension between the males and females, until the leader severely disciplined one (the scout did not understand orcish). The scout did not stay long, for fear of being discovered. (GM's note: if the players ask about badges or insignia on this group, the males wore a wolf's head on their tunics, while the women had a serpent motif embroidered on their clothing.)

The scout's third encounter was with a single orc, who was running along the road toward High Crag at an easy, long strided pace. He was armed with a knife, but bore a leather scroll case at his belt. The scout prepared to attack the orc, and gave chase (lacking ranged weapons), but the orc was very fleet, and left

The exact number of different tribes represented is not certain; the totems identified so far are Wolf, Bear, Badger, and Snake (the prisoners are from the Woltclan).

It is believed that the orcs have in their possession a powerful magical artifact of some sort that produces flames, or a mage among their ranks. Jarus would not mind if the players get that artifact while they are in the area, but he doesn't expect miracles.

The GM should also give the players a verbal synopsis of the Introduction to this scenario. The players will be briefed on their disguise, and given the scroll, and various other accouterments needed to sustain their impersonation.

If, after the briefing, the players ask to interview the orc prisoners on their own, refer to the next section

Orc Prisoners (GM's Information)

Some of the information that Jarus gives the players has come from interrogating orc prisoners captured during a recent raid. If the players ask to talk to the prisoners themselves, Jarus will be perfectly willing to allow them a chance to garner more information. However, because Jarus is anxious to get the players started on their mission (and out of the mercenary camp before someone finds out), he will limit their time so that they can see, at the most, three prisoners. Three orcs are described later in this section so that the GM can determine what information, if any, the players gain.

There are two basic approaches to interrogation, the proverbial carrot and stick. The players can use actual or threatened physical harm to coerce the orc into cooperation, or try a gentler approach, with rewards and a quiet, soothing voice, trying to trick the orc into revealing more than he intended.

Orcs are used to being questioned/interrogated with the threat (and reality) of physical harm. Most orcs will talk fairly easily if they are seriously threatened, but there is a limit to what they know that is of any value. If continuously pressed, there is also a limit to the orc's credibility, as he will tend to say anything to save his skin. Too much punishment will reduce most orcs to babbling hysteria.

Rather than attempting to bully and frighten an orc into spilling information, a player can try the soft approach, talking calmly and gently to the orc, promising rewards (food, alcoholic beverages, freedom). Players may attempt to trick the orc into spilling information he had no intention of revealing.

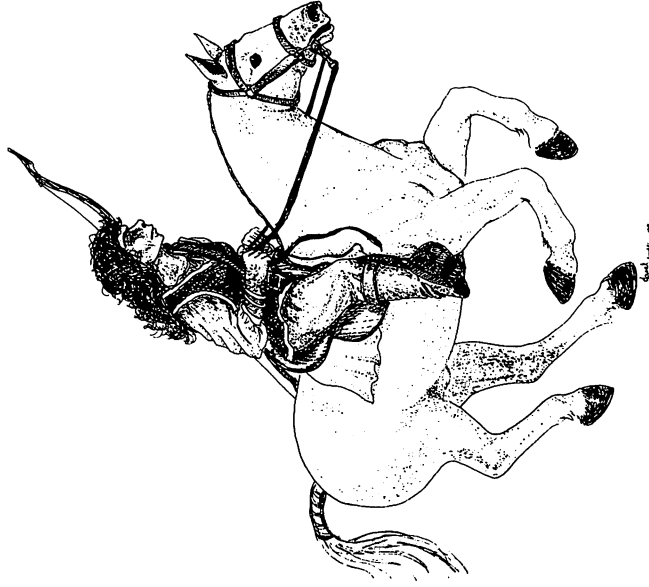
Information of a non-military nature gained this way has a high accuracy factor, particularly on a personal level, although most orcs and all urukhai will freely exaggerate their own roles in any situation. It is also quite possible to waste hours of time listening to long explanations, stories, and excuses while leading the orc's babble onto more useful tracks.

Descriptions of three orc prisoners follow. It is assumed they know, and will reveal, the name of their chieftain, and any other general information about the tribe the GM wishes to reveal from the section on the villages later in the scenario, although exact numbers should always be hazy. None of the prisoners know each other, although they are all from the same clan.

Orc Prisoner #1

Toorik is from the Woltclan. He speaks only orcish but is eager to please. He will talk freely and tell the players whatever he thinks they might want to hear. Unfortunately, Toorik knows very little, but he has a decent imagination and will fill in any gaps with a minimum of prompting.

Toorik believes wholeheartedly in the Radisha legend, and in the present claimant to the title. He describes the Radisha as twice the size and strength of



the scout behind. Fearful that the orc would find help, the scout gave up the chase. It was well he did so, for as he was lying low, catching his breath, three riders at full gallop came down the road from the opposite direction; swords drawn. They were urukhai, and armored in full chain. They searched the area, but fortunately the scout was one with the foliage, and he was not discovered. The leader was female, and she also wore a bullwhip coiled at her hip. Their badge seemed to depict a rearing, snarling bear. After a while, the three urukhai rode off, and the scout carefully returned to the mercenary camp.

The High Crag Area

High Crag Castle is about twenty five miles from the mercenary camp, on the main road that winds through the foothills below the Peace Mountains. It sits on a rocky bluff, overlooking Pass Road that traverses High Crag Pass, one of the less frequently used routes through the Peace Mountains. A side road crosses the pass river that also goes down the valley's length, and winds up the bluff to the castle gates.

There was a village where the side road intersects the main road, with fields and flocks, and about two hundred people. The valley was mostly forested, with a few isolated cottages.

There was a small garrison at the castle, about 40 men, primarily to keep down bandits. The family of de Monteburk has held High Crag Castle for four hundred years; its inhabitants at the time of the attack consisted of the old Lord, his two sons and a daughter (they have relatives in Mandelai who are anxious to learn of their fate). The population of the castle numbered around a hundred, including servants - it was an isolated holding, and not prepared for such a full fledged attack. Very few of the castle dwellers or villagers escaped the orc attack; it is assumed that those unaccounted for are either dead or enslaved.

About the Enemy

There are believed to be in excess of 1,000 orcs in the immediate vicinity of High Crag. A band of urukhai are probably running the show; it is quite likely that the Radisha is an uruk. Most of the fighters appear to be equipped with bow and spear, and leather armor.

an uruk, in magical black armor, one who can pick up a horse and wrestle cave bears.

Toorik has no idea how many orcs there are even in his tribe; he will either grossly overcount (two, maybe see thousand!) or sit trying to count on his fingers ("Lessee - there's Shagrat, n' Dora, n' Sedek, n'..."). Nor has he ever been to the castle, although he will, if pressed, describe its maze of passages, rooms of weapons, treasure rooms, and the dragon in the tower with great eloquence. It accused of lying, with punishment at hand, he will take back everything but the dragon. He's sure of that - he's seen the flames.

On the subject of weapons, it is possible to trick Toorik into admitting he was learning to use a sword (in fact, the GM might have Toorik volunteer the info). Toorik will claim that he was promised a real sword, very soon, by the Radisna himself, as were his friends. (GM's Note: If this bit of news comes out [and it should!] Toorik should be found dead [an apparent suicide by hanging] in his cell the next day [he was actually killed by Sgt. Peddy]).

Orc Prisoner #2

He is Vorn, also from the Woltclan. He has a fair understanding of the Common tongue, but will only speak (and respond to) orcish. He has been reluctant to answer questions unless threatened, and he will claim ignorance about anything he considers important. Vorn was captured, not in the raid, but alone in the woods near the Sworn Swords camp, and has already undergone some rather rough treatment in questioning (he has lost approximately 1/2 of his normal HTK as the result of physical punishment by his questioners).

Vorn was a scout, but he claims to have been a solitary hunter, merely trying to feed his small clan. He claims ignorance of anything to do with the Radisna or High Crag, although he has been beaten and whipped, and deprived of food and water.

If the players attempt the soft approach, Vorn has been weakened to the point where he will get drunk easily, or can be tricked by patient questioning into contradicting his own story enough to have to admit some of the truth. He will still lie about as much as he can get away with, building a new "story" based on the shards of truth he let escape.

He knows the Radisna by sight and by name, and is personally loyal to him, although he is very cynical about his future at the moment. He is familiar with the layout of the valley, and the castle. Vorn knows that someone is selling the orcs swords (but not who), but must be tricked or tortured to reveal it.

Vorn is a pickpocket, and is very proud of his dexterous hands, which have not (so far) been injured. Serious threats of damage to, or loss of, his hands will improve Vorn's cooperation immensely.

Orc Prisoner #3

His name is Lurgin, yet another from the Woltclan. He speaks only orcish, and that slowly; not particularly bright, he doesn't know how to use subterfuge to avoid answering questions. He rarely knows the answer to any question, unless it is directly related to his own personal experiences.

Lurgin was badly wounded when captured, and still needs crutches to walk, although he is healing rapidly. He has not been ill-treated so far in questioning, as he has not really been judged that useful. However, no one has asked him the right questions. Lurgin was part of the original band of urukhai and orcs that took High Crag. He did not understand the way the castle was taken, but he remembers "the pretty princess" that the Radisna keeps in the tower, and now drunk everyone got. It will take careful questioning to bring anything useful to Lurgin's recall.

Lurgin is loyal as a dog to the Radisna. Every now and then the great Radisna came to the camps to watch

the drills, and once even sparred with Lurgin, of which Lurgin is very proud and will boast, should the subject occur.

It is perhaps fortunate that the mercenaries have been easy on Lurgin, for he has a quick temper when in pain, and is capable of going berserk with rage. This orc, even in his present condition, is quite capable of throwing a man across the room, and breaking letters asunder (saving throw versus STR). If he perceives, in his slow brain, that the players mean serious harm to the Radisna, there is an 80% chance he will attempt to stop them, right then and there.

PERSONAE DRAMATIS

Gazrath dag Chardik (the Radisna)

Gazrath stands well over six feet tall, broad shouldered and muscular. An experienced mercenary, he has proven to be a charismatic and bold, although not brilliant, commander, despite his youth. He is level headed for an uruk, and his greatest wisdom is in selecting his officers, and utilizing their skills to best advantage - which includes Volper's role as strategist. Gazrath is also a master at managing urukhai and orcish troops. He has imposed the same tight discipline on the bedraggled refugees that he uses with his own crack troops; he now has solid beginnings for a trained army, the majority of which is fanatically loyal to him.

Gazrath normally goes armored in black scale mail and is armed with his bastard sword at all times (except when noted otherwise in the schedule). He also wears a black cape with a red lining, and a helm decorated with dragons for impressive display - all to underscore the Radisna legend, which encourages the troops. (At first, using the hero-image of a legendary Radisna was just a morale booster, but lately Gazrath has begun to consider that maybe there's more to it than legend...)

The uruk general has been building his army for about a year now, and is beginning to get restless. His respect for the advice of Volper and Raksha has kept him from moving to date, but once his best swordsmen are armed, he plans to press his attacks on the surrounding countryside. Meanwhile, his daily routine is erratic and spontaneous, since there is very little he really has to do from day to day.

Gazrath is obsessed with the human captive Lady Myrella, the only known survivor of High Crag's noble family. Although she fears and detests him, he finds her fascinating. He has assigned an orc wench, Dalai, to watch her and provide for her needs. None of his officers approve of his odd fondness for Myrella, but they permit his idiosyncrasy. Gazrath continues his healthy interest in females of his own race, of course.

Gazrath has one other ability the GM should note - due to his total lack of magical talent, he is psynically invisible. He cannot be sensed by any Detection spells, nor by scrying into a ball. Gazrath is unaware of this, and Sunja has never bothered to tell him.

Myrella de Montebruk

A lovely girl in her late teens, with wide blue eyes and long blonde hair. Her once slender body is now swollen with pregnancy, and her face is wan, with dark circles under her eyes; her hair is braided to keep it from any worse tangling. Her clothes are well worn, and retitted, but she still carries herself as the lady she was born to be, despite her situation.

Myrella has been Gazrath's captive for nearly a year, since High Crag fell and her family was killed. Once the shock of her captivity faded, she began to be more observant, and learned how best to deal with Gazrath and the other orcs and urukhai; when to submit, and when to demand. Her hatred is submerged, but not forgotten; she is well aware of her precarious position.

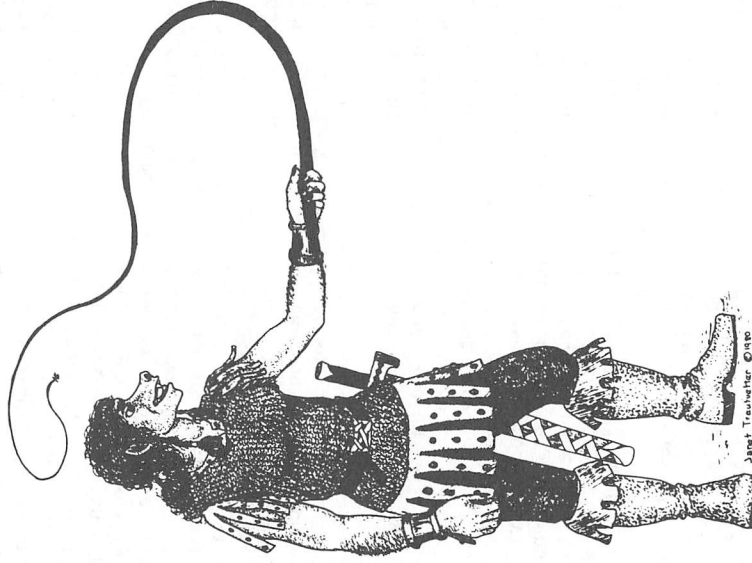
Myrella would be a willing ally for the players, if they promise to take her with them. Besides her now extensive knowledge of orc and urukhai customs, and her intimate knowledge of Gazrath's habits, she knows the castle to the last stone, including secret doors and passages, and about the flying carpet that was in the family room (Myrella is in no condition to ride a horse).

Although she hates Gazrath, Myrella lacks the intestinal fortitude to kill him herself, even if given the means; she will not even be able to watch the job done. She will also try to protect Dalai, her orc handmaiden, who has been kind to her.

Myrella can read and write in common and elvish, and speaks AVERAGE orcsish.

Raksha

One of Gazrath's oldest and most trusted friends



among his officers, Raksha is an experienced commander in her own right. She is dark haired and attractive by urukhai standards, but seems interested only in Kazor or Gazrath.

Raksha is steely hard, with a stormy temper and very strong loyalties. She is also a skilled and agile fighter. Raksha trusts no one's loyalties to Gazrath but her own, and she has spies, usually female, with every other officer in the army, including Volper and Kazor. The orc Dalai is also one of Raksha's spies, although she has long since determined that Myrella is harmless. Raksha also arranged for the presence of Urshak-the-Bear as Gazrath's bodyguard; suspicious of everyone who comes in contact with her General, she should be treated as an obstacle to potential assassins. Raksha speaks and reads FAIR common.

Volper (Uncle Fox)

An uruk in his later years, he limps from an old wound, and must use a staff to walk. He wears no armor except for a quilted tabard with four red concentric circles on the front and back - the garb of a priest of Kethrin, the warrior's god.

Volper was a mercenary until his crippling injury, and is now a priest of Kethrin and the chief strategist

for Gazrath's army. His experience in the field, and patient book study after his injury taught Volper a great deal, and he has been passing ideas along to Gazrath, as well as designing siege equipment and war machines. Volper cannot command because of his injury, but he has a considerable influence on Gazrath, which he utilizes to season the uruk's charismatic leadership with wise planning.

Volper's rank as a priest of Kethrin should forbid his taking such an active role in an army; he is sworn to neutrality, to treat all fighters as his sons and daughters. His life is sacrosanct; no fighter who honors the code of Kethrin would touch him (Gavin will recognize him as a priest by his garb). Volper had long internal moral struggles in laying aside his neutrality for Gazrath's cause, fearing the possible wrath of his god. The justification for his actions: Volper honestly believes that Gazrath is the Radisha, who will conquer the world, and it is his duty to help this come to pass. Volper's loyalty to Gazrath is absolute, and he would die for him, if necessary.

Volper speaks AVERAGE common, Reads and Writes.

Sunja

Sunja is small for an uruk; her hair is a dirty blonde, her eyes large and golden. She does not wear armor, but manages to keep herself and her clothes relatively clean and neat. She wears several amulets, and a dagger made from a dragon's tooth. Sunja is an eccentric and unpredictable personality. She is quite vain, and bathes almost daily. Her clothes are all of fine fabric and embroidered (mostly looted from the wardrobes of High Crag), but do not always fit well. She bosses the orcs around like a spoiled princess, and has been known to try one for petty reasons. The effect is that her magic has on ordinary orcs amuses her, and she sometimes indulges in lavish pyrotechnic displays, from her tower, or swooping down on a village on the flying carpet she appropriated when the castle was captured. (She has managed to appropriate almost every magical item in the entire castle for her collection.)

Despite her petulant temper and a penchant for theatrics, Sunja is a formidable mage, particularly with fire spells. One of her amulets gives her total invulnerability to fire, another deflects up to 40 pts. per melee round of missile damage. Her rings include Invisibility (which she rarely uses) Featherfall, Fairy Fire, and Grand Entrance (creating the characteristic flash of flame and puff of smoke that usually precedes Sunja's appearance anywhere).

Sunja will sense magic use if she is ever within 50 feet of the players. At that time, she will:

1.) stand and shout, "Alright! Who's noarding magic?" until someone gives up an item (10% chance) or breaks for a door (15% chance), whereupon she will try the runner, and be satisfied, or

2-9.) start slowly to circle the group of players and orcs, staring at them until she zeroes in on one of them, or (25%) someone breaks for the door (same reaction as before), or

10.) nonchalantly appear to go about her business, but be sensing until she has found one or more of the players, then have the urukhai guards pick him up "for questioning" so she can "interrogate" him in privacy.

Sunja is FLUENT in common, elvish and orcsish, and reads and writes in all three languages.

Kazor

Kazor is tall and lean, with a dark, thick beard and close cropped hair. His eyes are dark and musing, thoughtful. He is an experienced soldier who has worked with humans extensively, and he is FLUENT in common. He has served with Gazrath for several years, and is loyal to him, although he offers no opinion on whether his friend is the stuff of which legends are made.

Kazor is a man of action, and is rarely in the castle, preferring to ride on patrol, or drill the orc troops in the villages, or go on raids, particularly after horses. Kazor is an excellent horseman, and is far more at home in the saddle than in the officer's council. He is on the lookout for orcs who have some experience or talent with horses, in hopes of starting some orcsish cavalry.

Urshak-the-Bear

Urshak-the-Bear is built like a great bear, with all the brawn of a buffalo but the brain of a turnip. He towers even over Gazrath, and has been known to fold a disrespectful orc into a small neat package suitable for gitt wrapping. Trained as Gazrath's bodyguard, he follows Gazrath everywhere he goes (except the privy, and Myrella's chambers, where he waits outside the door).

Being such a bright fellow, Urshak's attention span is about fifteen minutes (before drooping off into an easy slumber, at almost any opportunity). He will awaken quickly enough should something of interest occur, but will not be pleased if awakened for nothing.

Urshak likes food, beer, and sleep; he will obey Raksha or Gazrath without question, but tends not to be interested in much else. Urshak speaks PIDGIN orcsish.

Dalai

Dalai is an orc wench assigned to serve (and keep an eye on) Myrella. Her hair is dark and curly, she is relatively clean, and her clothes are of reasonable quality (Myrella bullied her into bathing).

Dalai likes her job; it's a good deal easier than living in the villages, particularly since her Rat clan is not well represented in the valley below.

Dalai even likes Myrella, and is trying to make life as easy as possible for her. She taught Myrella a good deal of orcsish language and customs, and has, in return, picked up an AVERAGE level of common, although Dalai will play dumb if she thinks anyone is around.

Despite her fondness for Myrella, Dalai is loyal to Raksha and Gazrath (in that order), and will not cooperate with any plots against them. Dalai will only fight if she has a fair chance of winning. She is a master of surrender now, stab in the back later, and nearly always has a weapon concealed.

LOCALES

The Valley of High Crag

The valley of High Crag lies around twenty miles northwest of Lake Faldi, and is approximately seventy five miles from the tree city of Mandalai. The Pass River flows through the valley from its source high in the Peace Mountains to empty into Lake Faldi, and for generations the Pass Road has followed the river as an easy route through this part of the mountains.

Near where the Pass River flows into Lake Faldi nestles the town of Faldi. Other small villages and treenolds lie scattered on the lakeshore or in the hills nearby. The Sworn Swords have quartered themselves just outside of Faldi, and it is from here that the player characters will begin their mission.

The castle of High Crag sits on a rocky bluff nearly ten miles from the beginning of the valley, and commands a wide view of the road and the river below. The valley is about a mile wide, with slightly rolling hills that rise from the river banks to the sudden steepness of the mountains. Thick forests cover most of the valley floor, thinning out on the mountainsides. Dominating the eastern skyline is the jagged peak that gives the valley its name.

The orcs have taken over the village that sits between the river and the road. A bridge spans the river at this point, and a side road branches off to wind its way up the steep bluff to the castle. One village very soon proved inadequate to house all of

Gazrath's followers, many of whom were from different clans, and distrustful of each other. Other villages were built along a five-mile stretch of the river, and the most numerous clans settled in them. The Badgerclan found caves to the west of the castle, and claimed these underground passages for their own.

Game is extremely scarce near the villages, and hunters are forced to go further afield for food. Domestic livestock is also rare, since orcs do not always understand the value of saving an animal for wool or milk later when it can be eaten now. Fields for limited grain and vegetables surround the villages, although the orcs are indifferent farmers. Autumn raids on full barns are far preferable to toiling in the sun all summer.

The living conditions in the different villages are quite similar. Huts are generally mud and wattle with thatched roofs, and are about nine feet by twelve feet, with an open door and no windows. Straw and leaves provide bedding, with old furs and cloaks for covering. Occasionally there is simple furniture, like chests or treestle tables, and a fur hung at the door for a curtain. The huts are crowded, housing 108 + 4 orcs; orcs tend to stay in the same hut with others of their original clan group, and are usually (80%) reluctant to admit a stranger into their midst. A newcomer to a clan village can sometimes have difficult time finding a hut that will accept them, and there is only a 5% chance of an empty hut in any given village. Cooking and other domestic chores are done outdoors, and generally by orc women. Older children gather wood and tend what few animals there are. The adult males hunt and drill in weapons skills, while the younger males watch eagerly, and practice with sticks on their peers.

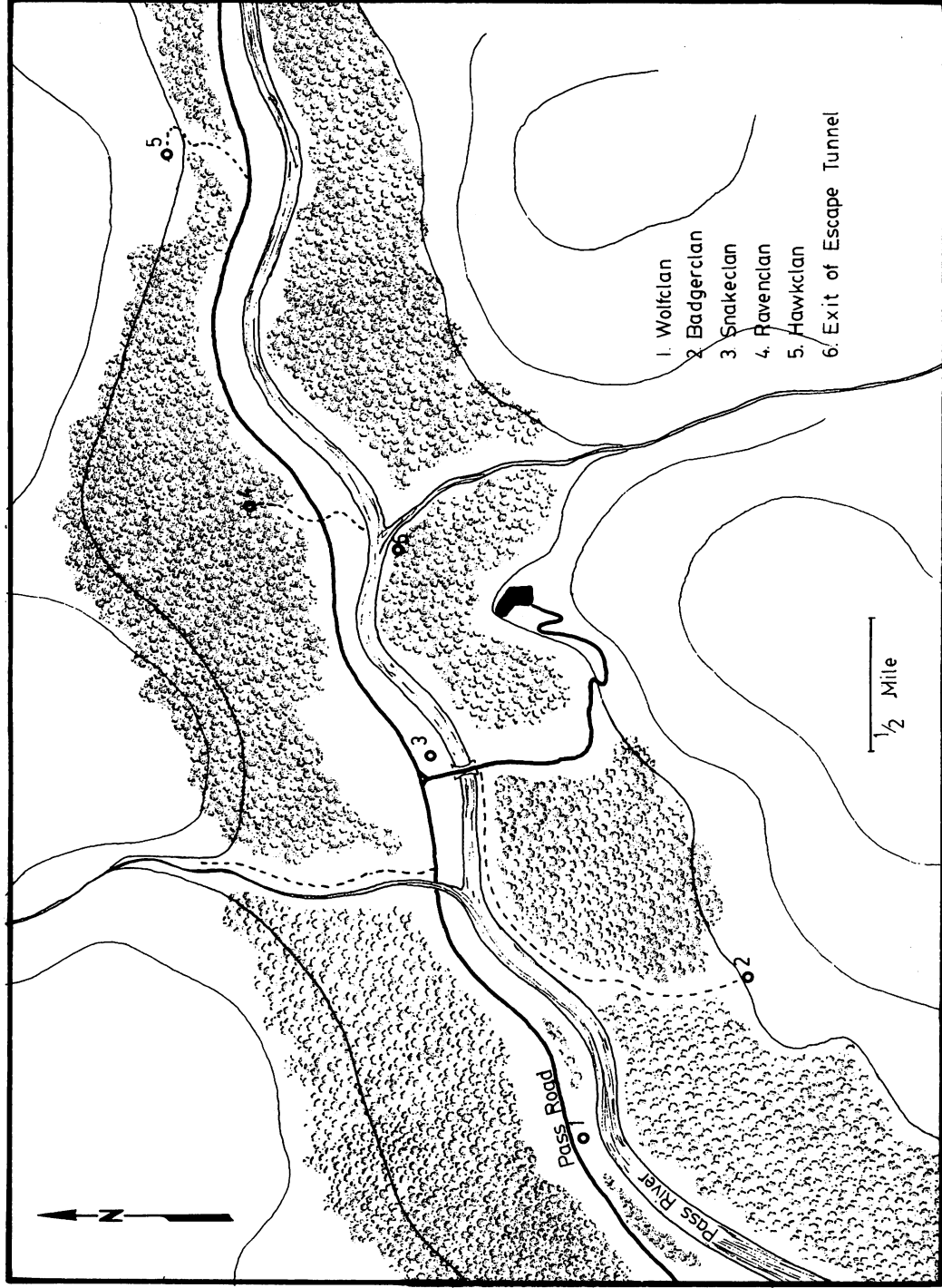
The chieftain has a hut of his own, with some furnishings, and several women who do all the chores. All hunters give a portion of their catch to the chieftain, and he also receives the best of all the spoils in a raid, and the best fruits of the fields. The armsmaster, an uruk assigned to the village to drill the soldiers, also receives his own hut, any women he wants, and a chieftain's share of the food. His uruknai assistants (1 assistant per fifty warriors of the clan) share a hut, but demand, and receive the same preferential treatment.

The major clans that have villages of their own are the Wolriclan (1), the Badgerclan (2), the Snakeclan (3), the Ravencian (4), and the Hawkclan (5). Other minor clans include the Ratclan, the Bobcatclan, the Foxclan, and the Boarclan; members of these clans are distributed among the five villages. Generally, these minority clans group together into small enclaves, sharing a hut or two on the edge of the village, only partially accepted by the majority clan.

Each of the major clans and their villages are described below. The clan leadership and any customs and traditions unique to the clan should be considered general knowledge, easily obtained by the player characters in conversations with orcs. The GM should note however, that any one clan's view of another clan's leadership or lifestyle is apt to be distorted, due to the natural distrust between clans.

The Wolriclan

The Wolriclan is the largest of the clans that have flocked to Gazrath's banner, and is notorious for having undergone more changes in leadership than any other clan in the valley. The present chieftain has held his rank for less than a month, and already has proved to be a cunning and ruthless leader, by eliminating most of his predecessor's supporters. He calls himself Lupus, and so far he has been a staunch supporter of the Radisha. He has also killed two challengers of his position in duels, and is reputed to be one of the best swordsmen in the valley.



The village is fairly large, with a total population of around five hundred and seventy; just under half of these are women and children. Due to the size of the clan, it is the most tolerant of newcomers and strangers from other clans; about 15% of the orcs living in the Wolfclan village are from the smaller minor clans. It is also the least organized of the clans, with little coordination as to who goes hunting when, or when any given group or individual is expected to show up for weapons practice. There is only a 20% chance that anybody will notice the player characters as newcomers and try to incorporate them into a hunting party, drill group, etc. Generally speaking, there are plenty of rumors, but no one really knows what is going on.

The other notable feature about the Wolfclan's village is the great number of large wolflike dogs that live with the orcs. As a symbol of the clan, the dogs are special to the Wolfclan, and many are trained to hunt or defend their master's belongings. There is a 40% chance that any given hut will have 103 of these wolfdogs living within. The wolfdogs usually (60%) stay with the same group of orcs, and some (30%) are attached to a particular orc as a hunting or fighting companion. The remaining 10% of the wolfdogs are young beasts who have not yet settled with any masters. Should the player characters attempt to attract one of these wolfdogs (by feeding it and stroking it etc.), there is a fair chance (SR vs MAG if it is unattached) that it will stay with that character even after the scented disguise has been discarded (the GM should note, however, that the wolfdog would be scarcely more than a puppy, enthusiastic, but totally untrained). The

other wolfdogs will ignore the players as long as they do not threaten the dogs or their masters, and as long as their orc-scent is reasonably fresh (four hours or less).

The badge of the Wolfclan is usually a wolf's head stitched onto the tunic. If the players have used clothing from prisoners, or copied the badge, the authenticity will not be questioned. Without the badges, however, they will be constantly asked their clan, and most (80%) Wolfclan males will not believe them. If the players persist in pressing their Wolfclan allegiance, they will need to use a very good story (possibly based on facts garnered from the prisoners) or be prepared for a fight. It would be far safer to quickly pick another clan allegiance.

The Badgerclan

The Badgerclan were cave dwellers in the Peace Mountains, and managed to find caves to live in even in the valley of High Crag. They were never farmers, but excelled in digging and mining. The clan is reputed to have had great wealth in gold and precious stones. This rumor made them targets of many a raid from other orcs. It is no wonder, then, that the Badgerclan is very distrustful of other clans, rarely permitting strangers into their caves. The Badgerclan's leadership is another common subject for derision around the cookfires of other clans. The chieftain is named Dakar, a strong and able fighter, but in all matters other than fighting, he answers to his mother. Heggritt is a spy, shrewd, dominating old woman, who also serves as shaman for the clan. She knows a good deal about herbs and potions, and has a fair amount of untrained talent

for magic. A crystal ball is her most prized possession, which she can use successfully for scrying 80% of the time. Should the players arouse her suspicions (and the Badgerclan orcs are very suspicious), she will most certainly use her crystal ball to find out more about them - and will see them as they truly are. Heggritt's loyalty to Gazrath is not absolute. She will take any action she considers necessary against the players (probably starting with a knife in the back, or poisoned wine...). Dakar himself is an impressive leader by appearance only, loyal to his mother and the Radisha, in that order.

There are very few (3%) of the minor clan orcs living in the caves; the Badgerclan is not hospitable. The caves are damp and overcrowded, with a population of about two hundred and fifty, yet the orcs prefer the caverns to any hut. Living in such close quarters, most of the Badgerclan know each other at least by sight, and would be quick to spot a stranger, even if he were wearing the dark beads and badger claw necklace that serves the clan as badge. The cave entrance is well guarded by sentries, and strangers who would enter (or are caught sneaking around) are brought before Heggritt.

The Snakeclan

The Snakeclan occupies the original village, having killed, driven out or enslaved the human peasants who lived there. Having been with Gazrath since the capture of High Crag, they have a certain snobbish pride about their service to the Radisha (as opposed to that of these "raw recruits") that does nothing for their popularity with the other clans. The Snakeclan is jealously protective of what they consider to be their exclusive rights, such as the protection (and the occasional collection of tolls) of the bridge over the river, or to hunt meat for the General's table. The clan members will not take kindly to another clan or individual performing an act of personal service to the great Radisha, or even calling particular attention to themselves in a favorable way.

The snobbish attitude of the Snakeclan makes them the butt of jokes all over the valley, but they are generally given a measure of respect (to their faces). This respect is prompted more by the poison the Snakeclan uses on their blades, however, than any influence they might have with the Radisha.

The chieftain of the Snakeclan is a lean narrow-eyed fellow, named Rattler. Rattler is known for his slippery, flattering tongue (when in the presence of his superiors), and his skill with the bullwhip (reserved for inferiors). A politician among orcs, Rattler seeks to promote himself and his tribe with the urukhai leaders (to the detriment of the other clans, of course) with his fast talk and ready wit. He spends most of his time at the castle fawning on his superiors, leaving the running of the clan to his deputies. Because of the clan's affiliation with the snake as its totem, Rattler has been exposed to snake venom to the point that he has a +5 to all his saving rolls versus poison that is of reptilian origin.

Snakes, both poisonous and non-poisonous, are common throughout the Snakeclan village, and serve the very useful purpose of keeping down the pests like rats, mice, and kobolds. There is a 10% chance at any given moment a player is in the village that he will see a snake nearby; however, the chance that it is poisonous is only 20%. The majority of Snakeclan orcs have a 1D4 bonus to their saving roll versus snake venom, and can handle even poisonous snakes safely 80% of the time. The snake is a motif on their clothing, and some wear belts or headbands made of snakeskin, which is the closest the clan comes to having a badge.

Of the entire population of the village, 10% are either orcs of minor tribes or enslaved human peasants. The other orcs are treated as inferiors but are not

otherwise bothered. The humans are slaves, (there are about forty of them) and do much of the hard labor in the fields and the village. The total population of the village is about three-hundred and sixty, with about two hundred fighters.

The Ravencian

The Ravencian orcs are woodswellers, used to living a semi-migratory life, following game trails through the mountains. Skilled in hunting and tracking, the Ravencian orcs are also excellent archers. However, they are notorious for raiding other orc clans, and poaching game from another clan's territory. They are also scavengers, like their clan totem, and would rather steal meat than hunt it themselves.

The chieftain, Shagrat, is small and dark like most of the Ravencian orcs, with shifty eyes and an unpleasant smile. His loyalty is to himself alone; he follows Gazrath only in the hopes of good pickings later. Meanwhile, one of Gazrath's officers makes sure that Shagrat and his clan have all they need (Gazrath and Volper are too arbitrary in such matters for Shagrat's taste). It is well known among the other clans that the Ravencian gets more than their fair share of food and weapons, and they are suspected of robbing traps and snares. However, Shagrat's reputation for boiling oil and arrows in dark keeps complaints to a minimum.

The Ravencian live in treehouses above the forest floor. Climbers since childhood, the Ravencian are at home in the tree branches, and can travel almost monkey-like from tree to tree. They prefer guerrilla tactics to pitched battle, and are used by the Radisha primarily as lookouts, scouts, and as an archer corps.

The treehouses have doors cut in the wood floors, with rope ladders leading down to the ground, or to an adjacent treehouse or a convenient branch. Walls are platted branches or mud and wattle, with thatch roofs. Cooking is done on the ground. The ravens and crows special to the clan perch in the trees or on the houses. Some are trained as pets, but are not particularly useful as defenders or hunting companions. However, they do make a lot of noise should they be disturbed at night (by intruders, for example).

There are around 300 orcs in the treetop village, and about 120 are fighters. Another 3D20 orcs of minor clans have built a cluster of huts on the ground nearby, and watch for anything of interest the Ravencian orcs drop. The Ravencian orcs use no particular badge since their general physique and ease in the upper branches marks the clan members. (GM's note: should the player desire, Shanlin's orc guise would permit her to pass freely as a Ravencian orc.) The Ravencian orcs are distrusted by the other clans, and are not friendly with outsiders, but the minor clans are (75%) usually hospitable.

The Hawkclan

The Hawkclan is a small obscure clan that inhabited the wilder sections of the Peace Mountains. There are only about 200 in the entire clan, and of the 80 males who are fighters, 20 of these are Hawkmasters skilled in falconry rather than weapons. Hawkmasters use both small falcons and the large hawks that are the clan's totem, for messages, hunting, and fighting. The hawks respond to whistled signals, and are trained to attack on command from their master. In battle, the hawks' talons are sometimes dipped in poison.

The Hawkclan have settled on a hill overlooking the river, some distance from the other clans. A well-organized group, they have built reasonable cottages of logs, mud, and wattle, snug mews for their hawks, and even a crude log palisade around their village. The other clans are a bit in awe of the Hawkclan, with their aloofness, their fierce birds, and their human-like organization. Indeed, the Hawkclan orcs consider

most of their cousins' clans to be barbaric.

The Hawkclan chieftain is uncommon as well, being older than most chieftains ever live to be. Talons is a Hawkmaster and a warrior, lean and greynaired, with but one good eye. His favorite fighting hawk still sits on his shoulder, however, and no one has challenged his leadership in ten years.

Gazrath is impressed by the hard work the Hawkclan orcs have put into weapons drilling, and has been heard to wish for a thousand more just like them, which did not endear the Hawkclan to the other clan chieftains who heard him.

There are some orcs of the minor clans living in the Hawkclan village, doing menial work for this small privilege; however, the living standard is high enough so that, even as servants, they don't mind much.

The Hawkclan does not have a formal badge, but clan members generally wear garments in good repair, and frequently use feathers as adornment.

The Bearclan (uruknai)

The Bearclan is not a clan in the normal sense, but a mercenary company, using the bear as a totem. Comprised entirely of uruknai, they are 200 seasoned warriors who have fought for hire until recently, when the opportunity arose to strike out on their own. Under the leadership of their young General, Gazrath, they have been successful in several previous campaigns and captured High Crag, giving them a secure base.

Now the company is housed in the barracks in the castle and spend much of their time keeping in shape, drilling the orc troops, or in recreational activities. The lack of any real action is harder on the troops than on their commander, and they have become even more rowdy and restless than uruknai troops usually are. Occasionally groups (1D10) of uruknai go to a nearby village to carouse, rough-house a few orcs, or chase some wenchies. Any orc caught in the vicinity of the barracks without a very good excuse (like players) is likely to become a fair target for entertainment and amusement for the bored soldiers.

There is an officer-type for every 10 men-at-arms, so there is a 10% chance that any uruk the players may encounter will be an officer (uruk type A). The uruknai generally wear chain mail (80% of the time), but wear only leather occasionally. Their principle weapon is broadsword, and they are trained to use shields. There is a 10% chance that an uruk also knows how to use a whip.

The clan has recently contacted the women and children of the Bearclan, and invited them to join the clan at High Crag. Now the uruknai eagerly await the arrival of women of their own race.

Although the official badge of the clan is a rearing, snarling bear, not all of the company actually wear the symbol; only half of the company even have anything close to a uniform.

The Kobolds

The Kobolds in the valley of High Crag are not a clan by any orcish standards, but an unavoidable nuisance, in the same general category as rats and cockroaches. Kobolds shadow any large gathering of orcs, as camp followers, scavengers and thieves. No item left unattended is safe; there is always a 40% chance that anything not tied down or guarded will swiftly vanish into eager little hands. (This explains partly the orcish tendency to hide, rather than use or display, any valuables they have.)

Kobolds are, by nature, extremely inquisitive (you might say nosy), and are also tremendous gossips among themselves. A kobold has a 45% chance of knowing any rumor on the Rumors chart, despite his location. The GM should remember, however, that kobolds are terrific liars, and will likely embellish or even make up (60% of the time) an interesting story rather than tell the

truth. If interrogated with some show of force, a kobold will repeat rumors as he has heard them, but the GM should limit the number of rumors the kobold spills to 1D4, selected randomly. The kobolds may take revenge on the players for mistreating one of their number by trailing them and causing problems.

Should the players elect to spend the night in the woods rather than staying in a village, there is a 60% chance that 6 + 1D4 kobolds will attempt to pilfer them or their camp. If there is a player on watch, he must make a saving roll against DSC in order to notice the thieves. (If there are more people on watch, saving roll on the highest DSC for the chance that anyone notices the kobolds.) A successful raid by the kobolds will take most of their food, small weapons (daggers, etc.), any shiny or otherwise possibly valuable items (such as jewelry, small sealed boxes, any coins in belt pouches, or magical-looking wands, flasks, rings, etc.), and there is a 15% chance they will have stolen the potion and scent-bottle of the players' orcish disguise.

The Castle of High Crag

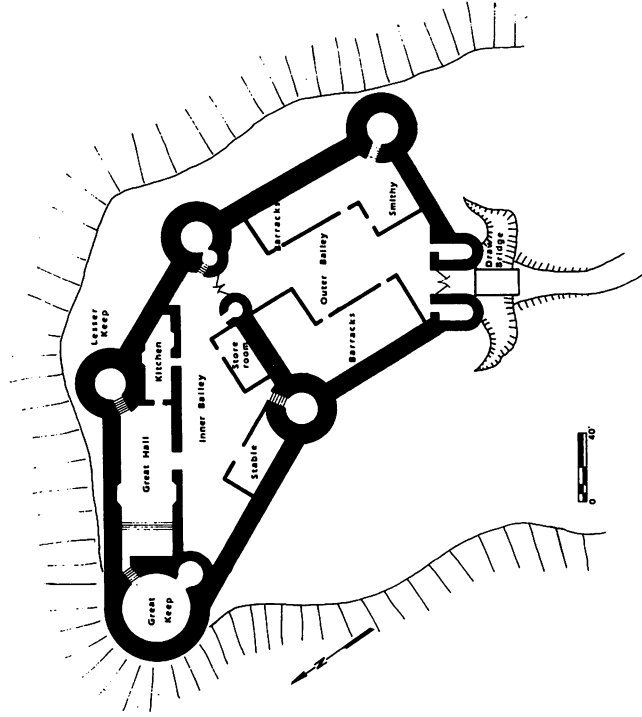
The castle sits on a rocky outcropping of the Peace Mountains, overlooking the valley below. It is surrounded on three sides by steep rocky slopes that are difficult to climb and exposed to the castle's defenders. The only easy approach is from the causeway that winds its way up the hill from the valley to the castle gates, with its defending towers.

The castle is very old, with some sections, like the Great Keep, dating back some 800 years. It is a solidly built fortress with thick stone walls and few windows, designed for defense rather than as an elegant residence. The walls are approximately 30' high, with a crenelated top, and are wide enough for several to walk abreast. Guards patrol the wall at all hours.

To the left of the front gate are a number of barns and corrals for the small herd of horses the uruknai have, and huts to house the orcs who look after them. The horses are well guarded at night, since many orcs still consider horses meat on the hoof.

The Outer Gate

The causeway snakes its way up the face of the bluff, doubling back on itself and winding around until it reaches the castle gates. A heavy oaken drawbridge



crosses a deep chasm cut into the causeway just before the gates; the drawbridge is down. The twin gate towers overlook the narrow passage over the drawbridge and through the massive iron portcullis into the outer bailey. Numerous arrow slits line the upper levels of the towers, and orcs can be easily seen on the flat roofs of the tower, watching the road.

Four orc guards in chain mail (1 type A, 3 type B) are on watch at the gate, and will demand to know the business of all who would pass inside, particularly if the would-be visitors are mere orcs. A bribe will (80%) work as well as if not better than a plausible excuse. The orcs seem less interested in anyone leaving the castle, and will only stop them if an uruk officer is present (25% chance) or if something arouses their suspicions.

If any of the players takes the time to look at anything in the gateway beside the guards, they will almost certainly notice that the portcullis above them is twisted and warped, as though blasted with great heat, and may also note that the chains that work the drawbridge are rusted and worn. If Gavin notices this or is informed of it, he will realize that the front gate cannot be shut, and that the drawbridge probably cannot be raised.

The Outer Bailey

The outer bailey is a large courtyard with two-story barracks and a smithy lining its walls. A stone well is near the tower in the northeast.

The barracks have become the home for most of Gazrath's Bearclan urukhai mercenaries. Several large cookfires have been set up and the courtyard is usually teeming with off-duty urukhai, orc menials and wenches, and the occasional kobold scavenger. The urukhai spend their time gambling for odd trinkets, grousing about the food and women, maintaining their armor or weapons, or engaging in serious drinking and playful wenching. Consequently, the courtyard is busy from dawn until fairly late at night.

There is a 10% that an uruk will nail one of the players as s/he passes with a "Hey, you - dungrat! Come here!", and give the unlucky soul some menial task to perform - chop and/or fetch wood, turn the spit, fetch water, shine boots or mail, etc. The GM should increase this chance by 10% for every 5 minutes the players remain loitering in this area with nothing apparent to do. (GM's note: the urukhai will not give menial orders to Biglug or Gavin, who appear urukhai while disguised, but may engage the latter in conversation about where they're from, etc. Needless to say, an uruk has a different sort of job in mind if he nails Shanlin).

The Inner Gate and Guard Towers

Two bored-looking urukhai guards (type B) stand beside the open gates that lead to the Inner Bailey. Unlike their counterparts at the Outer Gate, the guards take more notice of those departing the castle, though any orc entering the castle without apparent legitimate business (i.e., carrying supplies, bearing a message, etc.) will be told to report to the kitchen at once (20% chance one of the guards escorts them there).

The gates themselves are heavy oak reinforced with iron, and appear scorched, but otherwise in good shape. These gates are closed at night, and one must know the password to gain entry.

Except for the Great Keep and the tower known as the Lesser Keep, all the towers serve primarily as guardposts, with some storage on the lower two levels, and archer's windows on the upper levels. There are orcs and urukhai sentries in the towers and on the walls at all hours; however, vigilance is frequently less than keen, and they are quite likely to miss something going on under their noses (80%) unless it is very noisy or ludicrously obvious.

The Inner Bailey

The Inner Bailey is a long narrow courtyard paved with flagstone, although weeds and grass are plentiful in between the stones. Along the one wall of the Inner Bailey is the long stone structure of the Great Hall and the Kitchen, with access to the Great Keep and the Lesser Keep. The stables stand along the opposite wall, along with a guard tower. There is also a storeroom on the wall between the Inner and Outer Bailey. A stone well is in the corner near the Great Keep. There is less pedestrian traffic here than in the Outer Bailey, but even so, loitering orcs are likely to be suspect, or put to work immediately - particularly by Reenna, the cook.

The Storeroom

This windowless stone building contains supplies of food staples like flour, beans, etc. A 10' by 10' closet within is enchanted with a Cold Spell and serves as a deep freeze for meat. The door has a complexity 3 lock, and Reenna has the only keys.

The Tower

The Tower's main function is to provide quick access to the walls and upper level watchposts. The lower levels are sometimes inhabited by 1D4 kobold scavengers (20% chance) or (5%) as a secluded spot for a private rendezvous with a favorite wench. The GM should note that anything said in the tower can be clearly overheard by anyone on the next level up. There are doors on the 3rd level leading to the walls.

The Stables

There are stalls for fifteen horses here, but only twelve are occupied. These are relatively good animals, including three war-trained mounts belonging to Raksha, Kazor and Gazrath. If Kazor is not otherwise occupied (see Timetable below), there is a 20% chance he is here, tending his horse. Three orcs (type B) have been assigned the job of maintaining the stable; Kazor makes sure they do it right. They sleep in the loft at night, and two are light sleepers. Other lower quality horses are kept in a paddock outside the castle walls.

The Kitchen

The kitchen has a greasy flagstone floor, two large fireplaces, several scattered tables and benches, and many dirty dishes. Along the outer wall is a row of shelves with many labeled jars of herbs and spices, mostly empty. Next to the shelves stands a barrel of very hot, curry-type spice that is the cook's personal favorite.

The chief cook, Reenna, has been with the Bearclan mercenary band for years, and no one ever complains about her cooking, lest she add them to the pot. Reenna is an uruk, six feet tall, well muscled, tattooed and fat. All the drudges, both orc and the few surviving humans, are terrified of her and her sharp steel cleaver. Kitchen drudges don't last very long, and Reenna is always on the lookout for more help. Reenna and her helpers sleep in the kitchen, usually bedding down by ten and rising before daybreak. (The urukhai guards at the Inner Gate are under special orders not to let her staff get away, and anyone who has spent more than a hour here will be reeking with the smell of food and spices.)

If any of the players get trapped in the Kitchen, they are going to have to pull a fast one to escape, or try to sneak out at night - and the other drudges are not going to help them. The advantage to being drafted into the kitchen crew is that it should be relatively simple to get access to food meant for Gazrath, Sunja, Myrella, etc., and possibly even to serve it.

The Great Hall

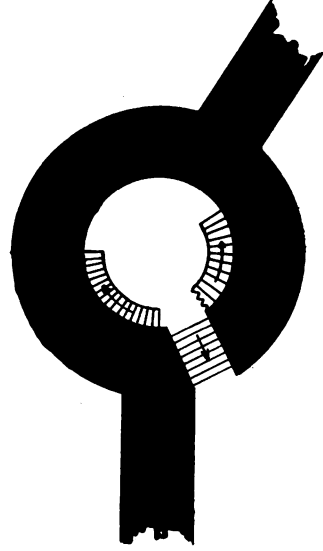
The once magnificent Great Hall is in a sad state of disrepair; the rushes that covered the flagstone floor are old and dry, barely hiding the piles of old bones, grease and excrement under the tables and in the corners. Even the few hangings left on the walls are shabby. Windows, high in the west wall, cast some daylight into the vast room; the only other lighting is from the two hearths and numerous candles and torches. The main doors are oak reinforced with iron, and the locks are broken.

On the north end of the Hall is a raised aréa, upon which stands the lord's table; the pelt and head of a great bear hangs over Gazratn's seat. A small arched doorway in the north wall leads to the Great Keep, two to three uruk guards (type B) are on watch here at all times, in four-hour shifts. Players will need a very good alibi to get past the guards; for the latter know the officers, clan chiefs and usual servants by sight.

On the south wall are two arched doorways; one leads to the kitchen, and the other to the Lesser Keep. A single uruk guard (type B) stands here, but there is a 25% chance he has temporarily left his post to get a beer, particularly if the Hall is busy and none of the high ranking officers are present.

There are at least 103 dogs and 206 uruknai officers and orcs in the Hall at all times. During meals (approximately noon and 6:00pm) there are 1010 dogs and 6010 uruknai and orc chieftains present. During the evening meal, and afterwards, there are orcs wenching serving wine and ale, and there are usually bawdy songs, dancing girls, and a number of after dinner speeches (given to enhance one's own reputation, generally quite boastful, on any subject from fighting to women). The party generally dies down to a drunken stupor by midnight, and 406 uruknai and orcs end up literally under the tables.

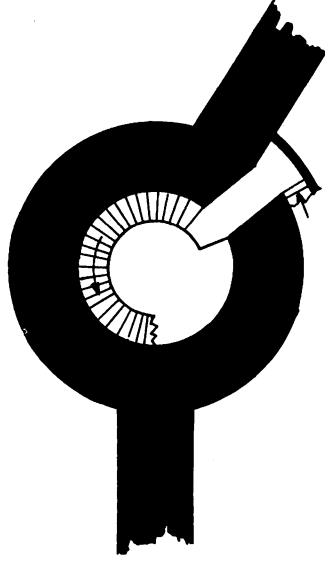
Generally, the orcs and uruknai who eat and drink at the Great Hall are officers and clan chieftains, not rank-and-file orcs. It would take a clever bit of storytelling for a player to fit in and be accepted by others around him. If an uruk feels that they do not belong, a challenge is quite likely to result. (note: these uruknai are type A) Unless the GM feels that the uruk is out for blood, he will probably be content with thrashing the interloper and giving him to the cook.



The Lesser Keep

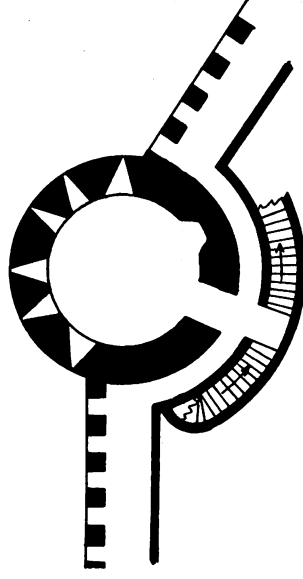
The Lesser Keep is the same size as the other towers of the castle, but because of its proximity to the Great Hall, it has traditionally served as a supplementary living area, as well as a watchtower. At present it has been claimed by the uruk mage, Sunja, as her "Tower of Sorcery", and no orc seems willing to dispute her claim.

From the Great Hall, a short flight of stairs leads through an arched doorway through the thick walls



and into the first level. A wooden staircase winds clockwise almost the entire way around the room before reaching a landing high above the stone floor, where an arched doorway is cut into the wall. Another stairway of stone begins to the left, and winds down to the wine cellars (now mostly depleted) and the dungeons. An iron candle-chandelier hangs down from the high ceiling (the first level is actually two floors high). The stairs up are in remarkably good shape, though there is a chance that any individual step will CREAK abominably (if the character has failed to successfully make a Silent Movement ability roll, a roll 01-20/D100 will produce a loud creaking noise audible in the room above).

There is a wooden door at the top of the stairs, which opens onto the landing; it is unlocked. From this door a short flight of stairs leads through the wall to a covered stairway on the outside of the tower, that winds clockwise up to a landing even with the top of the wall, and the stairway goes up to the next level.

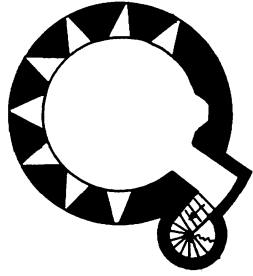


The second floor of the Lesser Keep is level with the top of the walls, and is accessed by a narrow covered walkway that winds around the tower. There is a solid oak door; it is locked and trapped. The lock is complexity 3; if the door is opened without the proper key, 12 Magic Missiles are fired (HAC0 2, 106 damage). (If the magical "pass key" in the player's equipment list is used, there is only a 30% chance of setting off the trap.)

The room is 20 feet in diameter, with a number of angled arcer slits spaced about its circumference. There is a fireplace on part of the wall, and the floor is solid wood. A desk and stool sit near the windows, and several large tomes sit in an untidy pile nearby. Several rugs are on the floor, and a large copper bathtub sits near the fireplace. Other magical paraphernalia lie about the room - a candelabra, a copper lamp, various jars of rats, spiders and pixie toes, etc., a robe of red velvet, elaborately embroidered with arcane gibberish, a skull (elvish) with a candle in it, and a large, ornately framed mirror.

The room looks like a mage's workshop. It is a mage's workshop, and Sunja is very proud of the decor, most of which is there for atmosphere. She wears the robe when she has guests; it is embedded with a Reverse Missiles spell. The large tomes are the family history and accounting ledgers of the de Monteburk family. The copper lamp glows brightly if rubbed, but otherwise does nothing extraordinary. The mirror can be employed to view the current whereabouts of any single person the wielder commands, if s/he is within 20 miles of the mirror; directions for its use are scrawled on the back of the frame (in orcsin, of course). (GM's note: The mirror provides a visual image, but no sound. It cannot snow Gazrath, who is psychically invisible.) The copper bathtub is exactly that, and there are towels and soap nearby.

It Sunja is not identified on the time schedule as being somewhere else, there is a 45% chance she will be here in her workshop during daylight hours. She usually takes her bath at around 10:00 am, and will demand the services of several kitchen drudges to fetch the dozens of buckets of water necessary to fill it, and to empty the tub (also by bucket) over the wall afterwards (the tub is too heavy to move when full).



The third level is reached by the outside covered stairway. The door here is also oak and locked, but no lock is apparent on the door. One of Sunja's rings will release the wizard-lock; so will the words "Sunja says" (Sunja has more ego than imagination). A 7D12 saving roll versus STR is required to break the lock manually, and there is room for only two people to work on the door simultaneously.

The room is light and airy, having archer slits almost all around its circumference. More carpets adorn the hardwood floor, and there are three large chests and various smaller ones scattered about. Books are piled in several of the window alcoves and in the center of the room is a large, soft pile of pillows, linens and furs with an open book in the middle.

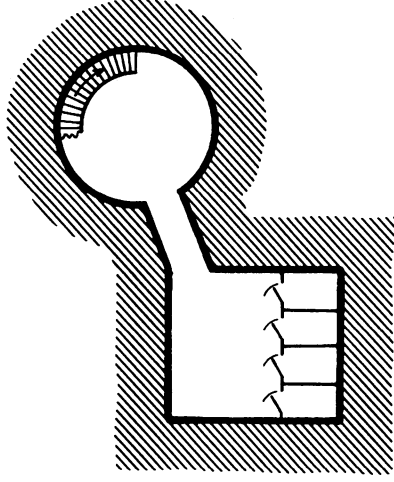
This is Sunja's private chamber; the pile of pillows, etc. is her bed. The large chests are not locked, and contain all the clothes she has confiscated from the castle's wardrobes. Smaller locked (complexity 2) chests contains silverware, goblets of pewter and silver, and jewelry of moderate value. The books are on all subjects, written primarily in common, although the one open on the bed is in elvish, and contains rather pornographic love poems.

Sunja is here 30% of the time during the day, and 90% of the time between midnight and 10:00am - she generally reads late into the night and sleeps in.

One of the carpets near the door is 9' by 12', and is richly woven in purple and white patterns that appear to be like written characters. Upon careful study, one who reads elvish can make out the words "I'm Violet - Fly me!". If addressed by name, in elvish, the carpet will obey simple commands like: up, down, left, right, higher, lower, faster, slower, etc. (It is suggested that the player's bring the carpet outside the

tower before flying - it does not bend to fit through doors when activated.) Myrella knows how to use the carpet; so does Sunja. The carpet can carry 6 people with a minimum of luggage; if the players insist on carrying bulky things like chests, extra passengers must remain behind or the carpet cannot lift off.

Should Sunja discover anyone poking about in her rooms, she will be furious, and must make a DSC saving roll to remember that she doesn't really want to throw fireballs around in her living room.



The Winecellar and Dungeons

At the bottom of the stone stairs, in the next level down of the Lesser Keep, is the winecellar, lined with huge barrels of ale (mostly empty) and several rows of wine casks, also running low.

A short passage leads to a 15' by 20' room, with four doors on the far wall. Manacles hang from one wall, and a rack and various other accouterments of interrogation are scattered about the room, including spiked manacles, pincers, tongs, a brazier, and a cat-o-nine-tails. A ring of 4 keys hang on one wall.

This room is the province of One-Eye, the uruk executioner and torture-master. A big, burly fellow, he wears an eye patch, and generally works bare-chested, the better to advertise his second skill - as a tattoo artist. One-Eye learned torture the hard way - by experiencing it - and has lost both an eye and his tongue to his "art". He keeps much to himself, spending 75% of his time in his torture chamber, occasionally sleeping in a vacant cell, or in a pile of straw in the wine cellar.

Two of the cells are empty, except for straw and rats. The other two are occupied.

One cell houses the scout who never returned. He is bloody and battered, but unbowed; he has lost 75% of his total hits, and is not in very good shape to help out the player-characters or even escape, without some sort of healing potion. Nor will he be easily be convinced that the players are not orcs out to torture or trick him.

The other cell is occupied by the recently captured elf, Ellonir. For every 12 hours he has been held, he will have lost an additional 10% of his total hits from the amusements the orcs subject him to. Ellonir was at first defiant, but by the third day will be extremely depressed and wanting to die - even to the point of goading the orcs into killing him. Like the scout, he will not readily believe the players are friends; in fact, if he is rescued, he will still seek death, feeling that he has disgraced his people. (He will need the attentions of an elvish Healer for full recover.)

The keys to the cells hang on the wall; they are not labeled. The cell locks are old and require 104 mr of jiggling even the proper key in the lock in order to open the door.



The Great Keep

The Great Keep is the oldest part of the castle, and has undergone various stages of remodeling and renovation in its lifetime. There are four levels, each 10 feet in height. The circular staircase was added when the rest of the Inner Bailey was built, and goes all the way to the roof. The windows on the third and fourth levels are angled for archers, and decrease in width from nearly five feet to about 8 inches, with a height of four feet on the outside of the wall, which scuttles any idea the players may have had of going in the windows. Since there are no solid interior walls in the Keep, the castle's inhabitants have used wooden screens and partitions to divide the levels into rooms.

The keep was designed for the security of its inhabitants. The lower floors tend to be dark and the upper levels drabby; no one ever claimed High Crag was a luxurious residence.

The First Level

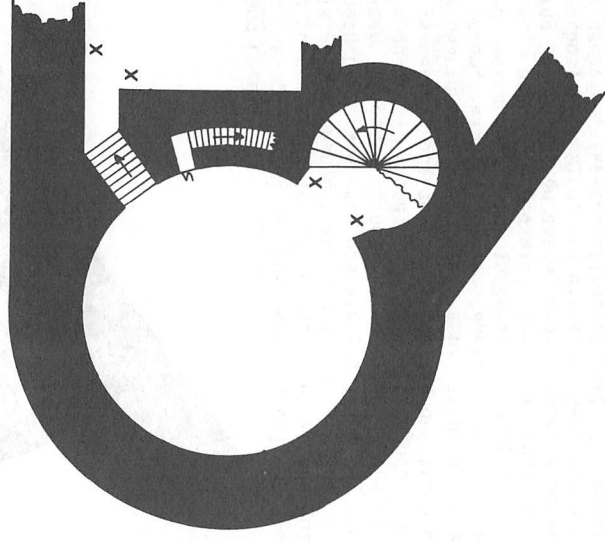
The only access to the first level is from the Great Hall, past two orc guards and up a short flight of stairs.

The chamber is 40' in diameter, and is windowless, with a stone floor and beamed ceiling. The room is lit by candles set in wall sconces set approximately every ten feet all around the room. A circular staircase in an alcove leads up to the other levels. Two orc guards (type B) are supposed to be on duty here (X on map); unless the room is actually in use for a meeting, or one of the officers is present, there is a 70% chance one is gone, and a 20% chance both have vacated their post, probably to the crap game on the fourth level.

Directly opposite the entranceway is a large velvet upholstered wooden chair on a dais, with a rich canopy. Other furnishings include smaller chairs, a

secretary's desk and two chests in which various records are kept. There is a large conference table, strewn with maps and diagrams of troop maneuvers. A bookcase against the wall contains volumes of the de Monteburk family history, record books going back three hundred years, and other books of a similar vein.

Two wooden screens form a small cubicle that serves as quarters for Volper, who has trouble with

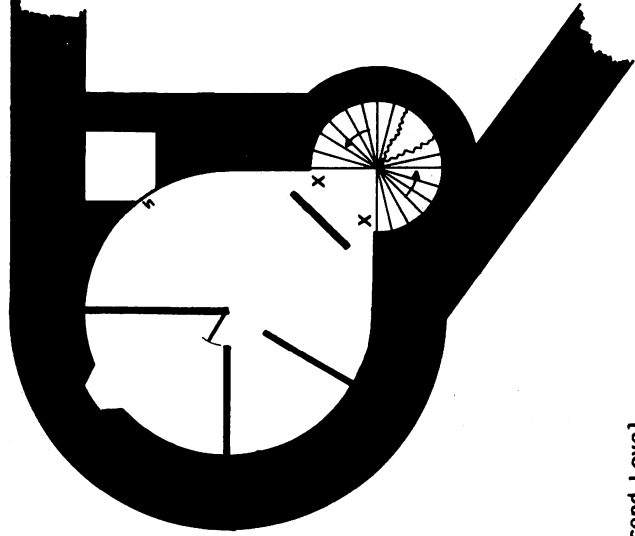


climbing many stairs. There is a small cot and a chest that has seen numerous campaigns, containing clothes, and several books on military strategy.

Just to the left of the entrance way is a secret door in the stone wall. The release for the door is behind the candle sconce immediately to the right of the secret door; when activated the door will then swing slowly inward to reveal a short passage and a stone stair winding down in the thickness of the wall.

The stair winds down to a five foot wide corridor sloping down; the walls and floor are stone. About ten feet down, there is a heavy iron door on the right; it is locked. (The two locks are Complexity 3 and 5, respectively.) These keys are in Gazrath's possession at all times. The room beyond is 20' square, and serves as the treasure chamber. Here most of the valuables of the castle are kept - fine silver bowls and goblets, bolts of silk, jewelry, statues of marble, crystalline vases, ornately carved chests and chairs, piles of fine velvet and satin clothing, furs and rugs, and three locked chests. One contains 1,000gp in 20 leather bags, one contains ancient scrolls giving the castle to the de Monteburk family, and the third contains the 15,000 in gems Gazrath plans to use to buy swords for his army.

The sloping corridor goes on, winding down for about a half-mile, before ending at a door. The door pushes open easily from within the tunnel out into thick bushes near the stream in the valley. (see Valley Map) From the outside, the door is designed to look exactly like the side of the hill. Just inside the tunnel is a hidden switch that will cause a cave-in to occur, blocking the tunnel about twenty-five feet back up the tunnel. Myrella knows of the existence of the switch, but not precisely where it is (+20% to Locate).



The Second Level

The second level of the Keep is only accessible from the circular stair. Here also are two orc guards; there is a 60% chance that one is absent, and a 30% chance both have wandered upstairs; unless, of course, an officer objects. Since this floor serves as the officer's quarters, there is only a 25% chance that no officer is nearby, but generally they ignore the orcs.

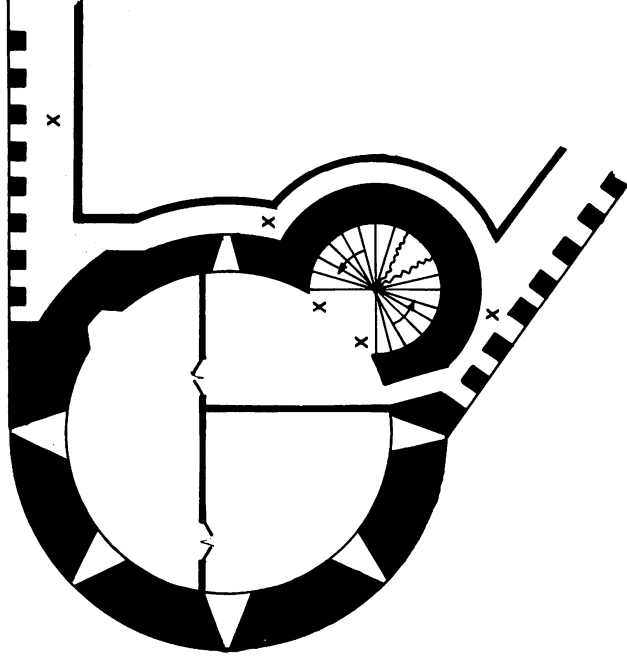
One quarter of the level is partitioned off as a private room, with a heavy tapestry serving as a curtained entrance. This is Raksha's room; there is a fireplace, a bench, a bed with fur coverings, a chest containing clothing, an extra heavy cloak, a purse of 200gp, a bottle of wine, an extra dagger, and a small vial of greenish, sweet-smelling liquid. The chest has

a simple (complexity 1) lock. A round shield bearing the rearing bear emblem leans against the wall. The green liquid in the vial is poison, level 10, designed to be used in food or wine; it has only 25% effectiveness if used as a blade poison. Raksha is generally in from midnight to 7:00am; there is a 40% chance that Kazor is with her. There is only a 10% chance she is there at any other time.

The remainder of the level serves as quarters for the officers of the urukhai mercenaries. The remaining bed is Kazor's, unless he is elsewhere; the other urukhai have cots or bedrolls scattered about the room. 1D10 urukhai sleep here after midnight; there are 1D4-1 here at other times. The 4 chests in various corners contain spare clothes, small weapons and utensils, and a small cache of 1D20gp each. Other personal belongings - dirty clothes, cloaks, empty bottles, dice, cups, bowls, etc. lie in untidy heaps about the room, and the chamber has the distinct air of a locker room.

There is a secret door (marked on the map) on this level, that leads to a small 10' by 10' secret room. The urukhai have not discovered this room. Myrella knows where it is, and will share this knowledge with the players. The room is empty.

Should the players be discovered poking around on this level by any of the urukhai, suffice it to say they'd better have a good story ready, or be prepared to suffer the consequences. The urukhai are not lacking in orcs, and can well afford to use a few for object lessons. . .



The Third Level

The third level, containing the family living quarters and the master bedroom, is accessible from the round staircase, and a small door of oak that leads out onto the walls. The windows are set with leaded glass, and are barely a foot wide, although they are 5' tall. The door to the walls is barred from the inside.

The two orcs on guard have a 30% chance of both being present, a 50% chance of having one upstairs, and a 20% chance of both being absent. There are also three guards stationed out on the walls. There is a 60% chance only one is there, patrolling the wall, a 30% chance for two, and a 10% chance all three are at their posts, as on the map. These are type A orcs. If Gazrath is in his quarters, Ur'snak, his bodyguard, will be sleeping (or sitting) outside the livingroom door. The level is divided into 3 rooms; a foyer, a livingroom, and the master bedroom. The entire level has been claimed by Gazrath as his own quarters.

The foyer has a large floor-to-ceiling bookshelf filled with books on a wide range of subject matter, although there is an entire shelf on astronomy and astrology. A low table sits against the other paneled partition; above the table is a portrait of some de Monteburk ancestor, now defaced and torn by orcish knives. (Most of the paneling throughout the keep is knicked and scarred, since orcs have little regard for property, even their own.) A pair of double doors lead to the livingroom (the lock is broken). The orcs on watch in the foyer are primarily there to keep away unwelcome visitors - the only ones they will admit without questions are Rakshna, Volper, or Dalai. Urshak, on the other hand, will only admit Rakshna.

The livingroom has been spared the worst of the orcish interior re-decorating, although most of its more valuable articles of furniture and artwork, etc. have been locked safely away in the treasure vault. A great cave-bear skin near the fireplace is Gazrath's contribution to the room; most of the chests and shelves are empty. Double doors lead to the master bedroom - these doors still have a simple lock, but Gazrath occasionally forgets to lock them (40% of the time). However, these doors creak abominably - a player must roll against Moving Silently at a -25% to open them quietly, even if unlocked.

The master bedroom is paneled on two walls in rich wood, while ornate tapestries hang on the rounded stone wall. Heavy drapes hang at the window alcoves to shield against drafts; these are half-drawn, since the weather isn't quite cool enough yet. The wide bed is canopied, with curtains and an elaborately carved headboard. Gazrath does not draw the curtains at night. A military chest contains clothing and other personal items, and a number of scrolls. These are the various messages from "Karth" (Sgt. Murkin Peddy) and detail various aspects of the swords deal. They are written in Common. The heavy wardrobe contains several rich velvet tunics that almost fit Gazrath, the de Monteburk seal and the old lord's personal jewelry, a spare suit of leather armor, and a set of black chainmail with an elaborate helm, made to fit Gazrath perfectly. A black shield with the rearing bear totem leans against the wall, and a lethal looking double bladed battle axe leans nearby. Several bottles of fine brandy sit on a small table, with four crystal goblets (used; Gazrath never washes dishes).

The only occupant of the rooms other than Gazrath would be the orc woman Yeva, and only after the second night of the TIMETABLE. There is a 20% chance during the day that Yeva is somewhere in the apartment; she will flee rather than fight under any circumstances, being rather simple minded.

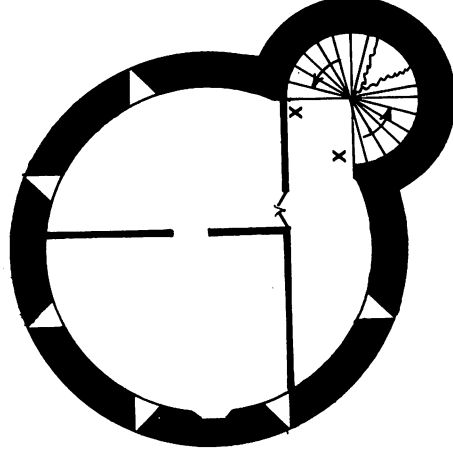
Needless to say, any players caught snooping in Gazrath's private quarters are quite likely to be shredded limb from limb by Urshak, or cut into little ribbons by other guards, and served to the dogs.

The Fourth Level

The fourth level also served as living quarters for the de Monteburk family; now it is a prison for Lady Myrella de Monteburk, the only known surviving member of the family.

Like the third level, the fourth has hardwood floors, leaded glass in its narrow windows, and partitions of wood paneling. There is a foyer, a large ante-chamber, and a bedroom. Myrella never leaves her rooms.

The foyer is long and narrow, with the stairway on one end. Presumably, there are two orcs on guard here, but the uruk captain in charge of security hit upon a clever (and profitable) way to keep orcs generally near their assigned posts - he started a crap game on the fourth level. As his players lose their money amid ale, bawdy jokes and raucous laughter, he sends them back to their posts so new players may take their place. The



game is, of course, slightly crooked - if an orc appears to be winning too much, captain Datroyt has a special pair of dice he will substitute into the play. The orcs play mostly for coppers, with an occasional silver piece to spice the pot. The captain doesn't care who joins his game, as long as he has sufficient orcs to cover the posts when necessary. There are usually 108 orcs here - if there are more than five, they are spectators. The pot tends to be 3D10 CP, but trinkets, beltknives, liquor, and women are all legal tender.

A pair of double doors lead to the ante-chamber. These are securely locked from the inside - Myrella can open them, but only Gazrath has the key. The lock is more to keep other orcs out than Myrella in. The orc guards (and dicers) keep Myrella within her apartment. As with the third level, anything of real value has been moved to the treasure vaults for safekeeping (the books, however, have scarcely been touched, unless they were bound with gems or gold leaf). A chest near a window holds Myrella's sewing and embroidery, and a low cot for Dalai sits against the wall. The bookcases hold a variety of titles, with a high number of epic romances and musical scores.

A curtained doorway leads to Myrella's private chamber. A curtained four-poster bed sits off to the left. Heavy drapes hang at the window alcoves, and there is a table and chairs with simple ceramic tableware. Several more comfortable chairs face the fireplace with a thick rug in front of the fireplace. Wood for the fire is stacked in the corner alcove.

Myrella spends much of her time reading or mending the gowns Sunja left to her. Food is brought in by Dalai or another orc; Dalai will get anything Myrella needs (within reason) or carry messages.

Myrella is always here; Dalai is in about 80% of the time. Dalai is careful with Myrella's health and well-being, since her own well-being is threatened should harm come to Myrella, particularly in the human girl's present condition. The orc will defend Myrella against all intruders.

The Roof

The staircase culminates on the flat roof of the keep, with its crenelated walls. Two orc guards are posted here - there is an 80% chance they are both at the crap game below, except in early morning, when Gazrath takes his morning stroll, surveying the terrain (see TIMETABLE).

Rumors

It the players are to be successful in their quest, they need to gather more information than what the Sworn Swords were able to give them. The primary

sources of this information are rumors heard at the castle and various villages in the valley. The players need to spend some time talking to orcs and urukhai, or at least listening to other conversations going on about them, in order to pick up bits of information that might (or might not) aid them in their mission.

If the players are merely listening to other orcs or urukhai talk, without trying to turn conversation to any specific subject, the GM should roll randomly (1D100) on the Rumors Chart for every hour of game time the players are listening. This determines the subject matter of the discussion the players overhear. The chart is grouped by clan; if the GM is not sure from which clan are the orcs in question: on a D10, they are 1-3 Wolt, 4 Badger, 5-6 Snake, 7-8 Raven, 9 Hawk, and 10 Refugee. There is a 10% chance that any orc is a refugee, new to the villages and not a very reliable source of information.

The players may try to direct the conversation onto a specific topic. A saving roll versus MAG, with a bonus of 1 for every point of DSC over 12, will get the orcs on a desired subject without arousing suspicions, although the orcs cannot tell them they don't know (see Rumors Chart). A missed saving roll will earn players dark looks, and a "Whyja wanna know?" from the orcs. Many rumors on the chart are detailed elsewhere in this scenario, but others are explained below:

The Radisha is so strong that . . . - the GM can fill in the blank with any exploit appropriate for a legendary hero.

A dragon in the castle - a rumor sparked by Sunja's tendency for pyrotechnics - the rumor of the dragon follows naturally.

Sunja as an uruk mage - the existence of an uruk-mage, and something of her personality, seen from an orc's viewpoint.

Kazor setting up a new tribe - Kazor would like to start a Stallionclan, to be a cavalry corps, but he has no intention of overthrowing Gazrath with it, as some claim.

Other Rumor - another useless rumor, usually about the food, the women, or boasts about fighting ability.

TIMETABLE OF EVENTS

The illusion of sight which provides the players with their orcsin disguise will last three days and 1D12 hours. The following timetable covers four full days, for the GM's convenience. It is assumed the players arrive in the valley sometime during the first day; if their arrival occurs after nightfall, it is assumed that they have arrived the night before the first day of the timetable.

Gazrath's personal schedule is usually determined on the spur of the moment, although all his activities during this period are described here. Only activities marked with an asterisk (*) are planned far enough in advance so that players have a chance of learning of these plans beforehand through their intelligence gathering efforts.

Of course, the timetable is not absolute - the actions of the players can very easily twist and turn the chain of events. The timing of events given here represents the schedule that will prevail if players do nothing to disrupt the various orc and uruk NPCs.

FIRST DAY

6:00 AM * Gazrath awakens in his quarters in the lord's Chambers in the Great Keep, and climbs the stairs to the roof, to watch the sun rise over his domain. He is unarmed, but wears a knife. He talks to the two guards for a few moments, then returns downstairs.

6:15 AM * Gazrath returns to his chambers, kicks his bodyguard Urshak awake, and sends an orc to fetch his breakfast, while his squire Goral helps him don his

RUMORS

Rumor	Place or tribe						
	Castle	Wolt	Badger	Snake	Raven	Hawk	Refugees
The Radisha							
-has roving eye (T)	05	05	05	10	05	05	25
is so strong that (F)							
morning vigil (T)	20						
magic armor (F)					10	20	40
is coming to camp (?)		20	20	20	20	20	
Myrella							
captive existence (T)	30		25	30			
pregnancy (T)	35						
Deal for Swords							
existence of deal (T)	40	30	35	40	30	35	
meeting planned (T)	45				40		
delivered soon (T)	50	40	45	45	50		
magical powers (F)		50	50	55	50		
The Castle							
secret passages (T)		55	55		55	55	45
dragon (F)			60	60			50
dragon's hoard (F)			65	65			
hidden treasure (T)	55				65	65	60
elf prisoner (T)	65	65		75			
Sunja is mage (T)	70			75			
Miscellaneous							
Kazor's cavalry (T)	75	75		80			70
Kazor's new tribe (T)	80				70		
women of Bearclan (T)	85						
disparaging remarks about other clans	90	85	80	90	85	85	
Other Rumors							
general irrelevancies	00	00	00	00	00	00	00

Customary leatner and chain mail, and straps on his sword.

6:30 AM * An orc returns with breakfast (a joint of mutton and a skin of wine). He is accompanied by Raksha. There is an 80% chance that Raksha will have the orc taste the wine for poison. (Raksha will follow this procedure whenever circumstances permit.)

7:00 AM * Gazrath and Raksha, with Urshak trudging behind, go to the Audience Room on level one of the Great Keep, to confer with Volper and the other officers and clan chieftains. Topics for discussion will include recruitment figures; the need for more good horses; the settlement of current disputes between clans; the status of armor, weapons and food supplies; and the status of the training program for swordsmen.

7:30 AM A young female uruk rides a well-lathered horse at a hard gallop down the road, passing the Woltclan and Snakeclan village sat approximately 8:00 and 8:05, respectively, and thunders over the bridge and up the causeway. She is wearing a Bearclan totem.

8:30 AM The messenger rides into the Outer Bailey, and is easily passed through both gates, although her arrival creates quite a stir of speculation among her Bearclan kinsmen in the barracks. She is immediately ushered in to the Audience Chamber to meet with Gazrath. She carries a verbal message on the progress of the traveling Bearclan urukhai, the rest of Gazrath's clan, who are presently journeying across the dangerous Peace Mountains to join him. The news is good - they are perhaps a week away from High Gray. The messenger is sent to rest before returning to her clan.

9:30 AM * Gazrath, accompanied by his squire, Rakshna, Kazor, Urshak, four urukhai guards, and Lupus, the chief of the Wolflclan, leaves the castle, and journeys to the Wolflclan's village at the western end of the Valley. Gazrath, Rakshna, Kazor and Lupus are mounted; the others trot along on foot.

10:30 AM * Gazrath cuts a lordly figure as he inspects the Wolflclan troops, around 300 men-at-arms. He watches the morning drill, paying particular attention to the groups practicing with wooden swords, even snouting advice. The orcs are obviously trying to impress their general, beating on each other with renewed enthusiasm whenever he is watching.

11:30 AM The fighting practice is interrupted by the return of a Wolflclan hunting party bearing a rare prize; a captive elf, trussed up like a deer carcass, but still alive, and (so far) relatively unarmed. The prisoner is brought before Gazrath, who questions him. When no civil answers are forthcoming, the elf is taken roughly off to the castle's dungeons for more serious interrogation.

12:30 PM * Gazrath and his party eat lunch at the Wolflclan camp. There is a 75% chance that Rakshna will have Gazrath's food tasted (she doesn't really like or trust Lupus that much).

1:30 PM Gazrath and his party leave the Wolflclan village and ride back to the castle, except for Kazor, who heads off separately toward the Hawkclan camp to recruit additional orcs for his newly-formed cavalry unit.

2:30 PM A rainstorm begins, lasting approximately until sunset. Unless the players find shelter their scent will be quickly washed off.

2:30 PM Gazrath and his officers are met in the Inner Bailey by another orc messenger, who presents him with a rolled parchment letter. Gazrath opens the letter and pretends to study carefully (he does not read), and goes into the Great Keep to confer with Volper, who does read. Rakshna accompanies him. This letter is from Kartin, seeking to arrange a meeting to negotiate the final terms of the secret sword deal.

3:00 PM Having agreed on a response to Kartin's inquiry, Gazrath and Volper go upstairs to Myrella's room to get her to write the reply (Volper's penmanship is abominable). Urshak positions himself outside the door and goes to sleep until the General emerges.

3:30 PM A new messenger is given the reply, and rides off. (GM's note: should the players attempt to intercept the messenger, or follow him, the scroll will be left in a hollow tree about a half-mile from the Sworn Swords' camp. The text of the letter reads as follows:

K-
Meet at midnight to talk
about swords.
Same place. Come alone.
G.)

3:45 PM Gazrath goes to the dungeon to watch the elf's interrogation. Urshak does not sleep through this. The elf reveals little under torture, and is returned to his cell after he loses consciousness.

4:30 PM * Gazrath sits in the Hall to hear and settle disputes among his subjects, usually over division of food and labor among the clans. Kazor returns (with ten new recruits from the Hawk clan) and announces his plans to make a raid that evening on the nearest village to capture horses.

5:30 PM With an explosion of smoke and fireworks, Sunja makes a dramatic entrance into the Hall to confront her General. She has heard of the elf captive, and wants him for her "collection". Gazrath puts her off with some vague promise, and Sunja makes an equally dramatic exit.

6:00 PM * Gazrath joins a large number of his lieutenants, officers and clan chieftains in the Great

Hall, and dines on venison, stew, and bread, served by scantily clad orc wenches and human slaves. Loud laughter and bawdy jokes fill the air, and various urukhai get up to boast of their prowess at different skills, not all of which are military. (This activity will go on until 12:00 or so.)

8:00 PM * Gazrath leaves the Hall, accompanied by a pair of comely orc wenches, and goes to his room. Urshak sleeps outside the door, while Goral goes upstairs to join the dice game.

10:00 PM * Gazrath, now wearing his heavy scale armor, meets Rakshna and a guard of six urukhai in the Inner Bailey. The party rides out of the castle to keep their rendezvous with Kartin.

10:30 PM * Kazor assembles his raiding party of forty orcs and four urukhai officers on the grounds outside the castle. Only he and the urukhai are mounted; the orcs are given ropes and told that if they are successful, they can ride back. The would-be horse-raiders leave the castle, heading down the road. (GM's note: The target of the raid is a human settlement some fifteen miles southwest of the valley, well afield of the road. Should the players get stuck on this mission, the GM will have to design the target village.) The raiders will arrive at about 3:30 AM, minus about one dozen orcs, who will have either run off, gotten lost, or fallen and injured themselves in the darkness.

12:00 MIDNIGHT The meeting place is a stone bridge on the road, about five miles from the Sworn Swords' camp. Kartin is on time; if the players are nearby, they will recognize him. He reports that the swords can be delivered in two nights. The arrangements for the exchange of swords and gems are worked out, and they part, the urukhai returning to High Crag, and the human to the mercenary camp.

SECOND DAY

2:30 AM Gazrath and the urukhai return to the castle, kick the orcs in the stables awake to care for their horses, and go off to their beds, stepping over (and occasionally on) the inert, sleeping forms of orcs and urukhai in the Hall.

6:00 AM Gazrath sleeps in today.

7:30 AM * The General awakens, goes to the roof to survey his holdings, dresses and sends for breakfast, as on the previous day.

8:00 AM * Still eating breakfast, Gazrath meets with Volper, Rakshna, and urukhai officers and clan chieftains. The topics of discussion include division of the swords among the clans, the growing demands being placed on the food supply by the incoming stream of refugee orcs, and uses of the clans in open battle. Kazor has not returned, and an urukhai is charged with bringing word to Gazrath upon Kazor's return.

9:30 AM * Gazrath, his squire Goral, Urshak, and an honor guard of four urukhai soldiers, leave the castle, accompanied by Shagrat, the chieftain of the Raven clan. Rakshna, accompanied by another officer and four urukhai soldiers, also rides out at the same time. The two groups split up at the bottom of the bluff. Gazrath and his escort ride to the Ravencian village, while Rakshna's party turns east toward the Badgerclan's cave dwellings.

10:00 AM * Gazrath inspects the fighters of the Raven Clan, and their corps of archers. About fifty of the one hundred and twenty fighters of the Ravencian are drilling with wooden swords, and Shagrat makes sure the General has time to observe their technique. (Rakshna is completing a similar review at the Badgerclan camp.)

10:30 AM Kazor and his band of orcs trail into the valley, having lost five more of their number during the raid, but having gained eighteen horses. The party tends their new prizes before Kazor permits them to collapse into the huts near the corrals. Kazor is in his own bed by 11:30, and will sleep until 4:30 PM.



12:00 NOON * Gazrath and his party eat lunch at the Ravenclan village.

12:30 PM * Gazrath and his entourage leave the Ravenclan camp, to visit the Hawkclan village

1:00 PM * Gazrath holds an inspection of the Hawkclan's warriors and speaks for a long time with Talons, the clan's chief. The General seems impressed with several of the Hawkclan swordsmen, and even spars with two of them, offering advice on their technique.

1:35 PM After lunch with Heggritt, the shaman/leader of the Badgerclan, Raksha rides with her group to the Snakeclan camp, for more of the same.

3:30 PM Gazrath leaves the Hawkclan village with the rest of his party, including the Hawkclan chief and several of the better swordsman candidates. Orc messengers are sent to the other villages to invite the chieftains and leaders to the castle that night for a feast.

4:00 PM Gazrath and his party pick up Raksha and her group in the Snakeclan village and return to the castle, along with several of the high ranking clansmen.

4:40 PM Gazrath gives orders for his uruk troops to assemble in the Inner Bailey. He goes then to his own quarters with Goral to don full scale armor, dragonhelm, and scarlet cloak.

5:00 PM * The urukhai having assembled, Gazrath comes out to the wall-walk around the Keep and delivers an impassioned speech on the victory soon to come, which is received with roaring enthusiasm. The shouts of "Ra-di-sha! Ra-di-sha!" can be heard as far as Snakeclan village. Even Sunja comes out onto the battlements of the Lesser Keep to cheer.

5:45 PM * A before-the-fact victory celebration begins in the Great Hall and the Outer Bailey, punctuated by

ale, war songs, much boasting, more ale, bawdy laughter, dancing girls, and still more ale, until the entire castle is one roaring drunken party. A feast is served in the Hall for the urukhai and their honored guests, and replete with plenty of wine and ale from the castle's diminishing stores. Musicians beat out bright martial songs on drum and pipes, while scantily clad orc women dance for the amusement of the urukhai. There is a general lack of order throughout the castle, and the player characters will have a much easier time than usual in moving about without being questioned or suspected of being out of place. The orc guards in the Keep and elsewhere are still there, but there is a 60% chance they will be less than sober. (The crap game on the fourth level is as busy as ever.) The GM may wish to refer to Thieves' Guild III for rules concerning drunkenness, and the effects of alcohol on a character's abilities.

8:00 PM Gazrath is entranced by the graceful dancing of a voluptuous orc girl, named Yeva, from the Snakeclan. He is by now quite drunk, and in an amorous mood; at 8:30 he retires to his chamber, taking Yeva with him. Ijrsnak, bearing two large flagons of ale in each beery hand, sits outside the door and drinks himself into a sodden stupor at about 10:30 PM.

8:30 PM The party remains in full swing unmindful of Gazrath's departure. Volper is tipsy and telling improbable war stories with a wench plopped on his good knee. Raksha, also tipsy, is singing heroic drinking ballads with several officers. Kazor is just plain smashed, telling bawdy jokes without punchlines, but his listeners are in no condition to care.

Sunja, wobbling a bit, but without spilling her drink, avoids the awkward grasp of an amorous uruk, and makes her way to the Lesser Keep. Here she pauses a

moment, then carefully goes down the stone stairs to the dungeon below, a sly grin on her face. (GM's note: Sunja pays a "visit" to the elf prisoner, with something far different from interrogation on her mind - the activities of the next hour partly account for the elf's suicidal despondency in future days.)

10:00 PM Sunja emerges from the dungeon, humming a little song, and climbs up to her chambers. Dragging the flying carpet out of her room, she sails around the castle, buzzing the towers and walls, shooting off occasional fireworks that drive the orc guards running for cover. She then swoops down into the valley and careens wildly through the Snakeclan village, letting sparks fly. A startled orc fires an arrow, which misses, but Sunja's aim is better. The archer's tree catches fire, going up in an eldritch blaze that spreads to a nearby cottage and then to another. Sunja sails away to her tower, laughing, as orcs scream and scurry out of their houses, scrambling to quench the fire. The flames of half the village burning light the entire valley. Sunja flies about for a while, before returning to her tower and a deep contented sleep.

11:00 PM on- The celebration continues in the Hall and the barracks for some time, as long as there are still urukhai still sober enough to keep drinking. Almost every dark corner has a couple in it, as many wenchs have made their way to the castle tonight. There are several fights, various drunken choruses and much laughter. Gradually, as the urukhai drink themselves under the tables in the Hall, or stagger off to their cots, activity in the castle is fairly quiet, although inert bodies in the Hall, the courtyards, and the barracks testify that, indeed, a good time was had by nearly all. The exception, of course, was the men and women of the Snakeclan village, where smoking ruins and angry orcs await the morning.

THIRD DAY

9:00 AM * Gazrath awakes with a slight headache, but manages to drag himself up to the roof, where an unpleasant surprise awaits him. Smoke rises from the charred ruins of the Snakeclan village, and Gazrath's first reaction is "We've been ATTACKED!" He nearly throws a frightened guard off the roof in rage before he is convinced that the fire was not the result of a human attack (of which he was not informed.)

9:15 AM Returning to the halls of the Keep, Gazrath angrily sends any orcs he finds to summon his officers and to find out what caused the fire at the camp. He then dresses in his usual chain and sword.

10:00 AM The officers assemble, with the exception of Kazor. Only Volper seems clear headed; all others have not yet recovered from the night before. Gazrath arrives, still scowling, and he admits the delegation from the Snakeclan, who have been waiting since sunrise to meet with him.

10:05 AM The Snakeclan emissaries, led by their haggard and hungover chieftain bitterly describe Sunja's exploits of the previous night, demanding retribution, or at least wergild from Gazrath.

10:25 AM Gazrath summons an orc to go COMMAND that Sunja appear before the council. The orc is reluctant, understandably, but he is not given any choice. The Snakeclan orcs seem tentatively satisfied when Gazrath dismisses them, promising them all necessary aid in rebuilding their village.

10:40 AM Sunja is awakened by the orc with Gazrath's summons. The orc bangs on the door, shouts his message, and scoots off down the stairs before the bleary-eyed mage can open the door to blast him. She begins to recall her previous night's display, and decides she may be in trouble. She dons her sorceress' finery, complete with peaked hat and staff, and goes (at no great haste) to the Keep.

11:45 AM Sunja arrives at the Keep, and stands before a her general with all the dignity of a minister before a

king. Although Gazrath accuses her sternly of inexcusable folly and carelessness, insulting her broadly; she gives no ground, simply producing the "offending arrow" (which in fact she has pulled from a guard's quiver on her way in). Her attitude is that of a loyal servant wrongfully attacked in the pursuit of her duty. Gazrath is clearly not convinced, and continues to curse and insult her. Volper steps in to soothe ruffled feathers on both sides and prevent a fight from breaking out.

12:00 NOON Sunja goes back to her tower for a bath, while Gazrath, mostly recovered from the night's revels, orders that his lunch be sent to Myrella's room. Raksha and Volper go to eat in the Hall, which is beginning to stir with urukhai.

12:15 PM Gazrath goes to Myrella's room. Lunch is brought, and Urshak and Dalai are ordered out.

1:00 PM Raksha goes looking for Kazor and finds him still passed out in the arms of an orc wench in a secluded corner. She kicks him roughly awake and then stalks off, assigning an officer from his cavalry unit to drill the orcs with their new mounts. She then rides out to the Snakeclan village to assess the damage. She is accomplished by four guards.

3:30 PM Gazrath and Volper walk along the walls, discussing the castle's defenses. Urshak follows at a distance of about fifteen feet, loudly gnawing on a mutton joint.

3:45 PM Raksha returns to the castle, and she and Kazor join Gazrath and Volper on the walls to discuss the plans for the sword exchange. They all go down to the Audience Room.

4:00 PM An argument ensues among the urukhai leaders loud enough to be clearly heard in the Hall below or on the floor immediately above the Audience Room (the officer's quarters). Gazrath is not agreeable to remaining at the castle during tonight's exchange, despite Volper's and Raksha's advice that it is unwise for him to risk his safety on this venture. Gazrath finally wins a concession - he shall accompany the main party, but Raksha alone will make the exchange, while he remains behind with the troops. A carefully selected group of woodsmen will shadow Raksha in case Karth attempts treachery, while the main party will await any summons for aid. Volper will, of course, stay at the castle; Kazor will act as one of Raksha's "shadows".

5:00 PM Raksha, Gazrath and Urshak go down the secret stair to the treasure vault below. Volper and Kazor remain in the room to open the door when the others return. Gazrath counts out the agreed upon price in gems and packs them carefully in a 1'x2'x3' chest, which is then brought up stairs.

6:00 PM * Dinner in the Hall is more subdued tonight, with a feeling of expectation in the air. Although the rank and file urukhai do not know the details of tonight's expedition, they are aware that tonight is a turning point for their course, and watch their leaders carefully for a clue to the venture's likely outcome.

6:30 PM Raksha calls the names of the patrol leaders chosen for the night's work, and bids them arm themselves well, and be ready to move out when the horn blows.

7:00 PM Gazrath, with Goral's assistance, puts on his heavy black scale armor, dragon helm, and black cape. Dismissing Goral, Gazrath stuffs a dark wool tunic, ordinary helm, and plain dark green hooded cloak into his saddlebags when no one appears to be looking. The chest of gems stays in Gazrath's possession at all times.

8:30 PM * A horn is blown and twelve mounted urukhai, armed in chain and bearing axes and lances, gather in the Outer Bailey. Eight more urukhai join them, bearing sword and lance. Raksha, Kazor, three urukhai officers and Gazrath ride out of the Inner Bailey to meet them. Raksha and Kazor give quick briefings to their respective groups. Onlookers gather in the courtyard.

9:00 PM * The troops move off, with Gazrath in the lead on his big black warhorse. Onlookers cheer as they march out of the castle and down the causeway.

NOTE: Should the players follow or somehow have managed to be included in the company, the following details are given. Otherwise, skip to 3:00 AM.

11:30 PM The main troops halt. Raksha and Gazrath confer briefly, and she packs the locked chest on her own horse. She rides off, flanked by two mounted urukhai, who will drop back when she nears the rendezvous point.

11:45 PM Gazrath dismounts and pulls his old clothes from his saddlebag. Removing the cloak and his ornate helm, he pulls the tunic over his head. Kazor protests - it is too risky. - but Gazrath snarls him down. Now plainly garbed, armed with his sword and a bow, Gazrath joins the half-a-dozen scouts who will keep an eye on the proceedings. Kazor is left behind to hold the horses.....and wait.

12:00 MIDNIGHT Raksha awaits Karth in a clearing near their prearranged spot, in clear view of the scouts. A young man, unarmed, steps into the clearing - but he is not Karth. "Karth sends me," he assures them. It appears that Karth also fears treachery, for his accomplice, Pike, wants to receive the payment, but will only give part of the swords' location. The rest of the location will be given them by Karth himself, at another location, and only if the gems are given over.

(In actuality, Karth is nearby, hiding with his bow and one deadly poisonous arrow. Should Raksha attempt to kill his accomplice, the arrow will be aimed at Raksha. Should she accept the new terms, and ride off, leaving the chest with Pike, then Karth will shoot him to simplify dividing the loot.)

Raksha is not pleased at this change in plans, but thinks quickly. She gives Pike the chest, but retains the key to its lock, insinuating that horrible traps will be set off should the lock be tampered with without its magical key. The lock is, in fact, trapped; an odorless gas will be released that robs the breather of all will and purpose for 106 hours, SR vs. MR. She warns against even jostling or snaking the chest, lest the lightning be released. Pike gives her the location of the next clue, and halt a map that will show where the swords are cached.

12:30 AM Raksha rides off to meet with her "escort". Four of the scouts remain to watch (and tail) the accomplice - the orcs are perfectly willing to have their swords and their gems, if possible.

12:35 AM Unaware he is being watched, Karth shoots poor Pike with the poisoned arrow. The orc scouts are startled, and watch silently until Karth descends from his tree, and approaches the chest. The archers then show themselves, arrows notched, and command him to halt (in orcish, of course). Karth panics and runs - and is halted dead in his tracks by orcish arrows. The urukhai then take the chest (carefully - they believed Raksha) and return to the main company.

1:00 AM Raksha and her escort search for a sign of Karth at the second rendezvous point. Gazrath is managing to stay incognito (the players have 60% chance, however, of recognizing which of the scouts is the disguised uruk General).

A note is finally found - the second halt of the map, and a scout (not Gazrath) is sent to bring the troops while Raksha and the other scouts investigate. Now Raksha recognizes Gazrath, but chooses not to acknowledge him, planning to make him sweat a bit first.

1:45 AM to 3:00 AM The troops join up with Raksha, and the complete story is pieced together. Gazrath assumes his usual garb and place. The wagonload of swords is brought out of the cave where it was hidden, and the urukhai make the long trip home.

4:00 AM The company enters the castle, the swords are put under strict guard, and weary urukhai collapse to sleep.

THE FOURTH DAY

GM's NOTE: If by now the players have not made their move, they should start planning a speedy exit. They have only 1012 hours before the carriage returns to the pumpkin patch, and they had best not leave any glass slippers behind them.

10:00 AM Gazrath drags himself out of bed and goes to the roof, as usual. He stays a little longer this morning, talking to the guards, and there is a jaunty lilt to his voice.

10:30 AM Gazrath returns to his chambers and sends for breakfast.

11:00 AM The officers meet with Gazrath in the Audience Room. The clan chieftains are all there. The major topic of interest is distribution of the swords, but there is laughter over the fate of Karth and his accomplice.

12:30 PM Lunch is eaten in the Hall. Jovial spirits abound among the urukhai officers and men-at-arms in the barracks. Gazrath is in a particularly good mood, for his time of waiting is nearly over.

1:30 PM Gazrath, Urshak, and Kazor, with six urukhai officers and forty urukhai, escort the wagon with the precious weapons to distribute them to worthy warriors in the clans. An officer and five urukhai stay with each clan to further their training.

2:00 PM Raksha makes a surprise visit to Myrella's tower room, primarily to check her health, since Gazrath is very concerned that his child be healthy and strong.

6:00 PM Gazrath and company return to the castle.

6:30 PM Dinner is served in the Hall. After conferring with One-Eye, Gazrath orders the elf prisoner brought up to the Hall, for after dinner entertainment.

7:30 PM Ellonir is dragged up from the dungeon to entertain the assembly in the Hall. The elf is determined to goad the urukhai into killing him, since he broke under One-Eye's skillful persuasion.

8:30 PM One of the orcs from the Hawkclan who just received his sword is given chance to fight the elf, who is given a sword and promised freedom if he wins. The fight is brief, and the elf's body is dragged off. Only Sunja mourns.

10:00 PM Gazrath retires with Yeva for the night.

Random Encounters

1.) 104 wolf-dogs approach the players, hoping for food or attention. If it has been four or more hours since the player characters last applied their "scent" there is a 25% chance per addition hour the animals will catch a whiff of something very un-orcish about the party, and turn hostile, snarling, barking, and (if it is elf they smell) attacking. Needless to say, this will draw unwelcome attention from nearby orcs as well.

2.) At the next occasion when the players approach the stream bed, they will come upon an area where the creek opens into a wide, apparently shallow pool. Players may attempt to cross the pool on the thin line of rocks, irregularly spaced, that line the bottom, wade across, or move further up or downstream (a detour of about six to ten minutes before a good fording spot is found).

The center of the pool is a thick bog. Anyone entering this area must make a 3D12 saving roll versus STR each turn, or become trapped in the muck. Once trapped, a person can sink and drown in about 15 minutes; struggling to free oneself increases the bog's grip, at a rate of 1D12 per hr. Thus a struggling player would need to make a 4D12 save versus STR the first hr after getting stuck, a 5D12 save the next turn, and so on. Players not entrapped may add their STR to rescue efforts. Those attempting to cross over on the rocks will find the going very slippery (CDN saving rolls each turn or fall in). If a character falls, he starts from the "trapped" position, as

outlined above. Obviously, anyone who ventures into the water will wash off the orcish scent he wears.

3.) While moving through a patch of low underbrush, the players may hear (ability roll vs. hearing) a warning hiss. Unless the party halts immediately and changes course, an arrowhead snake will strike at the nearest party member (roll randomly). The snake will then slither away unless attacked by close range weapons (in which case he will turn on his attacker). The snake's venom acts as a paralytic; the affected person will lose 10 points from both REF and CDN, and suffer an 80% penalty to all thieving abilities. The effects last for 12 hours before dexterity begins to gradually return, one point of REF and CDN, and +10% to thieving skills per hour until totally restored. A saving roll versus STM will reduce these penalties by half (-5 to REF and CDN; -40% to abilities) and effects only last 6 hours before beginning to fade. Use of a healing potion will begin the gradual return of skills immediately, at the same rate.

4.) The players encounter a patrol consisting of ten male orcs in leather armor, armed with bows, spears and knives, and one orc with a sword and a studded hauberk. If the players have chosen to wear insignia, there is a 20% chance that the patrol is of the same tribe; otherwise they are members of the Badger clan. The patrol leader will ask a number of questions about who they are, where they're from, where they're going, etc. His questions will be pickier if he thinks they are from his clan, but he will be less friendly to them if they appear to be from another clan (as far as volunteering any information himself). Assuming the players satisfy the leader's questions, they will be told the way to the appropriate clan camp, and the patrol will go off into the woods. If their answers are judged unsatisfactory, the patrol will try to take the party back to their own clan camp, to be interrogated by their clan leader. Any escape attempt or attacks will be met with force; the patrol will make a run for it if more than 50% of its men are wounded.

5.) The players hear a group approaching. Soon a ragged party of four orc women and three children come in sight. All appear tired, and they carry nothing but the clothes on their backs. One child is being carried, the others are boys approximately twelve to thirteen years old. Upon seeing the player characters, they will immediately throw themselves upon their mercy, begging food and protection from the "dragon-people".

These women and children are survivors from an isolated clan of the Wolf totem; the Lizardmen attacked them about two weeks ago, and nearly wiped them out. They are perfectly willing to submit to ANYBODY of their own race at this point for survival's sake. In fact, having found "protectors", they are going to be VERY hard to get rid of. Even once the group reaches a clan camp, they will attempt to stay close to the player characters until forced away.

6.) A lone orc rides at an even pace along the road. He wears a leather vest (AC2) and carries a knife and a pouch hanging from a shoulder strap. He appears to be very wary of possible ambush (steering clear of underbrush, looking about frequently, etc.) and is traveling towards the castle.

He is a messenger bearing a letter for Gazrath from Karth, arranging a meeting (see TIMETABLE), or a verbal message from a clan chieftain, inviting the General to review his troops. The messenger will do his utmost to guard his charge, but is far better at fleeing than fighting, and has an 85% chance of hiding in the woods. The GM should utilize this encounter to work in with the action of the TIMETABLE, adjusting the messenger's direction and message accordingly.

7.) The players become aware that an uruk officer on horseback is watching them intently from a distance. He then rides up to them and asks them if they know anything about horses.

This is Kazor, one of Gazrath's trusted lieutenants, who is actively recruiting orcs to serve in a cavalry unit under his command. Joining Kazor's cavalry corps will get the players up to the castle's gates least, since the horses are kept just outside the walls. The GM should note that Kazor does not expect any mere orc to be able to ride well, and may be suspicious if too much skill is shown (40% chance that he will keep careful watch over any over-qualified rider). If the players are recruited by Kazor on the first day, they will be ordered to participate in the raid scheduled for the first night of the TIMETABLE.

8.) A group of 1D4 kobolds have been following the player characters for some time attempting to remain inconspicuous. Now they

- 1.) approach and ask for a handouts, food or money, (for their sick grandmother, of course), or
- 2.) approach and, under the cover of a distraction, attempt to pick the pocket of a random party member, or
- 3.) follow the party until someone sets something down where a kobold can grab it.

9.) An uruk in officer's dress shouts to the player characters to come. When they obey (and they had better obey!), he orders them to pick up a basket and follow him. The baskets hold nearly 40 lbs. of metal scraps each, and the group must tote them up the causeway to the castle smithy. Any character with average strength and stamina should manage the load fairly well (SR on 1D12 vs. STM hourly, or collapse from exhaustion). If any do fail by the wayside, it should be noted that the uruk boss has a bull whip with which he is amazingly (and uncomfortably) accurate. Laggards will sustain 1D8 points of damage, and then suddenly find the strength to struggle on. The GM may change the contents of the baskets to firewood, if the player characters are already on the castle grounds; the wood is to be carried to the Great Hall.

10.) A female orc in somewhat revealing garb begins to make obvious amorous advances toward one of the male players (roll randomly), first by admiring glances, then with inviting comments, and finally by direct physical contact. The GM should note that the player's disguise was not designed to withstand this kind of scrutiny. Unless the player discourages her, she is quite likely to notice that his orcish appearance seems less than skin-deep. There is a 40% chance that a male orc will take exception to her advances, accuse the player character of stealing "his" woman, and attempt to start a fight.

11.) The players come upon two patrols of orcs from different clans engaged in an argument over which group possesses the better swordsmen. Two of the men begin a fist fight with one another. There is a 70% chance that the quarrel will incite a general brawl that the players cannot easily avoid. If the fight occurs near the castle or one of the camps, urukhai will eventually come to quell the brawl, causing considerable damage to the participants in the process.

12.) One of the players stumbles over an uneven spot on the ground or floor, and discovers a hidden trap door. (This can occur anywhere.) Upon opening the trap door, they find a narrow stairwell leading down to a 15' x 15' x 10' room below. The room is empty, but there are three other doors, securely locked - no lockpick or passkey will open them. Should the players let the trap door close completely behind them, it too, will become impossible to open from the inside, though anyone outside the room will have no difficulty opening it. It is possible that the players can become trapped in the magical movable room until someone else opens a secret door found somewhere else (chance is 5% per hour; destination of room is GM's discretion). The trap door will remain where it is as long as someone is in the room; otherwise it will disappear in 1D20 minutes.

CHARACTER DESCRIPTIONS FOR THE RADISHA MUST DIE

ID#	Name	Character Notes	Class	Purse	Requisites										Weapon	Combat		Damage	Armor Class	HTK
					ST	CO	RF	SM	DN	IQ	TL	MR	MG	AP		HACØ	HACØ			
101	Shanlin		VET HU THF	1D8SP	8	16	10	15	16	15	8	8	15	14	TnKN DGR	1/5/10 8	1D4 1D6	LTR 4	32	
102	Gavin		INT HU FTR	1D6SP	16	13	11	14	8	10	12	11	10	11	BDSWD NET	6 4	TANGLE 4D4	LTR 4	39	
103	Lorri1		INT EL THF	1D4SP	10	15	14	10	10	13	14	6	14	15	SPR	4/9/14 6	1D12 2D3	LTR 4	19	
104	Morgul		INT O/ THF	1D8CP	9	18	15	13	10	8	14	12	8	7	SHSWD LBOW TnKN	1/5/8 1/5/10	1D6 1D4	LTR 4	29	
105	Biglug		EL HU FTR	1D4CP	18	12	14	16	6	6	10	12	10	9	BDSWD 1BBAX HFSWR	4 4 4	3D4 5D5 4D6	LTR 4	47	
106	Ander		INT HU FTR	1D4SP	14	17	12	16	8	11	8	10	10	12	BDSWD MACE	5 6	4D4 3D4	29		
107	Bard		GR HU FTR	1D6SP	12	11	10	12	8	11	9	10	10	12	LBOW SHSWD	3/7/10 8	1D6 3D3	LTR 4	19	
108	Corwin		GR HU FTR	1D8SP	15	14	17	13	10	9	11	15	9	9	HFSWD 1BBAX	6 7	2D6 2D5	LTR 4	20	
109	Janus Ironside		EL HU FTR	2D8GP	15	14	11	19	13	11	9	14	16	13	HFSWD 1BBAX	4 5	3D6 3D5	CHN 6	46	
110	Orc Prisoner #1		GR OK FTR		10	9	14	15	8	7	7	12	8	6	NONE			NON 0	17	
111	Orc Prisoner #2		VET OR THF		7	16	18	15	10	10	11	15	9	9	NONE			NON 0	23	
112	Orc Prisoner #3	a	INT OR FTR		9	10	11	19	5	7	4	12	8	5	NONE			NON 0	25	
113	Murkin Peddy (Kartn)		INT HU FTR	1D6GP	11	8	10	9	12	11	12	14	16	13	BDSWD	7	2D4	CHN 6	18	
114	Pike		GR HU FTR	1D8SP	11	11	11	16	8	7	12	10	10	6	BDSWD	7	2D4	LTR 4	19	
115	Gazrath (Radisha)	d	EL HU FTR		19	15	15	15	14	12	0	8	15	7	HFSWD 1BBAX	2 4	4D6 5D5	CHN 6	49	
116	Raksna *		VET UH FTR	2D8GP	14	16	16	12	9	10	6	17	12	9	BDSWD WHIP	4 3	3D4 1D8	LTR 4	28	
117	Volper		INT UH FTR	1D4GP	12	10	15	12	17	15	7	14	12	8	STAFF	8	1D6	CLO 2	24	
118	Kazor	d	VET UH FTR	1D8SP	13	14	18	15	9	9	4	12	11	8	BDSWD LANCE	6 7	3D4 3D10	LTR 4	32	
119	Ursnak-the-Bear		INT UH FTR	1D4SP	20	12	10	16	6	5	6	13	8	6	CLUB	6	5D4	CHN 6	25	
120	Sunja *		VET UH MAG	1D6GP	8	12	10	14	6	16	17	9	12	14	SPELLS			CLO 2	22	
121	Myrella *		INT HU NON		7	11	14	8	13	12	13	10	14	17	NONE			NON 0	14	
122	Dalai *		INT OK THF	1D4SP	8	13	14	12	14	12	7	14	10	8	DGR	9	1D4	NON 0	18	
123	Lupus	e	VET OR FTR	1D6SP	14	17	16	15	12	10	6	11	11	8	BDSWD	4	4D4	LTR 4	31	
124	Dakar		VET OR FTR	1D6SP	16	12	11	12	8	7	8	13	7	10	BDSWD	6	4D4	LTR 4	27	
125	Heggritt *		INT OR MAG	1D8SP	8	13	12	11	14	12	15	8	13	10	SPELLS			CLO 2	21	
126	Rattler	b	VET OK FTR	1D6SP	15	15	13	18	10	9	6	12	11	4	BDSWD	5	4D4	LTR 4	24	
127	Snagrat		VET OR THF	1D2GP	12	13	14	9	13	11	8	10	10	8	SHSWD	6	3D3	LTR 4	22	
128	Talons	c	VET OR FTR	2D6SP	12	9	13	11	15	13	11	13	12	9	SHSWD	6	2D3	LTR 4	26	
129	Reenna		VET UH NON	1D4SP	15	14	13	12	10	8	11	4	8	5				LTR 4	27	
130	One-Eye		INT UH FTR	2D8SP	16	14	12	13	7	7	7	6	4		DGR	9	1D4	CLO 2	29	
131	Ellonir	a	GR EL FTR		12	14	13	10	12	9	12	8	13	14	BDSWD	7	2D4	NON 0	18	
132	Scout		INT HU FTR		11	9	8	10	7	10	6	7	8	10	SHSWD	7	2D3	NON 0	16	
133	Yeva *		INT OR NON		5	14	14	11	10	7	10	8	8	15				NON 0	14	
134	Datroyt		INT HU FTR		18	12	14	10	10	15	8	9	11	14	BDSWD	5	5D4	CLO 2	28	
135	Goral		GR UH FTR	1D6SP	12	9	9	12	8	8	12	11	9	6	BDSWD	8	2D4	CLO 2	16	
136	Orc A (officer)		VET OR FTR	1D4SP	14	11	11	14	8	9	9	13	12	8	BDSWD	5	3D4	LTR 4	23	
137	Orc B (male)		INT OK THF	1D8CP	12	9	9	12	6	7	7	13	12	8	SHSWD	6	2D3	CLO 2	19	
138	Orc C (female)		GR OK THF	1D6CP	10	10	10	13	7	8	8	12	10	7	DGR	9	1D4	NON 0	17	
139	Uruk A (officer)		VET UH FTR	2D8SP	14	11	11	14	8	9	11	13	8	8	BDSWD	7	3D4	LTR 4	26	
140	Uruk B (male)		INT UH FTR	2D6SP	12	9	9	12	6	7	13	11	11	6	SHSWD	8	2D3	CLO 2	23	
141	Uruk C (female)		GR UH FTR	2D6SP	12	10	10	13	7	8	5	12	12	7	DGR	10	1D4	CLO 2	21	
142	Kobold A (male)		GR KO THF	1D6CP	8	9	9	12	6	7	12	11	7	6	KNIFE	10	1D3	CLO 1	14	
143	Kobold B (female)		GR KO THF	1D6CP	5	10	10	13	7	8	14	12	7	7	KNIFE	11	1D3	CLO 1	13	
144	Wolt-dog		ANIMAL		14										BITE	4	2D4	FUR 4	26	
145	Warnorse	t	ANIMAL		26										HVS(+)	4	3D5	FUR 4	67	
146	Hawk	g	ANIMAL		8										HVS(r)	4	4D6	FUR 6	14	

NOTES:

- a) Has lost percentage of HTK from rough treatment by captors.
- b) Weapons are treated with Level 8 snake venom (SR against STM).
- c) Accompanied by hawk, which will defend.
- d) If attacked when mounted, horse is trained to defend.
- e) Accompanied by trained wolt-dog, which will defend.
- f) Will use only one method of attack per mr.
- g) Talon strikes (2 per mr) only when flying.

FREEBOOTING SCENARIOS AND SHIP ENCOUNTERS FOR PIRATES

LANDS OF THE SOUTHRON REALMS

The adventures and encounters detailed in this volume take place in the region known alternately as the Southron Ocean or the Biracean Sea. These seaways are located about 3300 miles south and east of the Free City of Haven. To the north lies the great continent of Erinor, and the Eastern Realms of the once great (and still formidable) Mamori Empire. Below the mainland are several large populated islands and island chains, many of which possess exotic foodstuffs and resources of significant mercantile value. A thriving commerce has grown up between the island cultures and the mainland by means of the cargo ships which traverse the Great Circle Route.

A map of the Southron region is presented below; the cultures and major natural features depicted therein are described in great detail in this section.

THE PROVINCE OF TIMOR

The land of Timor is one of two provinces which form the Eastern Realm of the Mamori Empire. Timor has been under Mamori dominion for nearly a thousand years, and its indigenous peoples have come to fully embrace Mamori culture (and the economic prosperity that has come with it). The days of the Empire's full golden greatness in Erinor have passed, and many of its leaders - particularly in the insulated central state of Emor - have become soft and decadent. Still, its resources and military might remain vast, even at the borders of its domain. The Viceroy-General of Timor has at his disposal some 90 warships (10 heavy cruisers, 40 light cruisers, 10 transport/supply ships, and 30 corsairs) and 16,000 soldiers (although this figure includes about 5000 soldiers normally assigned to the northern and southern borderlands, the 3000 soldier occupation force garrisoned in Tharcege, and the 100 man outpost in Porto Blanca). Here, too, because of the assaults made upon the province by Tharcege and the barbarian lords of the steppes, the Timoran swords have remained sharp and their eyes have continued to look vigilantly outward, making Timor one of the strongest bastions of Imperial power remaining on Erinor, and one which has continued to expand in recent years, rather than contract, like the western and northern realms.

In all, the province of Timor comprises an area about 500 x 250 miles in size (slightly over half the size of present-day France) and supports a population of about 1.2 million. Its rolling hills are rich in gold, iron and copper ores, and fertile enough for productive farming and herding.

Two major ports lie on its southern coast: Krut'na Brut, a bustling metropolis of almost 65,000 persons, site of the Viceroy's summer palace and home to the main portion of the Mamori fleet; and Mamotto, smaller (a port of 20,000) but a major clearinghouse for raw

metals and finished goods like jewelry. There are also a number of small fishing villages along the coast, particularly to the east. About eighty miles east of Krut'na Brut lies another landmark well known to pirates - the area known as Smugglers' Cove, where captains seeking to unload purloined or restricted cargos must often travel to meet their black market connections.

The western part of Timor's coastline is dotted with a number of small sandy islands about 30-50 miles from the coast, known as the Merry Islands. The isles offer little in the way of natural resources, but 2 or 3 of them house small resort villages that attract the rich patricians of Timor, for the waters of the green Biracean run warm along these shores. Several of the isles also have coves and inlets that can be used by pirate vessels seeking a safe place to make repairs, a safe haven from pursuit, or a staging ground for coastal sailing.

THE SULTANATE OF THARCEGE

The Sultanate of Tharcege is a peninsular spit of land some 200 x 75 miles in size, dominated by a central mountain range, the Baal-hanni, and by dense jungle along its northern borders. Today, it is also a captive state, having been conquered some 45 years ago by a combined assault of Mamori land and sea forces. This war culminated (for the time being) a 200 year struggle between the Mamori and the Tharcageans for "possession" of the wild veldt stretching between the two lands. Nowadays the Caliph of Tharcege is a Mamori puppet and his people are policed by an occupation force of about 3000, swaggering bullies merciless in their prosecution of rumored "subversives". Still, the Tharcageans remain proud and unbowed, implacable in their hatred of the Mamori; uprisings in the cities and outlying villages are not unknown even to this day.

The primary trade goods of Tharcege are silver (from the mines of the Baal-hanni), silk, and ivory (from the vast herds of elephants that can be seen roaming the borderlands). The total population of the peninsula is about 225,000; some 40% of the inhabitants live in its three major population centers - the ports of Drax on the outer coast (pop. 35,000), Dux on the inland sea (pop. 25,000) and the walled mountain city of Ghies (pop. 25,000). The more rural inhabitants make their living from fishing and diving for coral in the reefs along the coasts of the inland sea.

The Tharcagean navy, some 35 vessels strong at its height, has been dismantled; about a dozen of the vessels were overhauled and commissioned in the Mamori service, while others were placed in drydock (and left to rot) or stripped of their weaponry and outfitted as merchantmen. The merchant fleets of Tharcege have been left more or less intact, though their activities and cargos are supposedly monitored by Imperial officials. In practice, however, there are many ways to bypass this interference, and a number of these vessels and their captains have been known to engage in smuggling,

to which Namori customs officials can sometimes be convinced to turn a blind eye.

As noted above, Tharbage is far from a docile, subdued territory. Every month, there is a 15% chance of a minor peasant uprising, and a 5% chance of a major insurrection in one of the cities. In the former event, the chance of hostile encounters along the Tharagean coast will double for the duration of the revolt (GM's discretion); in the latter case, hostile results will be 3 to 5 times normal, and vessels entering the coastal waters of Tharage are likely to be stopped, if encountered, and searched for contraband, even though their papers might be in order.

THE SAVAGE ISLES

The Savage Isles are a large chain of medium-sized islands, islets, and atolls that extend for almost 200 miles in the sea south of Tharage. Most of the islands in the chain are inhabited by natives of one of two tribes, the Mokshi and the Ubanu. The two tribes are both extremely warlike, and quite unwilling to share their islands with strangers from other lands. Though they are rather primitive cultures with weapons of stone, and a complete absence of military organization, the tribesmen know how to use the thick jungle of their homelands to their advantage, and have great skill at ambush and in silent movement. More than one ship has dropped anchor in the isles to make emergency repairs, or to seek treasure, and has never been heard from again.

There is an 85% chance that a tribal group will be present on any given isle in this chain. The size of this group will depend on the size of the island: medium-sized 150-100 natives, small-sized 80-100, atoll 20-100. Of these, about 30% will be able-bodied fighters (although up to 65% will fight if their village or sacred tabu grounds are attacked). Both tribes have a tremendous superstitious fear of magic in any form (including some forms of technology as well). As noted, they are almost always hostile to intruders, and there is an 80% chance they will discover the presence of another party first. The Ubanu are slightly easier to negotiate with, especially if weapons are offered in trade; unfortunately, this tribe is far less numerous (only 35% chance that a given tribal group is Ubanu).

Three of the 20 or more islands in this chain are of greater than passing interest to the players. The island of Porto Blanca, one of the northernmost and largest of the chain, contains vast deposits of a thick blue clay, liberally studded with diamonds. A Namori colony has existed here for over seven years, and a bounteous reward has begun to find its way back to the mainland. There are about 1500 colonists on the island, defended by a 100-man garrison of soldiers; they are located on the northern side. Scattered about are some 1500-2500 Mokshi natives. At the moment, the small garrison's might has been sufficient to stop any large scale raiding on the fortress and the mines; however, the garrison's only foray into the dense jungle at the island's center ended in rout. The resulting situation is a stalemate, in which the territory even a mile beyond the mines is a "No-Man's Land" that few enter (and from which even fewer return).

The Namori "colonists" are primarily convicts or religious dissenters, whose commitment to the bejeweled enterprise is somewhat tenuous; Timor maintains control of the colony through the soldiers, the 100-150 members of the bureaucracy sent here as administrators, and the 3-5 warships that patrol near its shores. Large cargos of gems (generally escorted by warships, sometimes not) are sent to Timor 3 or 4 times per year; the ships

returning from the mainland at the same time usually bear supplies or new colonists. Some enterprising free traders have begun to include the isle on their routes, since many of its inhabitants literally have money to burn, even though Namori authorities take a dim view of such visits.

The second isle of import is a small irregularly shaped mass of volcanic rock, known on most of the maps of the region as Brown's Island. This innocuous-seeming mass of rugged shore-line cliffs and bare topped hills is the site of Sharlit's Hole, the celebrated pirate hideaway. The island and its inhabitants are treated lightly in this book, but are extensively described in "Lair of the Freebooters", another fine book from Gamelords.

The third island of distinction is the so-called Isle of the Monolith. Here lies the ruin of a large coastal city, all that remains of a once powerful culture otherwise unrecorded in the annals of the Southern region. Those seafarers who have been blown, or driven by damage, to these shores report entryways into vast underground cavern complexes made of metal and shimmering stone, and unnatural beasts lurking in and around the city. Any who have passed within miles of these shores can attest to the awesome majesty of the quarter-mile high tower of silver, ringed by seven ascending layers of multicolored glowing orbs of stone, which stands in the center of the city, unsullied by time, still awaiting whatever strange purpose it was meant to fulfill. It is well known and frequently told that many adventurous crews have sailed here, seeking to claim any riches that remain - but if any have returned alive from such an attempt, the tale of their adventure is a well-kept secret.

In addition to the diamonds found in profusion at Porto Blanca, several of these islands are well-stocked with a certain species of pine prized as a sacrificial wood by many of the religious cults in the area. Some merchant ships seeking additional cargos may decide to stop here and risk native attacks in order to harvest some of this precious wood. A crew of 50 can harvest about 2 cargo units of wood a day.

THE ISLAND OF SAN TOREGA

San Torea is a large craggy island (stretching about 100 x 80 miles) formed by volcanic activity. Its rugged coastline, extremely irregular, is guarded by treacherous reefs and sandy shoals. To navigate these waters reliable charts are a necessity, including ones for the approaches to the island's largest population center and major port, Oro da Cano. Although there is little arable land on the island, that which does exist is extremely rich and fertile; most of this acreage is devoted to the raising of spices such as pepper and ginger root or potioner's herbs such as ginseng and elembre (a hot seed of the mustard family used in preparation of alchemical fire); these rare spices are much coveted abroad, especially in areas in which the climate does not lend itself well to their growth - consequently they bring a high price when sold. Little land can be sacrificed for pastureage; thus the island is meat-poor, and is dependent upon the harvesting of shellfish in its coastal waters to augment the native diet.

San Torea is also a source of obsidian and gems (primarily rubies, with some lesser stones such as garnet, fire opal and chrysochase). Its volcanic blue clays are the basis of a thriving native industry in ceramics, known even in the Namori Empire. In addition, Oro da Cano has a large slave market, to which vessels bring cargos of blue skinned natives from a mysterious continent to the south. On the whole, Oro da Cano is

(with the possible exception of the Upper Town in Krut'na Brut) the most decadent port of call in the Biracean Seas, filled with vices and diversions of every description, a majority of which are aimed at separating men from their hard-earned money; unlike the pleasure-palaces of Timor, however, da Cano is also filled with cutthroats and thugs bent on the same aim - using means substantially less subtle. In the city or in the country the average San Toregan is a rather mercenary fellow, eager to assist in any endeavor that sounds profitable, while deaf to the cries of the needy. Those that fail to make the grade in this cutthroat environment often wind up in the ramshackle shanty towns along the coastal roads, subsisting on a diet of little more than grubs and insects and begging from foreign travelers. To stoop to help these unfortunates is to lose face in San Torega (though such an act would be totally contrary to their nature).

In autumn each year, the prevailing currents begin to bring cold water in from the southeast; cool waters bring with them schools of sea-serpents, migrating from their mating-grounds. These serpents are the subject of song and fable, growing (tis said) over 300' in length. Size is a direct function of age, and few of the great serpents die of advanced years or other natural causes; their only enemies seem to be the predator hunters and each other.

If ships are present in the area marked on the map as the "Serpent Current" during migrating season (which varies by 2-4 weeks each year, making advance planning difficult if not impossible), there is a 15% base chance per hour that a school will be encountered. If an encounter does occur, the chance of an additional encounter will be doubled for six hours thereafter. If left alone, though, there is only a 10% chance that a school will attack of its own volition. However, a school normally covers a lot of territory, so that navigation is as if through an obstacle course, simply to avoid collision. (Should encounters occur, further information on the great serpents can be found in the section on "Natural Encounters", encounter 80, and in the listing of Animal Statistics.)

Migrating season is an important time of the year in San Torega. Several fair-sized fleets and a large number of independent vessels roam the seas at this time of year, seeking the elusive schools of serpents. Serpent-hunters generally tend to be reconditioned and reinforced merchantmen, outfitted with two or more ballistas designed to fire heavy harpoons and large winch-operated seines. Normally, these ships are quite recognizable from a distance, garishly painted in the reds and oranges of the serpents' skin colors, and often bearing elaborate carvings of heads and tails at bow and stern. While dangerous, the hunt is rewarding and quite profitable in many ways. The meat of the adolescent "dragon" (i.e., less than 100' long) is leathery but succulent, and is a pleasant variation from the normal San Toregan fish diet and thus highly prized. Further, the naturally-scented oils of the serpent are used to fuel lamps and as a basis for perfumes and aromatic essences. The bones and teeth are of steel-like hardness, which makes them suitable as weapons of many sorts; the venom in the tail is a powerful poison; the tough outer skin can be tanned as a hide; and the soft, milky inner skin, if properly prepared, is said to be an aphrodisiac. All of these by-products can be sold anywhere in the region (some, properly preserved, even find their way to the more exclusive marketplaces of the Free City of Haven). If a Quarry encounter should be rolled in this area during migrating season, use Ship Encounter 18.

THE KUTROVAN SECTOR

About 280 miles west of San Torega lies a circular chain of islands known as the Kutrovan Sector. These sandy and lushly fertile isles are dominated by two very substantial land masses standing at the northeast and southwest corners of the chain - Kutro and Jarasta.

For many years the natives of the Sector remained in fairly primitive tribes, trading mostly among themselves. A "pecking order" of power of influence was established among the tribes by means of a "potlatch" ceremony, in which goods and wealth were gratuitously destroyed to illustrate the overwhelming riches of the vying rulers. This ceremony has been largely abandoned, except in the backwaters, where it is still practiced primarily to settle controversies between blood rivals under one roof. For the most part, intra-tribal rivalry has been submerged beneath a veneer of civilization resulting from contact with Tharcage and Timor, and the isles are now a loose confederation of "free" states, nominally led by Kutro, who have begun to look outward for economic gain.

The Kutrovans have always been a seafaring culture, and their technological prowess in ship design and building is the greatest in the region, even though their overall level of technological development is substantially behind that of Timor. The majority of their merchant vessels and a few of their warships tend to utilize multiple (2 to 3) smaller sails per mast, lashed by a somewhat crude forerunner of square rigging. Vessels outfitted in this manner can attain a maximum sailing speed 20% above that listed in the rules section of the book for the various wind velocities identified, and can turn an additional 30° per turn without movement penalty. This increased maneuverability is not without its price, for the hulls of the vessels have a 10% lower damage capacity than normal vessels; nonetheless, the added speed factor, coupled with the intimate knowledge of the Biracean's currents, calms and shallows shared by the Sector's best captains, have made its merchant fleet a force to be reckoned with.

The Namori, paranoid in the best of circumstances, have begun to become very concerned about the potential that the Kutrovans pose to their naval supremacy. A number of Timoran warships have visited Sector shores in recent years to "show the flag", while the Empire's shipwrights have initiated feverish efforts to copy the Kutrovan designs in their own vessels. These efforts have thus far done little except arouse Kutrovan anger and pride. The various Kutrovan isles have a combined fleet of about 40 warships (25 light cruisers, 15 corsairs); however, because of the unstructured nature of the prevailing political structure, only about 35 to 50% of these could be immediately committed to battle in the event of a Namori or other attack. These vessels seldom leave Sector sea lanes, except as escorts for large local merchant convoys; their commanders tend to be conservative rather than reckless about getting involved in "unnecessary" combats.

The Kutrovan islands contribute a diverse mix of trade goods to the inter-island commercial flow. Kutro itself is largely a supplier of pipeweed and other tobacco products, both medicinal and (for black market sale) narcotic. Jarasta, whose climate and terrain is more tropical, is a source of sugar, tea, and men. There are oyster beds rich with pearls located off the coasts of two of the smaller islands in the chain; a third has large natural supplies of flamework, a deep reddish-brown wood prized by area furniture makers. Any vessel picking up or trading cargo in several of these ports of call on a single voyage is likely to find that

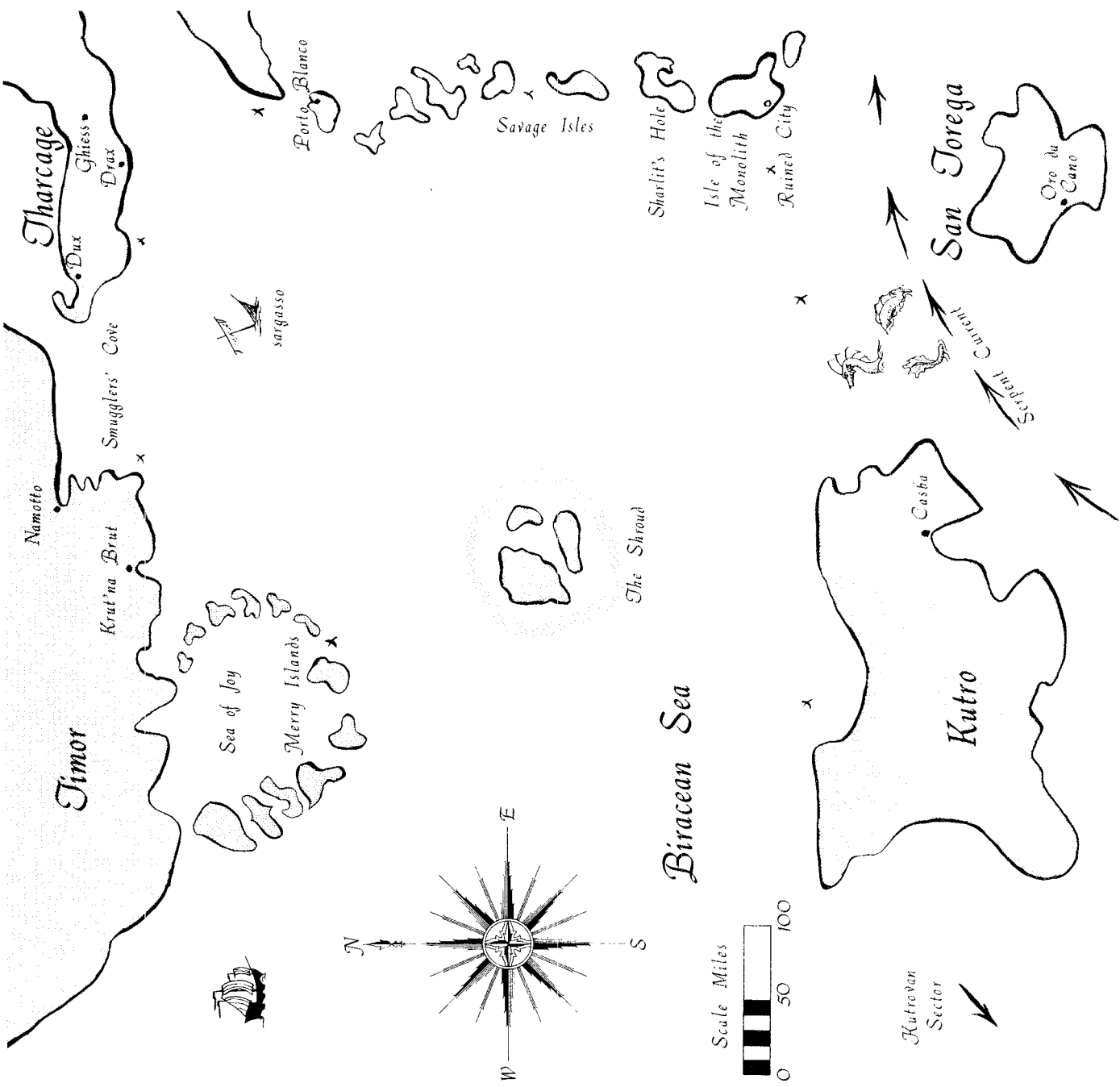
the petty jealousy between the Free Trader states still exists and may pay a heavy price (in the form of taxes and surcharges, hostility, or even sabotage) for this knowledge.

THE SHROUD

In the open seas between Kutro and Timor lies a strange natural phenomenon referred to by sea-captains and chartermen as The Shroud. This area, about 60 x 30 miles in size, is surrounded by a perpetual, unmoving sulphurous fog, that reduces visibility to distances of far less than a half mile. Merchant and pirate vessels under heavy pursuit sometimes will enter the Shroud in a desperation attempt to evade capture. This tactic involves great peril, however, for its waters are laced with treacherous reefs and shoals to test the skill of any helmsman (saving roll each cr, at a penalty of 4). It is also easy to lose one's sense of direction in the

thick mists, especially since a metallic constituent of the fog completely wipes out the effectiveness of any compass or lodestone (though not of magical direction-finding incantations). Only a fraction of the ships entering these mysterious waters return unscathed.

At the center of the Shroud stands an unnamed, uncharted island inhabited by immense creatures right out of the prehistoric age - dinosaurs, huge reptiles and other birds, and mammoth versions of normal beasts like apes and bears. Dozens of active fumaroles on the island's face generate the sulphurous haze surrounding the island; the haze seems to have held back the tide of evolution. Few men have ever penetrated the multiple reefs to land upon its shores; in the current age, only one vessel (Ierra Nova, described later in the Ship Encounters section of this book, Encounter 20) has traveled there and returned to tell of it.



ENCOUNTERS WITH QUARRY

Ships in this class can be sub-grouped into one of two categories - merchant cargo vessels and other, basically non-hostile seagoing craft. If the GM wishes, he may roll a D20 to select the encounter randomly, or he may exercise his own judgment. The merchant ships are handled in a unique manner in these descriptions, because the nature of each ship's cargo will vary greatly depending on the leg of the Circle Route they are currently sailing. Consequently, the descriptions of these vessels indicate three basic factors:

- 1) the total size of the resource purse available to the ship, in cash and trade goods;
- 2) the total cargo capacity of the vessel (expressed in an abstract measure, cargo units, intended to take into account both weight and volume limits); and,
- 3) the relative trading skills and predilections of the ship's captain (or cargo buyer, if he and the captain are not one and the same).

Using these pieces of information and the instructions below, GM's should be able to generate, relatively quickly, the mix of cargo being carried by the ship at the time of the encounter.

Step 1: Once the position and heading of the vessel has been determined, find the origin and destination ports that lie along the straightest line from that facing; if the heading indicates an off-map destination, only the port of origin should be determined.

The Colombo Islands are about 400 miles off-map to the west and are part of the Circle Route; they are an acceptable destination for any ship apparently headed off the map in a westerly direction. There is, however, little or no normal merchant traffic into the largely uncharted seas off-map to the east of the Savage Isles. Should a vessel be indicated to be heading in this direction, it is 85% likely to be disabled or lost - or from a completely alien culture. In the latter case, no origin port is selected; the GM may use his discretion in assigning cargo on such a vessel.

Step 2: Determine the number of cargo rolls to be made. All cargo vessels carry bulk cargo (the usual run of goods, delivery or sale of which "pays the rent"), and the number of units of this type of cargo carried depends on the classification of the trader: Conservative will carry 90% bulk cargo, Normal (unspecified) carry 60%, and Speculators 30%. There will normally be one type for most vessels, and two for those indicated as Diversified.

Once the amount of bulk cargo carried has been determined, the specialized cargo can assigned to the ship. Light cargo vessels normally make three rolls on the cargo tables below; light ships whose cargoes are indicated as Diversified may make five such rolls. Heavy cargo vessels, normal and Diversified, make four and six cargo rolls, respectively. Heavy cargo ships also roll a D100; on a 01-35, two of the cargoes will be from the second to last port visited (determined by moving around the Circle, clockwise or counter-clockwise, in the direction away from the ship's current heading). However, if the ship's current origin port is also its home port (e.g., a Namori ship leaving from Namotto or Krut'na Brut), all its cargo will come from that port, regardless of the type of vessel involved.

Step 3: Roll up (on a D100) the various types of bulk and specialized cargos from the appropriate origin port list below.

Subtract 50 if bulk cargos are being selected. When selecting specialized cargo units, add 20 to the die roll if the ship is bound for off-map destinations; add 25 to the roll is the trader is classified as a Speculator, or subtract 15 if he is described as Conservative. On the chart below, the Cost figure is used for figuring the units of the various cargos carried on the vessel; when total of Costs exceeds the established purse of the vessel (if any; if no purse is set, use the lowest cost totaled by the cargo units involved), either reroll the cargos or adjust the amounts loaded on the ship. If total of Costs is less than the purse established for the ship, the remainder of the money is carried in the ship as a chest of coins and small gems, generally hidden somewhere in the Captain's cabin (it is up to the players to search for said chest - it is not in plain sight!).

When cargos are being sold by the pirate captains, the Trade Value and Speculative Chances figures are used. Trade Value is the price normally expected for a given type of cargo - multiply the figure by 1.5 is the cargo is sold in a port in which there is a demand. The Speculative chances are the chances that the base Trade Value of a product will rise or fall (this should only be rolled after a ship has reached a port where she intends to sell the cargo); any rise in price will be 1D10 x 10% - falls are 1D6 x 10%.

COMMODITIES and PORTS OF CALL

- (* = demand in country;
- = normal purchases;
- † = country is producer)
- (B) indicates bulk items.

Commodity	Timor	Thar	PB	ST	KS	CI
Cloth	†	-	-	*	†	-
Coffee	*	*	-	-	-	†
Copper (B)	*	†	-	-	*	-
Diamonds	-	†	†	*	*	-
Exotic Fruits	†/*	†/-	*	*	†/-	†/-
Foods and Wines	†/*	†/*	-	*	†	†/-
Furs	†	†	-	-	-	-
Gems	*	-	-	†	-	-
Gold	†	-	-	*	-	-
Grains (B)	†	†	*	*	-	-
Hemp and Jute (B)	*	†	-	*	-	-
Herbs	*	†	*	†	†	*
Hides and Skins (B)	†	†	*	*	†	*
Ivory	*	†	-	*	*	-
Jewelry	†	†	-	†	-	-
Leather Goods	-	†	-	*	-	†
Liquor	-	-	*	*	†	-
Lumber (B)	†	†	†	*	-	*
Luxury Items	†	†	*	-	*	-
Magic Items	†	†	-	-	-	-
Metal Goods	†	†	-	-	-	-
Narcotics	*	-	-	*	†	-
Obsidian	*	-	†	†	*	-
Pearls	*	-	-	-	†	†
Pig Iron (B)	†	-	*	-	*	-
Pipeweed (B)	†	-	-	-	†	-
Rare Woods	*	-	†/-	*	†/-	†/-
Silver	*	†	-	*	-	-
Spell Components	†	†	-	-	-	-
Spices	*	*	*	†	-	†
Steel	†	*	†	-	-	-
Stone (B)	†	†	†	†/-	*	-
Sugar	*	*	-	*	†	-
Tar and Pitch (B)	-	*	†	*	*	-
Tea	*	†	-	†	†	-
Wooden Goods	†	†	-	*	-	*

PORTS of ORIGIN and MERCANTILE COMMODITIES

(Cargo Costs and Trade Values are given in 1,000 GP increments per Cargo Unit. Underlined numbers are negative.)

Land of Origin	Use Roll	Cargo Type	Cost	Trade Value	Speculative Chances
T	49-40	Stone	1.0	2.0	05-90-05
i	39-20	Lumber	1.2	3.0	05-90-05
m	19-10	Pig Iron	1.3	3.5	40-45-15
o	09-00	Grains	1.5	4.0	05-90-05
r	01-15	Wooden Goods	2.5	6.0	25-60-15
	16-30	Hides/Skins	1.5	4.0	40-55-05
	31-50	Pipeweed	3.5	15.0	15-70-15
	51-60	Steel	4.0	12.5	10-75-15
	61-70	Metal Goods	4.0	8.0	45-40-15
	71-80	Cloth	3.5	10.0	35-60-05
	81-85	Furs	4.0	8.0	35-60-05
	86-90	Jewelry	6.5	25.0	45-20-35
	91-100	Gold	10.0	10.0	05-90-05
	101-105	Magic Items	50.0	300.0	25-50-25
	106-110	Components	15.0	35.0	40-20-40
	111-120	Foods/Wines	10.0	35.0	25-70-05
	121-130	Luxury Items	10.0	35.0	40-15-45
	131-145	Exotic Fruit	4.0	25.0	35-30-35
T	49-40	Stone	1.0	3.0	05-90-05
h	39-25	Lumber	1.2	3.0	05-90-05
a	29-10	Copper	1.0	1.3	15-70-15
r	09-00	Grains	1.5	4.0	05-90-05
c	01-25	Hemp & Jute	1.0	3.0	15-60-25
a	26-40	Wooden Goods	2.5	6.0	25-60-15
g	41-50	Hides/Skins	1.5	4.0	40-55-05
e	51-60	Metal Goods	4.0	9.0	45-40-15
	61-70	Leather	3.0	8.0	45-50-05
	71-80	Furs	4.0	8.0	35-60-05
	81-95	Silver	5.0	5.0	05-90-05
	96-115	Foods/Wines	10.0	35.0	25-70-05
	116-130	Luxury Items	10.0	35.0	40-15-45
	131-145	Exotic Fruit	4.0	25.0	35-30-35
P	49-10	Lumber	1.3	3.5	05-90-05
o	09-30	Tar & Pitch	1.0	3.0	05-80-15
r	31-60	Rare Woods	5.0	15.0	35-30-35
t	61-80	Steel	4.0	11.5	15-70-15
o	81-95	Obsidian	7.0	18.0	20-75-05
c	96-145	Diamonds	35.0	350.0	05-90-05
T	49-50	Stone	1.0	3.0	05-90-05
S	51-55	Obsidian	7.0	18.0	20-75-05
a	56-65	Gems	30.0	35.0	05-90-05
r	66-70	Jewelry	6.0	24.0	45-20-35
n	71-80	Tea	3.2	15.0	15-60-25
g	81-90	Spices	10.0	100.0	10-80-10
a	91-145	Herbs	8.0	60.0	40-55-05
K	49-20	Hides/Skins	1.5	3.0	40-55-05
S	19-15	Pipeweed	3.5	15.0	15-70-15
u	16-30	Rare Woods	5.0	15.0	35-30-35
e	31-45	Sugar	5.0	25.0	05-90-05
t	46-55	Cloth	3.5	10.0	35-60-05
r	56-65	Herbs	8.0	60.0	40-55-05
o	66-85	Tea	3.2	15.0	20-60-20
v	86-90	Pearls	8.0	35.0	30-40-30
a	91-110	Liquor	2.5	15.0	30-30-40
n	111-130	Foods/Wines	10.0	35.0	25-70-05
	131-145	Exotic Fruit	4.0	25.0	35-30-35
C	49-15	Coffee	5.0	25.0	05-85-10
o	16-50	Leather	3.0	8.0	45-50-05
I	51-90	Herbs	8.0	60.0	40-55-05
s	91-95	Pearls	8.0	35.0	30-40-30
o	96-115	Spices	10.0	100.0	10-80-10
m	116-130	Foods/Wines	10.0	35.0	25-70-05
e	131-145	Exotic Fruit	4.0	25.0	35-30-35

1) Conch

This vessel is a heavy cargo ship bound for the colony of Porto Blanca, bearing supplies (supplementary foodstuffs, tools, weapons, and a smattering of comparative luxury items from Timor). With the exception of the last item (which makes up a bit less than 10% of the cargo), little of the cargo stowed aboard could be easily resold, although it would likely make a valuable addition to the pirate ship's own stores. There is a 70% chance that Conch is being accompanied by a single Namori cruiser of the Appaltonia class.

The captain and officers of Conch are rather inexperienced, and a major portion of its crew is made up by impressed seamen. This combination, plus the vessel's lumbering speed, makes the ship rather ill suited for a high seas chase, yet she has little choice but to try and run for it if attacked. If accompanied, Conch will let the cruiser do virtually all the fighting, for it has little serious weaponry of its own. The warship will endeavor to keep itself between Conch and its attacker(s), but may itself break off and make a run for it if the supply ship appears to have lost seaworthiness. The warship will not pursue under any circumstances if the pirates should themselves break off the engagement. If travelling unconvoyed, Conch will almost certainly (80%) run up the white flag if it takes a crippling sail or hull hit, regardless of normal morale rolls.

CONCH
Captain Esrael Terki
(Heavy Cargo)

Winds:	Calm	Soft	Moder.	Brisk	Strong	Gale
Speeds:	0	1	2	4	7	9/5
Adjust:	0	1	1	3	5	6/3
Officers	Hull: 350 Speed: -35% Sail					
Capt.	Draw: (14)20 Turns: -10° 600					
F. O.	M:Sprit 80 t: 80					
S. M.	M:Fore 180 t: 180					
M.-A.	M:Main 200 t: 200					
Mage	M: Miz'n 160 t: 160					
Charge- Rating	Petty	PU	MA	SA	PO	PU
	Crew	Off.	Arty	Arch	Helm	Sail
GR	30			15	1	12
INT	13			1	1	6
VET	6	b	p	1	1	ppp3
EL	1					pp 2
Men	50	6		16	(4)1	21
Points	152			40	7	66
Average	3.06			2.50	7.00	3.15
Adjust	1.01			2.10	6.80	3.15
Letter	6			6	E	6
Sk Base	3			b	20	9
Special Effects:	2 12-man boats, 2 6-man boats					
Cargo:	50 units assorted supplies					

2) Hurricane and Stormbringer

The two light cargo ships, owned and maintained by a trio of brothers from the isle of Jarasta, Neb, Gar, and Joad Qessim, are bound for far Timor and Tharcage, bearing cargos from the Kutrovan sector; both sport the new multiple-sail-per-mast design beginning to assume dominance among the Free Traders of the islands (adds 25% to the vessel's normal base speed in moderate or greater winds, but takes 20% longer to repair spars or replace sails). Neb and Joad each captain one of the two vessels; the latter also possesses a great store of knowledge about the winds and hazards of the area seas, which gives him two distinct advantages: an additional 10% (plus his normal rating for being Stormbringer's sailing master) increase to the ship's top speed during a chase, and an 80% chance of recognizing forewarning signs of any Natural Encounter come upon in the course of the chase (and being able to take advantage of the encounter to draw away from his pursuer, or even escape completely). Joad's notebooks and rutters, kept under lock and trap in his personal quarters, would provide (after perusal and a sufficient period of study) other sailors with these same advantages, but he will not reveal their location even if tortured. Gar carries out the group's cargo buying and selling activities; he is a generally astute observer of consumer tastes and fashion trends and is often able to ride the crest of these trends to turn a handsome profit (roll D100; on

an 01-30, the ship's cargo is worth 2D20% more than the normal per unit value for the goods being carried, as identified from the Cargo table (2 rolls), provided that it is sold in one of the destinations indicated above). Each ship has a total cargo capacity of 30 units; the group's total purse is 1,300,000 GP.

As indicated, the Qessim brothers are very able seamen and their vessels are fairly well stocked with magical protections, armaments, and replacement parts. Unfortunately, they have a peculiarly misplaced sense of frugality with regard to crewing their vessels, and have fewer and less qualified crew and officers than would be desirable in a combat situation where several details must be working at once. If encountered by a single pirate, they will attempt to escape, but will fight if necessary. If met by equal or greater numbers, however, they will likely attempt to pragmatically cut their losses if their attempt at flight fails, and the pirates encountered do not have a known reputation for ruthlessness. The Qessim will attempt to bargain to transfer their crew and keep one of the two vessels if possible, using arrow-fired messages to relay this proposal to the pirates and threatening to ruin their cargo if the bargain is not accepted. If the offer is rejected, they will not carry out this threat, but may make the buccaneers pay heavily for their ill-gotten gains in blood and sweat.

HURRICANE

Captain Neb Qessim
(Light Cargo)

Winds:	Calm	Soft	Moder.	Brisk	Strong	Gale
Speeds:	0	2	4	6	10	13/5
Adjust:	0	2	3	5	8	10/5
Officers	Hull: 250 Speed: -20% Sail					
Capt. V	Draw: (10)14 Turns: -10° 530					
F. O. V	M:Sprit 60 t: 60					
S. M. I	M:Fore 90 50 20 t: 160					
M.-A. I	M:Main 110 60 20 t: 190					
Mage	M:Miz'n 80 40 t: 120					
Charge-Rating	Petty Off.	P0	MA	SM	P0	P0
Crew	7	2	3	1	4	1 3
GR	21	3	1	14	3	4
INT	4	2	1	1	pp 2	
VET	3	2	p 1	1	p 1	p 1
EL	35	4	(7)4	(3)1	20	5 8
Men	143	21	7	76	21	29
Points	4.08	4.25	7.00	3.80	4.20	3.63
Average	2.68	4.40	6.10	3.80	4.35	3.78
Adjust	6	1	V	I	I	I
Letter	8	13	16	11	13	15
SR Base	Ship's Weaponry: Ballista, forecandle					
	Catapult Ammo: 25 H-Bolts (750#), 40 L-Bolts (800#)					
	Magical Ammo: 20 Breakables (bolt attachable):					
	3 SL, 2 SS, 2 CF, 1 SH, 3 CV					
	Special Effects: Sails fireproofed @ 40%;					
	4 8-man boats					
	Cargo: 30 units, 500,000 GP					

STORMBRINGER

Captain Joad Qessim
(Light Cargo)

Winds:	Calm	Soft	Moder.	Brisk	Strong	Gale
Speeds:	0	2	4	6	10	13/5
Adjust:	0	2	4	5	9	12/5
Officers	Hull: 250 Speed: -10% Sail					
Capt. E	Draw: (10)15 Turns: +20° 530					
F. O. V	M:Sprit 60 t: 60					
S. M. Capt.	M:Main 90 50 20 t: 160					
M.-A. I	M:Main 110 60 20 t: 190					
Mage	M:Miz'n 80 40 t: 120					
Charge-Rating	Petty Off.	P0	MA	SM	P0	P0
Crew	11	3	3	6	2	4
GR	18	1	2	1	11	p 4
INT	4	2	1	1	pp 2	p 1
VET	2	1	p 1	1		
EL	35	4	(7)4	(3)1	19	6 9
Men	132	21	7	68	20	30
Points	3.74	5.25	7.00	3.58	3.33	3.33
Average	3.54	5.40	7.05	3.58	3.03	3.33
Adjust	6	1	E	G	G	I
Letter	10	16	21	10	9	9
SR Base	Ship's Weaponry: Ballista, forecandle					
	Catapult Ammo: 30 H-Bolts (900#), 70 L-Bolts (1400#)					
	Magical Ammo: 30 Breakables (bolt attachable):					
	4 SL, 3 SS, 4 HS, 4 CF, 12 SH, 3 CV					
	Special Effects: Sails fireproofed @ 60%;					
	3 10-man boats					
	Cargo: 30 units, 800,000 GP					

3) **Bona Ventura**

Bona Ventura, captained by a tall rangy merchant named Lino Capaldi, is a reasonably successful San Torean light cargo ship traveling the Circle Route. Capaldi is quite conservative in both his trading and his sailing; he seldom varies far from the established sea lanes or traditional "sure thing" cargos. The ship has a total capacity of 15 cargo units, and Capaldi's total purse is 500,000 GP. Being cautious, he will keep up to 20% (20) of his purse in cold cash as a reserve against emergencies; this money is kept in a very well trapped safe in Capaldi's cabin.

Bona Ventura's crew and officers are fairly experienced, and many have voyaged with the ship for years. Capaldi, though not quite the type to inspire fanatical loyalty, keeps his men reasonably well satisfied (+1.00 to the overall crew Morale Rating). In a chase, he will never gamble on a wind change or other strokes of luck (like attempting to navigate reefs or shoals encountered, or exceeding safe speeds in rough weather) to make his escape; rather, he will keep the ship on the best heading that continues her movement in the same general direction as the nearest port. He is not afraid to risk his own neck to assist in emergency repairs or by entering the fray in boarding action.

BONA VENTURA
Captain Lino Capaldi
(Light Cargo)

Winds:	Calm	Soft	Moder.	Brisk	Strong	Gale	
Speeds:	0	2	3	5	8	10/5	
Adjust:	0	2	3	5	8	11/5	
Officers	Hull: 250 Speed: +5% Sail						
Capt.	V	Draw: (11)14 Turns: +20° 510					
F. O.	V	M:Sprit 80 t: 80					
S. M.	E	M:Main 250 t: 250					
M.-A.	V	M:Miz'n 180 t: 180					
Mage	M: _____ t: _____						
Charge- Rating	Petty Off.	PO	MA	SM	PU	PU	
GR	Crew	3	1	_____	_____	2	
INT	Crew	9	2	2	2	3	
VET	Crew	21	3	3	9	1	
EL	Crew	3	1	p 1	1	1	
Men	Crew	36	4	(7)4	11 (4)1	9	
Points	Crew	189	25	62	7	49	
Average	Crew	5.25	6.25	5.63	7.00	5.44	
Adjust	Crew	6.20	6.40	5.63	7.05	5.44	
Letter	Crew	V	V	V	E	I	
SR Base	Crew	18	19	16	21	16	
Ship's weaponry:	Light catapult, forecandle						
Catapult Ammo:	41 Rocks: 10 50#, 18 100#, 8 150#;						
Magical Ammo:	6 oil jugs, 5 50# rocks w/rags						
Special Effects:	4 8-man boats						
Cargo:	30 units; 500,000 GP [minus 1020% in reserve]						

3) **Grendel**

This heavy cargo ship carries a mixed cargo of diamonds and obsidian (25 units each, see the cargo chart for the values) from the Porto Bianca colony back

to Timor. Its presence on the high seas without warship escort is a testament to the stubbornness and sheer pightheadedness of its captain, Barrett Faircastle the mage. Barrett, whose fondness for the sea matched his interest in the arcane arts, was serving as a ship's mage in his early years on a vessel which was seized by pirates. When he refused to join with the brigands and instead attacked their captain, his tongue was cut out and he spent nearly 2 years as a slave rower before he escaped. His tongue was eventually restored by special regeneration spells, but his original love for the sea was perverted, and replaced by a rabid desire for vengeance, on all pirates in general, and on the ships of his tormentor, Morghan Silver, in particular. Thus was he driven to leave his successful and financially secure life in Krut'na Brut to become one of the leaders and principal monetary backers of the mining outpost at Porto Bianca. When news drifted back to the colony that two recent treasure ships had been raided by pirates, Faircastle insisted on taking command of Grendel, asserting that his magic could handle any pirate assaults better than any warship.

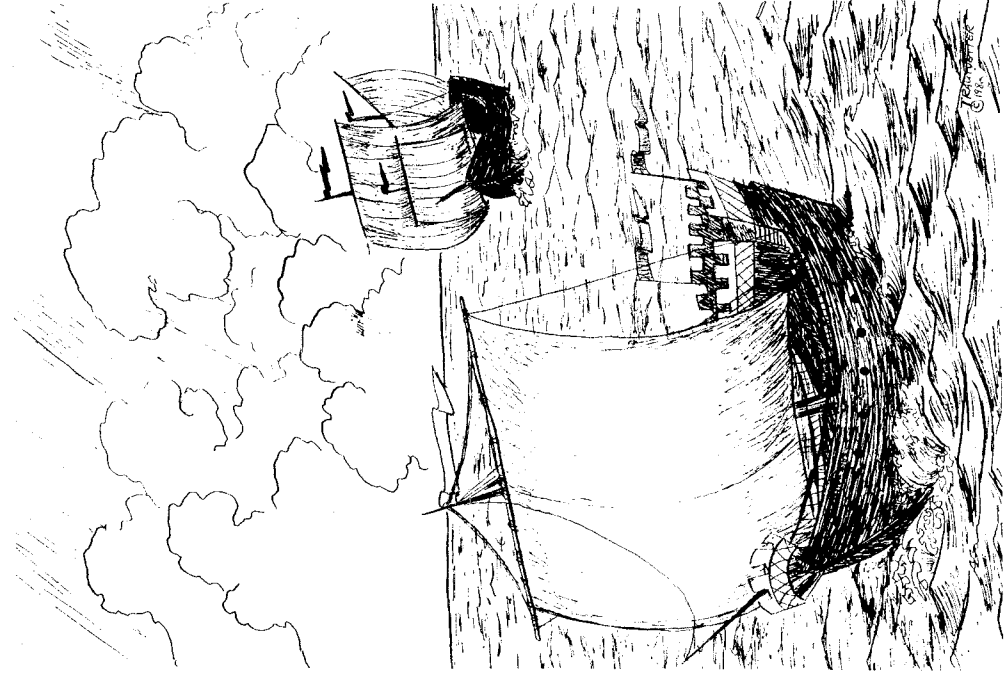
The normal crew of Grendel are a rather average lot, who have grown accustomed to relatively low-risk transits. Faircastle has been drilling these men very

GRENDEL
Captain Barrett Faircastle
(Heavy Cargo)

Winds:	Calm	Soft	Moder.	Brisk	Strong	Gale	
Speeds:	0	1	2	4	7	9/5	
Adjust:	0	1	2	4	7	9/5	
Officers	Hull: 350 Speed: +5% Sail						
Capt.	V	Draw: (12)16 Turns: +15° 550					
F. O.	E	M:Sprit 70 t: 70					
S. M.	E	M:Fore 160 t: 160					
M.-A.	I	M:Main 200 t: 200					
Mage	EVII	M:Miz'n 120 t: 120					
Charge- Rating	Petty Off.	PO	MA	SM	PU	PU	
GR	Crew	6	a/b	1	2	1	
INT	Crew	32	2	3	p 6	1	
VET	Crew	14	1	2	2	1	
EL	Crew	8	3	p 1	2	3	
Men	Crew	60	6	(7)4	11 (5)1	25	
Points	Crew	280	23	52	7	111	
Average	Crew	4.66	5.75	4.77	7.00	4.44	
Adjust	Crew	4.16	5.90	4.37	7.05	4.59	
Letter	Crew	I	V	I	E	I	
SR Base	Crew	12	17	13	21	13	
Ship's weaponry:	(a) light catapult, midships;						
Catapult Ammo:	(b) ballista, forecandle						
Magical Ammo:	42 rocks: 20 50#, 7 100#, 15 150#;						
Special Effects:	20 H-Boils (600#), 20 L-Boils (400#);						
Cargo:	25 units of diamonds, 25 units of obsidian						
Magical Ammo:	60 Breakables: 40 MT, 20 SH						
Special Effects:	Sails fireproofed @ 80%;						
Cargo:	3 10-man boats						

harshly into combat readiness, and left little doubt about his intention to confront, and left little doubt Grendel should encounter. This has earned him the rancor of many crewmen (and a drop in the general crew Morale Rating of 0.50), who have rallied around the ship's First Officer, the elf Skendri. Faircastle has brought 12 associates with him on the voyage, including his own Sailing Master, and Faircastle's 3 apprentice mages (a VET and 2 INT wizards); all of these men are staunch, reliable supporters of the mage captain. If a battle does occur, and the crew fails a morale roll, GW's might have Skendri attempt to rouse the crewmen to mutiny and, if successful, immediately surrender. If, however, Faircastle and his men rule the day, the ship will fight to the last man, regardless of any indicated morale results.

Faircastle's goal, if a pirate vessel is sighted, will be to get the two ships within spellcasting range while spending the shortest amount of time in the range where the ballistas and catapults of the pirates have the strategic advantage. As a result, Grendel's sailing tactics are likely to look fairly bizarre to pursuing craft, and may rouse suspicions as to what is afoot. If Barrett sights (what he believes is) the insignia of Morghan Silver on any pirate vessels that approach, he will become almost apoplectic with rage, and will be prone to serious lapses of judgement in his haste to close with that ship. The spell preferences of the various mages aboard the vessel are indicated in the ship description that follows.



5)

Gabralyn

This is a two-masted light cargo ship from one of the smaller islands in the Kutrovan sector. Her captain, Anton Gorvalz, is truly jinxed, although he is a veteran seaman. Gabralyn has already experienced substantial hardship on this voyage - her newly fireproofed mainsail was lost during a severe storm; 30% of the vessel's current cargo was also ruined by water damage when one of the patches on the ship's well-worn hull gave way; additionally, a substantial portion of the crew have but recently recovered from a bad case of food poisoning sustained from eating partially spoiled stores bought by Gorvalz at "bargain" rates; their current overall and detail GIVE ratings are 10% lower than the values indicated on the Ship Form because of the residual effects of this illness. With all these problems, it can be well imagined that morale is low; the ship will start making morale checks when casualties reach 20% of the crew, and will make all such rolls at a -3, virtually ensuring the vessel's quick surrender against any kind of effective assault by the pirates.

The merchant responsible for outfitting and financing this trip, an overweening young man named Jerem al-Kayub, is traveling aboard Gabralyn. If the ship should be captured, he will attempt to impress upon the pirates the great wealth of his family (true),

GABRALYN Captain Anton Gorvalz (Light Cargo)

Winds:	Calm	Soft	Moder.	Brisk	Strong	Gale
Speeds:	0	2	3	5	8	10/5
Adjust:	0	2	3	5	8	10/5

Officers		Hull:	250	Speed:	+/-0%	Sail
Capt.	V	Draw:	(10)12	Turns:	+15°	490
F. O.	E	M:Sprit	110			t: 110
S. M.	V	M:Main	200			t: 200
M.-A.	I	M:Miz'n	180			t: 180
Mage		M:				t:

Charge-Rating	Crew	Petty Off.	P0	MA	SM	P0	P0
		Arty	Arch	HelM	Sail	Repr	Fire
GR	8	2	3		3	1	1
INT	12	1	2	2	6	p 1	3
VET	5	2	p 2		p 1	2	1
EL	3	1	p 1		1		1
Men	28	4	(7)4	5	(3)1	9	5
Points	115		23	14	7	36	25
Average	4.11		5.75	2.80	7.00	4.00	5.00
Adjust	3.61		5.90	2.40	6.80	4.00	4.70
Letter	G		V	G	E	I	I
SK Base	10		17	7	20	12	14

Ship's Weaponry: Ballista, forecastle
 Catapult Ammo: 15 H-Bolts (450#), 10 L-Bolts (200#)
 Special Effects: Sails fireproofed @ 60%
 (sprit and miz'n only)
 2 6-man boats, 1 10-man boat
 Cargo: 16 units of 30, 150,000 GP
 Passengers: Jerem al-Kayub, trader
 Notes: Current GIVE are 10% below listed; this drops Arty to I, Helm to V, and Sail to G temporarily.

and encourage them to attempt to ransom his release. If the pirates attempt to contact the family, there is a 60% chance the latter will respond, albeit in attempts to bargain the price down to a small fraction (10-25%) of whatever amount is initially demanded. If the family counteroffer is refused, the al-Kayubim are 80% likely to bring in the local authorities (and woe to any pirates who linger in the area in such an event); otherwise, the base chance of the ransom plan being uncovered are only 15% (GMs should adjust this base figure up or down to reflect the effectiveness of the players' efforts to avoid detection). If Gorvalz is brought aboard any other vessel, whether as Captain, prisoner, or passenger, for any significant period of time, he will increase that ship's chances of experiencing bad fortune - storms, calms, encounters with patrol rather than merchant ships, equipment failures, etc. - by 25% for the duration of its current voyage.

EQUUS
Captain Peridui Farragut
(Light Cargo)

Winds:	Calm	Soft	Moder.	Brisk	Strong	Gale
Speeds:	0	2	3	5	8	10/5
Adjust:	0	3	4	7	10	13/7
Officers	Hull: 250	Speed: +30%	Sail			
Capt. E	Draw: (12)16	Turns: +25°	600			
F. O. E	M:Sprit 70		t: 70			
S. M. E	M:Fore 180		t: 180			
M.-A. E	M:Main 210		t: 210			
Mage E E V	M:Miz'n 140		t: 140			
Charge- Rating	Petty PO MA SM PO PU	Arty	Arch	Helm	Sail	Repr
GR	6	a/b/c	* see			
INT	2	below				3
VET	38	4	4	15	2	18
EL	16	8	p	2	0	1
Men	60	12	3x:4	4x:16	(4)1	24
Points	354	26	97	7	150	50
Average	5.90	6.50	6.06	7.00	6.25	6.25
Adjust	6.40	6.65	6.21	7.05	6.40	6.40
Letter	V	E	V	E	V	V
SR Base	19	20	18	21	19	19

Ship's weaponry:	(a) Light catapult, midships (b) Ballista, forecastle (c) Ballista, helmdeck
Catapult Ammo:	60 rocks: 20 50#, 20 100#, 10 150#; 50 H-Bolts (1500#), 100 L-Bolts (2000#); 60 oil jugs, 10 50# rocks w/rags
Magical Ammo:	156 Breakables (65% bolt attachable): 35 Mf, 9 SL, 8 SS, 14 HS, 16 ZP, 10 IT, 11 CF, 36 SH, 5 CV, 12 FG
Special Effects:	Sails fireproofed @ 80%, strengthened @ 50%; Decks fireproofed @ 50%; 6 8-man boats, 12 16-man boats (below)
Passengers:	160 marines (10 EL, 90 VET, 60 INT), set in 10 squads of 15, each with an EL officer - 4 units (60 VET) are used as archers
Mage Spells:	EL-126tp:m-xx/p-xx/w-xx/e-xx/h-xx/r-xx/o-xx E2-121tp:m-xx/p-xx/w-xx/e-xx/h-xx/r-xx/o-xx V1-107tp:m-xx/p-xx/w-xx/e-xx/h-xx/r-xx/o-xx

Gabralyn currently carries 16 units of unspoiled cargo with a total value of 150,000 GP. Al-Kayub is still inexperienced as a trader, and tries to cover his lack of discernment by buying a little of everything (make seven cargo rolls on the appropriate Origin port tables).

6)

Equus

This ship is, apparently, an unremarkable light cargo vessel flying Namori colors. Instead of a rich cargo, however, Equus carries a deadly surprise, for its merchantman exterior is just a decoy concealing its real purpose as a pirate hunter. Belowdecks, the ship is bristling with marines and armaments, and no less than three high level mages. The weaponry is mounted on mechanical platforms which can be raised up to the main decks in about 5 minutes. The ship, of course, does not begin its transformation until fired upon or until the pirate vessel shows its colors; at that point, it will begin the process of moving its catapults into place, but will not show any soldiers above decks, until the ships close within 300 yards (generally even less, if the ship has sustained only minor damage). Fortunately for the pirates, Equus is as slow as any normal vessel of its class, so that it can be fairly readily outrun if the prevailing winds are sufficiently brisk, once the deception has been discovered. GMs should use quiet caution in describing the appearance of the additional man- and fire-power, so as to make the pirate players aware that something is happening while leaving it up to those players to deduce the precise nature and

SPEEDWELL
Captain bunin Hakarno
(Heavy Cargo)

Winds:	Calm	Soft	Moder.	Brisk	Strong	Gale
Speeds:	0	1	2	3	6	8/6
Adjust:	0	1	2	3	6	8/6
Officers	Hull: 440R	Speed: +5%	Sail			
Capt. V	Draw: (15)19	Turns: +20°	670			
F. O. V	M:Sprit 90		t: 90			
S. M. E	M:Fore 200		t: 200			
M.-A. V	M:Main 220		t: 220			
Mage	M:Miz'n 160		t: 160			
Charge- Rating	Petty PO MA SM PO PU	Arty	Arch	Helm	Sail	Repr
GR	8		2		4	2
INT	33	1	p	18	1	p
VET	16	3	p	3	2	p
EL	3	2			1	p
Men	60	6	23	(4)1	24	9
Points	265		94	7	105	43
Average	4.25		4.09	7.00	4.38	4.77
Adjust	4.20		4.09	7.05	4.53	4.92
Letter	I		I	E	I	I
SR Base	12		12	21	13	14

Special Effects:	Sails fireproofed @ 60%, strengthened @ 35%; 8 6-man boats
Cargo:	50 units of diamonds

purpose of these acts. Equus would, of course, like nothing better than to have the pirate try to board her, and may even simulate surrender to draw the other ship closer in; she will pursue, and fire upon, any pirate vessel as long as it can be kept in sight, and will even continue traveling, far into the darkness (at reduced speed, however), in the general direction of a pirate's last observed heading, if nightfall should fall during the pursuit. Equus will attempt to break off engagement if at any time her own seaworthiness has become seriously compromised. The spell preferences of the mages in residence are indicated on the ship form.

7) A four ship treasure convoy

This four ship convoy represents the more typical form of transport for the coveted gemstones being extracted from the mines of Porto Blanca. It consists of two heavy cargo ships, Speedwell and Bonny Lassie, laden to maximum cargo capacity (50 units of diamonds each, see the cargo chart for value), and an escort consisting of a heavy cruiser, Nemesis, of the Seeker class, and a corsair, Zandru, of the Iilyra class. Both cargo ships have reinforced hulls and fully fireproofed sails, but neither has any maneuverability to speak of.

BONNY LASSIE Captain Curan Fitzhaggis (Heavy Cargo)

Winds:	Calm	Soft	Moder.	Brisk	Strong	Gale		
Speeds:	0	1	2	3	6	8/6		
Adjust:	0	1	2	3	6	8/6		
Officers	Hull: 44UR Speed: +/-0% Sail							
Capt.	E	Draw: (15)19 Turns: +20° 670						
F. O.	V	M:Sprit 100 t: 100						
S. M.	V	M:Fore 190 t: 190						
M.-A.	V	M:Main 210 t: 210						
Mage		M:Mix'n 170 t: 170						
Charge-Rating	Petty Off.	PO	MA	SM	PO	PO		
	Crew	Off.	Arty	Arch	Helm	Sail Repr	Fire	
GR	12		7			3	2	3
INT	26	2	9	1	p 11	p 5	p 4	
VET	18	2	p 6	1	p 8	3	2	
EL	4	2		1	p 2	p 1	p 1	
Men	60	6	22	(3)1	24	11	10	
Points	264		.66	7	112	49	37	
Average	4.40		3.91	7.00	4.66	4.45	3.70	
Adjust	4.35		3.91	6.80	4.61	4.60	3.85	
Letter	I		I	E	I	I	I	
SR Base	13		11	20	14	13	17	
Special Effects:	Sails fireproofed @ 60%, strengthened @ 50%; 4 10-man boats, 2 6-man boats							
Cargo:	50 units of diamonds							

The four captains have had no experience working with one another in a combat situation, and little means to communicate anything but the most urgent message. Consequently, each ship will act more or less independently of the others in terms of tactics and maneuvers, and may at times get into one another's way. However, the crews and officers of the two warships (particularly Zandru) are seasoned veterans with heavy sea battle experience, and are unlikely to panic, even in a very difficult situation. Attackers are likely to find themselves badly overmatched in overall armaments, unless they can discover a means of defeating the ships of the convoy "in detail", or are themselves part of a small fleet.

The two merchant ships will do little in a battle except draw fire, and will surrender rapidly if the warships are disabled. If one of the cargo vessels is crippled, the two warships will split forces unless they appear to be seriously outnumbered, with the lighter, faster corsair remaining behind. Zandru may also, at the GM's option, give chase to a fleeing pirate craft, but will not spend more than 2-3 hours in such an effort before heading back to its fellow ships.

ZANDRU Captain Costigan Conway (Corsair)

Winds:	Calm	Soft	Moder.	Brisk	Strong	Gale		
Speeds:	0	2	4	7	10	10/5		
Adjust:	0	2	5	8	12	12/6		
Officers	Hull: 215R Speed: +20% Sail							
Capt.	V	Draw: (10)13 Turns: +20° 530						
F. O.	E	M:Sprit 90 t: 90						
S. M.	E	M:Main 250 t: 250						
M.-A.	V	M:Mix'n 190 t: 190						
Mage		M: t: t:						
Charge-Rating	Petty Off.	PO	MA	SM	PO	PO		
	Crew	Off.	Arty	Arch	Helm	Sail Repr	Fire	
GR	5		a/b			1	3	
INT	15	1	I	9	1	p 3	p 2	
VET	40	4	3	p 12	2	pp18	p 2	p 4
EL	10	2	p 1	2	1	3	p 2	
Men	70	7	(7)4	23	(3)1	22	8	9
Points	380		25	122	7	133	40	38
Average	5.45		6.25	5.30	7.00	6.04	5.00	4.22
Adjust	5.60		6.40	5.30	7.05	6.04	5.15	4.22
Letter	V		V	I	E	V	I	I
SR Base	16		19	15	21	18	15	17
Ship's Weaponry:	(a) Ballista, forecastle (b) Ballista, helindeck							
Catapult Ammo:	40 H-Bolts (1200#), 30 L-Bolts (600#)							
Magical Ammo:	5 H-Bolts are 2 x damage w/Dam.Intens.							
Special Effects:	Sails fireproofed @ 60%; 2 8-man boats, 4 12-man boats							

8) Silver Eel, Drucella, and Serpent's Claw

Eel and Drucella are heavy cargo vessels out of the Kutrovan port of Casba, making the Circle route. The former ship is fully laden, carrying 60 units of cargo in its expanded holds (GM's Note: This expansion of cargo capacity has reduced Eel's base speed by 10%); Drucella is a normally-sized vessel filled to 80% (40 units) of normal capacity. The total value of the two cargos is approximately 1.8-2.0 and 0.7-0.9 million GP, respectively; both will carry Diversified cargos.

The two cargo ships are owned by a very wealthy syndicate of Kutrovan merchants known as the Tandii Sea Trading Company. Both have been outfitted with the best sorts of protective measures available. Eel's crew and officers are exceptionally well-qualified, a testament to both the good salaries offered by the Trading Company and to the justly deserved reputation of Eel's wizened and gnome-like captain, Drake Gammon; Eel's sailing master, Willem Heimlich, is an experienced sea captain in his own right, who joined this crew after his own vessel was reefed and destroyed in a hurricane. Both men are protected by personal Missile Repulsor spells (stop up to 8 pts of missile weapons per combat round each) in addition to the ship's enchantments.

The Tandii syndicate, with over two dozen major cargo ships afloat at any given moment, is a very powerful political force in Kutro, and is often able to

SILVER EEL Captain Drake Gammon (Heavy Cargo)

Winds:	Calm	Soft	Moder.	Brisk	Strong	Gale		
Speeds:	0	1	2	4	6	8/6		
Adjust:	0	1	2	5	7	10/7		
Officers	Hull: 350 Speed: +20% Sail							
Capt.	E	Draw: (14)18 Turns: +25° 600						
F. O.	E	M:Sprit 70 t: 70						
S. M.	E	M:Fore 180 t: 180						
M.-A.	V	M:Main 200 t: 200						
Mage		M:Miz'n 150 t: 150						
Charge-Rating	Crew	Petty Off.	PO	MA	SM	PO	PO	
GR	4	2	2	1	2	1	2	
INT	10	1	1	1	5	p 3	1	
VET	18	3	p 3	6	1	pp 6	2 p 2	
EL	8	1	2	1	3	1	1	
Men	40	4	(7)4	8	(3)1	15	7 6	
Points	212	25	50	7	79	33	27	
Average	5.30	6.25	6.25	7.00	5.27	4.83	4.50	
Adjust	5.70	6.25	6.40	7.05	5.27	4.53	4.50	
Letter	V	V	V	E	E	I	I	
SR Base	17	18	19	21	15	13	15	
Ship's Weaponry:	Light Catapult, midships							
Catapult Ammo:	34 rocks: 16 50#, 10 100#, 8 200#;							
	8 oil jugs							
Magical Ammo:	6 Breakables: 4 SS, 2 ZP							
Special Effects:	Sails fireproofed @ 40%, strengthened @ 35%; personal Spt. Miss.Reps. on Cpt & SM; 4 8-man boats							
Cargo:	60 units, 1,800,000 GP							

obtain warship escorts for its voyages. Serpent's Claw is a heavy Kutrovan cruiser, scheduled to sail with the caravan as far as Tharage; there, however, the warship has its own valuable cargo to deliver in the person of the Lady Arabella of Santo Gionond. The lady is to be secretly betrothed to a heretofore undeclared heir of the true royal line of the Sultanate, in an attempt to solidify relations between Kutro and the rebellious factions of Tharage. Her safe delivery to the uplands of Tharage by the first new moon of summer has been entrusted to Serpent's Claw's handsome and dashing young captain, Yorick Trumpeter. Yorick, though duly respectful of the wisdom of his superiors, is apt to throw away the book in times of crisis and attempt the totally unexpected. His ingenuity - and unadulterated pure good luck - are such that his bold stratagems are usually successful, even against seemingly overpowering odds (for GM's purposes, add 50% to normal percentage chances that any initiative he tries will succeed - examples might include gambling on a wind change; focusing an attack on a particularly vital portion of the enemy ship or crew; taking evasive or aggressive action into fog, reef-ridden waters, night, etc.). If captured, it is a virtual certainty that he will find some way to both make an escape and (at least temporarily) cripple the pirate craft that has seized him. The Lady, if taken, would be a highly ransomable commodity to Kutro and (if word of the vessel's mission is somehow leaked to the pirates) to Timor as well. Should any harm befall the Lady, and Trumpeter lives and escapes, he will relentlessly seek out the perpetrators of the crime and wreak his vengeance upon them. The crew of Serpent's Claw is fanatically loyal to "their Captain", regardless of the odds or apparent desperation of the situation; no morale roll need be made until 60% casualties have been taken, and +3 is added to the crew's base Morale rating.

DRUCELLA Captain Aeffer Hungarsson (Heavy Cargo)

Winds:	Calm	Soft	Moder.	Brisk	Strong	Gale	
Speeds:	0	1	2	4	7	9/5	
Adjust:	0	1	2	4	7	9/5	
Officers	Hull: 350 Speed: -5% Sail						
Capt.	V	Draw: (12)15 Turns: +15° 620					
F. O.	V	M:Sprit 100 t: 100					
S. M.	V	M:Fore 180 t: 180					
M.-A.	I	M:Main 190 t: 190					
Mage		M:Miz'n 150 t: 150					
Charge-Rating	Crew	Petty Off.	PO	MA	SM	PO	
GR	3	1	1	1	2	1 3	
INT	18	1	p 4	1	10	3 p 2	
VET	15	2	2	1	pp 9	3 2	
EL	5	1	1	1	2	p 1 2	
Men	41	6	7	(3)1	23	8 9	
Points	203		35	7	94	39 40	
Average	4.99		5.00	7.00	4.09	4.98 4.44	
Adjust	4.29		4.70	6.80	4.09	5.03 4.14	
Letter	I		I	E	I	I I	
SR Base	12		14	20	12	15 17	
Special Effects:	2 8-man boats, 1 14-man boat						
Cargo:	40 units of 50, 700,000 GP						

SERPENT'S CLAW
Captain Yorick Trumpeter
(Light Cruiser)

Winds:	Calm	Soft	Moder.	Brisk	Strong	Gale	
Speeds:	0	3	5	9	12	14/5	
Adjust:	0	3	6	9	14	16/6	
Officers	Hull: 320 Speed: +15% Sail						
Capt.	E *	Draw: (10)14 Turns: +20° 510					
F. O.	V	M:Sprit 100 t: 100					
S. M.	V	M:Main 100 80 50 t: 230					
M.-A.	E	M:Miz'n 90 50 40 t: 180					
Mage	M: _____ t: _____						
Charge-Rating	Petty Off.	PO	MA	SM	PO	PO	
	Crew	Off.	Arty	Arch	Helm	Sail	
			a/b/c			Repr	
GR	10					1	
INT	15	1	1	4	1	4	
VET	50	5	2	pp2	1	pp29	
EL	30	4	p 2	14	2	47	
Men	105	10	(24)5	27	(4)1	40	
Points	590	30	168	7	239	51	
Average	5.62	6.00	6.11	7.00	5.98	5.10	
Adjust	5.92*	6.15	6.11	6.80	5.98	5.25	
Letter	V	V	V	E	V	I	
SR Base	20	18	18	20	17	15	

Ship's Weaponry: (a) Ballista, helndeck

(b) Heavy Catapult, midships

(c) Heavy Catapult, forecandle

Catapult Ammo: 40 rocks: 25 50#, 10 100#, 5 200#;

5 H-Bolts (150#), 25 L-Bolts (500#);

15 oil jugs

Magical Ammo: 15 Breakables: 6 FG, 6 SH, 3 SL (10% mal)

Special Effects: Sails fireproofed @ 60%;

Trumpeter immune to Mortal wounds,

unless in personal hand-to-hand.

Passengers: Lady Arabella of Santo Giomond;

35 marines (5 EL, 15 VET, 10 INT, 5 GR) for

use as boarding party - not otherwise used.

Notes: * Trumpeter receives double Morale bonus for the

overall Crew rating (0.50 instead of 0.25).

9) **Eastern Queen**

This rather seedy-looking Timoran light cargo vessel is sailing its maiden voyage under its new owner-captain, Pietro Aillerie. Aillerie, who for the last several years has been making his living as a professional gambler and card sharp, won Eastern Queen scant weeks ago in a high stakes card game. Though he had been on a ship only a handful of times previously, Pietro decided that his windfall was an omen telling him to become a legitimate businessman, and has undertaken his new career with vigor (if not particular competence). Only a handful of Eastern Queen's former crew and officers have stayed on with Aillerie; fortunately, this number includes the ship's First Officer, the half-elf Galtiramel Glimmerdawn, a veteran seaman who now effectively commands the ship. Many of the seamen, however, are as green as their captain, making any encounter with the craft a true test of on-the-job training.

In battle, the crew is likely to man the ship's two catapults with hopeful exuberance, only to quickly

find out the grim realities of relative inexperience. They will begin making Morale rolls at 20% casualties, and with their low GIVE rating, are unlikely to hold out very long against a concerted assault. Moreover, Aillerie may beat his crew to the punch by surrendering immediately if he himself is wounded (he has made and lost fortunes several times over during his life, and values his survival far more than any cargo).

(GM's Note: Though Aillerie himself might be inclined to try almost any tactic in battle, however stupid, he has the sense to defer to Glimmerdawn's judgment in such matters; the latter is very conservative and "by the book" and Gws should sail the Queen in this fashion unless the FO somehow becomes disabled.)

Aillerie, befitting his gambler's heritage and shoestring budget, has exhibited a rather bizarre sensibility regarding cargo selection. There is a 70% chance that his holds will be filled with purely speculative cargo, of a type that will at first glance appear totally worthless to the normal observer (e.g., the medieval equivalent of hula hoops, pet rocks, or whoopee cushions). Despite such appearances, however, Aillerie has an instinctive feel for what will appeal to the public's baser tastes, and there is a very good chance (75%) that these items can be sold at a hefty profit (50 + 30100% of base value) if taken to Aillerie's current destination port (and only that port). The ship carries 20 units of cargo with a base value of only 120,000 GP; if taken and sold at any other port, they will bring a return of only 25% of base value.

EASTERN QUEEN
Captain Pietro Aillerie
(Light Cargo)

Winds:	Calm	Soft	Moder.	Brisk	Strong	Gale	
Speeds:	0	2	3	5	8	10/5	
Adjust:	0	1	2	4	6	7/4	
Officers	Hull: 230 Speed: -25% Sail						
Capt.	G	Draw: (9) 11 Turns: -40° 330					
F. O.	E	M:Sprit 130 t: 130					
S. M.	I	M:Main 200 t: 200					
M.-A.	V	M: _____ t: _____					
Mage	M: _____ t: _____						
Charge-Rating	Petty Off.	PO	MA	SM	PO	PO	
	Crew	Off.	Arty	Arch	Helm	Sail	
			a/b			Repr	
GR	25					15	
INT	9	3	2		pp 4	p 1	
VET	6	2	p 2		2		
EL							
Men	40	(7)4	(2)1	19	5	6	
Points	122	20	4	46	12	16	
Average	3.05	5.00	4.00	2.42	2.40	2.33	
Adjust	2.25	5.00	3.70	2.12	2.10	2.03	
Letter	G	I	I	G	G	G	
SR Base	6	15	11	6	6	10	

Ship's Weaponry: (a) Light Catapult, midships

Catapult Ammo: 35 rocks: 25 50#, 10 100#; 5 oil jugs

Special Effects: 20pt 2-man Miss.Rep. on helm area; casualty limit 20%

Cargo: 20 units of 30, 120,000 GP

10)

Nederlander

(GM's Note: This encounter should normally be used only in Open or Uncharted sea areas.)

When first encountered, this heavy cargo vessel will appear to be moving rather slowly. Upon any closer examination, it can be seen that the ship is adrift on the water, with no visible signs of life above decks. Unless the weather in the area has been unusually calm, the ship's sails are likely to have been torn to shreds and tatters by wind and weather. There is also a 15% chance that these natural forces have damaged other key portions of the vessel's equipment (masts, spars, helm, rudder, etc.) as well.

Should the players choose to board Nederlander to investigate, they will find that all but a few of her crewmen are missing from the ship, although most (all but one) of the ship's boats and distress flags remain untouched. Those crewmen left aboard are dead, victims apparently of violence or great force; all but two of these corpses will be female (a notable fact, since females typically comprise less than 10% of a vessel's crew - GMs should make IQ saving rolls for the members of the boarding party to determine if they notice this). The ship's cargo, some 35 units, will also be untouched, although some types of cargo will have long since spoiled. Anyone searching the captain's quarters will find a log book with a last entry some 304 weeks old, indicating a generally uneventful voyage and ending with the words, "I hear several cries of Man

Overboard coming from the fo'c's'le. I must check into it...". No more can be discerned from the tangible evidence on board.

The abandonment was the result of Nederlander's disastrous encounter with Sirens. The casualties were inflicted when the unaffected members of the crew unsuccessfully attempted to restrain their mates from going "over the side." There is a very good chance that the ship has not drifted too far from the lair of the Sirens; any Natural encounter rolled within the upcoming 36-hour period should be presumed to be an encounter with the Sirens (see the Natural encounters table, result 31); this is true whether or not the players choose to board and sail Nederlander. In order to successfully sail the vessel away, the pirates will have to make whatever repairs are necessary, using their own reserve equipment stores to do so; other than the damage sustained while adrift, Nederlander appears a generally seaworthy craft.

NEDERLANDER
(Heavy Cargo)

Winds:	Calm	Soft	Moder.	Brisk	Strong	Gale
Speeds:	0	1	2	4	7	9/5
Adjust:	0	N/A	N/A	N/A	N/A	N/A
Officers	Hull:	350	Speed:	Sail		
Capt. N/A	Draw:	(12)16	Turns:	550		
F. O. N/A	M:Sprit	70		t: * 70		
S. M. N/A	M:Fore	130		t: * 130		
M.-A. N/A	M:Main	200		t: * 200		
Mage	M:Miz'n	140		t: * 140		
Charge-Rating	Petty Off.	P0	MA	SM	PU	P0
	Crew	Off.	Arch	Helm	Sail	Repr
						Fire

GR

INT

VET

EL

Men

Points

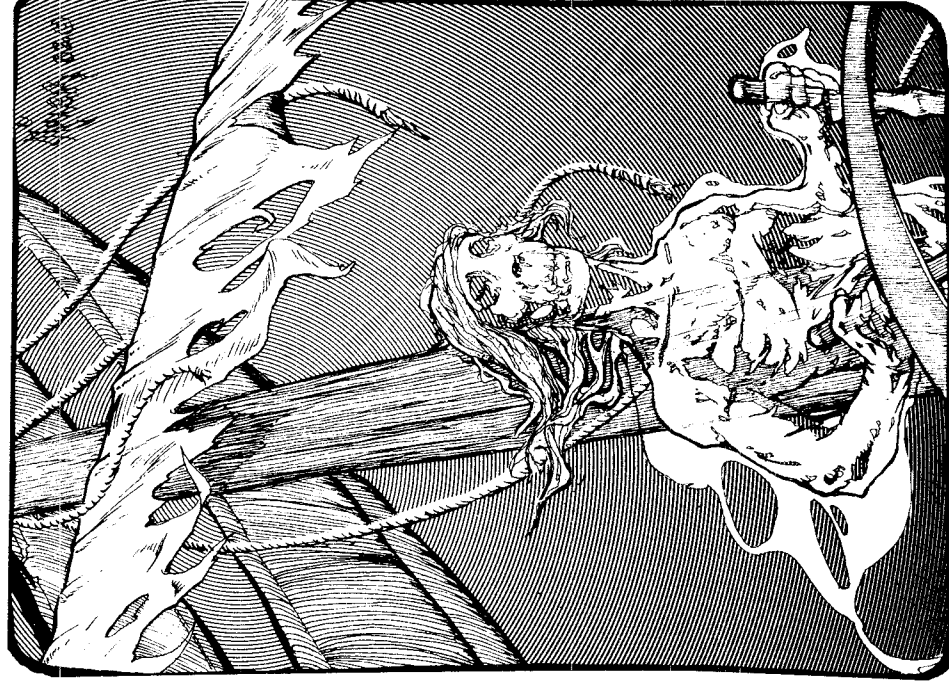
Average

Adjust

Letter

SR Base

Ship's Weaponry: Heavy Catapult, midships
Catapult Ammo: 32 rocks: 15 50#, 10 100#, 5 200#, 2 300#
Magical Ammo: 12 Breakables: 5 SS, 3 ZP, 4 HS (50% mail)
Notes: * There is an 80% chance for each sail that it will have blown out, necessitating replacement.



11) Salamander

Salamander is a Tharcagean light cargo vessel, owned by an independent sea captain from Drax named Konopolos. Konopolos hauls freight for a number of Tharcagean mercantile interests, under the watchful eye of the Timoran government of occupation. Despite their heavy scrutiny, however, Kono has managed to maintain a modest sideline as a smuggler, running weapons and

minor battle magic artifacts to the rebels on the north coast; there is a 25% chance that his current cargo will include some contraband items. This illicit cargo, plus any normal cargo items of very high unit value, will be kept in one of two secret compartments which lie beneath the normal bottom of the hold; these two compartments have a total capacity of 5 units. The remainder of the cargo has a value of about 450,000 GP.

Salamander's crew and officers are of reasonable but unexceptional competence; less than a handful have any inkling of the Captain's sideline. Kono himself is no extraordinary seaman or trader, tending to make a modest but consistent profit from the legal portion of his runs. His most valuable talent is an ability to seem less intelligent than he really is, and in so doing to protect his secret from normal prying eyes. If players are to obtain a hint of Salamander's hidden treasures (if any), it should be as the result of their own initiative, not through any information leaked by Kono or his crew.

SALAMANDER
Captain Konopolos
(Light Cargo)

Winds:	Calm	Soft	Moder.	Brisk	Strong	Gale
Speeds:	0	2	3	4	6	8/6
Adjust:	0	2				
Officers	Hull: 310R Speed: -5% Sail					
Capt.	V	Draw: (10)13 Turns: +15° 500				
F. O.	V	M:Sprit 110 t: 110				
S. M.	V	M:Main 210 t: 210				
M.-A.	V	M:Miz'n 180 t: 180				
Image		M: t:				
Charge-Rating	Petty P0 MA SM PU P0 P0					
Crew	Off.	Arty	Arch	Helm	Sail	Repr
GR	5	2	1	1	2	3
INT	10	1	1		p 8	1
VET	15	1	3	1	p 9	2 p 4
EL	5	3 p 1	1	1	p 2	p 1 p 1
Men	35	5 (7)4	(3)1	19	6	8
Points	175	25	7	100	25	37
Average	5.00	6.25	7.00	5.23	4.17	4.63
Adjust	4.70	6.40	6.80	5.38	4.32	4.78
Letter	I	V	E	I	I	I
SR Base	14	19	20	16	12	14
Ship's Weaponry:	Ballista, fore-castle					
Catapult Ammo:	20 H-Bolts (600#), 20 L-Bolts (400#)					
Special Effects:	Secret compartments with Concealment spell; Konopolos has a headband with telepathic shield					
Cargo:	25 units, 250,000 GP; 3 units of 5 concealed, 200,000 GP; +2 units concealed, 250,000 GP if smuggling					

12)

Empress

Empress is a heavy cargo vessel from Timor, and travels the Circle Route. The ship has a 55-unit cargo capacity, but is only about 60% full at the present time due to the untimely collapse of one trade deal in

the last port of call. As a result, the vessel is carrying about 200,000 GP in cold cash and letters of credit concealed in a safe located in the east wall of the Sailing Master's quarters. Only the ship's four principal officers know the location of these funds, and will not reveal them except under torture.

Empress' captain, Kasselmann Treel, is one of the most astute sailors around, and he and his elite staff of officers know how to wring every last knot of speed out of a favorable wind or current (in Moderate or greater winds, add 20% to the vessel's adjusted base speed after officer and crew rating effects have been factored in; also reduce the chances of a disastrous occurrence during Gale or Storm conditions by 10%). The ship has successfully fought off a pirate assault, and is fairly well prepared against such an event on the current voyage (particularly in comparison to other merchantmen). Empress has very well-trained artillery crews to operate its two light catapults, and carries a well-varied array of ammunition, including a fairly large number of enchanted breakables. As a trader, Treel is considerably less astute, for he is prone to stubbornness and a certain inflexibility in his market perceptions, making incidents like the brouhaha mentioned above not uncommon. His personal tastes are rather bland and conservative, and are mirrored in the types of cargos he purchases.

EMPRESS
Captain Kasselmann Treel
(Heavy Cargo)

Winds:	Calm	Soft	Moder.	Brisk	Strong	Gale
Speeds:	0	1	2	4	7	9/5
Adjust:	0	2	4	7	11	14/8
Officers	Hull: 350 Speed: +45% Sail					
Capt.	E	Draw: (13)15 Turns: +25° 630				
F. O.	E	M:Sprit 80 t: 80				
S. M.	E	M:Fore 180 t: 180				
M.-A.	V	M:Main 200 t: 200				
Image		M:Miz'n 170 t: 170				
Charge-Rating	Petty P0 MA SM PU P0 P0					
Crew	Off.	Arty	Arch	Helm	Sail	Repr
GR	3	3				1
INT	3			1	1	2
VET	15	1	1	1	10	p 3 2
EL	15	4 p 3	1	pp 9	p 2	p 1
Men	36	5 (7)4	(3)1	20	6	6
Points	213	27	7	127	36	29
Average	5.89	6.75	7.00	6.35	6.00	4.83
Adjust	6.29	6.90	7.05	6.50	6.15	4.98
Letter	V	E	E	E	V	I
SR Base	18	20	21	19	18	15
Ship's Weaponry:	Light Catapult, fore-castle					
Catapult Ammo:	37 rocks: 20 50#, 6 150#, 5 200#; 6 oil jugs, 5 50# rocks w/rags					
Magical Ammo:	18 Breakables: 5 SL, 5 SH, 2 CV, 4 CF, 2 ZP (5% mal)					
Special Effects:	Sails fireproofed @ 60%; strengthened @ 20%;					
Cargo:	35 units of 55, 600,000 GP					

13) Green Wave, Delhambra, Wind Witch, and Cirrus

These four independent heavy merchant vessels out of Timor have banded together for mutual protection while traveling the Circle Route. Each merchant owner contributed 25,000 GP prior to the voyage's outset, toward the purchase of various protective and offensive enchantments for the group. Except for their mutual interest in survival, the merchants and their vessels have little in common.

Green Wave is owned by the Augustin family, one of the oldest mercantile interests in Timor and still highly regarded. Though they trade in a diversified market, the Augustin's primary interests are gems and metals, for they own a number of establishments engaged in decorative metalworking and the manufacture of fine jewelry. Romulo Augustin, second son of the family's ruling patriarch, accompanies the vessel as chief buyer. Because of his presence aboard, the Wave has hired on a veteran mage for the voyage; the wizard, Theremin, specializes in wind and weather control spells. Green Wave has a normal cargo capacity of 50 units and a total available purse of 1.6 million GP.

Delhambra is perhaps the least unusual vessel of the quartet. Its owner-captain, Clinton la Farge, is a nondescript (albeit successful) trader; his crew and officers are neither the best nor worst around. La Farge is a follower, not a leader, and likely to parrot

the initiative of others in any crisis situation that should occur. The vessel has a cargo capacity of 60 units (-10% to base speed), and a total available purse of 900,000 GP.

Wind Witch is owned by a syndicate of five Yamotto businessmen, and is captained by the young but able Valyri Raven. The latter is very reluctantly committed to this joint enterprise; if the convoy becomes engaged in battle with pirates and is getting the worst of it, and Wind Witch is comparatively unharmed, Raven is likely to split off from the group and make a break for the open seas. The ship has a cargo capacity of 50 units, but will never be filled to more than 80% of capacity; its total purse is 1,000,000 GP.

Cirrus is a very competently crewed vessel with good morale. Unfortunately, on its last voyage, the ship sustained some serious hull damage, which has been improperly repaired; on any round of combat where the Cirrus' hull sustains more than 10 points of damage, there is a 30% chance that this old damage will resurface (doing an additional 5D10 damage immediately and requiring the attention of 6 crewmen from the Repair detail to prevent a further 1D10 water damage per combat round). Cirrus has a cargo capacity of 60 units (-10% to base speed) and a total purse of 1.3 million GP. The ship has an intermediate level mage of fairly modest abilities on board.

GREEN WAVE

Captain Immielido Arronni
(Heavy Cargo)

Winds:	Calm	Soft	Moder.	Brisk	Strong	Gale
Speeds:	0	1	2	4	7	9/5
Adjust:	0	1	3	6	10	13/7
Officers	Hull: 350		Speed: +45%		Sail	
Capt. E	Draw: (13)16		Turns: +25°		700	
F. O. E	M:Sprit 100				t: 100	
S. M. E	M:Fore 200				t: 200	
M.-A. V	M:Main 250				t: 250	
Mage V	M:Miz'n 150				t: 150	
Charge-Rating	Petty Off.	MA Arch	SM Helm	P0 Sail	P0 Repr	P0 Fire
GR	6	3	1	1	2	3
INT	21	2	2	13	p 4	p 3
VET	15	p 2	1	pp11	p 1	p 2
EL	42	(7)4	(4)1	24	7	8
Men	255	26	7	155	39	44
Points	6.08	6.50	7.00	6.46	5.58	5.50
Average	6.48	6.65	7.05	6.61	5.73	5.65
Adjust	E	E	E	E	V	V
Letter	19	19	21	19	17	19
SR Base	Ship's weaponry: Light Catapult, midships					
	Catapult Ammo: 40 rocks: 20 50#, 20 100#					
	Magical Ammo: 15 Breakables: 10 HS, 5 SH					
	Special Effects: Sails fireproofed @ 80%; replacement sails fireproofed @ 80%; 10pt Miss.Rep. on Cpt and SM; 2 8-man boats, 2 10-man boats					
	Cargo: 45 units of 50, 1,500,000 GP					
	Passengers: Romulo Augustin (personal 20pt Miss.Rep.)					
	Mage Spells: V1-127tp:m-AV/p-ST/w-VS/e-AV/h-WK/r-WK/o-ST					

DELHAMBRA

Captain Clinton la Farge
(Heavy Cargo)

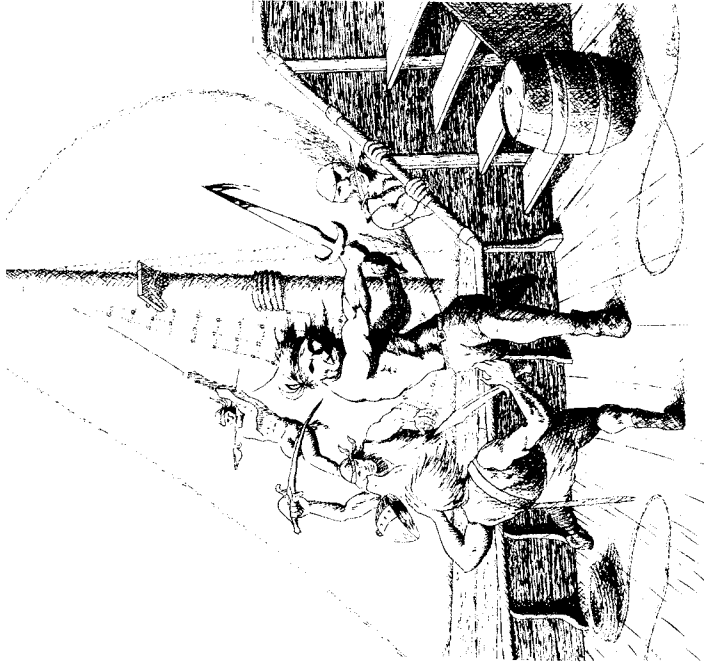
Winds:	Calm	Soft	Moder.	Brisk	Strong	Gale
Speeds:	0	1	2	4	7	9/5
Adjust:	0	1	2	5	6	8/5
Officers	Hull: 380		Speed: +5%		Sail	
Capt. V	Draw: (14)18		Turns: +10°		640	
F. O. I	M:Sprit 100				t: 100	
S. M. E	M:Fore 180				t: 180	
M.-A. V	M:Main 200				t: 200	
Mage	M:Miz'n 160				t: 160	
Charge-Rating	Petty Off.	MA Arch	SM Helm	P0 Sail	P0 Repr	P0 Fire
GR	4	3	1			
INT	12	1		9	p 3	2
VET	16	2	2	1	pp11	2
EL	8	2	p 2	1	3	p 2
Men	40	5	(7)4	(3)1	23	7
Points	208	26	7	123	38	39
Average	5.20	6.50	7.00	5.35	5.44	5.58
Adjust	4.50	6.65	7.05	5.35	5.59	5.73
Letter	I	E	E	I	V	V
SR Base	13	19	21	16	16	18
	Ship's Weaponry: Ballista, forecandle					
	Catapult Ammo: 25 H-Bolts (750#), 20 L-Bolts (400#)					
	Magical Ammo: 5 each L- and H-Bolts +2 to Hp from enchantment w/Accuracy					
	Special Effects: Sails fireproofed @ 80%, strengthened @ 35%; all officers have 8pt Miss.Rep.; 4 8-man boats					
	Cargo: 60 units, 900,000 GP					

WIND WITCH
Captain Valyri Raven
(Heavy Cargo)

Winds:	Calm	Soft	Moder.	Brisk	Strong	Gale
Speeds:	0	1	2	4	7	9/5
Adjust:	0	1	3	5	9	11/6
Officers	Hull: 350 Speed: +25% Sail					
Capt.	I	Draw: (12)15 Turns: +10° 690				
F. O.	V	M:Sprit 100 t: 100				
S. M.	E	M:Fore 200 t: 200				
M.-A.	V	M:Main 220 t: 220				
Mage		M:Miz'n 170 t: 170				
Charge-Rating	Petty Off. Crew	PO Arty	SM Arch	PO Helm	PO Sail	PO Repr Fire
GR	3					2
INT	3					1
VET	15	2	1	7	3	2
EL	15	5 p	2	1 pp	7 p	3 p 1
Men	36	5 (7)4	(2)1	14	6	6
Points	174	26	7	39	27	
Average	5.80	6.50	7.00	6.50	6.50	4.50
Adjust	5.75	6.65	7.05	6.65	6.65	4.65
Letter	V	E	E	E	E	I
SR Base						
Ship's weaponry:	(a) Light Catapult, forecastle					
Catapult Ammo:	(b) Heavy Catapult, midships					
Magical Ammo:	34 rocks: 10 50#, 10 100#, 5 200#, 4 250#					
Special Effects:	10 oil jugs, 5 50# rocks w/rags;					
	20 Breakables: 10 ZP, 5 CV, 5 CF					
	Sails fireproofed @ 40%;					
	40pt 2-man Miss.Rep. on helm area;					
	4 6-man boats					
Cargo:	40 units of 50, 1,000,000 GP					

CIRRUS
Captain Murrin Thussoi
(Heavy Cargo)

Winds:	Calm	Soft	Moder.	Brisk	Strong	Gale
Speeds:	0	1	2	4	6	8/6
Adjust:	0	1	2	5	7	10/7
Officers	Hull: 360 Speed: +20% Sail					
Capt.	E	Draw: (14)18 Turns: +20° 580				
F. O.	E	M:Sprit 130 t: 130				
S. M.	V	M:Main 250 t: 250				
M.-A.	E	M:Miz'n 200 t: 200				
Mage	I	M: t:				
Charge-Rating	Petty Off. Crew	PO Arty	SM Arch	PO Helm	PO Sail	PO Repr Fire
GR	5	3		1	1	2
INT	10		7	1	1	1
VET	20	2	3	1	p13	p 3 2
EL	10	3 p	2	2	1 p	3 p 2 p 1
Men	45	5 (8)4	9	(3)1	18	7 6
Points	240	26	42	7	105	38 27
Average	5.33	6.50	3.67	7.00	5.83	5.44 4.50
Adjust	5.58	6.65	3.77	6.80	5.98	5.59 4.65
Letter	V	E	I	E	V	V I
SR Base	16	19	11	20	17	16 15
Ship's weaponry:	Heavy Catapult, midships					
Catapult Ammo:	34 rocks: 12 50#, 6 100#, 10 200#,					
Magical Ammo:	6 50# rocks w/rags					
Special Effects:	17 Breakables: 5 MT, 6 IT, 6 HS					
	Sails fireproofed @ 80%;					
	2 8-man boats, 1 14-man boat					
Cargo:	60 units, 1,300,000 GP					
Mage Spells:	11-69tp:m-AV/p-AV/w-VW/e-WK/h-WK/r-AV/o-AV					



14) Black Manta

This San Toregan light cargo vessel is engaged in the slave trade, and carries a cargo of about 300 men and women (in proportions of about 4 females to 1 male). The slaves are kept, chained and drugged, in very cramped quarters belowdecks, except for brief periods when they are brought up and exercised on deck to keep up their muscle tone. In addition to its normal crew, Manta maintains a force of 20 guards armed with swords and truncheons to keep order among their human cargo and make examples of rebellious ones.

There is a 20% chance that a group of slaves will be on deck when the pirate vessel makes its initial sighting. The slaves are not likely to become a factor in the fighting unless the pirates attempt to advance belowdecks during a boarding action; their guards will also place themselves at risk as little as possible (since they are essentially bullies with but little enthusiasm for a fair fight). Manta is rather lightly weaponed and not really equipped for a pitched sea battle; its crew will begin making morale checks at the 10% casualty level. There is a 30% chance that Manta's captain will try to run a bluff, threatening to kill his cargo to a man unless the pirates agree to a 50-50 division of spoils; he is not prepared to carry out this threat if his bluff is called.

Most of the slave cargo is from the primitive lands south of San Torega; they do not speak the Common language, and only one man on the slaver's crew has pidgin ability in their native tongue. There is a 10% chance that one of these slaves is a member of the ruling family of her clan, whose liberation and return would bring great honor (but little immediate cash, and be nigh onto impossible due to the generally uncharted nature of those seas). There is also a 15% chance that disease has broken out among the slave population; if unchecked by a Master Healer, this disease (a tropical fever with a mortality rate of about 40%) will soon spread through the crew until those infected are quarantined. Slave cargos (particularly of good stock like this one) can bring a good price at most of the major area ports; however, this trade is a very rough business filled with unsavory characters, and pirate players attempting to pose as flesh merchants will need to be exceedingly careful to avoid running afoul of scheming competitors.

BLACK MANTA
 Captain Billy-Joe Hollister-Smythe
 (Light Cargo)

Winds:	Calm	Soft	Moder.	Brisk	Strong	Gale
Speeds:	0	2	3	5	8	10/5
Adjust:	0	2	4	6	10	12/6
Officers						
Capt.	E	Hull: 250		Speed: +20%	Sail	
F. O.	E	Draw: (11)14		Turns: +20°	410	
S. M.	V	M:Fore 160			t: 160	
M.-A.	E	M:Main 250			t: 250	
Mage		M:			t:	
		M:			t:	
Charge- Rating	Crew	Petty Off.	PO Arty	MA Arch	SM Helm	PO Sail Repr Fire
GR	5	4	4	1	1	2
INT						
VET	25	1	1	8	1	pp11 4 2
EL	10	4	p 3	1	pp 4	p 2 p 2
Men	40	5	(8)4	8	(3)1	15 6 6
Points	230	27	48	7	94	38 30
Average	5.75	6.75	6.00	7.00	6.26	6.33 5.00
Adjust	6.00	6.90	6.10	6.80	6.41	6.48 5.15
Letter	V	E	V	E	V	E V
SR Base	18	20	18	20	19	19 16
Ship's Weaponry: Heavy Catapult, helindeck						
Catapult Ammo: 20 rocks: 12 50#, 5 200#, 3 300#						
Magical Ammo: 7 breakables: 4 SL, 3 CV						
Special Effects: Sails fireproofed @ 80%; 4 banks of oars; 2 18-man boats; casualty limit 10%						
Passengers: 20 Guards (6 VET, 14 INT)						

15) Port Loeghe

This ship is a rather battered cruiser-class vessel, a former light warship now being used by the Timoran government for the transport of undesirables (primarily convicts and indigents) to the colony of Porto Blanca. There are some 400 cramped and chained "colonists" aboard, accompanied by a full merchant crew and a small contingent of 40 soldiers. About half of

the soldiers will contribute to the ship's bowfire in the event of an attack (treat as VET archers for purposes of this detail only). There is a 35% chance that some portion (D100%) of the convicts will use the diversion of the attack to attempt to break free. Should this occur, the efficiency of all the ship's details are likely to be impaired by D6 x 5% until the disturbance is quelled.

Although the successful colonization of Porto Blanca is a major objective of the Timoran regime, only about 20% of the soldiers and crew aboard this ship have enough blind patriotic fervor to willingly battle to the death to ensure the delivery of this human flotsam to the colony. Consequently, morale checks should be made starting at 10% casualties, with savings rolls based on only 2 x the ship's GIVE rating.

If any of the convicts from Port Loeghe are taken aboard the pirate vessel or utilized aboard the captured ship as crew, it will not take long before D20% of these men begin exhibiting mutinous behavior (of either overt or covert nature, depending on their numbers and the GM's personal bent). These men are the truly bad apples, and nothing can be done to stop them short of cutting them out like the cancer they are. If this is not done rapidly, matters may quickly get out of hand and precipitate a major power struggle aboard ship.

PORT LOEGHE
 Captain Christian Bligh
 (Cruiser)

Winds:	Calm	Soft	Moder.	Brisk	Strong	Gale
Speeds:	0	3	4	6	10	12/5
Adjust:	0	2	3	5	8	10/4
Officers						
Capt.	G	Hull: 350		Speed: -20%	Sail	
F. O.	V	Draw: (12)16		Turns: -5°	480	
S. M.	V	M:Sprit 100			t: 100	
M.-A.	V	M:Main 200			t: 200	
Mage		M:Miz'n 180			t: 180	
		M:			t:	
Charge- Rating	Crew	Petty Off.	PO Arty	MA Arch	SM Helm	PO Sail Repr Fire
GR	6	a/3	a/3			
INT	12	1	1	8	1	1
VET	14	2	2	18	1	pp 7 2
EL	3	2	p 1	o 2	1	p 1
Men	35	4	(7)4	* 20	(2)1	15 4
Points	169	23	122	7	74	23
Average	4.81	5.75	6.10	7.00	4.93	5.75
Adjust	4.51	5.90	6.25	6.80	4.93	5.90
Letter	I	V	V	E	I	V
SR Base	** 8	17	18	20	14	17

Ship's Weaponry: (a) Light Catapult, forecastle
 (b) Light Catapult, helindeck

Catapult Ammo: 30 rocks: 10 50#, 10 100#, 10 200#

Special Effects: 3 10-man boats;
 casualty limit 10%

Passengers: 40 soldiers (2 EL, 18 VET, 16 INT, 4 GR);
 400 transportees

Notes: * 20 soldiers will join Arch detail in combat.
 **overall Morale Rating only 2 x GIVE.

Dawnbreaker

This ship is a heavy cargo vessel which has been crudely reconditioned to serve as a passenger ship, a mish-mash of patchwork and jury rigging that appears at close range to be kept afloat by sheer force of will (a perception that may not be an exaggeration, given the nature of its captain and passengers). This ship, too, is a colonist vessel, bound for Porto Blanca; it bears 120 followers of an extremist religious sect led by the priestly mage, Napatir the Moral. Napatir's supporters, beyond his inner circle of 12 "councillors" who perform most of the official duties on the vessel, are your basic glassy-eyed fanatics, prepared to fight to the last man on behalf of their righteous cause (in hand-to-hand, they will fight as Berserks - move one column to the right in determining all boarding action results for the defenders). Consequently, Dawnbreaker's crew require no Morale saving rolls during Combat.

They will continue to fight, using the limited, conventional weaponry at their disposal and Napatir's modest capacity for Fire-related spells (his real skill is in showy pyrotechnics rather than serious battle magic of this type) until one of the following occurs:

- 1) Napatir is killed (a difficult task since he wears an advanced Missile Repulsor circlet around his neck which is capable of deflecting up to 30 points of missiles per combat round, and even possesses a 40% chance of turning a Kill Person critical result from a catapult attack into a Serious Wound result);

DAWNBREAKER
Captain Napatir the Moral
(Heavy Cargo)

Winds:	Calm	Soft	Moder.	Brisk	Strongy	Gale
Speeds:	0	1	2	4	7	9/5
Adjust:	0	1	2	3	6	8/4
Officers	Hull: 325	Speed: -15%				Sail
Capt. I	Draw: (14)18	Turns: -10°				680
F. O. I	M:Sprit 100					t: 100
S. M. V	M:Fore 180					t: 180
M.-A. I	M:Main 220					t: 220
Mage E	M:Miz'n 180					t: 180
Charge-Rating	Petty Off.	PU	MA	SM	P0	P0
	Crew	Off.	Arch	Helim	Sail	Repr
GR	60		42		14	4
INT	38	3	pp11	2	17	p 8
VET	10	3	4	2	ppp4	p 1
EL						
Men	108	6	57	(4)1	35	12
Points	332		152	6	120	40
Average	3.07		3.67	6.00	3.44	3.33
Adjust	4.57*		4.17*	6.50*	3.94*	3.83*
Letter	I		I	E	I	I
SR Base	13		12	19	11	11
						16
Special Effects: 2 banks of oars						
Mage Spells: EI-134tp:m-wk/p-AV/w-VW/e-VW/h-VS/r-ST/o-VS						
Notes: * Napatir's role is such that he adds 1.50 to overall Crew Morale and 0.50 to individual details for general euphoria.						

- 2) more than 50% of the vessel's sail is destroyed; or
- 3) more than one portion of the hull springs a leak.

Dawnbreaker will immediately surrender once one of these conditions has been met. In the latter two cases, however, the real battle will just be beginning. In magic, Napatir's real specialty is mind control spells of a voice-activated nature. Though he cannot utilize his full powers (since he must maintain control of his existing minions), he can attempt to charm certain elements of the pirate crew (up to 2D6 men within a 25' diameter; MGR saving rolls are at -3, with base MGR for NPCs at 9 + D6), setting up a new confrontation on board ship at odds more favorable to the pilgrims, and with the elements of surprise and confusion on his side.

If the pirates are successful in fighting off this second threat, and somehow silence, subdue or kill Napatir, they will be free to examine the rest of the vessel. Despite the ship's exterior appearance, the pirates will find that Dawnbreaker's holds are very well provisioned with both shipboard and expeditionary supplies of high quality (enough to meet a pirate corsair's supply needs for 4-8 months). If this sudden show of wealth rouses the curiosity of the buccaneers,



so that they carefully search the captain's cabin, they may find the magically concealed lead-lined box which contains the remainder of the sect's coffers (some 70,000 GP in gems and coin, plus various property deeds and other executed agreements made by cult adherents providing the sect with legal control of an additional 250,000 GP in assets). If Naputir has been stopped before casualties among his followers become severe, there is a 20% additional chance that one of the followers will turn out to be the wayward young-adult son of a Timoran high government official, a highly ransomable commodity.

17)

Callisto

The pirates come upon another raider of the sea, Callisto, a corsair similar to their own. On an 01-40 (roll D100), these pirates have recently seized a fat merchant vessel (choose randomly from among those previously listed) which is sailing along with them under a prize crew. Until one side or the other unfurls its Jolly Roger and/or personal insignia, it is likely the ships will not ascertain of each other's identities

CALLISTO

Captain Ezorgni of the Raven Clan
(Corsair)

Winds:	Calm	Soft	Moder.	Brisk	Strong	Gale
Speeds:	0	3	4	8	12	12/4
Adjust:	0	3	5	9	14	14/5
Officers	Hull: 175 Speed: +15% Sail					
Capt. V	Draw: (9) 11 Turns: +20° 420					
F. O. V	M:Fore 200 t: 200					
S. M. E	M:Main 220 t: 220					
M.-A. V	M: t:					
Mage	M: t:					
Charge-Rating	Petty P0	MA	SM	P0	P0	P0
	Crew	Off.	Arty	Arch	Helm	Sail
GR	8	a/b	1	1	1	1
INT	17	14	14	1	2	4
VET	28	1	2	10	1	p 9 4 3
EL	12	5	p 2	p 2	1	p 4 p 1 p 1
Men	65	6	(8)4	26	(3)1	14 7 8
Points	320	26	130	7	86	39 41
Average	4.92	6.50	5.00	7.00	6.14	5.58 5.13
Adjust	4.87	6.65	5.00	7.05	6.29	5.73 5.28
Letter	I	E	I	E	V	V I
SR Base	14	19	15	21	18	17 18
Ship's weaponry:	(a) Ballista, forecastle (b) Heavy Catapult, mizships					
Catapult Ammo:	27 rocks: 12 50#, 5 100#, 4 200#; 10 H-Bolts (300#), 20 L-Bolts (400#); 6 50# rocks w/rags					
Magical Ammo:	15 Breakables: 4 ZP, 4 SH, 2 IT, 2 HS, 3 CF (8% mal)					
Special Effects:	Sails fireproofed @ 60%; 10pt 1-man Miss.Rep. on helm area; 4 6-man boats, 2 14-man boats; casualty limit 50%					
Cargo:	40% of 6 units (random) from nearest port					

and may begin girding for war - up to and including an initial artillery salvo. Once revealed, the ships may draw alongside and trade information, agree to join forces, or choose to battle among themselves. About half Callisto's crew are of Orcish blood, hot-tempered and easily offended; consequently, negotiations of any type must be delicately handled to prevent a breakout of hostilities. If fighting between the two does break out, the winners had better be prepared (Callisto's crew definitely are) to slaughter the losers to a man, for word of such dishonor among thieves (if somehow leaked) could brand a crew as outlaws even from their own kind.

In materials, weaponry, and on-boat protection, Callisto is likely to be a match for most pirate vessels. Its crew, however, is a volatile commodity, capable of undermining the ship's own cause through dissension. There is a 40% chance that each given detail on ship will pick this truly inopportune moment to begin squabbling over who is in charge and the limits of their authority. Such conflicts may or may not come to actual blows; they will last 3012 combat rounds in any event, reducing each detail's efficiency by 25% for the duration of its crisis.

18)

Sea Wolf

(GM's Note: This encounter can only occur in the southern portion of the area mapboard.)

SEA WOLF
Captain KeLarin ban Hokari
(Corsair)

Winds:	Calm	Soft	Moder.	Brisk	Strong	Gale
Speeds:	0	2	4	6	10	10/5
Adjust:	0	2	4	6	11	11/5
Officers	Hull: 230RR Speed: +5% Sail					
Capt. V	Draw: (12)16 Turns: +15° 590					
F. O. V	M:Sprit 100 t: 100					
S. M. E	M:Fore 160 t: 160					
M.-A. E	M:Main 180 t: 180					
Mage	M:Miz'n 150 t: 150					
Charge-Rating	Petty P0	MA	SM	P0	PU	P0
	Crew	Off.	Arty	Arch	Helm	Sail
GR	4	abcde	1	3	2	2
INT	6	1				
VET	28	3	1	2	ppi6	p 4 p 4
EL	12	6	p 2			
Men	50	9	(4)3	(3)1	19	4 6
Points	284	20	6	102	24	28
Average	5.68	6.67	6.00	5.37	6.00	4.67
Adjust	5.73	6.82	6.05	5.37	6.00	4.67
Letter	V	E	V	I	V	I
SR Base	17	20	18	16	18	15
Ship's weaponry:	6 "Harpoon Guns"					
Catapult Ammo:	60 Harpoons					
Magical Ammo:	5 harpoons are +3 to HP w/Accuracy					
Cargo:	12 units of sea serpent parts, 200,000 GP					

This three-masted vessel has a basic corsair hull that has been doubly-reinforced (+30% to hull points, -20% reduction in speed). It has been garishly painted in red and orange, and the torso of a great serpent adorns the bow. The ship is obviously a serpent hunter, outfitted to capture, kill, and process the great sea reptiles that pass through this region during the late autumn months. At the moment, it is returning to port (either San Torega, the Kutrovan sector, or the Colombo Islands) fully loaded with a fresh catch which has been partially processed into its many useful component parts. The total cargo has a value of about 200,000 GP and a total weight of 12 units; if taken to a port other than the ones listed above, only half this return will be realized.

The ship's special armaments consist of a half-dozen (3 each port and starboard) immense mounted harpoon guns which fire heavy metallic bolts attached to up to 3000' lengths of strong high-tensile cable, which in turn can be attached to manually-operated winches. These bolts can do substantial damage to a vessel's hull, especially if the latter is not itself "ironbottomed" (non-reinforced hulls take 3D12 damage per hit, plus a 25% chance of a "critical hit" opening a leak requiring the attention of the Repair detail; reinforced hulls take 2D10 damage with only a 3% chance for a "critical"). Each "gun" requires a crew of four, and take about twice the time to load and fire as a catapult. (**GM's Note:** Should the pirates attack this craft and prevail, any crew attempting to use these guns in later engagements should be treated as **Green**, regardless of their experience with other artillery.) The hunters are a proud and feisty bunch who will not be easily subdued, for anyone who has stared into the eyes of a rampaging 300 foot serpent is not likely to be cowed by a few "bloody, flaming" catapult stones.

19) The Smugglers

(**GM's Note:** This encounter can only take place in the Coastal or Sea Lanes areas off the areas of Timor or Tharcege. Regardless of the time in which the encounter was originally identified, there is a 90% chance that it will not occur until the evening of that day.)

Three small, ocean-going vessels pass within 2 miles of the pirate vessel. Players may at first mistake the snips for patrol boats; but, if they do not act in haste, and let their watches track the vessels for a short while, it will soon become obvious that these ships are trying very hard to conceal their own presence in the area. The ships are smugglers who seek to deliver a shipment of an outlawed herb which can be distilled into a potion used by seers to induce visions of the future (but which also has a high probability of producing serious side effects, such as recurring hallucinations and feelings of extreme, sometimes homicidal, paranoia). Each ship carries about a half ton of the illicit substance, along with a modest amount of conventional cargo as a cover story. The herb can bring a price of up to 50 GP per pound; however, only a very few potioners will be willing to undertake the legal and personal risks associated with handling it, making it a very risky cargo to unload. (**GM's Note:** If the pirates should get their hands on any of this cargo, their adventure is likely to be just beginning.) If attacked by the pirates, the smugglers will run for it, splitting up (they have previously established a rendezvous point in an inlet along the coast for just such an event). The smuggler ships need not make Morale rolls until they have taken 50% casualties; they will surrender immediately, however, if they are grappled and successfully boarded.

Whether or not the pirates attempt to pursue and engage the smugglers, there are chances (10% if they are pursuing, 45% if not) that they will, within D100 minutes, encounter a coastal patrol ship (see Hostile encounter #7), itself in pursuit of the smugglers. The patrol boat will certainly turn its attentions toward the pirates if attacked; otherwise, there is only a 40% chance that it will abandon the current chase to investigate their presence. If the patrol encounter occurs while the chase of the smugglers is still on, the pirates may find the patrol craft an unexpected ally for at least a few moments.

a smuggler vessel
(Smuggler)

Winds:	Calm	Soft	Moder.	Brisk	Strong	Gale
Speeds:	0	4	7	10	14	12/3
Adjust:	0	5	9	13	18	15/4
Officers	Hull: 120 Speed: +25% Sail					
Capt. E	Draw: (7) 8 Turns: +20° 200					
F. O. V	M:Main 200 t: 200					
S. M. Capt.	M: t:					
M.-A. FO	M: t:					
Mage	M: t:					
Charge- Rating	Petty Off.	PO Arch	SM Helm	PO Sail	PO Repr	PO Fire
GR	Crew	Off.	Arty	Arch	Sail	Repr
INT	6		5		1	1
VET	10	2	p 1	1	6	p 2 p 2
EL	2	1		1	p 1	
Men	18	3	6	(2)1	7	3 3
Points	98		26	7	43	16 16
Average	5.55		4.33	7.00	6.14	5.33 5.33
Adjust	5.75		4.33	7.05	6.29	5.48 5.48
Letter	V		I	E	V	I I
SK Base	17		13	21	18	16 16
Special Effects:	Sails fireproofed @ 40%, strengthened @ 35%; casualty level 50%					

20)

Terra Nova

This is a rather compact three-master, slightly smaller than a pirate corsair in size. Its hull and sail design are radically different from other ships, and from close range, an observer can see that Terra Nova bears equipment totally unlike anything seen before. The ship is the brain-child of one Dr. Emil Sarcophagus, an eccentric scientist and inventor from Tharage. Of the ship's many unique features, four are worthy of particular note:

A) the ship's better aerodynamic design enables it to travel 30% faster than a normal corsair, and adds 30 degrees to the ship's effective turning radius per turn. Any new helmsman will need some time to familiarize himself sufficiently with the craft to take advantage of these speed bonuses; the time requirements for learning are EL=2 weeks, VET=4 weeks, INT=10 weeks, GR=24 weeks. If the ship's design is used as a model, and a copy of the vessel is constructed (but without Sarcophagus' direct involvement), the copy will receive only a 15% speed bonus.

B) the prow of the ship has a small rotating box mounted on it. This box is a "reef finder," which utilizes a combination of light and sound to produce an effect equivalent to a crude form of sonar. The device has a 90% chance of identifying any shoal or reef up to 1/2 mile ahead of the vessel, and can pinpoint its depth to a range of plus or minus 2 feet; in dusk or heavy cloud cover, these chances fall to 70% and plus or minus 5 feet. The device can not function at night.

TERRA NOVA

Captain Archmon Skye
(Experimental Corsair)

Winds:	Calm	Soft	Moder.	Brisk	Strong	Gale
Speeds:	0	4	7	11	16	16/4
Adjust:	0	4	7	11	16	16/4
Officers	Hull: 160 Speed: +/-0%					
Capt. V	Draw: (7) 9 Turns: +15°					
F. O. E	M:Fore 160 t: 160					
S. M. Capt.	M:Main 180 t: 180					
M.-A. V	M:Miz'n 150 t: 150					
Magel I	M: t: t: t:					
Charge-Rating	Petty Off.	PO	MA	SM	PO	PO
	Arty	Arch	Helms	Sail	Repr	Fire
GR	15				13	2
INT	8	2		2	pp 4	2 p 2
VET	2	1		1		p 1 p 1
Men	25	3		(3)1	17	5 6
Points	122			7	76	27 31
Average	4.88			7.00	4.47	5.40 5.17
Adjust	5.03			6.80	4.47	5.55 5.32
Letter	I			E	I	V I
SR Base	15			20	13	16 16

Special Effects: aquabot "Frogger"; 1/2 bank of oars; special instrumentation

Cargo: 6 units of expeditionary supplies

Passengers: Dr. Emil Sarcophagus, owner/scientist;

6 other elderly scientists

Magel Spells: II-65tp:m-WK/p-ST/w-AV/e-VW/h-WK/r-WK/o-AV

C) a "weather station" in the helm area carries a number of weather forecasting instruments with widely varying accuracy. This equipment has a 60% chance of anticipating wind shifts in advance (i.e., whenever this roll is successful, Terra Nova gets to know the result of rolls made on the Wind Speed and Direction chart three turns in advance of when they actually take effect). For comic relief, another of the multitude of instruments in the weather station can infallibly predict the appearance of storms - 1 hour after they have already occurred.

D) last but not least among the Doctor's inventions is "Frogger," the aquabot. Frogger is a voice-activated mechanical android with modest independent reasoning capacity (slightly above that of a Krindorean) used by the ship to complete undersea exploratory tasks and external repairs. Frogger can stay underwater for up to 2 hours at a stretch and has the strength and carrying capacity of 3 men. The aquabot is an amazing piece of artificing, even if it does have a tendency to take any instructions given to it very, very literally. . .

Terra Nova, strangely enough, is bound for The Shroud, the mysterious fog-bound area in the middle of the Biracean. With the help of the reef finder and his command of the mathematics of probability, Sarcophagus has penetrated into the center of the Shroud, and landed briefly on Lost Island. He now seeks to return there, to gather specimens of the local flora (some of which appear to have extraordinary healing or other effects on their consumers) and of the smaller types of animal life present. He is accompanied by a crew of 30, mostly fellow scientists with only moderate sea experience. Sarcophagus' young, magic-user daughter, Copper, and her lover, Archmon Skye, are also aboard; Skye, a very resourceful ex-mercenary, functions as captain for Terra Nova.

Terra Nova is not a fighting craft, and will take purely evasive action if confronted with pirates until and unless an opponent closes within 1/4 mile. At that point, the vessel will mount a three-pronged effort to save itself:

- 1) Skye will organize some (206) of the men into an archery detail; he himself is an truly incredible marksman, who has a 20% chance of a critical per mr whenever he fires at the deck area of the opposing vessel;
- 2) Copper will attempt to use Weather Control and/or Protective spells to aid the ship; and
- 3) Sarcophagus will dispatch Frogger the aquabot with instructions to disable the other vessel (the bot may attempt to foul the latter's rudder with strands of seaweed, smash a hole in the hull, etc.).

If these actions do not appear to be turning the tide, Sarcophagus will surrender before the ship is too seriously damaged, launching a small rowboat containing Skye, 4 good men, and himself under a white flag to meet with the pirate vessel to discuss terms of surrender. The ship has little cargo except provisions and some modestly valuable exploratory equipment; the real treasure is the vessel itself and the creative mind of its designer, and it is up to the pirates to realize this. Sarcophagus will say little of his own skills, but others of his crew will not be so discreet. The only sure way the pirates can secure the Doctor's cooperation is by seizing and holding Copper as a hostage. If this is done, Skye will not give up on trying to engineer her rescue; he should be treated as having rather impressive abilities at escape and stealth, capable of breaking out of almost any type of imprisonment within 48 hours, and as a quite skilled practitioner of the art of hand-to-hand combat.

ENCOUNTERS WITH HOSTILES

The following encounters are with ships (or fleets of ships) that will usually seek to carry the attack to the corsairs, rather than fleeing from their pursuit. There are seven encounters presently in this group; if the pirates are in Coastal waters, there is a 50% chance for the 7th encounter, with patrol ships - else, the GK may simply roll a D6 to determine the encounter randomly or may select his own preference. The patrol ships are never encountered outside of the respective coastal areas.

1) Vigilant and Crimson Tide

These are two standard Namori three-masted war cruisers of the Appalonia class. Their current mission is to hunt down pirates; their zeal in discharging this task will greatly depend on the value being placed on

VIGILANT

Captain Blyn Hookanasi
(Light Cruiser)

Winds:	Calm	Soft	Moder.	Brisk	Strong	Gale
Speeds:	0	3	4	6	10	12/5
Adjust:	0	3	5	7	12	14/6
Officers						
Capt.	V	Hull: 350		Speed: +15%	Sail	
F. O.	E	Draw: (11)14		Turns: +15°	500	
S. M.	E	M:Fore	160		t:	160
M.-A.	V	M:Main	190		t:	190
Mag	I *	M:Miz'n	150		t:	150
		M:			t:	
Charge- Rating		Petty Off.	PO MA SM Arch Helm Sail Repr Fire			
GR	10	Crew	a/b/c	3	1	3
INT	46	2	p 34	1	p 5	p 6
VET	34	3	pp 9	2	pp 4	p 3
EL	20	6	p 2	5	pp 5	p 2
Men	110	11	(7)4	48	(5)1	24
Points	558	24	225	7	137	60
Average	5.09	6.00	4.69	7.00	5.70	5.00
Adjust	5.24	6.15	4.69	7.05	5.85	5.15
Letter	I	V	I	E	V	I
SR Base	15	18	14	21	17	15
Ship's Weaponry: (a) Ballista, forecastle (b) Ballista, helndeck (c) Light Catapult, midships						
Catapult Ammo: 20 rocks: 10 50#, 10 150#;						
30 H-Boils (900#), 30 L-Boils (600#)						
Special Effects: 8 8-man boats, 2 14-man boats						
Passengers: 40 marines (5 EL, 16 VET, 14 INT, 5 GR); will function only as boarding party						
Mage Spells: II-65tp:m-ST/p-AV/w-mk/e-VW/h-AV/r-ST/o-AV						

prize ships these days (which will in turn depend on the number of Namori merchantmen that have been sunk or lost in the last six months - see Hostile encounter 2 above for check method). Both vessels are heavily armed and carry a substantial amount of magical ammunition; there is a 40% likelihood that each will be carrying an INT mage on board at the present time (stats for each mage are indicated in the ship description).

Neither of the commanders for these craft could be considered to be anything special. In fact, the captain of Crimson Tide, Ursa Tranby, is a near-illiterate whose tactics are about as subtle as a battering ram; the man's luck to date, however, has been nothing short of phenomenal. If the pirate ship moves into Tide's sighting range, there is a 40% chance that some manner of bad fortune (equipment breakdown or jam, becalming, etc.) will befall the pirates, enabling the warships to close within battle range unless the pirates carry a mage or Elite repair crew capable of cancelling the effect. In battle, either ship will attempt to withdraw as soon as it has taken more than 30% hull or sail damage, unless it appears to have a clear advantage over its foe. Both ships carry little of interest, except for whatever magical ammunition is unused. They will certainly attempt to investigate any ship that is not clearly bearing a Timoran flag.

CRIMSON TIDE

Captain Ursa Tanby
(Light Cruiser)

Winds:	Calm	Soft	Moder.	Brisk	Strong	Gale
Speeds:	0	3	4	6	10	12/5
Adjust:	0	3	4	6	11	13/5
Officers						
Capt.	I	Hull: 350		Speed: +5%	Sail	
F. O.	V	Draw: (11)14		Turns: +5°	520	
S. M.	E	M:Sprit	120		t:	120
M.-A.	E	M:Main	220		t:	220
Mag		M:Miz'n	180		t:	180
		M:			t:	
Charge- Rating		Petty Off.	PO MA SM Arch Helm Sail Repr Fire			
GR	7	Crew	abc	2		3
INT	13	1	3	1	2	p 1 p 2
VET	66	6	pp25	2	ppp24	p 7 6
EL	19	5	p 2	3	2	4 p 2 p 1
Men	105	12	(8)4	30	(5)1	30
Points	505	26	185	7	184	60
Average	4.83	6.50	6.16	7.00	6.13	6.00
Adjust	4.88	6.65	6.31	7.05	6.13	6.15
Letter	I	E	V	E	V	V
SR Base	14	19	18	21	18	18
Ship's weaponry: (a) Light Catapult, forecastle (b) Light Catapult, helndeck (c) Heavy Catapult, midships (d) Heavy Catapult, midships						
Catapult Ammo: 60 rocks: 30 50#, 15 100#, 20 200#						
Special Effects: 6 10-man boats, 2 16-man boats						
Passengers: 45 marines (6 EL, 24 VET, 7 INT, 8 GR); will function only as boarding party						
Mage Spells: II-65tp:m-AV/p-ST/w-VW/e-VW/h-ST/r-VS/o-AV						

2)

The Armada

The players sight a large group of vessels on the horizon (at distances greater than 20 miles, the GM should simply indicate that "a dozen or more ships" are present). In all, the fleet consists of 23 craft - 10 cruisers of the Appalonia class, plus a flagship cruiser and 2 other ships of the more heavily armed/armored Seeker class, 6 troop/supply transports (reconditioned light cargo vessels each bearing 200-300 warriors or basic supplies to support those troops), and 4 light corsairs, similar in design to Illyra. The fleet is moving at the speed of its slowest vessel; its destination is either (depending on proximity) Tharcage (to quell a major civil disturbance in the port of Drax), or off-map to the more central reaches of the Namori empire, to participate in a major offensive there.

Any lone ship or group of pirate vessels foolish enough to sail toward a collection of craft of this size to "investigate" will deserve its fate, which is likely to be a quick and ignominious death as the amassed might of the fleet uses the intruders for

DARK MOON
Captain Hernan Toranaga-Alvarez
(Light Cruiser)

Winds:	Calm	Soft	Moder.	Brisk	Strong	Gale
Speeds:	0	3	4	6	10	12/5
Adjust:	0	3	4	6	11	13/5
Officers	Hull: 350 Speed: +5% Sail					
Capt. V	Draw: (12)15 Turns: +15° 570					
F. O. V	M:Sprit 80 t: 80					
S. M. V	M:Fore 150 t: 150					
M.-A. E	M:Main 180 t: 180					
Mage	M:Miz'n 160 t: 160					
Charge- Rating	Petty PO	MA	SM	PO	PO	PO
GR	Crew 15	Off. 2	Arch 2	Helm 2	Sail 2	Fire 2
INT	20	1	12	1	4	3
VET	45	5	1	pp20	1	pp16 p 5 p 4
EL	30	6	p 3	9	2	pp 8 p 2 p 1
Men	110	12	(7)4	43	(4)1	30 12 10
Points	590	27	235	7	172	60 47
Average	5.38	6.75	5.44	7.00	5.68	5.00 4.70
Adjust	5.18	6.90	5.59	6.80	5.83	5.15 4.85
Letter	I	E	V	E	V	I I I
SR Base	15	20	16	20	17	15 19

Ship's weaponry: (a) Ballista, helmeck
(b) Light Catapult, forecastle
(c) Light Catapult, midships
Catapult Ammo: 35 rocks: 18 50#, 10 100#, 2 150#;
20 H-Bolts (500#), 20 L-Bolts (400#);
4 oil jugs, 4 50# rocks w/rags
Magical Ammo: 10 Breakables (25% bolt attachable):
4 HS, 2 SH, 2 IT, 2 CV (15% mal)
Special Effects: Sails strengthened 20%;
6 8-man boats, 4 14-man boats
Passengers: 35 marines (6 EL, 13 VET, 9 INT, 7 GR);
will function only as boarding party

target practice. If the pirates do not approach, there is still a chance (roll D100) that a corsair (51-85) or corsair and light cruiser (86-00) will be detached from the fleet and approach (lower these chances to 81-90 and 91-00, respectively, if the pirates indicate they are immediately fleeing the area). If the pirate ship simply tries to outrun this pursuit and does not fall victim to ill fortune (sudden wind shifts, shoals or reefs, etc.), the pursuers will likely break off the attempt after 2-3 hours and return to the main body of the armada. If the pirates should fire on the pursuing vessels, however (whether or not damage is done), they will bring the whole fleet after them, in a pursuit that will last at least a day.

3) **Dark Moon, Appalonia, and Illyra**

This trio of warships (the first two standard, three-masted war cruisers, and the last, Illyra, a sleek twin-masted corsair), are often assigned together to execute police actions in the colonies or subjugated territories of Tharcage (01-40 on D100), convoy trade ships traveling between Timor, Tharcage, and the Savage Isles (41-85), or to carry army units bound for one of the Namori coastal strongholds (86-00). The vessels are

APPALONIA
Captain Harden Amicus
(Cruiser)

Winds:	Calm	Soft	Moder.	Brisk	Strong	Gale
Speeds:	0	3	4	6	10	12/5
Adjust:	0	4	5	8	13	15/6
Officers	Hull: 350 Speed: +25% Sail					
Capt. E	Draw: (12)15 Turns: +15° 610					
F. O. I	M:Sprit 100 t: 100					
S. M. E	M:Fore 160 t: 160					
M.-A. V	M:Main 200 t: 200					
Mage	M:Miz'n 150 t: 150					
Charge- Rating	Petty PO	MA	SM	PO	PO	PO
GR	Crew 10	Off. a/b/c	Arch 3	Helm 1	Sail 1	Fire 3
INT	35	1	17	1	12	p 5 p 3
VET	30	6	2	pp12	1	ppp7 p 4 4
EL	35	4	p 2	10	3	14 p 2 p 1
Men	110	11	(7)4	39	(5)1	34 11 11
Points	585	26	210	7	190	58 49
Average	5.27	6.50	5.38	7.00	5.59	5.28 4.45
Adjust	4.57	6.65	5.38	7.05	5.59	5.43 4.60
Letter	I	E	I	E	V	I I I
SR Base	13	19	16	21	16	16 20

Ship's weaponry: (a) Ballista, helmeck
(b) Light Catapult, forecastle
(c) Light Catapult, midships
Catapult Ammo: 36 rocks: 20 50#, 6 100#, 5 200#;
10 H-Bolts (300#), 25 L-Bolts (500#);
8 oil jugs, 5 50# rocks w/rags
Magical Ammo: 12 Breakables (40% bolt attachable):
3 HS, 6 IT, 1 SS, 2 CV (15% mal)
Special Effects: Sails strengthened @ 35%;
6 10-man boats, 2 16 man boats

fairly representative of the Namori fleet, competently crewed and well-armed and armored with conventional weaponry. Because of their experience working together, the vessels are well-practiced in coordinating their maneuvers and will have lower than average delays in completing ship-to-ship communications. The commanders of the vessels, and their crews, are brash and over-confident, and prone to take somewhat unnecessary chances, particularly if the prize fees for captured vessels being offered by the Empire are currently high (die roll of 6 or above on a D8, add 1 to die roll for each major cargo vessel successfully pirated in the last six months).

In combat situations with pirate vessels where they outnumber the enemy, Dark Moon and Appalonia will tend to concentrate their long-range fire on crippling their foe's sails (keeping the hull seaworthy for seizure purposes) and attempt to close for boarding while Illyra will attempt to cut off possible escape routes. If they themselves are outnumbered or the tide of battle turns in the pirates' favor, the ships will switch their attacks to the hull, and will by and large keep their distance from the foe. Unless the level of pirate raids has been extremely high, the crew of a surrendering vessel is likely to be spared - either to face trial and hard labor, or to "volunteer" as colonists for Porto Blanca.

ILLYRA

Captain Andovarro the Blade
(Corsair)

Winds:	Calm	Soft	Moder.	Brisk	Strong	Gale
Speeds:	0	2	4	7	10	10/5
Adjust:	0	2	5	8	12	12/6
Officers	Hull: 215R		Speed: +20%		Sail	
Capt. V	Draw: (10)13		Turns: +20°		530	
F. O. E	M:Sprit 90		t: 90		t: 90	
S. M. E	M:Main 250		t: 250		t: 250	
M.-A. V	M:Miz'n 190		t: 190		t: 190	
Mage	M: 190		t: 190		t: 190	
Charge-Rating	Petty PO	MA	SM	PO	PO	PO
Crew	Off. a/b	Arch	Helms	Sail	Repr	Fire
GR	5	1	1	1	1	3
INT	15	1	9	1	3	p 2
VET	40	4	3 p 12	2	pp18	p 2 p 4
EL	10	2	p 1	2	1	3 p 2
Men	70	7	(7)4	23	(3)1	22 8 9
Points	380	25	122	7	133	40 38
Average	5.45	6.25	5.30	7.00	6.04	5.00 4.22
Adjust	5.60	6.40	5.30	7.05	6.04	5.15 4.22
Letter	V	V	I	E	V	I I I
SR base	16	19	15	21	18	15 17
Ship's Weaponry:	(a) Ballista, forecastle (b) Ballista, helmsdeck					
Catapult Ammo:	40 H-Bolts (1200#), 30 L-Bolts (600#)					
Magical Ammo:	5 H-Bolts are 2 x damage w/Dam.Intens.					
Special Effects:	Sails fireproofed @ 60%; 2 8-man boats, 4 12-man boats					

4)

Cougar

This is a fairly compact three-masted vessel with multi-sailed masts (3 sheets per mast). From distances over ten miles, the design appears Kutrovan, and indeed much of her hull and sail configuration has been copied directly from that source. In actuality, however, the ship is a brand-new Namori light cruiser, a prototype model out on shakedown maneuvers. Its crew, though experienced seamen, have had only a few days to learn the special features of their new vessel, and are thus currently operating at one grade below the normal GIVE ratings listed on the Ship Form for each detail because of this unfamiliarity. Cougar's new captain, Brackin Ridge, is well aware of these problems, and being a cautious commander by nature, he will be hesitant to commit the ship to battle before the crew is fully acclimated. Thus, if the players' vessel keeps its distance from Cougar and passes on, there is only a 35% chance that Ridge will pursue them. If the pirates approach within 3 miles of the vessel, the chance of response increases to 60%, and rises further to 80% if they close within a mile. If attack is joined by either side, Cougar will attempt to withdraw if it sustains over 1/3 hull or sail damage (unless it is blatantly obvious that they are on the verge of victory).

COUGAR

Captain Lucius Paradinus Galatonui
(Experimental Cruiser)

Winds:	Calm	Soft	Moder.	Brisk	Strong	Gale
Speeds:	0	4	5	8	13	15/5
Adjust:	0	3	4	6	10	11/4
Officers	Hull: 400		Speed: -25%		Sail	
Capt. V	Draw: (16)19		Turns: -15°		610	
F. O. E	M:Sprit 60		t: 60		t: 60	
S. M. V	M:Fore 90		30		t: 170	
M.-A. I	M:Main 110		70 40		t: 220	
Mage	M:Miz'n 100		60		t: 160	
Charge-Rating	Petty PO	MA	SM	PO	PO	PO
Crew	Off. a/b/c	Arch	Helms	Sail	Repr	Fire
GR	10	1	1	1	1	3
INT	30	1	8	1	12	p 5 5
VET	40	4	1 p 16	1	pp16	p 3 p 6
EL	20	6	p 3	1	pp 5	p 2 pp 2
Men	100	11	(7)4	24	(4)1	34 10 2x 8
Points	520	27	128	7	181	52 76
Average	5.20	6.75	5.33	7.00	5.32	5.20 4.63
Adjust	4.70	6.90	5.33	7.05	5.47	5.35 4.78
Letter	I *	E *	I	E *	I *	I *
SR base	14	20	16	21	16	16 17
Ship's Weaponry:	(a) Light Catapult, forecastle (b) Dual Heavy Catapult, midships (c) Dragon's Breath, helmsdeck					
Catapult Ammo:	48 rocks: 30 50#, 18 100#; 200# of "payload" for Dragon's Breath					
Special Effects:	4 10-man boats, 3 16-man boats					
Notes:	* These are currently at a 1-level penalty to efficiency due to unfamiliarity with ship's new technology.					

Cougar's innovative design gives the ship several features unavailable on normal vessels. The new sail configuration allows a greater fraction of the sail area to effectively catch the wind, resulting in a 25% bonus to sailing speed above and beyond the speed bonuses received for officer/crew ability. The ship also mounts two unusual weapon types. The first of these is a "twin" heavy catapult. The two catapult mechanisms can be fired separately using normal ammunition at a time cost of 50% over normal crew speed (reflecting the difficulties of coordinating the efforts of two crews in a limited amount of space). Alternatively, the two can be fired as a single unit, using a form of ammunition consisting of two 50 lb. boulders lashed together by chains. If the latter option is used, the GM should roll to hit with each boulder. (**GM's Note:** all shots of this type must be aimed for a specific mast, and deduct the appropriate penalty from the die roll result.) If both boulders hit, the shot is a direct hit, and does treble damage. While firing these linked shots, the range limits for the weapon are reduced to those of a light catapult.

The second unique weapon on Cougar is a piece of arcane artificing referred to as "Dragon's Breath". The apparatus resembles a massive slingshot with a large metal "pocket" at its center, into which various wood, stone, and other debris is loaded (normally into 5-10 lb. payloads). When the Activator word is spoken, the material in the pocket comes ablaze, and is launched toward the opposing vessel. Each pound of lit payload successfully delivered (see discussion and chart below) has the equivalent effect of 5 Fire arrows; the magical potency of the spell is also such that it reduces the effectiveness of magical fireproofing by 20% (e.g., a sail treated to reduce fire chances by 80% will instead reduce them by 60%). The range limits on the Dragon's Breath weapon are one-half those expressed for normal arrow fire.

Although these special features enhance the combat capabilities of Cougar, none of the three is entirely "bug-free". The complexity of the rigging and angle of the sails means that actions taken by the Sail detail (remounting, furling during storms) require 50% longer than normal; the "twin" catapult has a fumble factor of 15%, rather than the normal 5%. The most dangerous of the problems, however, lie in the use of the largely experimental Dragon's Breath. The preparations for firing this weapon, and their timing, are extremely delicate; before each shot, the firing crew must make a saving roll against its **GIVE** rating x 2 (rounded up) to get off a successful salvo. If this roll is missed, the special fumble chart below is consulted:

- 01-35) Dud charge - no effect on target or launcher
- 36-55) Fragmentation - 10% of payload lost en route
- 56-70) Fragmentation - 30% of payload lost en route
- 71-85) Fragmentation - 50% of payload lost en route
- 86-90) Fragmentation - 75% of payload lost en route
- 91-95) Fragmentation - 90% of payload lost en route
- 96-00) Part of payload explodes in pocket; weapon useless for the remainder of combat.

On fragmentation results, the GM rolls a D6 for each pound of debris that separates from the payload; on a 1, that debris has struck Cougar herself, doing damage as described above - thus, it is readily possible for a single shot from this weapon to set fire to both ships.

5) Seeker

This warship is one of the prides of the Namori fleet, armed to the teeth and manned by an experienced crew. If she is encountered, roll D100 to determine the vessel's current mission:

01-35 - showing the flag (i.e., journeying to the nearest port of call to remind the inhabitants of the Empire's might);

36-80 - routine coastal patrol (if within 25 miles of the Timoran coast) or sailing to meet a rumored buildup of naval forces in the Kutrovan Sector;

81-00 - hunting smugglers or pirates.

If prepared for battle, all sails will be fireproofed to full effectiveness (with a second full set of five month old fireproofed sails in storage), and the vessel will carry both listed mages on board (if on routine patrol or showing the flag, only Babylon Trull (VET) will be aboard).

Seeker's captain, Anton Berenguer, is renowned throughout the region for his ruthlessness in battle. He has triumphed against unfavorable odds before, and few circumstances can make him or his crew give up the battle; their Base Morale Rating (20) is very high even

SEEKER
Captain Anton Berenguer
(Cruiser)

Winds:	Calm	Soft	Moder.	Brisk	Strong	Gale
Speeds:	0	2	4	6	10	12/6
Adjust:	0	3	6	9	15	16/9
Officers	Hull: 500 Speed: +45% Sail					
Capt.	E	Draw: (14)17 Turns: +25° 580				
F. O.	E	M: Sprit 130 t: 130				
S. M.	E	M: Main 250 t: 250				
M.-A.	E	M: Miz'n 200 t: 200				
Mage	E V	M: t: t:				
Charge- Rating	Petty P0	MA	SM	P0	P0	P0
	Crew Off.	Arch	Helim	Sail	Repr	Fire
GR	10	abcg			2	4
INT	15	1	1	6	2	2
VET	55	4	1 p 41	2 pp 3 p 5 p 5		
EL	80	12 p 3	pp32 p 2	ppp30 pp 4 pp 3		
Men	160	16 (8)4	73 (5)1	38	13	2x 7
Points	970	27	470	7	252	70
Average	6.06	6.75	6.44	7.00	6.46	5.38
Adjust	5.71	6.90	6.59	7.05	6.61	5.53
Letter	E	E	E	E	E	I
SR Base	20	20	19	21	19	16
Ship's Weaponry:	(a) Ballista, forecastle (b) Ballista, helindeck (c) Heavy Catapult, midships (d) Heavy Catapult, midships					
Catapult Ammo:	58 rocks: 20 50#, 15 150#, 12 250#; 30 H-Bolts (900#), 10 L-Bolts (200#); 20 oil jugs, 11 50# rocks w/rag					
Magical Ammo:	47 Breakables (65% bolt attachable): 12 MT, 4 SL, 3 SS, 5 HS, 2 ZP, 3 IT, 3 CF, 10 SH, 1 CV, 4 FG (fresh, 0% mal)					
Special Effects:	Sails fireproofed @ 80%; replacement sails fireproofed @ 40%; 12pt Miss. Rep. on rudder; 8 10-man boats, 4 12-man boats					
passengers:	80 marines (20 EL, 50 VET, 5 INT, 5 GR) as boarding party; no other function					
Mage Soells:	E1-122tp:m-EX/p-AV/w-VS/e-WK/n-ST/p-ST/o-ST V1-103tp:m-WK/p-VS/w-WK/e-VW/h-VS/p-VS/o-AV					

for a warship; and GM's should take this into account by being as bold and courageous as possible. It is well known that Berenguer in victory lets few of his vanquished foemen live (it is not generally known that those who survive are those who impress the Captain with a sense of valor like his own) - consequently, ships attacked by Seeker add +4 to their normal morale Rating to reflect their fear of capture at his hands.

Regardless of their current mission, Seeker will attempt to approach and investigate any vessel looking "suspicious".

6) Pegasus

Pegasus is a large three-masted war cruiser from Kutro, outfitted in the new three sail per mast style. If encountered more than 100 miles beyond the Kutrovan Sector boundaries, roll D100; Pegasus will be escorting 1 (01-60) or 2 (61-75) merchant ships (use any of the Kutrovan vessels described in the Encounters with Quarry section for this purpose). If not acting as an escort, the vessel is either (76-90) on routine patrol,

PEGASUS
Captain Lord Dillone del'Celvan
(Cruiser)

Winds:	Calm	Soft	Moder.	Brisk	Strong	Gale
Speeds:	0	4	5	7	12	13/6
Adjust:	0	5	6	9	15	16/8
Officers	Hull: 450R Speed: +25% Sail					
Capt. E	Draw: (12)16 Turns: +25° 620					
F. O. V	M: Sprit 60 t: 60					
S. M. E	M: Fore 90 50 40 t: 190					
M.-A. V	M: Main 100 70 50 t: 220					
Mage E *	M: 100 60 t: 160					
Charge-Rating	Petty Off.	PO	MA	SM	PO	PO
Crew	Off.	Arty	Arch	Helm	Sail	Repr
GR	10	a/b/c	3	1		3
INT	10	1	5	1	2	p 2 p 1
VET	60	5	2	p 27	1	ppp22 p 4 5
EL	20	4	p 2	3	1	8 p 2 p 1
Men	100	10	(7)4	35	(4)1	32 8 10
Points	560	26	203	7	196	46 47
Average	5.60	6.50	5.80	7.00	6.13	5.75 4.70
Adjust	5.80	6.65	5.95	7.05	6.13	5.90 4.85
Letter	V	E	V	E	V	V I
SR Base	17	19	17	21	18	17 19

Ship's weaponry: (a) Ballista, forecandle
(b) Ballista, helindeck
(c) Light Catapult, midships

Catapult Ammo: 36 rocks: 20 50#, 10 100#, 3 200#;
12 H-Bolts (360#), 30 L-Bolts (600#);
5 oil jugs, 3 50# rocks w/rags

Magical Ammo: 16 Breakables (75% bolt attachable):
3 SS, 3 SL, 5 CF, 2 ZP, 3 SH

Special Effects: Sails fireproofed @ 60%;
12 8-man boats

Mage Spells: E1-123t; m-ST/p-VS/w-AV/e-VW/h-EX/r-VS/o-ST
Notes: * The mage is only on board if an encounter with Namori is anticipated.

(91-95) carrying diplomatic personnel to San Torega or the Colombos, or (96-00) investigating rumors of a major buildup of Namori forces about 50 miles from the point of the current encounter. If the encounter takes place within the sphere of Kutrovan influence, her mission will be (01-30) escort for 1 (01-25) or 2 (26-30) merchant ships; (31-70) routine patrol; (71-90) a rendezvous with 103 Namori warships reported heading toward Kutro, to ensure their peaceful intentions; or (91-00) a training cruise for new naval cadet crews. If an encounter with Namori vessels is expected, the ship will carry an Elite mage on board whose specialties are Missile and Repair spells, in addition to its usual crew of 125. If the encounter roll indicates that the ship is being used for a training mission, the ship will be crewed entirely by Green sailors, with intermediate seamen serving at all officer positions except First Officer and Sailing Master, which will be manned by semi-retired Elites.

The Kutrovan navy can ill afford to frivolously lose any of the few good warships it possesses, especially in light of the increasing hostility of the Namori. Consequently, Pegasus will be loathe to get engaged in a battle with anyone unless she or a vessel under her protection is obviously threatened or fired upon. Thus, there is only a 25% likelihood that the warship will pursue a pirate vessel once it has been sighted, unless it is on patrol within its own zone of influence (whereupon the chance is 85%). Pirates would be extremely unwise, however, to interpret this hesitancy as fear or incompetence. The ship's captain, Lord Dillone del'Celvan, is an able naval tactician who privately chafes at the restraints placed on his actions, even though he recognizes the wisdom of this philosophy. The crew of Pegasus is smartly disciplined and well drilled for combat maneuvers should the occasion arise; once engaged, del'Celvan and his men will fight tenaciously, requiring no morale rolls until casualties reach the 50% level. Their tactics will be aimed toward sinking rather than capturing the foe (though if successful in destroying the opposing vessel, they will remain in the area to search for and pick up survivors, saving them for eventual trial - the official punishment for piracy in the tribunals of Kutro is death; however, it is a fairly well-known secret that this sentence can be foregone if the guilty party is willing to swear allegiance to the Kutrovan cause and join its navy).

7) Patrol Ships

If a Hostile encounter is rolled when a pirate vessel is within 50 miles of an inhabited coastline, there is a 40% chance that the pirates will encounter a local shore patrol, instead of one of the warship groups identified above. Patrol ships tend to be rather small craft, similar in character and dimensions to Smugler ships; if off Timor or Tharcege, there is a 15% chance that at least one larger corsair vessel of the Illyra class will be among the party. The total number of vessels in the patrol will vary according to the area involved (roll D100):

Timor:

01-15 = 1, 16-60 = 2, 61-85 = 3, 86-95 = 4, 96-00 = 5

Tharcege:

01-25=1, 26-85=2, 86-95=3, 96-00=4

Kutrovan Sector:

01-40=1, 41-80=2, 81-00=3

San Torega:

01-65=1, 66-00=2

Colombo Islands:

01-90=1, 91-00=2

The reaction of patrol vessels to a given encounter will greatly depend on the relative number of ships on each side; however, there are some noticeable regional differences as well. Patrol crews and captains off Timor, for example, tend by and large to comprise lower echelons of the local navy, and are of generally below average competence. The exact converse is true of the men who patrol the captive waters of Tharage or the Kutrovan Sector, both areas in which tensions are high and skirmishes not uncommon. Vessels in these two regions will also tend to be much more suspicious of any ship they encounter, even if it bears all the exterior appearances of a normal merchantman.

If battle between the pirates and the patrol ships is joined, and the patrol ships do not outnumber their foes by at least 2 to 1, they will normally attempt to break and run whenever the ships take more than minor (greater than 15%) damage. Ships that have escaped in such a manner will frequently (60%) return to the same general area within 206 hours, with reinforcements. If the pirates elect to allow patrol ships to approach them and come aboard to inspect papers and/or cargo, there is always a chance (55% off San Torega, 40% off Timor, 10% all other areas) that the patrolling officer can be bribed to make a very perfunctory inspection.

Three sample patrol vessels characteristic of their individual areas (Timor, Kutro, and San Torega) are presented below. If a Tharagean patrol boat is needed, we suggest that the GM use a Timoran vessel design manned by a crew like that available on a Kutrovan patrol ship; for patrol boats from the Colombo Islands, use the Timoran design as given.

Winds:	Calm	Soft	Moder.	Brisk	Strong	Gale
Speeds:	0	4	7	10	14	12/3
Adjust:	0	4	7	9	13	11/3
Officers						
Capt.	V	Hull: 110		Speed: -5%	Sail	
F. O.	V	Draw: (7) 8		Turns: +10°	380	
S. M. Capt.		M:Fore 150			t: 150	
M.-A.	V	M:Main 230			t: 230	
Mage		M:			t:	
		M:			t:	
Charge-Rating	Crew	Off.	Arty	MA Arch Helm	SM Sail Repr	PO Fire
GR	5	3	1	1		
INT	10			4		
VET	15	1	3		1 p 9	2 2
EL	3	2	p 1	1		p 1 p 1
Men	33	3	(7)4	6 (2)1	14	4 4
Points	161		25	25	6 74	23 23
Average	4.88		6.25	4.17	6.00	5.29 5.75 5.75
Adjust	4.58		6.40	4.17	5.80	5.29 5.90 5.90
Letter	I	V	I	V	I	V V V
SR Base	13		19	12	17	15 17 15
Ship's Weaponry: Light catapult, midships						
Catapult Ammo: 20 rocks: 12 50#, 8 100#						
Magical Ammo: 206 Breakables: (SS, CV, F ₃ , S ₃ , SL - 30% mal)						
Special Effects: 2 8-man boats						

a Kutrovan patrol ship
(Smuggler)

a Timoran patrol ship
(Smuggler)

Winds:	Calm	Soft	Moder.	Brisk	Strong	Gale
Speeds:	0	4	7	10	14	12/3
Adjust:	0	3	5	8	11	10/2
Officers						
Capt.	I	Hull: 100		Speed: -20%	Sail	
F. O.	V	Draw: (8) 9		Turns: -30°	340	
S. M. Capt.		M:Fore 180			t: 180	
M.-A.	V	M:Wiz'n 160			t: 160	
Mage		M:			t:	
		M:			t:	
Charge-Rating	Crew	Off.	Arty	MA Arch Helm	SM Sail Repr	PO Fire
GR	10	6			3 1	1 1
INT	10	1		1 p 8	1 1	1 1
VET	4	3	p 1	1 p 1	p 1 p 1	p 1
EL						
Men	24	3	(7)4	(2)1	12 3	3 3
Points	84		13		6 44	12 12
Average	3.50		3.25		6.00	3.67 4.00 4.00
Adjust	2.00		3.25		5.10	3.67 4.00 4.00
Letter	G		6		I I	I I
SR Base	6		9		15 10	12 11
Ship's Weaponry: Light Catapult, midships						
Catapult Ammo: 21 rocks: 15 50#, 5 100#, 1 200#						
Special Effects: 2 6-man boats						

a San Toregan patrol
(Smuggler)

Winds:	Calm	Soft	Moder.	Brisk	Strong	Gale
Speeds:	0	4	7	10	14	12/3
Adjust:	0	4	7	9	13	11/3
Officers						
Capt.	V	Hull: 120R		Speed: -5%	Sail	
F. O.	V	Draw: (7) 8		Turns: +10°	230	
S. M. Capt.		M:Main 230			t: 230	
M.-A.	V	M:			t:	
Mage		M:			t:	
Charge-Rating	Crew	Off.	Arty	MA Arch Helm	SM Sail Repr	PO Fire
GR	6				4 2	2 2
INT	18	1	5	7	1 3 p 2	p 2
VET	6	2	p 2		1 p 3	
EL						
Men	30	3	(7)4	7 (2)1	10 4	4 4
Points	120		20	28	6 38	12 12
Average	4.00		5.00	4.00	6.00	3.80 3.00 3.00
Adjust	3.70		5.00	4.00	5.80	3.80 2.70 2.70
Letter	I		I	I	V I	6 G
SR Base	11		15	12	17 11	8 9
Ship's Weaponry: Ballista, forecastle						
Catapult Ammo: 20 H-Boils (600#), 40 L-Boils (800#)						
Special Effects: 2 10-man boats; casualty limit 30%						

PIRATE SHIPS FOR PLAYER USE

The following "ready-to-sail" pirate ships are given so that players who have not yet earned their own ships may have the wherewithal to sail in pursuit of quarry. The ships and their captains are discussed in more detail in "Lair of the Freebooters", also from GameLords.

IMPALA
Captain Morghan Silver
(Corsair)

Winds:	Calm	Soft	Moder.	Brisk	Strong	Gale
Speeds:	0	3	5	8	12	12/4
Adjust:	0	4	6	11	16	15/5
Officers						
Capt.	E	Hull: 175		Speed: +25%	Sail	
F. O.	E	Draw: (9) 12		Turns: +40°	500	
S. M.	E	M:Sprit	80		t:	80
M.-A.	V	M:Main	220		t:	220
Mag	E	M:Miz'n	200		t:	200
		M:			t:	
Charge-Rating		Petty Off.	PO	MA	SM	PO
		Crew	Off.	Arty	Arch	Helm
GR		5	3			2
INT		10	1	p	4	2
VET		35	5	p	1 p	16
EL		10	3	pp	3 p	2 p
Men		60	9	(8)4	22 (4)1	18 8
Points		330		27	126	7 103
Average		5.50		6.75	5.73	7.00 5.72
Adjust		5.90		6.90	5.88	7.05 5.72
Letter		V		E	V	E
SK Base		17		20	17	21 17
Ship's weaponry: Ballista, forecastle						
Catapult Ammo: 25 H-Bolts (750#), 40 L-Bolts (800#)						
Magical Ammo: 18 Breakables (bolt attachable): 6 SL, 4 SS, 5 SH, 3 CV (5% mal); 8 H-Bolts are 2 x damage w/Dam.Intens.						
Special Effects: Sails fireproofed @ 80%, strengthened @ 50%;						
Mage Spells: El-127tp.im-EX/p-nk/w-av/e-vw/n-st/r-st/o-st						

RAPIER
Captain Garrett Parker
(Corsair)

Winds:	Calm	Soft	Moder.	Brisk	Strong	Gale
Speeds:	0	4	6	10	14	14/4
Adjust:	0	4	6	11	15	15/4
Officers						
Capt.	V	Hull: 175		Speed: +5%	Sail	
F. O.	V	Draw: (9) 11		Turns: +15°	420	
S. M.	V	M:Sprit	80		t:	80
M.-A.	E	M:Main	100		30	190
Mag	E	M:Miz'n	110		40	150
		M:			t:	
Charge-Rating		Petty Off.	PO	MA	SM	PO
		Crew	Off.	Arty	Arch	Helm
GR		6		a/b	1	1
INT		21	1	1	12	7
VET		27	3	2	p	3
EL		11	3	p	2	2
Men		65	7	(7)4	17 (4)1	24 6
Points		335		26	80	7 133
Average		5.15		6.50	4.69	7.00 5.54
Adjust		4.95		6.65	4.84	6.80 5.54
Letter		I		E	I	E
SK Base		14		20	14	20 16
Ship's weaponry: (a) Ballista, forecastle (b) Light Catapult, helmdeck						
Catapult Ammo: 30 rocks: 20 50#, 8 100#, 2 200#; 14 H-Bolts (420#), 20 L-Bolts (400#)						
Magical Ammo: 14 Breakables (40% bolt attachable): 3 SS, 7 SL, 4 FG						
Special Effects: Sails strengthened @ 35%; 4 8-man boats, 1 12-man boat						

SWIFT WIND
Captain Tembal Pegleg
(Corsair)

Winds:	Calm	Soft	Moder.	Brisk	Strong	Gale
Speeds:	0	3	5	8	12	12/4
Adjust:	0	4	6	10	15	15/5
Officers						
Capt.	E	Hull: 175		Speed: +25%	Sail	
F. O.	V	Draw: (9) 10		Turns: +20°	450	
S. M.	V	M:Sprit	110		t:	110
M.-A.	V	M:Main	180		t:	180
Mag	V	M:Miz'n	160		t:	160
		M:			t:	
Charge-Rating		Petty Off.	PO	MA	SM	PO
		Crew	Off.	Arty	Arch	Helm
GR		5		2	3	
INT		17		1	11	3
VET		40		2	pp	17
EL		18		4	p	4
Men		80		6	(7)4	35 (3)1
Points		444		28	180	7 156
Average		5.55		7.00	5.15	7.00 6.00
Adjust		5.75		7.05	5.15	7.05 6.15
Letter		V		E	I	E
SK Base		17		21	15	21 18
Ship's weaponry: Light Catapult, forecastle						
Catapult Ammo: 36 rocks: 23 50#, 10 100#, 3 150#						
Magical Ammo: 8 Breakables: 6 SL, 2 SS						

CREW ROSTER

Ship _____
 Captain _____
 (Type _____)

Winds:	Calm	Soft	Moder.	Brisk	Strong	Gale
Speeds:	_____	_____	_____	_____	_____	_____
Adjust:	_____	_____	_____	_____	_____	_____
Officers	Hull:	Speed:	Sail			
Capt.	Draw:	Turns:	_____			
F. O.	M:	_____	t:	_____		
S. M.	M:	_____	t:	_____		
M.-A.	M:	_____	t:	_____		
Mage	H:	_____	t:	_____		
Charge- Rating	Petty PO	MA	Sm	PO	PU	PO
	Crew Off.	Arty	Arch	Helm	Sail	Repr
	Fire	_____	_____	_____	_____	_____
GR	_____	_____	_____	_____	_____	_____
INT	_____	_____	_____	_____	_____	_____
VET	_____	_____	_____	_____	_____	_____
EL	_____	_____	_____	_____	_____	_____
Men	_____	_____	_____	_____	_____	_____
Points	_____	_____	_____	_____	_____	_____
Average	_____	_____	_____	_____	_____	_____
Adjust	_____	_____	_____	_____	_____	_____
Letter	_____	_____	_____	_____	_____	_____
SR Base	_____	_____	_____	_____	_____	_____
Ship's weaponry:	_____					
Catapult Ammo:	_____					
Magical Ammo:	_____					
Special Effects:	_____					
Cargo:	_____					
Passengers:	_____					
Mage Spells:	_____					

Permission granted to photocopy for personal use.

#	R	D	HtK	#	R	D	HtK	#	R	D	HtK	#	R	D	HtK
01				02				03				04			
06				07				08				09			
11				12				13				14			
16				17				18				19			
21				22				23				24			
26				27				28				29			
31				32				33				34			
36				37				38				39			
41				42				43				44			
46				47				48				49			
51				52				53				54			
56				57				58				59			
61				62				63				64			
66				67				68				69			
71				72				73				74			
76				77				78				79			
81				82				83				84			
86				87				88				89			
91				92				93				94			
96				97				98				99			

G = Green, **I** = Intermediate, **V** = Veteran, **E** = Elite,
A = Artillery, **B** = Archery, **F** = Fire, **H** = Helm,
P = Petty Officer, **R** = Repair, **S** = Sail

Permission granted to photocopy for personal use.

Rescue Scenarios and Abduction Adventures

Rescue from the Trolls' Hole

The man's face registers traces of badly concealed rage. His hands tremble slightly as they lay on the table before him. "My daughter, gentlemen — they had the temerity to kidnap my daughter, on her way to her wedding, along with her servants and the oxen from the train containing her dowery."

He takes a moment to calm himself and breathe deeply. "I can give you the location of the recreants' hideout — that was noted when the girl was kidnapped, but the four men who charged in to attempt to rescue her never returned. I don't know how many trolls occupy that cavern, but I do know that it would take an army to root them out by force, and a few months of time, and by the time the army got there, everybody would have gone into the trolls' stewpot. It will require stealth to get my daughter out, great stealth and great care. If you wish to attempt the rescue, I will give you whatever help I am able to provide in the way of money or equipment; I may even be able to provide some useful magic.

"But I want my daughter back, and as many of the maidens that were with her as you can possibly save. That is worth quite a bit of gold to me, 10,000 for my baby girl, and 1,000 for each of her handmaidens. What say you? Is that enough to tempt your roguish hearts?"

GM's Notes

Alenkith Vorsak (#301) is a wealthy man, and his daughter is quite important to him, not as important for personal reasons as he intimates, but as a pawn in a major trade agreement he is negotiating with her future husband. He will do virtually anything (within reason) to get her back, including being honest and paying the reward for her safe return — he has a reputation for sticking to his deals.

The suggested number of players for this rescue is six, working as two teams of three. Using this approach, it is more likely that the thieves (and who else would you hire for a job involving stealth and care?) will be able to find the girls and get at least some of them out. Information on trolls and their habits is provided below, and should be made available to the players if they choose to take on the mission, when they seek it out in proper fashion.

The trolls' hole is located in the hills overlooking the main trade road about eighty-five miles from the city; it is not hard to reach, and few adventures should occur on the road as the party travels to the cavern site. The wedding party was still traveling at dark, against the advice of many of the people in the caravan they had split from, and were surprised by the trolls as the wains ambled down the road. The main entrance hole is well marked, as are four other subsidiary entrances to the complex, and a map showing the locations of the

various entrances is available to the thieves. The complex itself is **terra incognita** to the participants, and the interior map should not be shown to the players.

It is perhaps surprising that the trolls did not simply take the wagons in which the party was traveling along with the considerable treasure contained in them for the dowery of Adrumilda, Vorsak's daughter (#302). However, such wains would have difficulty fitting into the passages of the trolls' caverns, and would be a dead give-away for the location of their hole if left outside; the trolls, being of very high intelligence, have not yet realized that their whereabouts are well known to the folk of the surrounding area, and thoroughly avoided under normal circumstances — i.e., after dark and before dawn. Vorsak has recovered the majority of the treasure being sent with his daughter, and he will inform the group that only a small jewelry case and a chest of gold coins were missing from the wagons; if they should happen to find and recover them, twould be appreciated but, it is not mandatory. The trolls did, of course, take the oxen that were pulling the wagons, which gives some hope for the survival of the girls for at least a small while — the oxen, a dozen-and-a-half of them, would most likely be slaughtered and consumed before the trolls started using the maidens as the main course.

If the group does take on the job, they will be provided with up to 1,000 GP worth of normal supplies, weapons, etc., of their choice. Additionally, they may select a number of magic items from the stock provided on the next page to use in the fulfillment of their quest. The items each have a cost in points (rather than GP), and the crew has a limit of 100 points of magic they may select; multiples of a given item may be selected up to the number available given in the description. If a cost in Ia points is specified, the strat may be developed for the characters using the items; the formula is (STM + TAL) / 2 — power is regenerated by sleeping: 1/2 after 6 hours, 3/4 after 7, all after 8.

Troll Talk

The following section gives much of the general knowledge on trolls. The GM should study it carefully, for if the thieves should run into a troll or two while carrying out their investigations of the cavern complex, it is likely some type of battle may result. Additionally, the thieves will only have available that knowledge which has been sought out, and may attempt interesting ploys based on erroneous assumptions.

The information is presented in paragraphs within levels of knowledge (some statements are true, some false; all are marked as to verity — the GM should not tell the players the truth condition of the statements they get). The levels of knowledge are Everybody Knows (to be read to the players immediately), Found Questioning (to be given to the players if they ask questions from most people about trolls), Library

MAGIC ITEMS

Item (Number Available): Powers	Cost
Blazer (2): a ball of crystal capable of flashing very brightly (noon in the Sahara); will operate 4 times before power is exhausted . . .	40pts
Self-tying Rope (4): these 100' strands will knot themselves around whatever they are thrown at, rock or person; will operate 3 times each before exhaustion of power . . .	20pts
Troll Scent (1): this liquid completely masks normal scent and makes the recipient smell like a troll; there is sufficient to apply to 2 people . . .	50pts
Spider Paws (3): a set of grey felt gloves which allow the wearer to climb surfaces just like a spider; these will work as long worn . . .	15pts
Silencer (2): a medallion which makes the wearer very quiet - 35% penalty to hearing for those listening; it can be commanded for complete silence in a 5' radius 3 times a day - silence lasts 4 hr . . .	20pts
Scrolls (12): various scrolls for the casting of spells are available; each scroll will cost a certain amount in <u>Tau</u> power to set off (insufficient power for spell operation is taken as damage by caster, 2 HTK per point lacking).	
<u>Silence</u> (2): creates a zone of silence around the caster 5' radius; non-mobile, lasts 20 mr, costs 6 <u>Tau</u> points to cast . . .	15pts
<u>Fly</u> (1): allows recipient to fly like a bird for 1 mr per <u>Tau</u> point invested; base cost 3 <u>Tau</u> points plus 1 per mr of flying time . . .	30pts
<u>Blaze of Noon</u> (3): creates a very bright flash of light at the point designated by caster within line of sight (50' limit); lasts 20 mr, mobile with caster, costs 5 <u>Tau</u> points . . .	25pts
<u>Fiery Hand</u> (1): caster's hand seems to blaze up in flame; any touch will produce 2D6 points of damage on the victim - SR against MGR for no damage; lasts 1 mr, plus 1 mr per additional 3 <u>Tau</u> points invested, base cost 6 . . .	15pts
<u>Flame Gush</u> (2): causes flames to spew forth from the caster's mouth (like dragon's breath); victims take 6D8 damage, SR against MGR for half damage; one shot only, costs 12 <u>Tau</u> points . . .	40pts
<u>Healing</u> (3): enables caster to cure 1D4 points of damage per 2 <u>Tau</u> points invested . . .	10pts
<u>Healing Potion</u> (4): when drunk, will cure 3D4 points of damage in 3D4 mr . . .	15pts
Fire Breakers (6): small (and very fragile) glass balls, filled with a liquid which bursts into flame on contact with air; each ball will burn for 1D4 mr, and will do 3D6 damage each mr it burns . . .	15pts
7 League Boots (1): allow the wearer to run at ten times his normal speed; will function only once before recharging is necessary . . .	40pts
Soft Glows (2): a 1' stick with a 3" ball of softly glowing wax on the end, these provide illumination equal to the natural level in the trolls' caverns; they are always on, but are indistinguishable in daylight or brighter . . .	5pts

Research (what knowledge is available if they consult the local library or someone with a reasonable supply of knowledge), and Expert Knowledge (what they find out if they consult the local troll expert - whoever he is).

Everybody Knows
 that trolls eat people - True;
 that trolls are very big and powerful, and mean fighters as well - True;
 that trolls turn to stone in daylight - False;
 that trolls live in families - True;
 that troll families contain 40 to 50 individuals at a minimum - False.

Questioning discovers
 that trolls do eat people, preferring luscious young females best - True;
 that the average troll is about twice as strong as the average man, and is an excellent hand-to-hand fighter - True;
 that trolls turn to stone in daylight - False;
 that a set of troll caverns is usually occupied by one family - True;
 that troll families generally consist of 20 to 30 individuals - False.

Library Research shows (all information true)
 that trolls burn incredible amounts of energy due to their huge size, and will normally eat cattle or any other protein source they can get their paws on; they prefer to eat people, but consider them a delicacy (particularly young females), and prefer to save them (when possible) for special occasions - like the Dark of the Moon ceremony;
 that trolls average about 8' in height, and that the female of the species is as large as the male; all trolls are very strong (at least twice normal human strength), and have a regenerative capability which helps reduce the damage taken from various weapons to one half that dealt;
 that trolls in general are not badly affected by bright daylight (they do tend to sunburn quickly), although (since they are an essentially underground race) their eyesight is severely limited in strong light conditions; one rare but seldom found species of deep troll is affected by the ultraviolet in sunlight, and becomes weakened;
 that most troll cavern complexes are usually the abode of only one troll family, but very large ones may contain two or three families;
 that the average troll family consists of 10 to 15 members.

Expert Knowledge says (all information true)
 that trolls prefer to save their occasional humanoid captives for special semi-religious occasions such as the Dark of the Moon, a monthly occurrence, and usually do not eat them immediately (GM's Note: the next such occasion - moon dark - is due in about a week);
 that trolls usually fight with their claws rather than weapons (some will occasionally utilize very large weapons taken from their victims); they can take enormous amounts of damage, but will try to flee if very severely wounded (if they have taken damage in excess of 80% of total HTK);

that trolls' sight is very poor in any kind of bright light, but that their night sight is incredible; their hearing is very acute, and it is possible for a troll to locate some one who is breathing heavily by sound alone (hearing 50% - give bonuses for noisy situations); there is a chance that a troll will run away in fear if surprised with a very bright light close to him (saving roll against triple

the trolls DSC to stay) — if he does not run, a troll will be at a penalty of 3 to Hit Prob for 1D6 + 4 m, until his eyes adjust to the light; trolls fear fire, since they are not able to regenerate damage from burns, and will avoid it if they can, but will not run in fear from it;

that, in many cases, troll complexes that are close together will have a number of tunnels or passageway connecting them together, and families visit back and forth;

that the average troll family consists of two to four adult males, two to four adult females, and five to eight young; the young are just as capable as their parents of fighting, and troll females will defend their young with ferocity (plus 2 dice of damage);

that trolls are capable of climbing very rapidly, with little danger of falling, on most rough surfaces (like the walls of a rock chimney); they can carry fairly heavy loads in the process of such climbs;

that trolls have very sensitive noses, and can detect very small amounts of pheromones (odor-carrying particles); most troll families identify each other by scent, rather than sight, and can identify an interloper quickly, simply by his unfamiliar smell.

WITHIN THE COMPLEX

The cavern complex inhabited by the family of trolls is extensive, partially natural, partially dug out by the trolls themselves. The natural areas (rooms F, G, I, K, L, O, Q, S, W, X, and corridors and chimneys A=>F, F=>G, F=>Q, F=>S, G=>L, G=>S, G=>C, H, I=>W, K=>Q, K=>S, L=>O, Q=>S, S=>W, W=>X) are lit by a soft glow cast

by a luminescent fungus growing over most of the walls, while the troll-dug corridors and rooms are totally dark to anyone not possessed of hypervision or some light source. The sheer drops marked on the map indicate vertical chimneys between portions of corridor or room; those between natural areas are lit by the fungus, but are slippery as a result of its growth (saving roll against CDN to avoid a fall, if attempting to negotiate without special apparatus). Players will be able to negotiate the various chimneys between levels without too much difficulty if they have brought climbing apparatus of some sort (ropes and grapples, climbing spikes, Spider Paws, pitons and a hammer — although the noise from pounding the pitons into the rock is likely to bring the trolls to investigate). Most of the chimneys are too wide to allow a character to go up or down it using the back-and-legs inchworm method, particularly if he is carrying a frightened girl with him.

With the description of each area is provided a table for possible habitation and/or visitation by various members of the troll family. The trolls will attempt to capture rather than kill, since one of their major monthly holy days (the Dark of the Moon ceremony) is fast approaching and the more people available as food for the celebration the better, and the group is expecting a number of other troll families as guests for this sacred observance.

There are 14 members of this troll family, 5 adult males, led by Gharnagh (a very large and powerful example of trollhood), 4 adult females, and 5 younglings (2 infants, 1 toddler, 1 child, and 1 adolescent). Statistics for these trolls can be found in the special section at the end of the scenario, as #303 to #316.



One item of troll lore that may not be mentioned by the experts is the fact that, as a race, trolls' sense of smell is very highly developed. The troll scent in the magic items list is actually a form of trap. Trolls know by scent all the others who belong in their family and those who are privileged to visit the family's complex; if a strange scent is discovered, it will be tracked down by a rather angry set of trolls and the possessor of said scent summarily dealt with. As it happens, most humanoids have a relatively neutral scent as far as trolls are concerned, and their presence will cause little or no sensation on the basis of smell alone.

The Entrances

The five entrances to the caverns are not well concealed, and all five are known. The main entrance (A) is a 20'-25' wide cave opening in the side of a rocky hill overlooking the main trade highway in the area; the trolls only occasionally use this path, since it is fairly obvious. The second entrance (B) is beneath a very large oak tree on the opposite hill; it drops down about 100' from the roots of the tree, at a 45° angle, and crosses under the road — there is a 65% chance of a troll stationed there at any time after dark, as a lookout to watch for traffic on the road below. The third (C) is in the rocky side of a stream gorge about half-a-mile east of the complex proper, on the other side of the hill in which the caverns lie; this pathway is not natural, but is broad, although strewn with large chunks of rock the trolls did not remove in construction. Entrance four (D) leads from the top of a rocky tor about two miles west of the complex, dropping at a steep 60° angle at its beginning but levelling out at about 200' depth — its length is almost choked with rubble; the trolls do not use it much, since the tor doesn't overlook much of interest any more (it used to be a great place to steal cattle, before the farmer gave up and moved away). The fifth entrance (E) dives deeply (and steeply — 90° for the first 50' drop, 60° for the remaining 300' — before it flattens out) into the earth from its beginning about four miles southeast of the caverns in a heavily wooded valley inhabited by a large herd of deer; the trolls use this tunnel about three times a week on hunting expeditions — there is a 40% chance that trolls will be using this corridor any evening or pre-dawn.

Corridors within the Complex

The passageways in the trolls' caverns are either natural (connecting the naturally formed rooms) and relatively uncluttered with debris, or troll-dug and very rough-hewn, with large chunks of rock scattered about in many places (65% chance of a hiding place big enough for a humanoid). The very broad corridors (A=>F, F=>G, H) have a multitude of potholes, sinkholes, crevices, and pits to provide concealment for a would-be rescuer unlucky enough to get caught by the approach of a troll (85% chance to locate one in this instance).

The corridors also show various degrees of busyness, depending on time of day. Trolls are nocturnal, and they seldom tend to be very active during the daylight hours. The chart below gives the chances of meeting trolls in any of the corridors of the complex; encounters should be rolled each 50' of corridor traversed in extended corridors, and once in the shorter ones.

Meetings in Corridors

Daytime	Nighttime
Busy — (25% meet, 1D3g trolls) G=>S, G=>T, G=>C, H, S=>T, T=>V	Busy — (35% meet, 1D4 trolls) F=>G, F=>S, F=>B, G=>L, G=>S, G=>T, G=>C, H, I=>P, K=>S, K=>E, T=>V
Occasional — (10% meet, 1D4g/2 trolls) I=>W, I=>X, K=>Q, K=>S, K=>E, Q=>R, Q=>U, R=>S/T, S=>W, T=>U, U=>V, V=>W	Occasional — (15% meet, 1D3g trolls) F=>J, I=>W, I=>X, J=>K, K=>Q, Q=>R, Q=>U, R=>S/T, S=>W, T=>U, U=>V, V=>W
Deserted — (3% meet, 1 troll) All others	Deserted — (5% meet, 1D4g/2 trolls) All others

Areas Within the Caverns

Room F: The Entryhall —

This broad and high natural cavern has little in it except the broken remains of a farmer's wagon, splintered against the northeast wall. The trolls use this room only sparingly during the daytimes, because of the influx of bright daylight from the entrance.

Light: always empty.

Dark: 01-65 Empty

66-80 One adult troll (usually Gharnagh) going for a quick look outside at the road.

81-90 Three adult trolls (one male, two females) taking 1D3 of the female prisoners (leashed, of course) for an exercise and relief walk.

91-00 Four adult trolls (mixed sexes) returning from a raid; they will be carrying the carcass of either a deer or a cow.

Room G: The Gathering Place —

In the center of this large cavern is a large pit filled with ashes, and the bony remains of past repasts (contrary to popular belief, trolls will use fire and do like their food cooked — although they have no scruples about eating it raw). Seldom is this area deserted (5% chance it's empty of trolls at any given time), and the fire in the center pit glows all during the night hours.

Light: 1D4 assorted trolls can be found in this area (insomnia, maybe?).

Dark: there will always be at least 2 trolls in this area, and generally more (75% chance of 1D6 + 2 trolls).

Room H: The Sacred Walk —

This broad passageway leads to the next cavern, and functions as a natural joining between the Gathering Place and the Great Hall of the Gods.

Light: 50% chance of meeting 1D3g trolls in this stretch.

Dark: 85% chance for 2D3 trolls to be passing through.

Room I: The Great Room of the Gods —

In this huge cavern, one finds an unusual natural phenomenon — the entire room twinkles and sparkles from the facets of the many crystals that line the walls, floor and ceiling. In the near center is a very large hunk of rosy quartz which seems to have the shape of a troll's head (yes, it's natural — trolls are superstitious, not defactory); below this enormous visage is a large altar of glistening black stone (a huge chunk of obsidian, weighing nearly two tons, worth some 100,000 GP — although it will be impossible for the characters to move it; it took over twenty adult male trolls to get it into the cavern in the first place; the overall worth of the cavern's crystalline embroidery is high, but not excessive).

Light: 65% chance of 1D3 trolls in their holy place.

Dark: there will always be at least 1 troll in the temple, with an 80% chance of 1D4 more.

Room J: A Storage Room —

This room and the connecting tunnels are all troll constructed. It is used for storage of interesting but

unimportant objects, many of which the youngling trolls use for playtoys. Among other things (a few skulls, old clothing, etc.), there is a greatsword here, two maces, and a double-bitted battle-axe; both the sword and the axe are enchanted, but the trolls are unaware of this (and could care less if they knew!).

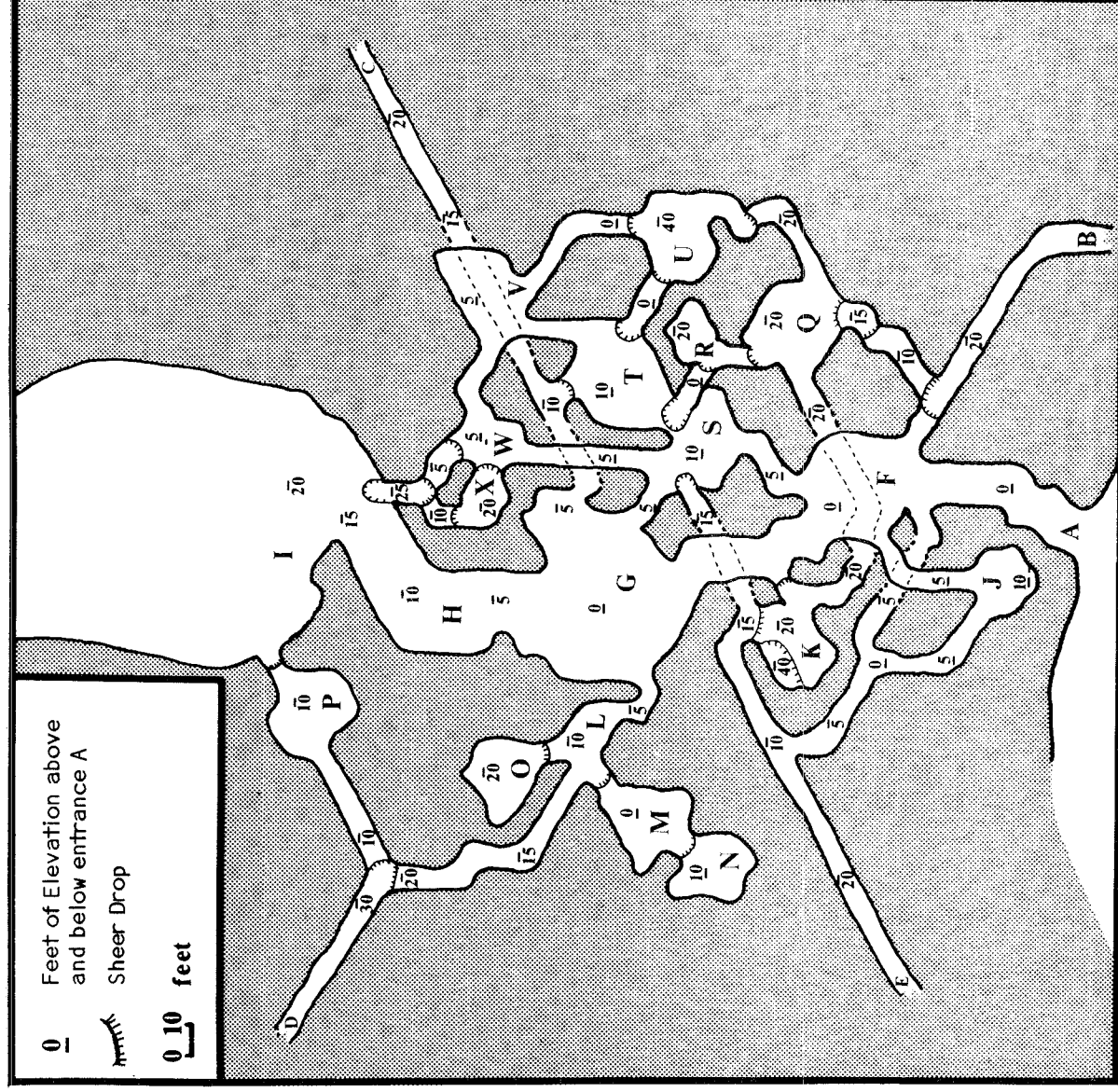
Light: 3% chance of 1 troll here or wandering in (passing through).

Dark: 25% chance for 1D3g trolls to appear, all younglings (toddler to adolescent).

Room K: The Prison Pit —

Along the northwestern wall of this low natural room is a pit about 20' deeper than the rest of the room. Within the pit may be found (and heard — they will make some noise if they hear noises suggesting other than a troll in the room) three of the four would-be rescuers from the girls' capture a week ago (one was killed in the fight with the trolls — he was ceremoniously eaten, in honor of the good fight he put up).

The three men are wounded but partially recovered, and will be willing to join the party to



rescue the girls if released; they know that their armor and weapons were contemptuously thrown into Room J (the greatsword and battle-axe are theirs — the latter belonging to the deceased fourth member of the party), and will seek to retrieve them. However, they tend to have typical fighter mentality, and will be unlikely to believe (or participate) in stealth rather than confrontation, in spite of the obvious failure of such tactics in the past. Biye Corrin (#317) is the accepted leader, and the other two, Bergaus Molhlys (#318) and Vertrox Redthatch (#319 — the fringe of hair around his head was at one time bright red, and much bushier), will take their cues from him. Biye is a man of firm opinions and quick temper, and will likely dispute the course of the expedition with the thieves.

Light: 10% chance of an insomniac troll adult wandering in to taunt the prisoners.
Dark: 50% chance of 1D3g trolls already there, taunting the prisoners; if unoccupied, 35% chance of 1D3g trolls wandering in.

Room L: The Foyer to the Storage Chambers —

This room is shaped vaguely like a spearhead; it is quite moist (practically dripping with water, in fact — this is where the trolls get their drinking supplies), and is dotted with stalactites and stalagmites. Two chimneys lead out of the chamber to the north and south. The air temperature in area is quite cold (breath steams).

Near the northern chimney can be seen a large splotch of fresh blood. The blood is slowly washing away under a small drip from the wall, but there is considerable left. A hunk of raw flesh lies near the spot of blood (this is actually part of a haunch of venison, a relic of the trolls' last hunting expedition).

Light: 5% chance of finding or meeting one of the adult females as she gets food for the cookpots.
Dark: if the trolls have been hunting (40% chance per day) and it is near dawn (4am to 6am), there will likely (85% chance) be a troll or two butchering the night's catch. Else, there is a 35% chance of meeting 1 adult female getting supplies.

Room M: The Outer Treasure Room —

Trolls do recognize value in some items, particularly bright shiny metal ones. Within this troldug addition to the foyer can be found the trolls' lesser value treasures. There are half-a-dozen small chests of very shiny coins (roll D100: 01-80 copper; 81-95 silver; 96-00 gold), newly minted; the chests hold 500 + 5D100 coins each, and weigh (without the coins) about 6lbs. Several gaudily decorated weapons are leaned against the walls, including a gem-hilted broadsword, non-magical, in a velvet and gold filigree scabbard — value 1,000 GP; most of the others are strictly flash — average value about 100 GP each — about a dozen all told.

One oddity in the room is the glowing bow in the decorated leather case (the glow will be masked by any light cast by torches or lanterns); a quiver of arrows, shafted in a silvery wood and fletched with black feathers, lies nearby, an obvious accompaniment to the bow. The bow is nearly a relic, taken at death from a Kijeron Bowman (generally the only way the weapons of

this rather unusual cult can be gotten from their owners without joining the cult); it was custom-made by the former owner, and is a 150lb pull (requiring 18 or 19 STR), backed, built, and tapered (all skill 7, +20% range, +20% damage, +1HP). The arrows are enchanted (+1HP — one is a Bane arrow for Gorgons, two are 2D10 Fire Bursts); the arrows can be used on other bows, but derive an extra +1 to HP if fired from the Kijeron bow.

Light: there is virtually never a troll here during daylight hours.

Dark: 5% chance of a troll coming in to fondle treasures; usually, one will climb up into the area only to deposit something of worth.

Room N: The Inner Treasure Room —

Here are kept the trolls' greatest treasures, items of value unknown to most other races. The room is constructed, and fairly rough-hewn; several large lumps of unremoved rock dot the floor. In one corner lies a large leather sack; it contains a 5lb block of dark chocolate (the block originally weighed 8lb, but the trolls have been nibbling for nearly a year — the chocolate is quite stale, but still a delight to the trolls). Midway in the room is a large (3' on a side) wooden crate, holding two dozen very shiny bronze chamberpots. Similar items can be found all over the area.

Light: again, there is practically never a troll here during the day.

Dark: normally this area will be entered only if the trolls have made a successful raid, and have some item they particularly value. There is a 5% chance some troll will be here, chuckling over some item of treasure.

Room O: Cold Food Storage Room —

The air is wet and cold, and the walls drip with moisture (a small spring in this room is the source of moisture in both this and Room L). Several carcasses of cow or deer are stashed here, aging. Imaginative thieves may discern a resemblance between one of the bovine or ungulate cadavers and that of a young girl.

Light: 5% chance of an adult female troll fetching supplies.

Dark: 35% chance of an adult female troll fetching supplies.

Room P: The Robing Room —

Piles of decorative garb can be found in several spots in the room. Bright and shiny cloth, tooled leather armor pieces, gilt or silvered chain, etc., provide dressups for the trolls during their worship ceremonies. There is little here that would be of normal worth (not any more, at least — one wearing by a troll stretches humanoid clothing beyond its limits).

Light: only on the eve of a holy day will trolls be found here; then there is an 85% chance of finding some troll donning items.

Dark: on holy days, darkness is the time of celebration, and only latecomers to the ceremony (10% chance) will be dressing here.

Room Q: The Play Hall —

This natural low chamber is used primarily as a passageway to the other chambers nearby, since its 5' to 6' ceiling height makes it unsuitable living space for any but the smaller trolls, and the adults declined to dig it out. It does tend to function as the children's room, and is used as a playground frequently; there is a large (20' diameter) patch of soft sand in the center (treacherous footing for any one attempting hurried actions — SR against CDN to retain footing), in which the youngsters romp and burrow.

Light: 10% chance of an adult or two passing through.
Dark: 50% chance of 1D3 of the younglings playing in the chamber; otherwise, 20% chance of an adult or two on the way through.

Room R: A Small Room —

There is no light in this hole other than the very tiny illumination which filters in from the chimney (a miniscule fragment at best). Two terrified girls, Corinne naiberon (#320) and Vallia (#321), are penned here, too scared to attempt to escape. Vallia will bear up, and attempt to cooperate with her rescuers. Corinne, however, is likely to bring the trolls down upon the party with a near-hysterical pleading for rescue, once she determines the entrants are humanoid and not troll; the girl is also a clinger, and will enwrap herself (almost unstickably) around the neck of the first likely rescuer she sees.

Light: 3% chance of a troll checking on the condition of the future meals.
Dark: 35% chance of three adult trolls (1 male and 2 females) coming to take the girls for their nightly walk; if not, 25% chance of 1 adult female bringing food.

Room S: Trolls' Sleeping Hall —

In the center of this chamber is a large pile of rather smelly sleeping furs (yes, even trolls like luxury — hard rock does not a comfortable mattress make!). There is little else to be found here.

Light: 1D3 + 1 trolls (mixed sexes) will be sleeping (etc.) in, on, and around the pile of furs; there is a 25% chance that 1D2 trolls will be awake.
Dark: 25% chance of 1 adult troll lazing (35% actually sleeping!) or passing through. Even asleep, trolls react to various stimuli, and there is a 40% chance whatever troll is in the room will sense something amiss if the party enters, carefully or not.

Room T: Trolls' Sleeping Hall —

Another room with sleeping furs provided, this natural cavern usually resounds with trollish snores during the daylight hours.

Light: 1D3 + 2 adult trolls will be happily sawing wood (or engaging in other activities); 25% chance of a wakeful troll.
Dark: the room is seldom (10% chance) occupied during dark; handle occupants as for Room S.

Room U: A Chamber of Captives —

This troll-constructed chamber houses three of

the girls captured with Adrumilda. All three, Janny a'Le (#322), Kristin Darnasdotter (#323), and Beryl of Astrika (#324), have attempted escapes (nearly successfully in Janny's case), and have therefore been put into what the trolls consider their deepest, and toughest to get out of, hole. The girls will be grateful for any aid in getting shut of the trolls, but their one desire will be to get away from the hole. Two of the three will not aid in rescuing anyone else, and will remain where they are rather than go deeper into the caverns; Beryl, however, has been in the area where Adrumilda is being kept, and will attempt to guide the party there.

The girl's memory is reasonably good, and she has a 85% chance of remembering the correct path at any intersection. Unfortunately, the path by which she was taken to visit with and console her friend is rather devious, since it was the adolescent troll who was assigned to take her, and he tended to wander. The path Beryl remembers is: U to V, V to T, down the northern chimney, up into G, along H, down the chimney near I, up to W, then down the chimney to X. If this path is followed, there is a 65% chance for the group to notice the side passage to X on the way from I to W; there is an appropriate chance they will hear noises (snatches of song) from X as they pass within 20' or so.

If the girls are taken to Room F and released, they will run as far and as fast as they can. If forced to go along with the thieves, Janny in particular will become more and more uneasy the deeper into the caverns the girls are dragged, until she finally breaks into hysterical sobbing and wailing. While they have managed to hold up admirably so far, it will not take much more to break the spirits of all three young women.

Light: 5% chance for 1 adult troll to check on the girls' condition.
Dark: as for Room R.

Room V: Troll Children's Sleeping Hall —

The trollish equivalents of cribs (dug-out holes in the rock, lined with soft furs and hide) might provide stumbling blocks for the unwary; there are four scattered around the room. There is another fair pile of redolent furs centered in this chamber.

Light: the two infants will be occupying cribs and the younglings will be curled and cuddled into the furs. If the party does go through the room, the hearing chances for the sleeping children are 15% — in which case they will wake up and make copious amounts of noise.
Dark: 15% chance for one of the infants to be sleeping in a crib; otherwise, unoccupied except for passers through.

Room W: A Small Chamber —

A small natural chamber with a floor of loose, dry sand (treacherous footing, as in Room Q), this area contains little of interest. There is a 50% chance that the party will here verses of song while passing through this area; the chimney from X acts as a sound funnel.

Light: 10% chance of 1D2 trolls passing through, either from I or from X.
Dark: 25% chance of the walkers coming to get the girls for an exercise session.

Room X: Another Chamber of Captives —

The phosphorescent fungus found in the natural areas grows especially well in this smallest of all the chambers. This is about all that has allowed the two young girls imprisoned here to keep hold on their sanity. The trolls had sufficient sense to realize that the most richly dressed (she was wearing a satin — shiny — dress and a number of strands of gold chain) of their captives was likely the most valuable; so they put Adrumilda and Constance Edain (#325 — the young lady to whom Adrumilda was clinging at the time of the attack) into their most secure holding area, the one closest to the temple.

For the past few days, the two girls have been keeping their spirits up by singing. It is possible that a party investigating nearby rooms or corridors will hear these feeble attempts at staying courageous (50% chance the girls will be singing at any given time — 100% bonus to hearing, minus 10% for each 10' distance (height included) from the chamber to the party). If rescuers should appear, the girls will be tearfully happy

to see them; Constance will promptly faint from relief from the strain, and Adrumilda will dash to help her (of course, she will fall and twist her ankle severely in the process — becoming unable to run in any case, and barely able to walk without support; climbing is obviously impossible).

Once Constance has recovered from her faint, she will offer to help Adrumilda walk. Both girls are smart enough to realize that any noise will likely bring the trolls down upon them again, and Adrumilda will resort to lip-biting if necessary to avoid crying out from the pain in her ankle. Constance knows the way they have been taken for their evening exercise periods (X to I, along H, through G to F, and, twice, out through entrance A); she will tell the rescue party that it is the quickest way she knows — her memory is quite good, and she had concentrated, hoping for an opportunity to escape.

Light: there is a 5% chance a troll will pass through the chamber, simply to check on the girls.
Dark: chances are as for Room R & U.

Character Descriptions for RESCUE FROM THE TROLLS' HOLE

ID#	Name	Character Notes	Class	Purse	ST	CO	RF	SM	DN	IQ	TL	MR	MG	AP	Weapon	Combat HACO	Damage	Armor Class	HTK
301	Alenkith Vorsak	m	EL HU MER	3D10GP	12	10	11	15	16	15	08	12	16	12	DORe	8	1D6	NON 2	30
302	Adrumilda Vorsak	* , a	INT HU NON		09	12	14	12	13	12	11	12	18		CLAWS	5	2D10	NON 0	19
303	Gharnagh	d, h	EL TR FTR		29	09	12	25	05	08	09	21	09	04	BITE	7	2D12	SKN 8	88
304	Mhughra	* , d, h	VET TR FTR		24	08	13	19	06	07	12	18	04	03	CLAWS	6	2D8	SKN 7	62
305	Pukargh	d, h	VET TR FTR		23	10	09	23	03	06	08	19	04	03	BITE	8	2D10	SKN 7	64
306	Dogaki	* , d, h	INT TR FTR		21	09	10	22	10	07	09	16	05	06	CLAWS	7	2D8	SKN 6	50
307	Rhaghro	d, h	VET TR FTR		25	10	08	23	06	06	10	17	02	02	BITE	9	2D10	SKN 7	74
308	Klagha	* , d, h	INT TR FTR		23	11	11	25	07	10	06	15	06	05	CLAWS	7	2D8	SKN 6	49
309	Sundorg	d, h	INT TR FTR		22	08	07	27	05	05	07	19	07	03	BITE	9	2D8	SKN 6	58
310	Glanda	* , d, h	INT TR FTR		18	09	10	24	12	09	07	18	03	06	CLAWS	7	2D6	SKN 6	48
311	Frogor	d, h	INT TR FTR		21	08	08	25	04	08	05	14	04	08	BITE	9	2D8	SKN 6	63
312	Adolescent	d, h	GR TR FTR		16	10	11	19	03	09	04	12	05	06	CLAWS	8	2D5	SKN 5	26
313	Child	* , d, h	GR TR FTR		11	07	12	16	03	07	07	16	06	05	BITE	10	2D5	SKN 4	18
314	Toddler	* , d, h	GR TR NON		08	05	10	14	04	05	12	12	07	09	CLAWS	10	2D4	SKN 3	15
315	Infant A	d, h	GR TR NON		07	03	11	13	02	06	02	17	08	07	CLAWS	12	2D2	SKN 2	14
316	Infant B	d, h	GR TR NON		06	03	11	15	02	10	16	13	08	03	BITE	9	2D8	SKN 2	14
317	Blye Corrin (if reamed)	t	VET HU FTR		16	14	12	15	08	12	08	13	14	11	GTSWde MACee	3	3D8	NON 2	35
															2BBAX	7	5D4	CHN 9	
318	Bergaus Molhyls (if reamed)	t2, u, x	INT HU FTR		15	12	13	14	09	13	10	09	10	13	2BBAX	10	4D5	NON 1	28
319	Vertrox Redthatch (if reamed)	t2, u, x	VET /E FTR		14	15	11	17	08	10	15	11	08	12	BDSWde 2BBAX	6	4D4	C&S 8	
320	Corinne naiBeron	t2, x	INT HU NON		08	12	18	12	04	13	13	10	06	16		10	3D5	NON 2	33
321	Vallia	* , j	INT /E NON		09	11	13	11	14	12	08	12	11	16		5	3D5	NON 2	16
322	Janny a'Le	* , j	GR HU NON		08	12	14	12	10	09	17	11	10	15		3		NON 0	14
323	Kristin Darnasdotter	*	GR HU NON		07	13	12	10	11	13	10	13	07	19		10		NON 0	13
324	Beryl of Astrika	*	INT /E NON		09	14	14	12	11	10	14	16	13	14		5	4D4	NON 0	16
325	Constance Edain	* , j	INT HU NON		10	12	16	10	17	11	08	07	14	17	2BBAX	3	3D5	NON 1	17

Notes:

- * Female
- t Magically enchanted weapon or armor (value given)
- a NPC wearing valuable or ostentatious personal jewelry
- d Only damage from fire or silver is permanent
- e Expert with weapon
- h Heal 10% of current non-fire/silver wounds per mr
- j NPC wearing some jewelry
- m NPC has useful (non-combat) magic item on person
- u Untrained with weapon
- x If first attack in mr misses, return strike is allowed at penalty of -4 to HP

Rescue Scenarios and Abduction Adventures

B. Escape from the Ashwood Mines

GM's Notes

This adventure is best if run for about eight characters of differing backgrounds and abilities; only three of them need be members of a Thieves Guild. In this scenario, diverse skills and abilities in information retrieval and planning are of much greater importance than lockpicking, pocketpicking, or other normal thievery skills, although these will of course be handy.

Introduction

The players have responded to an advertisement (or hired crier; not all can read) for a high-pay, medium-risk, long-term job. The group members, upon arriving in the Rose & Thorn Tavern in the city of Valon, are ushered into a private room. Three (the Guild members) are led into a separate room for a prior briefing.

The three have been called for special duty by the Valon Thieves' Guild. A high ranking lieutenant of the guild has been captured by the local government and convicted of serious crimes. He was sentenced to slavery in the silver mines of Ashwood, a small town located some 150 miles to the northwest. For reasons of which the Guild is yet unaware, the usual channels of bribe and graft have been slammed shut in this case, and all probes by bought officials stonewalled "at the highest levels of Valon government." Thus, a party had to be gathered in haste to attempt to spring him from the mines before the unceasing work kills him, as it has killed countless others. The three are informed by the somewhat nondescript gentleman that a cover story for the rest of the party is in effect, and the true identity of Drak, the lieutenant, is to be kept quiet unless there is no other alternative. The three are now sent into the other room with the remainder of the group.

After the stragglers enter, a well-dressed nobleman arrives, followed by another man (the speaker of the previous briefing). The nobleman greets the assembled group, and bids them to be at ease; a servant enters bearing flagons of wine and ale for the party to sample as they listen. The nobleman introduces himself as Eadwin mac Crow, a baron of the country of Merida (200 miles due east of Valon) and consul-general for his government in the kingdom of Valon.

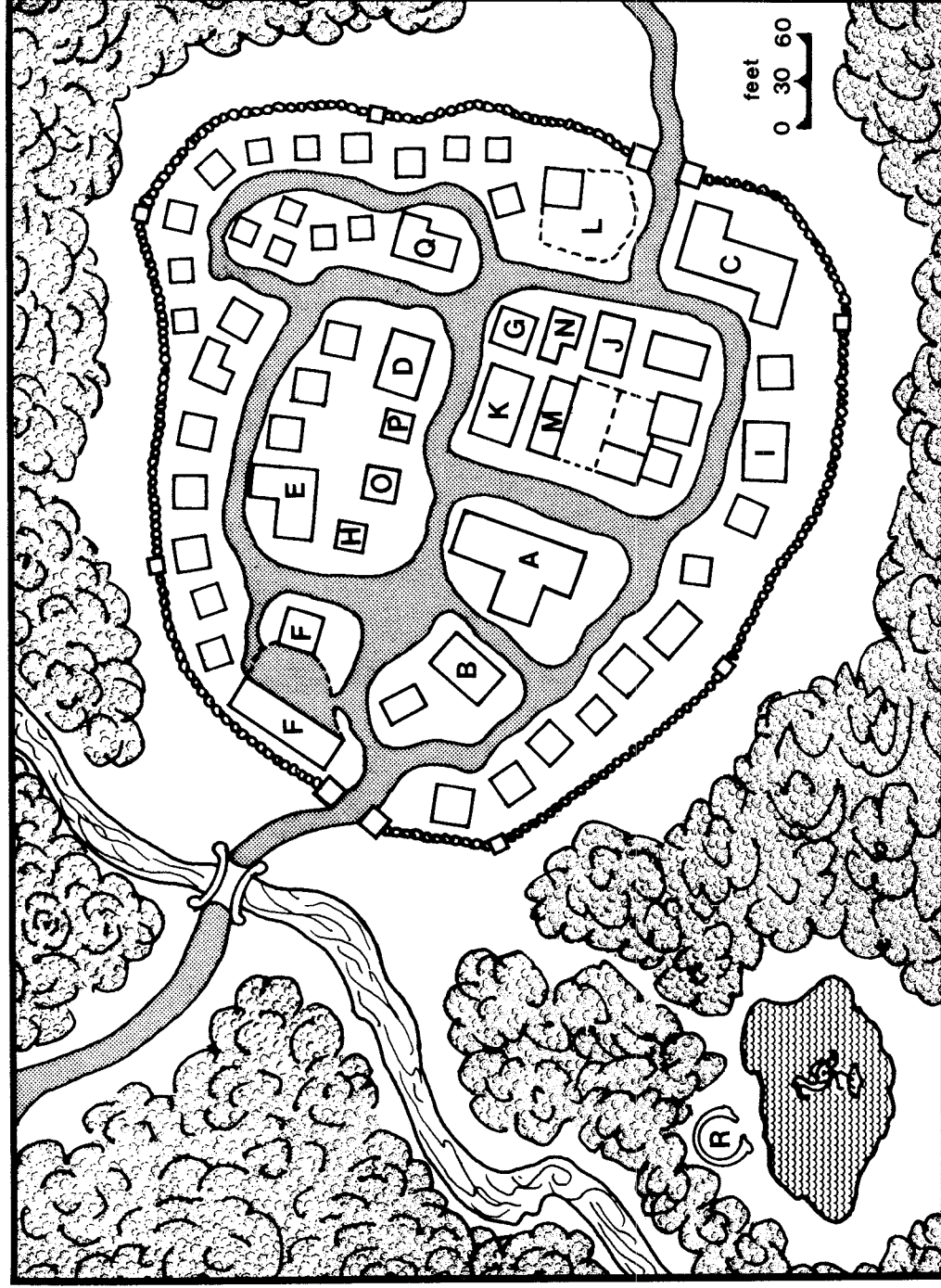
His tale is that of a lord of Merida, named Drak, who was a visitor in Valon a few weeks ago. Some local

lord had taken a dislike to Lord Drak, and through bribery and foul play had him convicted on a false charge and sentenced to dig silver in the mines of Ashwood for the rest of his life. The Valon government in its perfidy (this is laid on quite thickly) refuses any ransom or other inducement to free Lord Drak, and so Merida (a relatively small and weak kingdom, with no land forces to speak of) must resort to hiring mercenaries to free him. The Meridan ambassador is willing to offer 1,000 pieces of gold per person to those willing to attempt a jail break, 100 GP each in advance, the rest upon the successful completion of the task (a return to Valon with Lord Drak, alive). A description of Drak is provided — slender and well-built, of medium height; only in his late thirties, but with greying hair. While this can describe many men, Drak has the rather singular characteristic of eyes of different colors — one a cerulean blue, the other a verdant green.

The Preparation

Most items the party members might wish for their enterprise are available in Valon, a city of about 8,000 population. Another small town exists on the road leading to Ashwood, about 40 miles southeast of the mining center. From Brisla (a wide spot in the road — about 500 inhabitants), a coach (a wagon with seats and a rain canopy) runs up to Ashwood about twice a week; there is little other communication with Ashwood other than the occasional merchant caravan of luxuries (gathered and husbanded by Myntar the Purse — see the further information on this person below) and the silver shipments coming from the mine. Information about the mine and its guards, or the town of Ashwood is sadly lacking, and can only be gleaned in situ.

The information for this scenario is presented in several sections. A description of Ashwood and its general locale surrounding are given first, followed by a discussion of the major NPCs likely to be encountered in the process of the adventure. A description of the mine and its environs is followed by a discussion of the various guard detachments in the area, and their responses to assorted levels of oddness or harmful activity. A schedule of events occurring in the area while the players are involved in the rescue is provided; these events may not affect the players in the completion of the mission, but can give the GM the running flow of activity in the area at the time they are present — a set of random encounters have also been provided, which can lead to some interesting side excursions from the mainstream of activity.



- A. 1Vth Cohort Barracks
- B. Town Hall/Meeting House
- C. Silver Ingot Inn
- D. General Store
- E. Mother Tooth's Boarding House
- F. Livery Stable

- G. Greengrocer
- H. Jeweler
- I. Weaver and Tailor
- J. Blacksmithy
- K. Flaming Flagon Tavern
- L. Mill and Mill Co-op

- M. Herbalist and Apothecary
- N. Hunting Supplies
- O. Corder and Rope Walk
- P. Trapper
- Q. Miner's Rest Brothel
- R. Pool of Cranes and Shrine

All other buildings are assumed to be residences of free mine workers or other "towniest".

The Town of Ashwood

SHOP AND BUILDING DESCRIPTIONS IN ASHWOOD

Barracks of the 3rd Century of the 1Vth Cohort: (#A)

Many members of off-duty watches, those neither passed out in a tavern nor engaged in extra-curricular activities, will normally be here sleeping; roughly one-third of all off-duty watches (use #246 to #252) may be found here performing sundry tasks. During daylight hours, four or five commandos from the jungle patrol will be awake and present. The barracks has two stories. The upper is given over to accommodations, with individual cots and footlockers; the lower story is half accommodations, with a separate officers' wardrobe and office. The basement (locked and barred, no window entrance) holds the armory and five cells for detention.

Town Hall: (#B)

This building is usually occupied by two clerks (#201), who will refer any mining questions to Mine Administration on site. The local town watch is also

based here: four watchmen on the day shift, three for each night shift (see #244 to #245) — all invariably goldbrick and quickly melt in crisis, relying on the cohort for any real peacekeeping. The townwatch is kept on for appearance's sake only; Ashwood has no formal town government — the nearest equivalent to a decision-making body is a town meeting twice per year to elect a 'land warden', who conducts town business. The current land warden (on his ninth term), Coro ti Valkanium (#202), is tall, thin, well liked and respected, and totally self-effacing. He may be found in the Town Hall, off and on most days when he's not out tending his gardens. Decisiveness is not Coro's strong suit; Tarienna and Belezin between them comprise the area's active leadership. Information obtainable here is primarily directions on how to get places, listing of area businesses, available housing and buildings for sale or rent, and the like. Sensitive material, gossip, and/or mine information cannot be gotten from the nervous and relatively uncooperative clerks.



Mother Tooth's — Boarding: (#E)

Fair quality/high price. Many of the non-native mine workers and guards board here; no services other than living space are provided. Single rooms (more like cubbyholes) make up the accommodations; they are clean if spartan, and five are available. Mother Tooth (#206 — a full orc with unusually protruding jaws even for one of her kind) requires at least a week's rent in advance and will put up a fuss if offered that little; a month in advance is more to her liking. The reputation of the joint is somewhat wilder and raunchier than is actually the case. The help is comprised of the remaining area orc population (three — #207, #208, #209): a janitor, a bouncer, and a doorkeeper. All sorts of info (thin walls and loose lips) can be heard here. Many of the rank and file mine workers occupy this place, so those wanting to stir up discontent concerning the mine's labor problems should have fertile ground to sow. People willing to moonlight as cheap muscle (numbering 1D8) for enterprising party members are available as well.

Stable: (#F)

Good quality/low price. This large stable has nine rooms and a veterinarian working full time to care for horses. The IVth stables all horses ridden by off-duty troops here; there is room for only seventy horses total, but since the soldiers have their horses with them while on duty, there is open stall room for fifteen equines. There will always be 1D10 guards coming in and out within half-an-hour either side of shift change, and a 30% chance of 1D3 troops in the stable area at all other times. Care provided for mounts is good and includes grooming, vet service, tack and harness repair, and the like. The owner is Logan Polosi (#210), a reasonably talented hobbit vet who has apprenticed five of his nephews and nieces in addition to other youngsters in the town to make up his groom complement. Since the stable puts up the cohort's horses, gossip can be obtained from incoming or outgoing soldiers. More critical information (such as deployment schedules) can be bribed out of Logan Polosi for a decent sum; anything that could be considered outright treason, however, Logan will balk at.

Velyan's Greengrocers: (#G)

Average quality/fair price. Velyan's is primarily frequented by non-locals, as natives tend their own gardens. There is not a wide range of fare, but such as is found here will usually be of decent quality and freshness; fruits (except for pears) are imported from the capital and are quite expensive. Bormark Velyan (#211) is well known in the immediate area for his prowess as a drinker; considering that the Ashwood region includes several hundred soldiers and miners,

The Silver Inn: (#C)

Excellent quality/high priced. Soldiers, travellers from the capital, and other well-to-do people frequent this inn. Available rooms include two singles, three doubles, and dorm space for eight; the common room seats fifty maximum. Fare is usually jungle game with locally grown grains and produce; wines and liquors (other than beer and ale) are brought in from the capital and thus are more expensive than would normally be encountered. The innkeeper is Horga Oretar (#203), a deceptively beefy man who fancies himself a match in tests of strength with any soldier around (he frequently loses, disproving the theory). Tending bar is ex-cavairyman Thangal (#204), retired from the IInd Cohort of the Third Legion to his hometown; Thangal holds the honorary position of Sergeant-Major of the townwatch. Since the watch is 'directed' by Coro, this post entails no real duties; however, the aging soldier is the most competent military-type in Ashwood outside of the cohort troops, and can be found pulling the watch into a semi-cohesive unit (rather desperately) in times of trouble. Most area politics and personalities are discussed in the common room, and rumors and other information can be gained by anyone with good ears. However, the inn's operating losses are covered by the army, so staff members hearing talk of plots or other subversion will generally report to Oretar, who passes this info on to Tarienna.

Ashwood General Store: (#D)

Mediocre quality/costly price. There is a 70% chance of finding a common item on the order of household goods and tools here, a 30% chance of finding an uncommon item, and a 10% chance of finding some sort of esoteric item (not including magical items or equipment). The high prices are alibied by storekeeper Murfo o'Dale (#205) as being the result of import and transportation costs. Murfo knows he has the townspeople over a barrel, and will stand for little haggling. No special information can be gotten here.

that's saying a lot. Velyan knows **everybody** and is willing to spill his guts on anything for the right price.

Jeweller/Silversmith: (#H)

Mediocre quality/fair to high price. Jewelry and silverwork are done by Carlo White Boots (#212). He is a poor lapidary but a decent silversmith, and much of his work is taken to the capital and marketed as 'Ashwood Jewelry', bringing some prosperity to Carlo. The high prices indicate exports, the lower what locals will pay for Carlo's work. He avoids local business if he can, but is under injunction from Belezin to earn his monopoly and take some local business. Gems have to be brought into the area; thus, jewelry is priced more reasonably if gems are not included.

Weaver — Tailor: (#I)

Good quality/fair price. Leona ti Larakka (#213) handles most of the wool and cotton (locally grown) weaving for the town. If requested, she does some simple dyeing; this will cost one and a half times the cost of the dye. She also does tailoring on commission, but requires at least a week's notice before starting work; more time than people may be willing to take.

Smithy: (#J)

Mediocre quality/fair price. Kadar the Hammer (#214) does a wide range of metal work (including some silver), but any item asked for beyond basic farm and household implements is seldom well-made — Kadar fashions (in an apologetic and bumbling way) quite shoddy iron weapons on any request. The smith makes most of the tools used by the slaves at the mine, and has identical copies for sale; he also has some chain in stock of the kind worn as manacles at the mine (locks are importado).

The Flaming Flagon: (#K)

Good quality/fair price. The favorite watering hole for the locals and many of the mine staff serves a fairly decent meal, but the big drawing card is the plentiful, potent (relatively inexpensive) whiskey the Flagon sells (hence the name). The owner is on good terms with Tarienna, and disturbances at the Flagon are quickly and efficiently quashed (a cumulative 10% chance per minute for arrival of 2D5 guards); further, there may well be several husky mine workers or soldiers willing either to participate in, or to finish off, a brawl (70% and 35% respectively). The Flagon offers no rooms, but flop space on the floor will be extended to the terminally drunk (or those who pretend to be) at a bargain rate of 3 CP/night, plus cost (if any) of cleaning up after said drunkards. The owner of the Flagon is the mellifluous Melior Jablumon, of whom more is told; Boro the Onker (a mild and oft affectionate term of abuse — #215) runs the bar in his eager if plodding style — he is a bit of a blabbermouth, but knows little. A platoon of cooks and serving women (and men for the equal opportunity pinchers) help to operate the inn. Most cohort NCOs take their meals here, and Dinsul and his clique can be found on many an off-duty evening, quaffing and commiserating.

Ashwood Milling Coop: (#L)

Good quality/low price. The Ashwood milling operation is a cooperative jointly run and staffed by all the local farmers on a rotating basis. Grain prices can be negotiated with any farmer staffing the mill on any given day. The local grain is of very good quality, and

sold ground at a low cost. The mill itself is in a separate outbuilding behind the small shopfront.

Herbalist: (#M)

Average quality/high price. Magrin al'Ahir (#216) hails from the deserts to the north, and originally came to this region on an exchange to study the growths of the Biracean coast; he liked the area further inland and stayed, and now three youngsters study the trade under his tutelage. There is a 90% chance of having fresh local herbs in stock, 30% of rare herbs, 10% imported, and a D4x10% chance of any single compound mixed and in stock. Magrin has a D3x15% chance of knowing how to compound any herb-based magical salve, and a further 25% chance of being able to mix said compound with the materials at hand; he has no such compounds in stock at this time. Magrin has a cheerfully fiendish mind, and might possibly give covert aid to the party. He is familiar with the mine compound, as he is the closest thing to a doctor in the area and is frequently called there to minister to injured slaves. He also can whip up neat things like smoke bombs, irritants, soporifics, and mild poisons; however, he must be approached carefully — he really isn't insane, just mischevous.

Hunting Supplies: (#O)

Mediocre quality/high price. Rog Rogashnar (#217) operates this rather small shop between his forays into the jungle to hunt. A good hunter but a lousy merchant, his shop stock is limited and locally made; such are not of good workmanship. 150% of normal price must be paid for the rare sound tools imported from the capital. Rog has a great deal of knowledge about the surrounding area, and is generous with this knowledge; there is a catch — he has a great memory, and can give a lot of information to the authorities that less observant folk might miss. The hunter can be hired as a guide to the jungle, but has no great reason to be involved in the mission unless he gets a huge bribe.

Corders, Netmakers: (#P)

Average quality/low price. This complex produces or procures all the rope and cord needed for the operation of the silver mine and for the use of the jungle patrol and soldiers. Accordingly, there is a backlog and waiting list for non-business non-military natives and other walk-in customers; to get ropes more quickly (if lesser in quality), try the general store. Rena of Llyr (#218) is the owner, but is usually too busy for more than a passing word with any customer; this is unfortunate because Rena has been to the mine numerous times, and knows the layout quite well, particularly the interior of the shafts. He is a truly ingenious man, and will seldom be suspicious of questions, even though they get very pointed and specific.

Trapper: (#Q)

Average quality/fair price for locals, high price for outsiders. Roderil the Snare (#219) traps furbearing animals for sale to the capital, and occasionally for local purchase; he is almost as knowledgeable about the surrounding jungles as Rog Rogashnar. Roderil can be hired as a guide for a truly obscene sum; if he gets the idea that the "gawdam furriners" are up to any nefarious doings, however, he will contrive to abandon them in the jungle rather than turn them into the authorities (he doesn't like them either).

Miners' Rest (#R)

Fair quality/high price. Miners' Rest is the town brothel; Meilor Jablumon operates the place with the advice and consent of the mine administration. Eight human and one half-orc women comprise the staff, with two bouncers hired by Jablumon to keep the patrons honest and relatively sedate. There is no madam; the establishment works on an honor system (the profits in a mine town are so huge as to make ten or fifteen percent slippage not worth bothering about); however, the bouncers report to Jablumon and keep graft down to a dull roar. As for the soldiery, Tarienna dislikes the place intensely, but has enough sense to let well enough alone. Information? Lots! The girls will cheerfully take gold and tell anything about anybody, subvert anyone... name it, one can buy it. Of course, time is money (hope the players have lots of it...).

The Pool of Cranes: (#S)

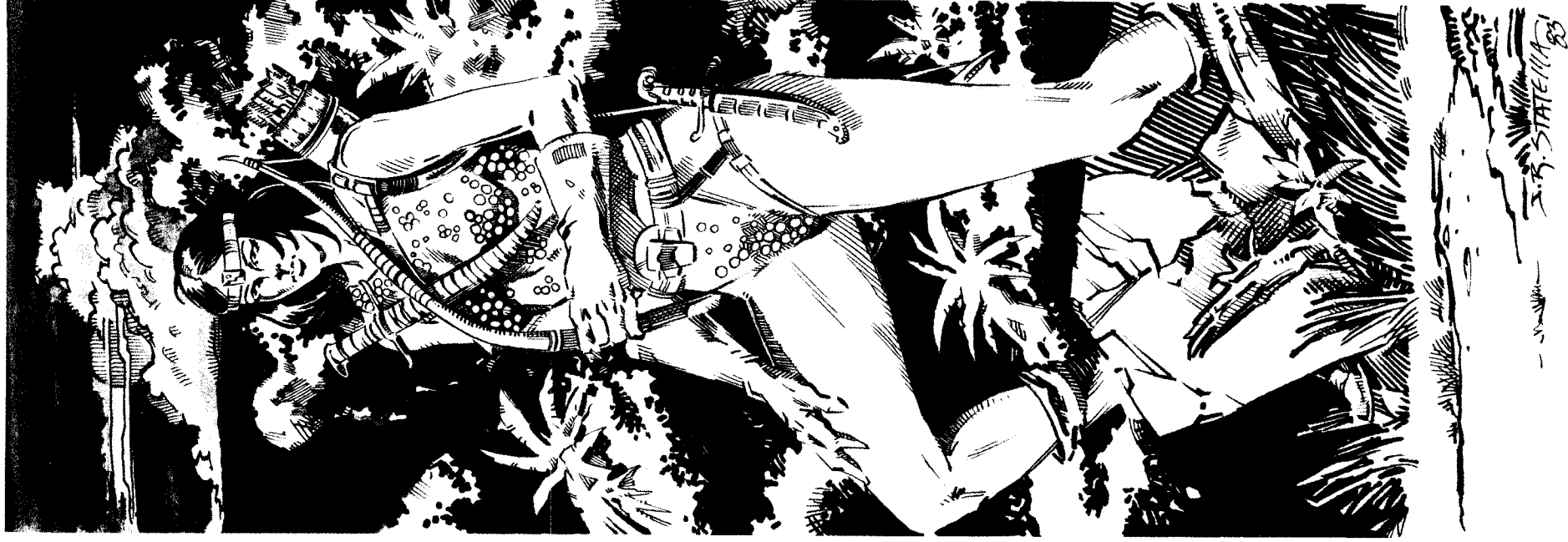
This is a small, lovely pond set at the edge of the jungle, in which live nine cranes. A non-denominational shrine is maintained at the pool for any who might wish to pray or hold formal services. A regional legend relates the tale of a sacred staff and orb lost long ago; after the foundering of a great enchantment, the souls of the nine participating mages were bound into cranes (purported to be the same nine cranes frequenting the pool) — these may be freed if the orb is found, cast into the air, and shattered with the staff. A tenth crane then will appear (rumored to be the mighty mage Valelis), grant the staff-wielder a great boon, and lead the freed cranes away over the jungle, not to return in this age of the earth. The natives find this legend quite amusing; Sergeant Dinsul takes the tale to heart, thinking that the purported boon will be the best means to unseat Tarienna. He will attempt to enlist outsiders to help him look for the orb, claiming to have already located the staff, and offer them money for what they ask). He might betray his trust as a soldier for clear input leading to the discovery of the orb, or denounce his aides and have them arrested and enslaved if they ask too great a price for services rendered.

As it happens, the legend is true. The staff is made of ash, some 34" long, tapered, with a knob on the end; Mother Tooth uses it in her boarding house to prop up the front counter. The orb is a 3" bubble of milky glass; it currently resides on the counter of Rog Rogashnar's hunting supplies shop — he found it on one of his trips into the jungle and has kept it as a curiosity since. The boon is very powerful indeed; unfortunately for Dinsul though, said boon is only applicable to sports or athletics. Within that field, it can do nigh unto anything, but the gift is useless otherwise; this catch will be no secret, for Valelis will tell the wielder this upon his appearance.

Major Personalities

Tarienna ti Cornust: (#220)

Commander of the 3rd Century of the 14th Cohort, Tarienna is responsible for all military defense of the mines and the Ashwood region. Tall and spare, she is a hard, brilliant woman who makes maximum use of her stark competency. The lieutenant is more conscientious than most officers of the Valonian army and will try to act rightly and justly in civil matters — for which affairs, in the end, she is responsible. Tarienna is aware that the several militantly misogynistic soldiers under her command foment plots against her, but she believes her position secure and regards the bulk of the troops as loyal. Originally from the hill stock of Darigos, around the town of Cornust, she is an expert knife fighter and proficient with the notorious lacquered compound bow of the Darigan hill tribes. Tarienna is 5' 8", very lean, and has quite sharp facial fea-



ures, with relatively short dark auburn hair and piercing green eyes. Typically found in the green and yellow leather jerkin of the IVth Cohort, she carries paired bowie knives (which she can use in tandem) and a compound bow slung over her shoulder. Her hair is bound back by her headband of rank, yellow with one silver bar. She possesses no magical items, but all her weapons are +1 due to workmanship. Normally she carries no valuables, as the shopkeepers all know her if she should need to purchase anything.

Belezin: (#221)

The dwarven mine administrator has run the Ashwood mine for a business consortium in the capital chartered by the government. He has been chief for seven and a half years, during which an increasing amount of company funds have found their way into the dwarf's pockets. At this point, Belezin is just trying to nail the door shut on any troubles for a few more months until he can make a getaway before the government gets suspicious. Any problems make him look bad, and increase the chance of scrutiny. He has the assistance of Oretar and Carlo in this scheme (both of whom have alibis in case the bovine by-product hits the fan), but is scared silly of Tarienna catching wind of the plan and is none too easy about Melior's knowledge. If Belezin dared, he would have Tarienna assassinated, but he blanches at the potential for inquiry in such an action, never mind finding competent assassins. He is harsh on troublemakers or potential troublemakers, and will try all he can to silence them.

Joron the Muscle: (#222)

Drawing his cognomen from his great strength, Joron is one of the three sergeants under Tarienna's command. Noted for neither great intelligence nor steadiness, Joron is however competent at his job, loyal, and popular with the men and women of his command. While no flaming proponent of sexual equality, Joron looks upon Tarienna as his duly appointed commanding officer, and is weary of Sergeant Dinsul's rabble rousing, wishing him a hearty exit from Ashwood and a return to more self-called 'masculine duties'. He is generally easy going in other matters and is wont to overlook minor infractions of military discipline. Other than a fondness for tavern hopping and sporting contests with his men and other locals, he has no outstanding habits or personality traits. Physically, Joron is six feet even, heavily built, with black hair drawn back into a queue; his somewhat-scarred skin is dusky, and his eyes are brown. He too wears military gear and jerkin at all times (except for changes of tunic). The only weapon he uses is the hand-and-a-half sword, in which he is an expert.

Dinsul ti Dayelsmot: (#223)

The sergeant assigned directly to keeping order in the town, Dinsul is a noted troublemaker sent to Ashwood largely as a punishment for indiscretions committed while on duty at the capital. He is somewhat bitter about his (well-deserved) ill-treatment, and even more so over his breaking from lieutenant to sergeant, and the subsequent subordination to a female commander. A notorious woman-hater, he blames his misfortunes on women and chafes badly at his present situation. Therefore, he and other similarly minded soldiers (largely under his command in an ill-considered move to get most of the bad apples into one barrel) continually

babble elaborate plots to undermine Tarienna's position and standing with the authorities in the interior. Dinsul has lately (and unusually) spent great amounts of time alone, often with a bottle; this is new for him, and could be considered a result of frustration at his troubles. He is reasonably good looking, and a bit vain; in combat skills, he is a competent sergeant, and a skilled archer and horseman. Dinsul is of average height, with brown eyes, dusky complexion, and light thick hair. He wears military gear only on duty, wearing as decent clothing as his pay can afford at other times. A good judge of horseflesh, he has a fine heavy warhorse (rather rare for the region), without which he is seldom seen outdoors; his favored weapon is the compound bow.

Serihwen: (#224)

Serihwen is the sergeant in charge of the jungle patrol, having succeeded the previous leader who vanished on single patrol several months ago. While young for the position, both her patrol and Tarienna have confidence in her abilities. She is fanatically loyal to the lieutenant and grateful for the chance afforded to lead the jungle patrol; as such, though still a bit shy about diving into service politics, she holds no fondness for Dinsul's viewpoints. Serihwen is quiet and unassuming, interested in performing her duties as well as she can as opposed to fooling around and pursuing leisure. The girl is 5'6", thin, with dirty blond hair and blue eyes; she carries the standard javelin and hatchet of the jungle patrol, and she and the jungle patrol wear plain brown and green tunics in an attempt at camouflage pattern, with a plain leather jerkin underneath. Serihwen continually wears a filigreed silver pendant given her by a beau long ago — she will not talk of him now and never lets anyone touch it.

Melior Jablumon: (#225)

Melior is for all intents and purposes the power in the town of Ashwood; he is cunning and crafty, knows the value of a coin, and keeps himself informed. Coro (the land warden) is in his backpocket; further, because Melior really is neither corrupt nor very greedy, he keeps on good terms with Tarienna — he knows a little too much about Belezin for the dwarf to cross him. The Flagon's owner uses his influence mildly and benignly, and is satisfied with his lot and with the stability of Ashwood. He is not happy with the labor problems at the mine (ultimately bad for business), considers Belezin incompetent, and is quietly pushing the Lieutenant towards taking military control of matters and setting up direct government controls. Melior stands 5'10" and has a good, if slowly aging, physique. He exercises regularly and causes quite a stir in the early mornings with his unheard-of practice of 'jogging'. In his youth he was a card-sharp, and still possesses an unusually keen sense of touch, along with the gambler's skill of easily judging character.

Calan of Theodur: (#226)

Calan is a fairly notorious wandering trader who specializes in the outback, the hill country, and many other places prey to bandits. Although he travels without escort, he has had no unfavorable encounters with nomad bandit groups, leading to widespread speculation amongst merchant and military circles concerning possible connections to the robbers. For such reasons, he is unpopular in trader groups, and his maverick attitudes and ways only serve to increase this

animosity. For his own part, he despises the merchant establishment for being "hidebound and frozen in their hell-forsaken wagon ruts." Well aware of attitudes toward him, he strives to make it rich as fast as possible in order to one-up the opposition. The bandit rumors are untrue. It happens that the only raid on Calan took place during a thunderstorm in which the thieves' leader perished from a lightning strike. The rumor has circulated around the various robber bands that Calan is under the protection of the gods and thus not to be assaulted.

Calan is blond, blue-eyed, extremely handsome, a true charmer, and has at least one illegitimate child in every town he has ever visited for more than a half day. Left in his travels have been many a broken heart; the man has "carpe diem, sine whatever" engraved on his aorta. His natural glibness makes Calan a skilled haggler and merchant as well as keeping him in bedpartners; otherwise, a persistent abrasiveness makes the man hard to deal with when he's not on good behavior. A note — his hearing is exceptional (+40%), and he is good at sniffing out potential ambushes. However, drink turns his forebrain into oatmeal, and he does so like to drink . . . No one in Ashwood will know him by sight, but all the Cohort officers, Myntar, Menneth, and Murfo know him by reputation.

Myntar the Purse: (#227)

Myntar is a very influential and wealthy caravan merchant, who runs cargoes between the capital and the outback. As such, he holds credentials from the central government to transport important goods (such as silver) from Ashwood. The man is wary as a serpent, though not terribly overgrasping, and liars in his presence have their work cut out for them. He is on reasonable terms with the area merchants, especially Murfo and Melior, while his patriotism and honesty are high enough for Tarienna to be on speaking terms with him. One man with whom he is not on good terms is Calan, for aforementioned reasons; relative honesty aside, he deals with Calan as he feels the "renegade tinker" deserves. One could say that Myntar and a giant frog bear more than a superficial resemblance to one another; while the simile is not perfectly accurate (Myntar is not green-skinned), the merchant is a huge toad of a man who finds travel by any means other than a horse litter excruciatingly uncomfortable. His outward air is that of a genial and kind uncle, only partially a mask for the keen-witted master merchant — he has come to the 'noblesse oblige' state in his career and can afford some kindness. Almost continually accompanying him is the green-clad healer Lanora (#228), a severe young woman who piles him with rather foul herbal mixtures (for unknown purposes) several times daily; she offers little counsel or comment publicly.

Menneth the Tyger: (#229)

Menneth is Myntar's warleader, overseeing all security arrangements for the caravan and leading the guards against any attack. In his six years of service with Myntar, no raid against the caravan has ever been successful. A small man of wiry strength, he appears lean and hard; he is always armed, wearing chain armor and toting a shield. His helm is visored, and he has never been seen to remove it; rumor has it he was hideously disfigured in battle. Cold, business-like, and bitter are his actions and attitudes, and he doesn't like to be crossed.

Myntar's Caravan Guards:

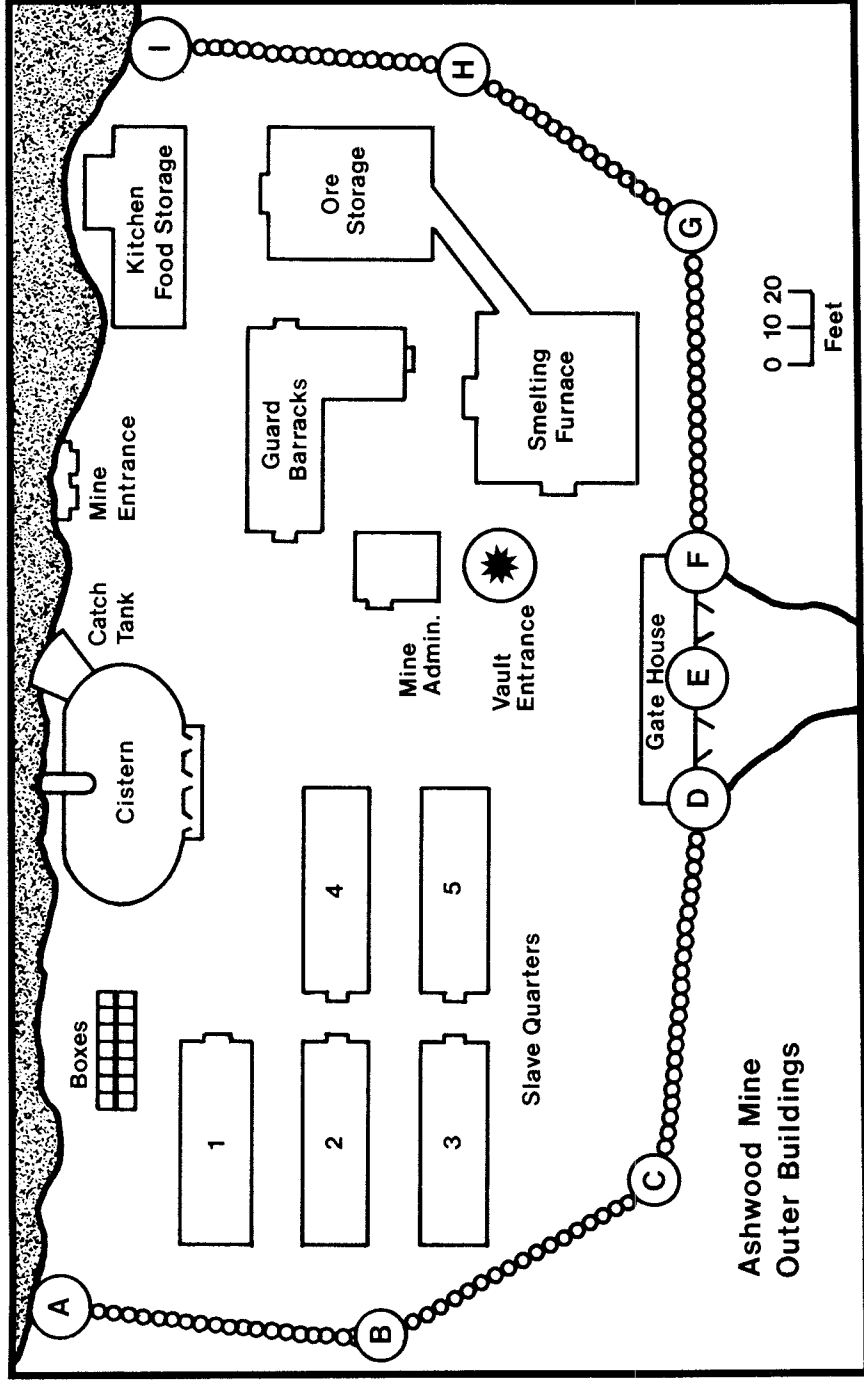
Myntar has a large retinue of 30 mounted and quite competent guards. Menneth's three lieutenants are Khanor Orcface (#230), Danric the Bow (#231), and Ezrik (#232). All three are very loyal to both Myntar and Menneth, and capable of handling almost any trouble. Khanor's background is hill nomad, and he generally rides point with a few men. Danric rides rear guard; Ezrik and his men ride with the wagons. Ezrik is from a strange stock (rumored to have ogre blood) from far to the north — he stands a full seven feet high, 340 pounds. Needless to say, he doesn't ride a warhorse per se, but a decently trained draft horse of larger size. The other guards can be drawn from #233 to #235.

Drak: (#236 — you remember him . . .)

Drak was a Guild lieutenant in the capital before he was found to be putting the horns on a ducal counselor. He was caught, and sentenced to dig silver for the rest of his short existence. The usual bribery attempts by the Thieves' Guild were quashed under official scrutiny; thus, Drak has been a mine slave for two months. Full of hatred and anger at this point, the thief will take dire revenge if sprung, but can keep enough brain power to be clever about the business. The thief is used to command and may try to take over the escape if freed; Drak is a very competent, cool, and ingenious leader, but is used to an urban setting. His fighting skill (rapier/main-gauche) is first class and his skills sharp. Tall, handsome (no scarring as of yet), but all too lean at this point, Drak's health remains good; he is not, however, up to any major or prolonged exertion. Right now all his possessions come down to a loincloth, other than personal moneys he has cached in the capital (still a large sum); he will likely reward the party members for an escape. Lastly, he is a good actor and conman, and if told the cover story will go along.

The Silver Mine

The Ashwood silver mine consists of a steep hillock some eight miles into the jungle, reached by an access road from the town. The mine entrance is situated in the hillock, with one-third of the hill shaved away to form a cliff face. Running from this face is a curtain wall, 10' high and covered with hides, set in a semi-circle from edge to edge; the area enclosed within the wall is roughly 200 yards wide. The curtain wall is made of pine, covered with hides which can be soaked in case of assault to prevent the wood from being fired. A gatehouse, five barbettes and two semi-towers (set into the cliff face) bolster the wall defenses. Ten cohort soldiers assigned to each shift man the walls; seven keep to the barbettes and the two towers, while the other three remain in the courtyard, near their mounts. The above ground guards, fifteen hired by the mine, patrol in and around the slave quarters, the ore storage areas, and the smelting building. Each barrette protrudes five feet from the wall, and can hold one soldier; barbettes include a shuttered window which when closed provides an arrow slit. It is to be noted that the military defenses of the mine are not considerable; the intent mainly is to keep slaves in, wild animals out, and petty raiders away. A full-scale mass military assault would breach the defenses quickly; the isolation of the mine and the terrible terrain surrounding the site seems to preclude such operations.



The mine itself consists of seven shafts in descending order. Four of these shafts are under the water table, and a rather ingenious pumping system has been constructed to pump water out of the mine. This water is shunted to a huge cistern not far from the main shaft entrance, which provides the water for the slaves' drinking purposes and for the smelting process. Another feature of the system is the ability to flood the lower levels of the mine at will; since the more recalcitrant and spirited slaves are relegated to the lower levels of the mine, this process tends to cut down on the number of slave revolts.

All buildings in the courtyard are made from local hardwoods with crushed stone foundations, one to two stories tall. The mine administration building and the on-site barracks are covered with hides; other buildings are unprotected. Few windows are set into the structures (none at ground level), and those windows which exist are heavily shuttered.

The Mine Layout

Mine Administration Building

This building is in the courtyard, and is the headquarters for all mine bookkeeping. The chief administrator Belezin and his watch supervisors oversee all mine operations from this building, soundly constructed of oak and reinforced with bars (just in case). There are two floors to the building. On the first floor is a workroom for the three clerks and a break lounge for mine guards; the second floor contains

Belezin's office (including his safe, protected by a Tanglefield spell), and an office for the watch supervisor on duty. Belezin can usually be found in his office (a cot is installed for his use), wherein is found the master assignment schedule for all guards (including the cohort), the shipment schedule for silver convoys, and other extremely pertinent information. Belezin is taking payola in a large embezzlement scheme from the Minister of Mines; the real books, detailing all illicit transactions, are in the safe.

Occupation: The second floor is likely to be occupied at almost all times, except when Belezin is making his rounds. It would be unusual for both Belezin and the watch supervisor to be out of the building at the same time; there is only a 10% chance during day shifts of this happening in any given hour, and less at night (Belezin uses his cot). The first floor will often be empty, 40% chance during the day and 75% during night shifts. However, men drift in and out of the lounge at all times, and the clerks' workroom will be invariably occupied during the day.

On-site Guard Barracks

This is a two story building, in the same style as the Administration Building. As the on-site quarters for the 3rd Century of the 14th Cohort, the mine duty officer will be found here, as will be Tarienna occasionally during day shifts. The first floor has been remodeled into a makeshift stable, while the second floor includes sack space for troops and the Lieutenant's office; posted in her office are similar deployment schedules to Belezin's — it is off-limits to

all except for Belezin, the sergeants, and Tarienna's orderly. A basement level has four temporary holding cells (empty at this time) and an armory storing weapons and leather jerkins for twenty soldiers.

Occupation: There is a 90% chance 2D6 guards will be using the sack space. Tarienna's office is occupied 85% during the day (by her, the orderly, or a sergeant examining deployment schedules). Soldiers go through the stables almost all (90%) the time. In any case, an unoccupied area on the upper two floors will not remain so more than 2D8 minutes. However, few find reason to visit the lower level armory/brig; there is an 85% chance that the lower floor will be empty during the day, and a 95% chance during the night (except for the weekly craps game amongst certain privileged members of the guard corps).

Smelting Building

The smelting building is a massive enclosure for the furnaces and ore piles used in smelting the silver ore. An enclosed walkway joins the outer ore building to the smelting building, and a drop shaft conducts the cast ingots through a foot high opening into the underground storage lock-up; twenty slaves and eight foundrymen work in this facility. One feature of the building is several large piles of charcoal and waste rock stacked against the east wall, affording reasonable concealment. The smelting operation runs from 8:00AM until 5:30PM; at other times the building is completely unoccupied.

Occupation: The building is continually occupied during the day. At night, it is empty nearly all of the time.

Outer Ore Storage Building

All the ore produced on-site is brought into this holding building in wains from the shafts, where the rock lies in great piles until it can be smelted; canvas tarps cover the piles. An enclosed runway leads to the smelting building.

Occupation: Traffic is irregular into this area; slaves and worker pass in and out throughout all shifts. There is a 40% chance that this building is unoccupied at a given time, but remains so for only 1D4x1D4 minutes.

Gatehouse

Unmanned except for shift changes, the gatehouse is a stone building centered in the curtain wall; the gate itself is made of oak banded by iron, with a great oaken bar. Two cauldrons filled with oil rest on the upper floor of the gatehouse to be used in conjunction with the murder holes (handy, aren't they?) set in the floor of the upper level to provide a nice surprise to hostile forces.

Occupation: The gatehouse is seldom occupied during normal times. In case of attack or slave revolt, it will be occupied on a regular basis.

Slave Quarters

Four one-story buildings set in a rough cross house fifty slaves apiece. The buildings are thirty feet apart and measure twenty feet by sixty, with the slaves ankle-chained in rows against the wall. A feeding trench is placed by the double door at the end on the building. This door is barred from the outside; the buildings have no windows. Burlap sacks filled with straw rest on the floors as sleeping pallets for the slaves. On the roofs are stacked piles of brush; this allows the barracks to be fired if necessary, and for

this purpose each soldier stationed on the curtain wall is equipped with a quiver of fire arrows and braziers. Each building houses two shifts of slaves sleeping on a twelve hour schedule. The whip slaves are housed with the others, but stay alive as a result of the truly inventive tortures inflicted on any whip-slave slayer. Also rumored included in the queues are 'white mice', informants for the wardens on slave revolts and other such unproductive topics. There are frequent changes of shifts and housing in order to break up potential cabals amongst the slave force.

Occupation: The slave barracks are occupied at all times except shift changes (the slaves coming on shift are brought out to flank the mine entrance about 5 minutes before outgoing slaves emerge) and feedings.

The Boxes

Since the cost and effort involved in transporting slaves to Ashwood is almost prohibitive, an attempt is made to handle discipline problems among the work force short of maiming and executions. A row of sixteen 4'x4' wooden boxes lie next to the cliff face to serve as detention cells — the 'cooler' if you will. There are grills on top open to the elements, and not enough room for limb stretching; lice and vermin are encouraged by the friendly staff to keep the malfeasants company. Brawling, insubordination, loss of or negligent damage to tools, and goldbricking are all sufficient cause for a slave to merit a stay in the dreaded box. Murder of a fellow slave results in death by hanging, murder of a whip slave death by torture, and murder of a free worker or guard death by slow immersion into molten silver (unfriendly, to say the least).

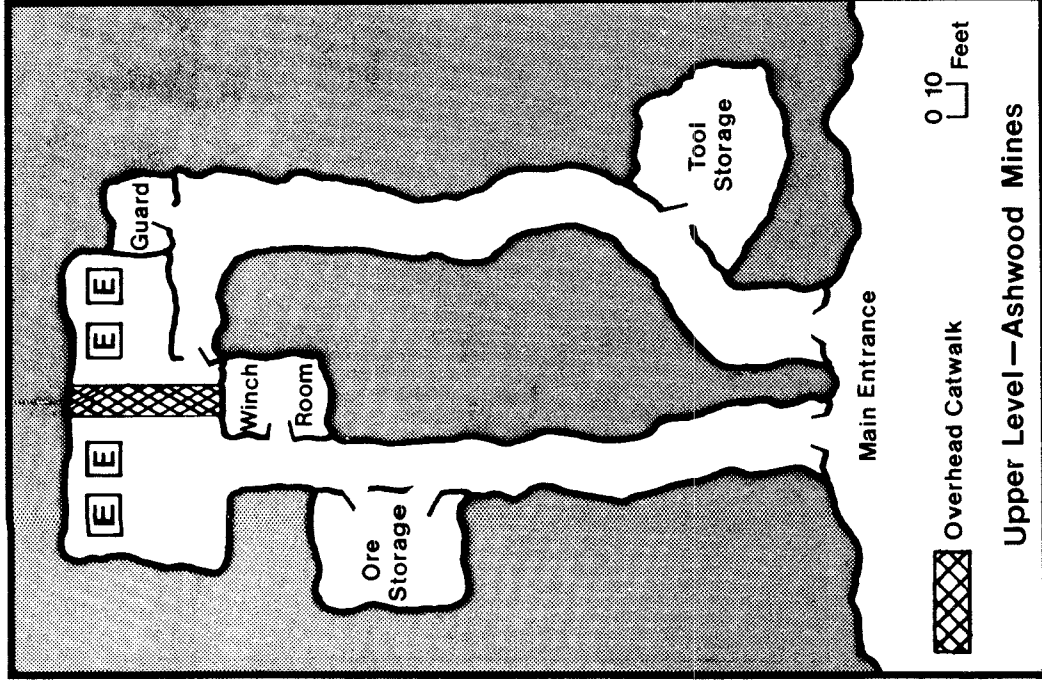
Occupation: 15% chance that a given box is occupied.

The Cistern

A cistern handles the runoff from the mine pumps. Two eight-inch stone pipes lead to the 9500 gallon stone tank; spigots run to troughs below used for the slaves' drinking water and for water required in smelting operations (the second in a catch tank). While the cistern is made of one inch thick rock, a few sturdy sledgehammer blows might open a breach. The intake pipes are joined to the bottom of the tank; this placement is used to create a possible backflow if flooding of the mine is desirable. Still, flooding of the sixth through fourth levels would take time for the water tables to build. A third conduit conducts overflow runoff outside the wall some fifty yards; the pipe is three inches wide.

The Mine Entrance and Upper Level

The entrance into the mine is a double tunnel some fifteen feet wide by eight feet tall. Two iron gates can be closed and locked to seal the mine shafts in case of trouble. The topmost level of the mine is given over to support facilities, storage, and the like. At the beginning of each shift, the slaves pass through a bend in the upper mine tunnel; around this bend the tools for the day are passed out, numbered for each slave to prevent theft and to control losses. Two soldiers are stationed here during shift changes. Access to the lower levels is controlled by elevated platforms operated by counter weights; the wains of ore are conducted from the lower levels to the upper level in the same way. A guard holds a position in a secret room controlling the counter weights — the counterweight



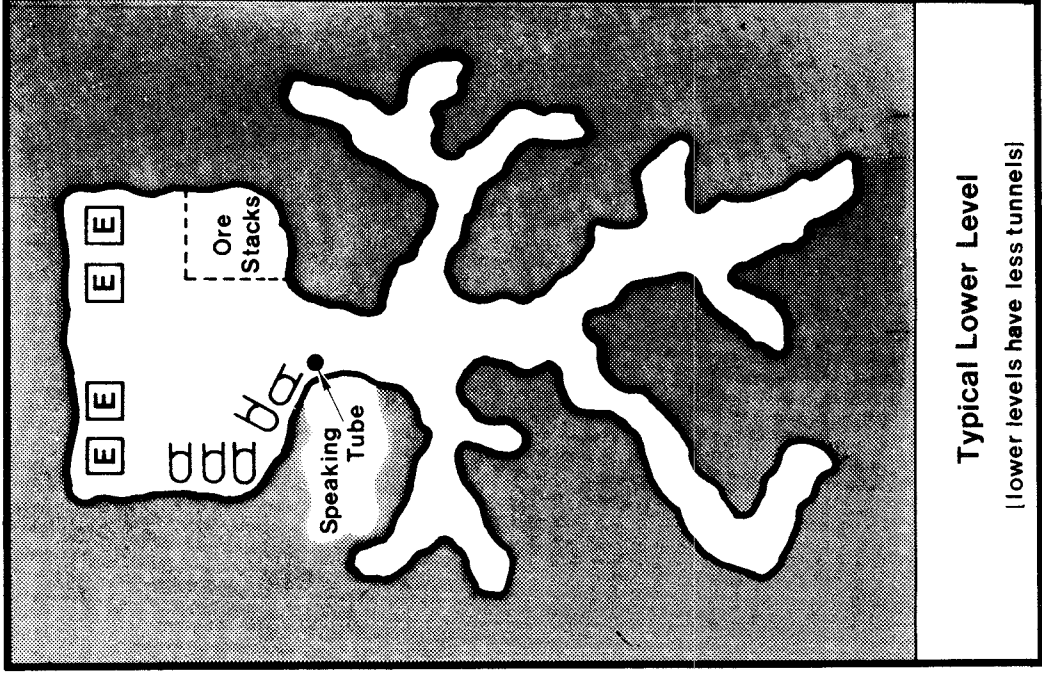
system can be sabotaged to prevent movement between levels unless ropes are used to span the distance. A system of speaking tubes (two on each level) runs here. **Occupation:** This area is continually occupied by soldiers, slaves, and overseers.

Pump Room

This room is enclosed from the rest of the mine at a depth roughly equal to the seventh level; however, the only access to the room is through a shaft leading to the guard station on the first level. The machinery is operated by free workers receiving triple pay ("danger silver"), in the knowledge that they may die if a revolt requires flooding of the lower levels. If the room is disabled (possible from the upper guard station), the levels will be flooded at a rate of 2D6 minutes per level, with each higher level above the fifth requiring an additional cumulative 1D6 minutes. The machinery itself operates very well and has not broken down in memory. **Occupation:** The pump room is occupied round the clock.

Upper Level Elevator Platform

This platform is at the far end of the 190' long upper level. The platform itself is partitioned into two sections, 40'x50'. During shift changes, the slaves are piled into the four elevators (15'x10') and taken from the lower levels onto the north partition. Only then do the slaves coming onto a work shift (gathered at the other side) enter the elevators to be lowered. These same elevators are used to transport wains of ore from



the shafts to the surface. Eight slaves operate the winches, the lines of which can be cut from the guard station previously mentioned, causing the elevators and any unfortunates thereon to crash into splinters at bottom alley, cutting all access to the 2nd through 7th levels in case of a slave revolt. Several particularly dispirited slaves are kept on hand to roll the wains to the inner ore storage room (q.v.). Also, several crossbow armed guards are posted here to serve as a second line of defense in a slave revolt. **Occupation:** Soldiers and slaves are here continually.

Inner Ore Storage Room

This large room is set off the outbound tunnel of the upper shaft. Ore taken from the mine is first deposited in this room; only then is the ore (still loaded in the wains) taken from the rooms by slaves working from the outer ore storage building. This procedure was initiated to prevent slaves from having too wide a run of the complex; slaves in the two transporting crews are prohibited on pain of flogging from meeting or speaking to one another during the performance of their tasks. The storage room is 40'x40', normally filled with the ore-laden wains. The room is not patrolled; in fact, since guards rarely think it needful to enter the room, a few caches of stolen tools and other semi-useful items have been secreted here by various groups of slaves planning uprisings. Some of these caches have been long-forgotten — left by previously escaped or

deceased slaves, and thus intact and unwatched.
Occupation: There are people here only during those times when the ore wains are being moved.

Tool Storage

Locked by a triple-banded oak door, the tool storage room is constantly watched by three guards armed with crossbows. Inside are picks, shovels, trowels, and other such implements — enough to supply 250 slaves. No slave, under pain of two weeks in the box, may set foot in this chamber; instead, free workers handle tool distribution. The room is only open one half-hour before to one half-hour after shift changes.

There are only a few sets of keys; one is kept in the guard station (where it finds its way anon into the hands of an alcoholic soldier), so it can be dropped into the shaft to the pump room if needed; two other sets are kept in Belezin's desk. The tools are neatly bundled in bins against the wall.

Occupation: The tool room itself is unoccupied except for a period of one hour at each shift change. However, there are three guards on duty at the door at all times.

The Mineshafts

Each shaft varies in size (the higher ones tending to be longer, with more branches), but average ninety feet long with several ten to twenty foot splinter shafts. The shafts are relatively short, allowing for future expansion, and are stacked seven deep in order to provide for the optimum amount of crowd control. If shoring or new construction is needed, the level is cleared and a mining crew is brought in from Ashwood; shoring timbers are stored in the tool room, with emergency timber coming from the jungle hardwoods if needed.

Generally, 40 slaves in each shift handle miscellaneous support duties such as smelting, ore transportation, etc., leaving some 160 slaves to actually mine the six operating shafts. All slaves are ankle chained in groups of three; one whip slave supervises four 'chains' of workers. Five guards work in each shaft, three by the elevator and the shaft speaking tube, and two in the middle of the shaft. To increase guard longevity, no slave may approach within fifteen feet of a guard and never from behind; violators are often summarily executed by itchy, paranoid guards. During shift changes, guards move to the rear of the shaft (near another speaking tube) and clear out the side shafts, while the slaves, topmost level first, are hauled to the surface. Lighting is provided by torches; the levels are uniformly grimy and smoky, and the air is foul. Drak is on the sixth level; his truculence has ensured the low position and many a beating besides. He hasn't tried to retaliate (yet), so has escaped mutilation or maiming; certainly though, his primary desire at this point (beyond escape) is the slow castration of the entire guard and whip slave contingent. His chains are secured with a Complexity 1 lock.

Occupation: Two shifts of slaves keep these shafts occupied twenty-four hours a day.

Additional Buildings

An on-site storage building (rather small) is used to contain the slops used to feed the slaves. Gruel is the primary staple of the slaves' diet, with supplementary produce (always farm seconds or thirds) brought in as required from the village.

Additional Information

Guard Deployment

There are one-hundred and forty-five civilian guards hired by the mine administration and assigned to the mine. Forty-five of these guards make up three watches, which patrol the compound, ore storage, and smelting buildings. Sixty other guards make up three watches, and are posted in the mineshafts. The remaining guards form relief watches; these guards are rotated in on a six day basis. The watches consist of three eight-hour shifts, with changes at 4PM, midnight, and 8AM. Each of the three shifts has a watch officer; he is responsible for on-site supervision — guard commanders are used for the evening and night shifts; the chief mine administrator is on-site during the day shift. In addition to these guards, forty soldiers from the IVth Cohort are assigned to the mine in ten man shifts following the general schedule, with the fourth unit as a relief rotation (again on the same six day schedule) and emergency mounted response.

The mine itself runs 12 hours a day during the rainy season, and 24 hours, six out of seven days in other times of the year. The 400-odd slaves in the mine are divided into two shifts, changing at 6 so as not to conflict with guard rotation. Food distribution is held once per day for each shift, one hour after the slaves in the shafts change into the compound; there is a fifteen minute rest period for mining slaves mid-shift. Of these slaves, some thirty are whip slaves; these whip slaves are working overseers who also act as informers to the operators (naturally, whip slaves are universally hated and tend to keep a tight grip — rendered iron by fear — on their charges; they are usually the first casualties in any slave revolt).

In addition to those soldiers working directly at the mine, sixty IVth Cohort troops complete the full 3rd Century posted in and about Ashwood. The one road cutting through the jungle toward the mine has two checkpoints (both one mile in from the entry and exit), worked by two soldiers during the day and four during the night. Twenty soldiers supplement the titular Ashwood town watch, as the jungle surrounding the town can sometimes be hazardous. The remaining twenty troopers have been formed into an elite jungle detail, comprised of experienced foresters and hunters; the force would not be normally deployed during the night, but would be called up in extreme circumstances — typically, several members of the patrol are employed to track down escaped slaves. If unusual events occur in the jungle area at any time, some members of the detail might be on round-the-clock duty for a few days until the emergency has passed.

Reactions and Responses

Reaction levels for the various peace-keeping forces are determined by recent actions or events in the immediate area. There are six levels:

- 1) **NORMAL:** No unusual actions or events have been noted. Guards and other law enforcement groups are somewhat lax in patrolling, **Start at this level.**
- 2) **CURIOUS:** Obvious outsiders are present. There is yet little scrutiny of, or serious actions against, outsiders (the party). However, unusual questions



asked or odd actions taken by the group will be remembered if such recall is needed. Guards are still be not too precise in their duties.

3) **WARY:** Strange events or minor crimes have occurred without immediate resolution. Non-locals will be briefly questioned and put under observation. Guards and troops will be tightened up, and further incidents will provoke official investigation. Duration is one day.

4) **SEARCH:** Slaves have escaped, or further strange happenings have occurred after the **WARY** level was reached. All non-locals without adequate proof of identity/purpose, or avouchment by locals, will be questioned at length and tailed. The jungle patrol will be put into action for the duration, and the 4th mine troop unit on active standby. After situation resolution, level reverts to **CURIOS** for one day.

5) **DISORDER:** Civil disorder or severe disorders at the mine have occurred, or major crimes such as murder, arson, etc., have not been immediately resolved. Second watches will be called to duty at their posts or on special details; curfews are in effect in Ashwood town; non-locals without iron-clad credentials are taken into 'protective' custody. After resolution, level shifts downward to **WARY** for one day, then **CURIOS** for two days.

6) **MANHUNT:** Mass slave revolt has occurred at the mines, large-scale civil disorders have broken out, events have escalated during and after **DISORDER**, or an invasion force is known or suspected. Martial law is declared; armed peasantry is called up, as are all

watches. Any persons without written permission from the Lieutenant caught out-of-doors are arrested; obvious fugitives or people avoiding arrest are killed on sight. Other results to be expected will include reinforcement from the capital and employment of magical detection (if this reaction level is reached, the players have messed up so totally that further action is impossible; the mission is a total scrub).

Timetable

It is assumed (fatal though assumptions be) that the adventurers will require no more than four days to complete their task; this is based on the fact that numbers of outsiders with no obvious legal pursuit or adequate credentials will arouse increasing notice and suspicion from area residents and law enforcement officials. Eventually, this scrutiny will effectively squash any chances for springing Lord Drak while remaining undetected (always remember that the party has no hope of totally hacking their way through all possible opposition combined); therefore, the timetable is based on this four day 'work week', and provides a number of events occurring in the general area around Ashwood which may (or may not) affect the players and their mission — GMs may use these if they wish to provide more flavor for the scenario. Further, the varied and unpredictable jungle weather may have some effect on operations — a day-by-day weather report is provided; the time of year is presumed to be coming on to the rainy season, with temperatures reaching into the eighties, high humidity, and occasional showers.

FIRST DAY

Weather: light winds, no precipitation; partly cloudy, highs into the mid 80s.

10:00AM — There is an alleged sighting of a forest pygmy on the fringes of the jungle by a farmer. Jungle patrollers are on their toes, and most residents exhibit wariness. The rumor is deemed false by 3:00PM.

12:15PM — An overflow of silver at a vat onsite injures a free worker seriously. Mine workers view this as another in a series of 'preventable' accidents, and feelings run high (ofttimes vocal) towards management.

1:35PM — Belezin and the watch supervisor hear an ad hoc workers' delegation over mine safety conditions. The dwarven administrator fobs them off with talk about "promptly addressing the matter." This leaves the workers unsatisfied and grumbling.

9:45PM — A surprise inspection is staged by two off-duty supervisors at the smelting buildings. They find 'evidence' of worker negligence.

SECOND DAY

Weather: strong winds, dying down by midafternoon; overcast, temperatures in the upper 70s. Showers midafternoon to early evening; fog sets in late, around midnight.

9:00AM — Belezin confronts the oncoming dayshift with the 'evidence' gained the previous evening about 'worker incompetence'. Four free workers immediately quit in disgust, with the remaining workforce muttering (loudly) about "goddamn bosses!"

10:00AM — Calan of Theodur arrives in Ashwood, leading three loaded packmules. Announcing his presence brassily as he meanders onto the common, he sets up a portable table to display his wares. Within 20 minutes, townsfolk arrive to browse and buy. There is a 70% chance he will have any given uncommon household item; he also has a fair selection of spices, salt, cloth, and gold jewelry (this lessens by 2D12% daily during his stay). (GM's Note: Calan's goods undercut similar goods in local shops 10-15%; he doesn't stock common items.)

11:30AM — A mine representative, flanked by two soldiers, sets up a table on Ashwood Common and announces the opening of several positions at the mine for unskilled and skilled labor. A small crowd, already gathered to examine Calan's wares, begins to heckle, led by two ex-workers. No villager signs up; two itinerants do.

1:45PM — A select group of area merchants (consisting of Carlo the jeweller, Murfo the storekeeper, Roderil the trapper, and led by a reluctant Coro ti Valkanium) walk onto the common to greet Calan, at this point turning a brisk business. They draw him aside and inform him that an outsider is not allowed by "municipal ordinance" to sell goods without a permit costing 1000 GP; of course, selling goods at cost to area merchants for further resale is quite acceptable. Calan audibly denounces this "foul theft and usury" in a fine resemblance to a quarterdeck voice and bids the "unscrupulous blackguards, begone!" The merchants leave, a few muttering vague threats.

2:00PM — The workers remaining at the mine agree to an immediate work stoppage. They refuse to work until Lieutenant Tarienna is brought to talk to them.

2:35PM — Tarienna rides into the mine from one of the checkpoints. She listens to the grievances of the staff patiently, and gives her sworn word to address them. Mollified, the laborers agree to return to the job.

3:30PM — The regular caravan of foodstuffs and imported items arrives in Ashwood. Most shopkeepers come a-running to collect purchased items, and otherwise unoccupied townsfolk gather to hear the latest news from the interior. Amongst the latest news is a sizeable border skirmish, the most recent in several, between the nation and an aggressive state to the immediate south; the tavern talk is of little else for the rest of the evening. Less amused are the caravan's leader, Myntar the Purse, and his warleader, Menneth the Tyger, as they hear of an "upstart harlequin" who is calmly preempting their hard won business; they are even less happy upon finding out Calan's identity. Meanwhile, wains not bearing trade goods are hustled over to the mine to load up for the outward journey.

4:00PM — The wains arrive at the mine, and the outer gates are opened wide to let them pass. During the exchange, all cohort soldiers at the mine man the walls with missile weapons at hand, and the caravan guards ring the wall's base near the open portals. The wain-sized entrance to the lower storage area is opened, and the wains are led in one at a time. The wagons are intermittently loaded during the next thirty-six hours by workers on overtime. Everybody without exception is strip-searched upon coming out of the ingot storage basement, and all openings into the area are each guarded by two cohort soldiers.

6:15PM — The same merchants who confronted Calan earlier (excluding Coro, but including Oretar) meet in the ingot with Myntar and Menneth to discuss what to do about Calan. Menneth agrees to deal with the situation.

7:00PM — Tarienna and her sergeants gather for dinner in the Flaming Flagon, to discuss the war rumors and the labor difficulties at the mine. Dinsul is contemptuous at his superior's lack of belligerence, and is as openly insolent as he dares. The discussion dissolves into argument and shouting as Dinsul sinks deeper into his cups. By 7:45 he jumps up, flings his chair aside, and stalks out, leaving a hush behind.

7:50PM — After seeing to his mounts, Calan is approached in the street by Horga Oretar, who strikes up a conversation and cajoles the trader to have a drink or two (or four) with him at the ingot. The two stride off sharing a wineskin.

10:25PM — A couple of hours into his cups, Calan stumbles out of the ingot for a breath of air. He wanders near an alleyway, where several thugs grab him, rob him, and beat the hapless man unconscious; he is left, bruised and bleeding, in the alleyway.

THIRD DAY

Weather: Morning fog burns off by 10:00AM; no wind, skies partly cloudy, temperatures in mid to upper 80s; brief sprinkles throughout the day, with steamy conditions in the undergrowth.

5:00AM — Another surprise inspection is staged at the mine, this time by Tarienna and several of the cohort soldiers. She takes careful notes of what she sees, and rides off after a grueling hour for the night supervisor.



8:00AM — A scuffle breaks out between three slaves at shift change; they are sent to the boxes. The lieutenant, returning for regular duty on the day shift, watches, saying nothing amid intense protestations of "nothing wrong, sir, nothing!" from the supervisor.

9:30AM — A training exercise for the cohort begins. Troops tearing around the terrain are to be expected all day long in any given location. Initial inspection is held in Ashwood at the barracks.

10:30AM — The inspecting officers stop off at the stables for a looksee at conditions.

2:50PM — The outer checkpoint is next on the list.

4:00PM — The officers are at the inner checkpoint.

4:45PM — At this time, the inspectors are circling the walls of Ashwood town, noting condition of the mortar (fair) and deployment skills of the townwatch (mediocre).

5:00PM — A sighting of a tiger is reliably reported in the jungle fringes (a tiger — #256 — is **actually** out there — wandering adventurers, beware!). If not encountered (and slain) by the party, the beast will be killed by a jungle patrol member and hauled in about noon the next day. Naturally, the inspectors forego the pleasure of visiting the mine this evening.

FOURTH DAY

Weather: Light fog burns off by 8:00AM; light wind, skies cloudy, temperatures in mid to upper 70s; intermittent showers through the afternoon, with a heavy thunderstorm breaking about 5:30PM, lasting til 9:45PM; intermittent rains throughout the remainder of the night.

9:00AM — A soldier caught off post during the night is flogged in the central common — five lashes, if anyone is counting. A large crowd gathers for the event.

10:45AM — The loaded silver caravan (a half day late) leaves for the capitol under heavy guard.

4:15PM — A brawl spills out of the Ingot into the street; it appears to be between rival groups in the labor dispute. If any player currently hired by the mine is nearby, he/she will be spotted and dragged into the combat, willy nilly.

Random Encounters

A number of random encounters have been provided so the referee might throw some sliders at the players outside of the opposition proper. Frequency of these encounters should be low, just enough to be a potential thorn in the party's side, but not enough to sidetrack them completely; it would also be a good idea not to use any single encounter more than once.

While some of these programmed encounters are indeed random everyday occurrences (at least in a day of the life of the average adventurer), several can, if played well by the group, be quite helpful in the successful conclusion of the mission. This is to be encouraged (matters are tough enough in the mission as it stands); very little obvious or concrete aid will come from these encounters — whatever information is gleaned (if any) should be reward in plenty.

The jungles around Ashwood are likely to be the scene of a lot of the players' activity. The following encounters are suggested for use in these situations; they are quite general and do need some detailing by the GM, but should suffice for most groups. One encounter roll should be made every hour (or half-hour) of time spent in the jungle (we suggest both game time and real time — it should speed up the play).

JUNGLE ENCOUNTERS

Roll	Encounter
01-02	QUICKSAND Strength of bog 3D10+10; SR vs STR (only half of additional pullers' STR counts) to pull trapped one from morass.
03-06	FELINE HUNTER Small cats (#253): 01-75 — 1 only, 76-00 — 1D3g+1.
07-12	SERPENTS 01-75 — 2D4 small snakes (#254); 76-00 — a giant serpent (#255).
13-19	MONKEYS A tribe of 3D8+15 noisy chatters; 40% chance they'll try to steal something — 65% chance they'll succeed; anything loose is gone.
20-37	CLEARING Simply a less densely overgrown area in the vegetation; 35% chance of a small stream.
38-49	JUNGLE PATROL They may find the party, but it's very doubtful they'll be found unless they wish to be (GMs may not wish to let the party know they've been spotted).
50-53	BIG CAT The tiger mentioned in the timetable above (#256); she is hungry and a maneater.
54-58	APES 01-65 — Baboons (tribe of 4D10 — #257, robbers and raiders par excellence); 66-85 — Chimps (tribe of 3D6 — #258, won't bother the group unless disturbed); 86-00 — Gorillas (65% lone ape, otherwise tribe of 3D4 — #259, lone is rogue who attacks, tribe as chimps).
59-65	SWAMP A sticky morass that will slow travel and muddy everyone passing through; area is 1D3*100 yards across by 2D4*100 yards wide — 65% chance of serpents.
66-00	NO ENCOUNTER

ASHWOOD TOWN ENCOUNTERS

Troops: Three members of local guard units come into view. The men are in uniform (30% cohort troops, 50% mine guards, 20% Ashwood town watch), but seem to be off duty. Acting slightly tipsy, one of them lurches into a party member; he demands an immediate apology from the "clumsy ashhh . . ."

The three are standard guards of their type; all are fairly belligerent, as well as fairly drunk, at this point and would quite willingly brawl with anyone, given half an excuse. However, they are -10% on every skill they attempt (or die roll required) due to drink. If strongly placated (an offer to buy the guards a round suffices quite nicely, thank you), there is a 60% chance that the soldiers will attach themselves to the group for the evening. If a little more drink is poured into the men, they may become rather garrulous and can be led to talk about general conditions and personalities of their posts. Specific scheduling should not come up in the conversation; if pressed on sensitive subjects, the men will become suspicious, mumble something like "don't wanna talk about' bloody work. Yoush guysh haint' no fun," and amble off towards greater excitement.

Urchins: A flock of some dozen waits tag along with the party members for a block, jeering at the 'funny-looking' strangers. At the end of the block, or if an adventurer comments on the childrens' actions audibly in any way, several of the children will throw dirt clods at the party members, and the whole pack of youngsters will run off down a convenient alleyway.

The children belong to area families, some of whom are represented in the Ashwood business district. If the kids are left alone, simply yelled at, or perhaps mildly paddled, nothing will come of the incident. However, if any of the children are physically harmed by a party member, or even seriously threatened (such as sword-brandishing), the children will en masse scream bloody blue murder; there will be bystanders to confirm the foulness of the 'child molesters' in as lurid a fashion as can be, and anyone in the group not beating a frantic and well-executed retreat may well find himself behind bars within minutes and likely run out of town in hours.

Puppy: A small speckled puppy waddles up to one of the adventurers; he wags his tiny tail and snuggles up to the comforting leg. The puppy will tag along with the adopted master whether the person likes it or not.

Looking for deep metaphysical implications? There aren't any. The puppy is abandoned, and unless the adventurer in question has violent objections, he has been adopted by the dog. If the puppy is unwanted, well, there's no law against tossing it down the street, but at least 1D4 busybodies will harangue the evildoer for 1D10 minutes over his cruelty, thus branding the malefic lout the lowest of the low to anyone within earshot. This is a good way to bring one's self to the notice of those whose attention may be unwanted.

Pothole: Not keeping a careful enough eye on the road, a character plants his foot squarely in a pothole.

A successful saving roll against REF allows the tripee to take no damage; if the SR is missed, a successful saving roll against STM puts the injury in the class of a mild strain (1D3 hits of damage) — otherwise, the result is a serious sprain requiring him to get off his

feet for a day or two. In the case of a severe sprain, any strenuous or forced activity will put 1 hit on the character **per minute** (or part thereof) of such activity, with a saving roll against STM required each 5 minutes to avoid a tendon tear, disabling the character (no running, no walking, no anything active) for 1D3 months, or until magically healed. If a mounted character's horse steps into the pothole, there is a 50% chance that the beast's cannonbone will be broken, requiring it to be put down (unless immediate magical-type veterinary medicine is applied). The rider will be flung from the falling horse, probably taking damage in the process (see rules on Falling).

Archery Contest: If at the outskirts of town, the players spy an improvised archery butt propped up against the town wall. Six men, both local and military, seem to be competing in an impromptu bout; about twenty sports fans are spectators. One of the watchers spots the group, and invites any archers among them to take part.

The archers may be considered between fourth and eighth levels for purposes of proficiency with the long bow; two are rated expert. They may be rated using the small table to the right; if the archer is one of the two experts, award an additional +2 bonus to HP at all ranges. The rolls include modifications for in-born skill as well, so no other adjustments need be made.

ARCHERS

Roll	HACØ
01-06	3/7/10
07-22	2/6/9
23-56	1/5/8
57-89	0/4/7
90-98	-1/3/6
99-00	-2/2/5

Any adventurer participating will be given ten arrows to shoot; he may elect to use his own. A normal roll to hit is made, assuming the target to be ACØ; the range is medium. On a miss, a non-scoring ring is hit — on a fumble, the target is missed entirely (likely producing much raucous derision from the bystanders). If the roll is successful, an inner ring has been hit, depending on the quality of the shot: the outer blue ring (1 point) if the shot is just made or up to 7 over necessary, the inner yellow ring (3 points) from 8 to 13 over bare minimum, and the black center spot (10 points) for anything greater. Each round consists of each contestant taking two shots, the turn passing to the next contestant in line.

After the bout, several of the bystanders will haul in two kegs of ale, and all may maketh merry. The hat will be passed for the winner (producing 3D20 copper coins, 1D10 silver coins, and 1D2 gold — the players will be expected to contribute). If a player is the winner or acquits himself particularly well, he will receive the adulation of the crowd, and likely not need to buy his own drinks for the next few of days if recognized.

A Chance Encounter: An ill-clad lout lurches into one of the party members. He will clutch the adventurer by the shoulders, apologize very profusely (with a fearful, sweating countenance), and scamper down the street as soon as he can break free.

In reality, the lout is a pickpocket; use normal pickpocketing rules to determine if he succeeded — his ability is 68%. If the players subsequently connect the man with the missing purse, there will be a 10% chance per hour spent henceforth in any crowd in Ashwood that the pickpocket (#260) will be recognized.

Character Descriptions for ESCAPE FROM THE ASHWOOD MINES

ID#	Name	Character Notes	Class	Purse	Requisites	Weapon	Combat HACO	Damage	Armor Class	HTK										
				ST	CO	RF	SM	DN	IQ	TL	MR	MG	AP							
201	Clerk		INT HU NON		08	11	10	12	11	10	09	09	10	10					NON 0	17
202	Coro ti Valkanium	J	INT HU NON	2D10SP	11	10	08	12	13	09	09	14	10	11					NON 0	15
203	Horga Oretar		VET HU MER	3D12GP	14	10	08	14	14	12	10	15	07	08	CLUB	7	2D4		NON 1	25
204	Thangal		VET HU FTR	3D10GP	16	10	10	13	17	12	12	12	12	14	1BBAXe	5	4D5		LTH 6	33
205	Murto o'Daile		VET HU TDR	6D20SP	15	14	08	12	17	15	10	13	15	11	CLUB	9	2D4		NON 1	26
206	Mother Tooth	*J	VET OR NON	4D10SP	10	08	12	14	10	09	10	09	06		CLUB	9	2D4		CLO 3	16
207	Janitor		INT OR NON		11	13	11	10	10	09	14	12	05	08					NON 0	17
208	Bouncer		INT OR FTR		14	12	10	15	08	08	12	13	04	07	SHSWD	7	3D3		LTH 5	27
209	Doorkeeper		GR OR NON		12	11	11	10	11	10	10	10	08	09					NON 0	19
210	Logan Polosi		VET HO NON	3D12SP	09	12	13	14	14	12	06	13	11	13	WHIPe	6	1D6		LTH 4	16
211	Bormark Velyan		INT HU MER	3D10GP	14	10	12	15	09	11	05	15	11	12	MACE	8	3D4		CLO 2	17
212	Carlo White Boots	J	VET HU MER	8D20GP	13	14	15	13	12	10	03	10	12	07					NON 0	21
213	Leona ti Larakka	*J	INT HU MER	2D4SP	07	15	11	11	10	13	09	08	11	15					NON 0	13
214	Kadar the Hammer		INT HU MER	2D5SP	17	13	10	14	07	09	10	05	10	14	MAULe	7	6D4		LTH 4	25
215	Boro the Onker	u	GR HU NON	3D12GP	15	11	07	09	09	07	06	18	08	07	CLUB	9	3D4		CLO 2	19
216	Magrin al'Ahrir		VET HU SCH	2D10SP	11	12	10	14	14	18	13	09	10	11					NON 1	25
217	Rog Rogashnar	2	VET HU FOR		15	12	15	16	16	12	10	08	11	11	LBOWe	1/5/8	1D6		CLO 5	37
															SHSWD	7	4D3			
218	Rena of LiYr	J	INT HU MER	3D10GP	12	12	10	13	06	14	12	05	13	11					NON 0	17
219	Roderil the Snare	1	VET HU FOR		13	16	13	14	13	11	09	14	08	15	SBOWe	0/4/8	1D6		CLO 4	32
220	Tartenna ti Cornust	*,2,q1	VET HU ARC		13	15	17	13	15	14	08	12	17	13	BOWKNe	6	1D6		LTH 6	28
															CPBOWe	-4/1/5	1D6			
221	Belezin		VET DW MER	3D12SP	16	11	08	15	15	12	06	10	09	08	HFSWDe	3	4D6		CLO 3	32
222	Joron the Muscle	1	VET HU FTR		18	11	09	14	13	10	10	10	13	08	SHSWDe	5	4D3		LTH 6	40
223	Dinsul ti Dayelsmot		INT HU ARC	3D10SP	13	14	15	13	07	13	07	09	12	14	CPBOWe	-2/3/7	1D6		CLO 3	22
	Coiff duty	J													JAVLN	8/10	1D6		CLO 4	26
224	Serithwen	*	INT /E FOR		12	15	15	16	14	13	11	10	13	10	SMAXe	6	4D3			
															DGR	9	1D4		NON 1	24
225	Mellor Jablumon	J	EL HU TDR	4D6GP	11	15	12	10	17	13	14	10	14	11	DGRe	6	1D6		NON 2	27
226	Calan of Theodur		INT HU TDR	4D20GP	12	10	16	16	13	12	08	07	17	16	SHSWDe	6	4D3		LTH 5	27
															LBOW	2/6/9	1D6			
227	Myntar the Purse	J	EL HU MER	2D12GP	11	12	06	10	16	14	08	10	17	08					NON 1	24
228	Lanora	*J	INT /O HLR		06	13	11	14	15	13	15	08	13	17					NON 0	15
209	Menneth the Tygre	t2,1	EL HU FTR		16	15	14	15	11	11	06	10	14	??	HFSWDe	2	3D6		C&S11	52
															LBOWe	-1/3/6	1D6			
230	Khanor Orcface	1	INT /O FOR		14	14	11	14	14	09	06	12	12	06	SCIMe	7	3D5		LTH 5	24
															CPBOW	-1/4/8	1D6			
231	Danric the Bow	J,2	INT /E ARC		13	14	10	12	11	08	05	08	12	13	LBOWe	-1/3/6	1D6		LTH 5	23
232	Ezrik	m	INT /G FTR		19	10	12	17	13	09	08	06	14	09	LGAXe	5	4D6		LTH 5	34
233	Caravan Guard A	m	INT MX FTR		15	12	12	13	11	09	11	09	09	10	BSWD	6	3D4		LTH 5	25
234	Caravan Guard B	m	INT MX FTR		13	13	15	14	10	10	10	16	12	10	SHSWD	7	3D3		LTH 5	21
235	Caravan Guard C	1	VET MX ARC		13	14	13	12	11	09	12	11	11	11	LBOWe	-1/3/6	1D6		LTH 6	30
236	Drak		VET HU THF		09	14	13	12	11	16	09	14	15	12	RAPRe	3	1D12		NON 2	26
237	Slave A (Whip)	u	INT MX NON		13	13	10	12	11	13	11	13	08	11	WHIP	8	1D4		NON 0	17
238	Slave B		INT MX NON		10	11	14	10	08	12	10	10	07	09					NON 0	18
239	Slave C		GR MX NON		12	10	15	10	10	10	12	10	10	08					NON 0	18
240	Slave D	*	GR MX NON		09	13	12	14	12	13	11	12	11	12					NON 0	16
241	Mine Guard A	s,x	INT MX FTR		12	12	11	10	09	09	11	14	11	08	SPEAR	5/8	2D5		LTH 5	21
242	Mine Guard B	3,s,x	INT MX FTR		11	14	12	10	08	09	09	13	09	10	LXBOW	0/4/10	1D8		LTH 5	22
243	Mine Guard C	s,x	GR MX FTR		13	12	12	11	09	10	10	08	10	11	SBOW	4/8/11	1D6		LTH 4	19
244	Townwatch A	s,x	INT HU FTR	1D6SP	12	10	12	10	09	09	11	14	11	08	SPEAR	5/8	2D5		CLO 3	21
245	Townwatch B	s,x	GR HU FTR	1D6SP	09	11	13	11	10	08	07	12	13	10	SMAX	8	2D3		CLO 2	16
246	Soldier A	1	VET MX CAV	2D10SP	14	12	12	11	10	10	13	10	10	11	SHSWDe	6	4D3		LTH 6	28
247	Soldier B	*,1	INT MX CAV	2D8SP	13	15	14	13	08	10	09	11	10	10	CPBOWe	-1/4/8	1D6		LTH 5	20
248	Soldier C		INT MX CAV	3D6SP	13	14	11	14	09	11	12	09	09	12	CPBOWe	-1/4/8	1D6		LTH 5	18
249	Soldier D	*	INT MX CAV	4D5SP	14	14	12	12	11	09	11	13	11	11	SHSWDe	6	4D3		LTH 5	18
250	Jungle Patrol A		INT MX FOR		13	14	14	16	11	10	09	11	09	11	LANCE	7	2D12		LTH 5	25
251	Jungle Patrol B		VET MX FOR		14	14	16	15	13	10	13	15	10	10	CPBOW	-1/4/8	1D6		LTH 5	25
252	Jungle Patrol C	*	INT MX FOR		16	15	13	13	12	11	10	06	08	11	SHSWDe	5	4D3		CLO 3	26
253	Predator cat		ANIMAL		06	15	14	16		01	08				JAVLN	8/10	4D3		CLO 5	24
254	Snake	P	ANIMAL		05	17	09	09							SMAXe	5	4D3		CLO 3	26
255	Serpent	C	ANIMAL		09	12	09	11		12					JAVLN	7/9	4D3		CLO 5	24
256	Tiger	*	ANIMAL		17	15	17	18		01	11				SMAXe	6	5D3		CLO 3	26
257	Baboon		ANIMAL		06	15	14	16		01	08				JAVLN	8/10	4D3		CLO 3	26
258	Chimpanzee		ANIMAL		11	16	14	13		02	11				CLAWS	7	1D10		ANH 5	20+2D10
259	Gorilla		ANIMAL		05	17	09	09			11				SKN 1	7	1D3		SKN 1	2+2D8
260	Pickpocket	S	INT HU THF	2D5SP	09	13	11	08	11	08	11	12	11	12	SKN 3	6	1D6		SKN 3	6+2D12
															COILS	2	1D3			
															CLAW(2)	6	1D8		ANH 7	20+2D12
															BITe	8	1D10			
															CLAW(2)	7	1D6		ANH 5	12+1D10
															FIST(2)	9	1D6		ANH 2	14+1D10
															FIST(2)	7	1D10		ANH 7	16+2D10
															DGR	10	1D4		CLO 5	12

Notes:

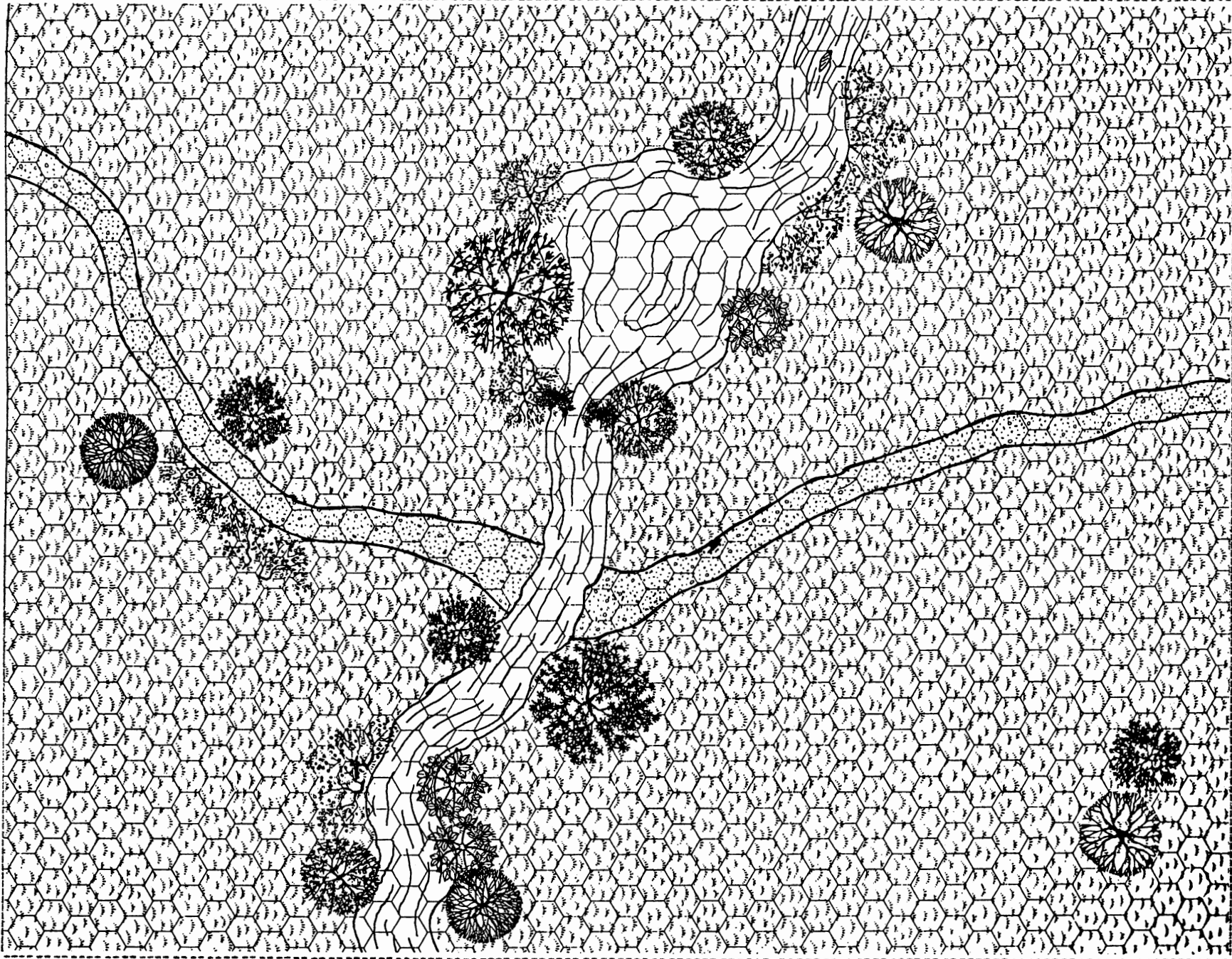
- * Female
- 1 Expertise bonus of +2 to Critical Hit Prob
- 2 Expertise bonus of +4 to Critical Hit Prob
- 3 Attacks only once each 2 melee rounds
- † Magically enchanted weapon or armor (value given)
- c Colls continue squeezing once thrown; damage per coll
- e Expert with weapon
- j NPC wearing some jewelry
- m Also armed with JAVLN, HACØ 9/11, damage 5D3 or 4D3
- p Poison level equivalent to HTK; poison is fatal
- q Workmanship enhanced weapon or armor (value given)
- s Armor consists of shirt only; no protection for head or limbs
- u Untrained with weapon
- x Also armed with SMAX, HACØ 8 or 7, damage 2D3 or 3D3

SECTION III

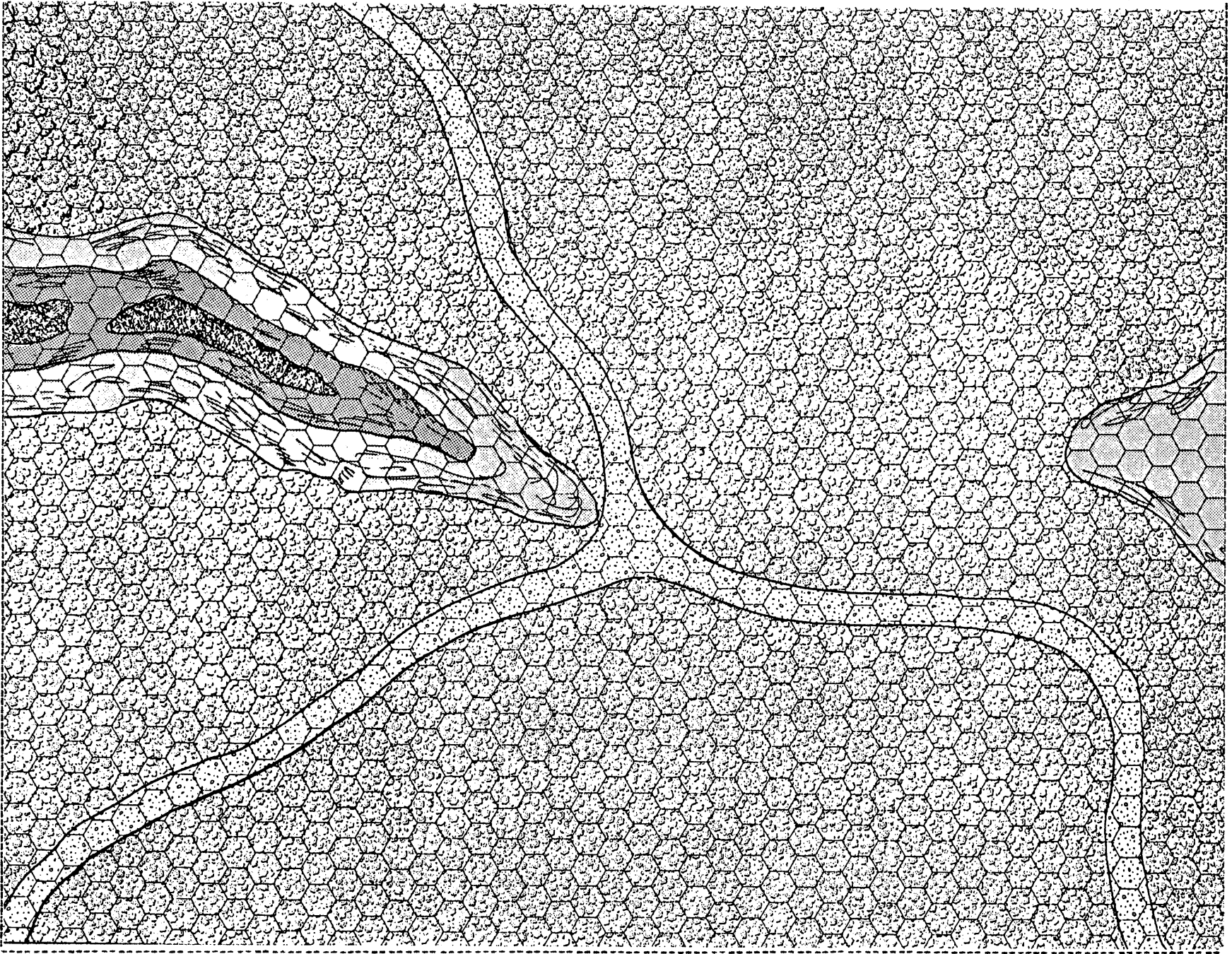
Maps,
Charts,
and

Diagrams

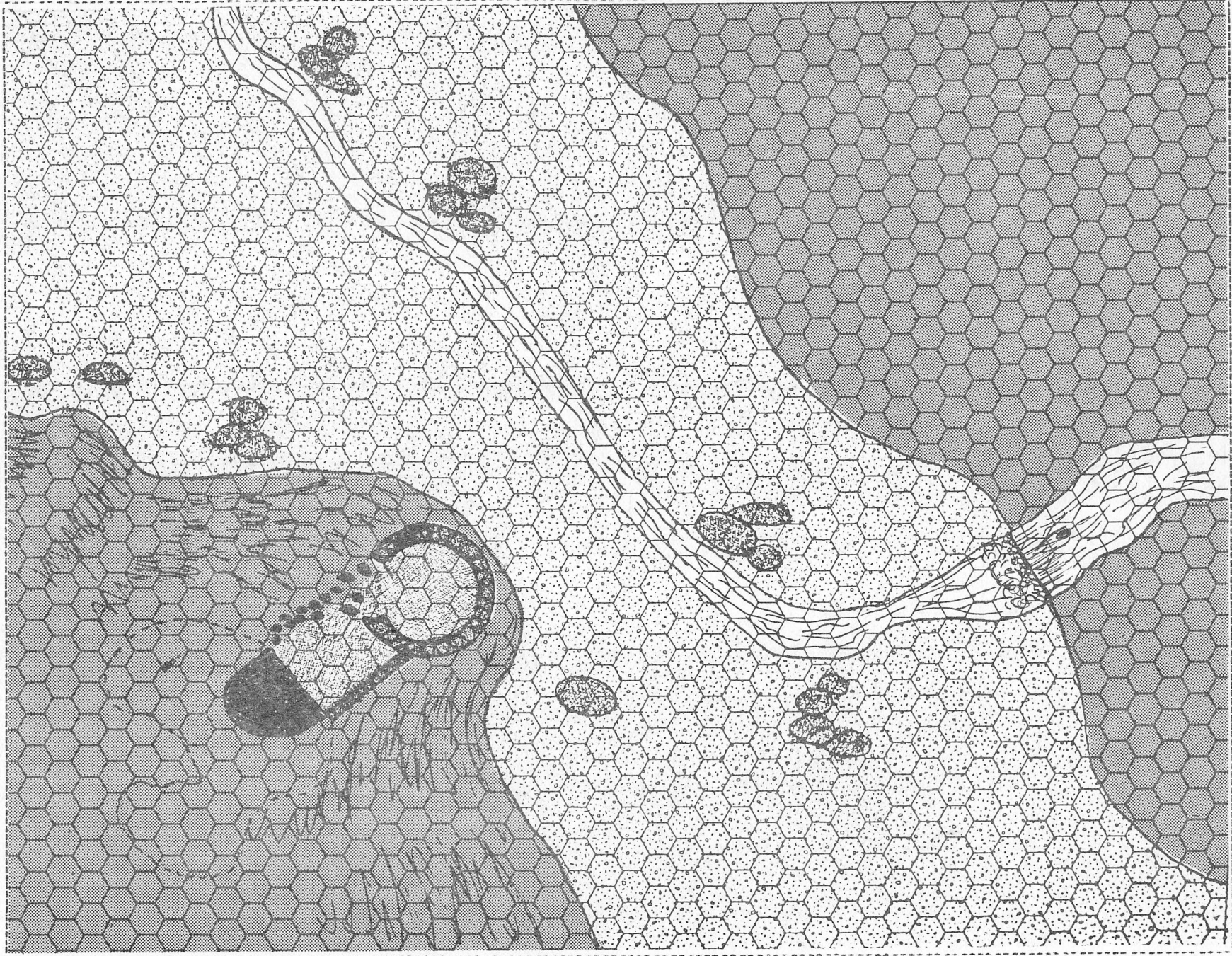
PLAYERS' MAP - TERRAIN: CLEAR



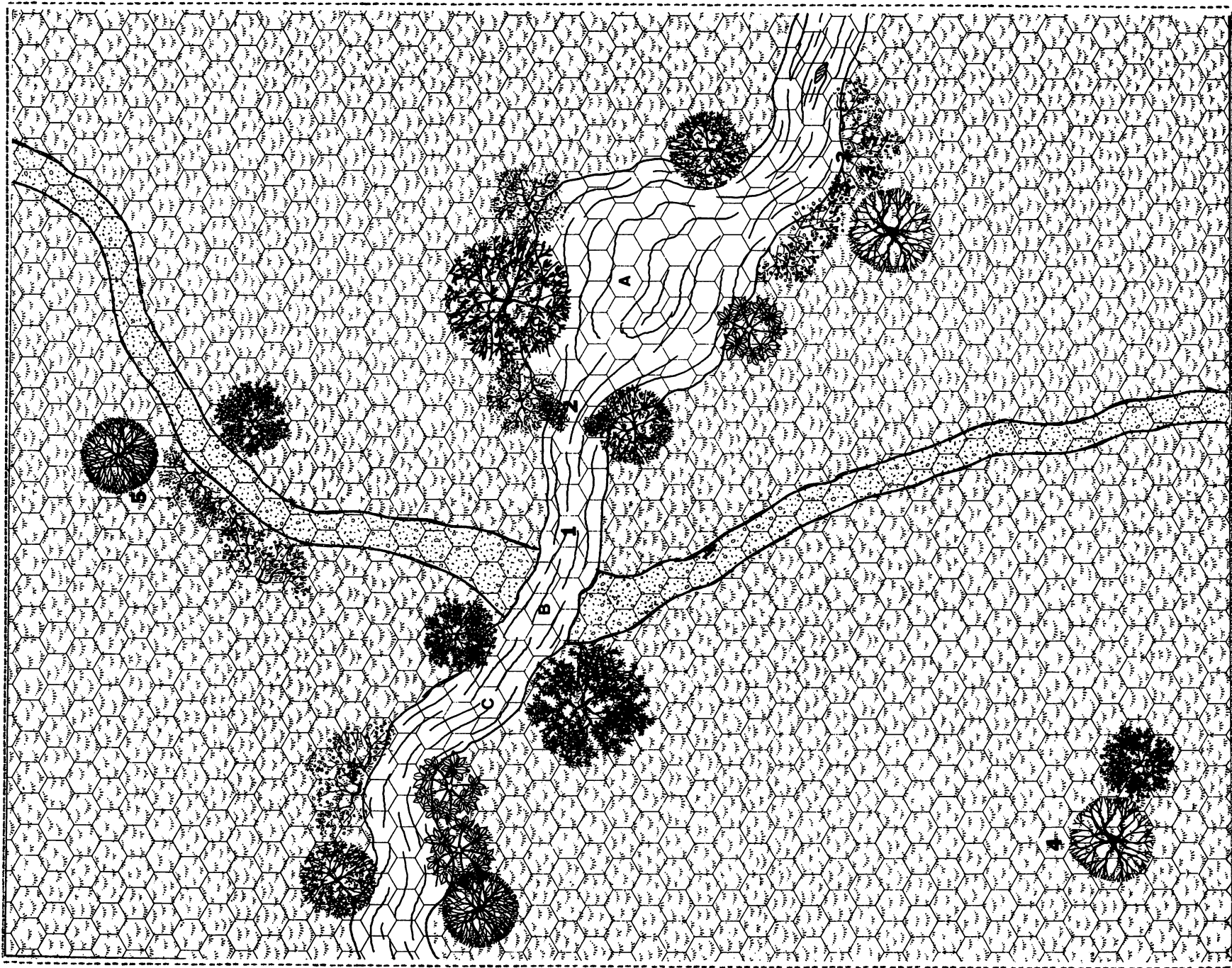
PLAYERS' MAP - TERRAIN: FOREST



PLAYERS' MAP - TERRAIN: MOUNTAIN



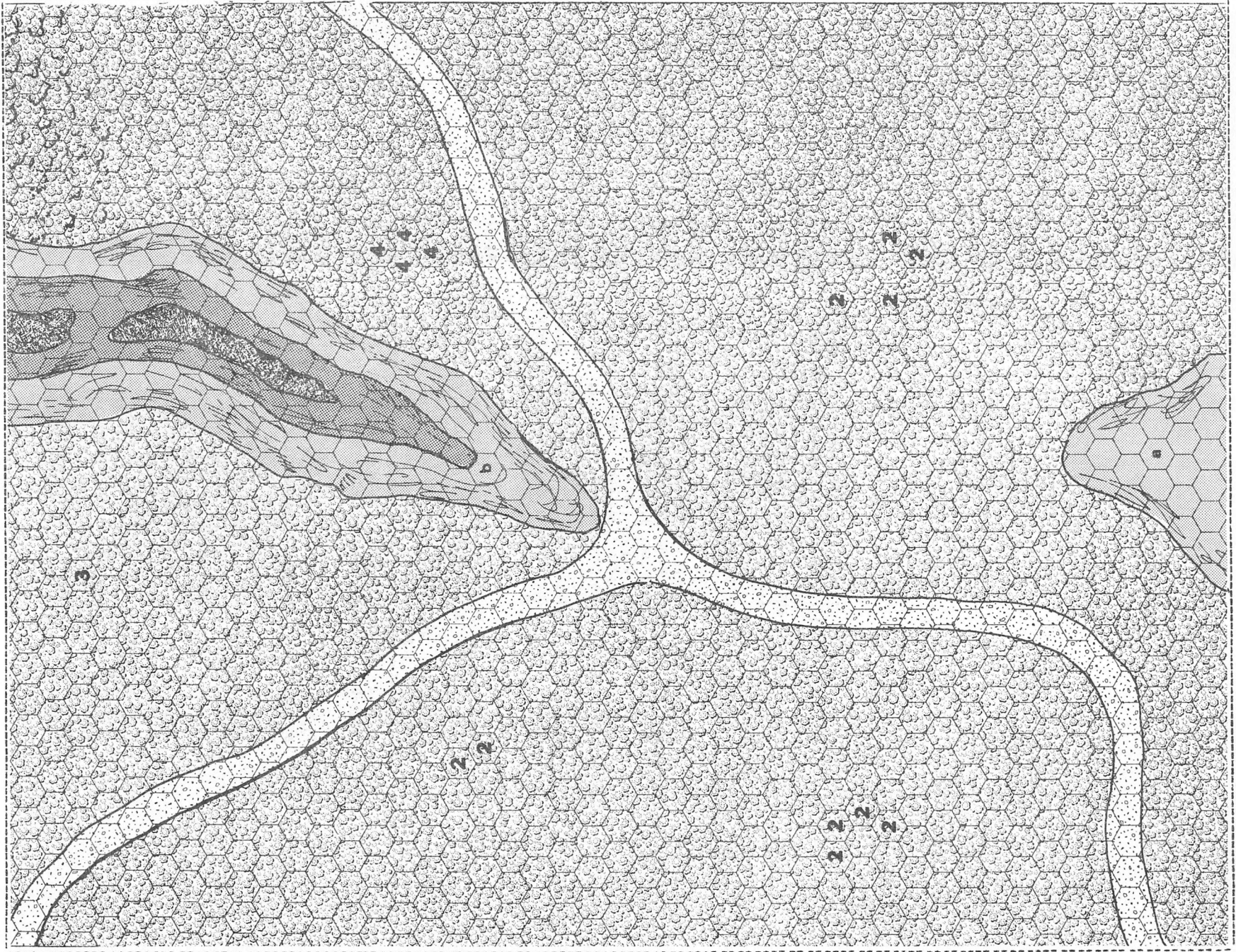
GAMESMASTER'S MAP - TERRAIN: CLEAR



GM NOTES FOR TERRAIN: CLEAR

- 1) Generally speaking, the section of stream presented on this terrain map is about 2 - 1/2 to 5 feet deep; the currents are relatively calm here, and the bottom is fairly level. Near point A, there is a steep drop-off; the depth of the water exceeds 10' in this immediate area. At the ford (point B), the water is quite shallow (6" to 2'), permitting travelers and wagons to pass through at 1/4 normal speed. If characters become engaged in combat while in the water, they fight at a -3 to their usual hit probability. After the first pair of trees south of the ford (point C), the ground slopes downward, causing the current to pick up speed. If characters enter this portion of the river moving rapidly, they must make a REF saving roll to keep their balance. If players at either point A or C are thrown underwater, and do not know how to swim, they will take 1D6 of water inhalation damage per melee round (armor does not absorb) until they are rescued or reach a shallow area. Points B and C are readily noticeable to anyone who walks the length of the stream bed on this map (90% identification), while the deepening of the pool is difficult to observe from land (15% chance, 90% if someone swims through the area).
- 2) At this point along the stream, the players can see the remains of a beaver dam (sticks, mud, and assorted refuse). Several poisonous water snakes now make their home in this mire. If this area is somehow disturbed by the thieves or the caravan members, there is a 40% chance that 1D4 snakes will investigate. Snakes have 20 HTK and an EAC of 5; they bite twice per melee round, HACO = 7, doing 1D4 damage. They also inject a Level 6 poison on each successful strike (make STW saving roll to take 1/2 damage). There is a 20% chance that this feature will be noticed by the thieves if they spend a substantial amount of time in this area of the map.
- 3) The bushes in this area contain golden flowering berries that have known medicinal value. There are enough berries to brew 12 portions of a herb tea; each use will cure 1D6 hits. A Master of First Aid has a 60% chance of recognizing the value of the berries, and a character with normal training in first aid has a 25% chance; all other characters have only a 10% chance of identifying their use.
- 4) This tree contains a large hollow area in the base that can be used as a storage place for small items of collected booty. This landmark is readily noticeable to any group making an organized search of the area (75% chance).
- 5) Here, a simple stone marker (uninscribed) sits atop some obviously recent spadework. It is a gravestone, covering the decaying skeletons of two human-sized creatures, and nothing more. There is a 50% chance that a character walking nearby will notice the gravesite.

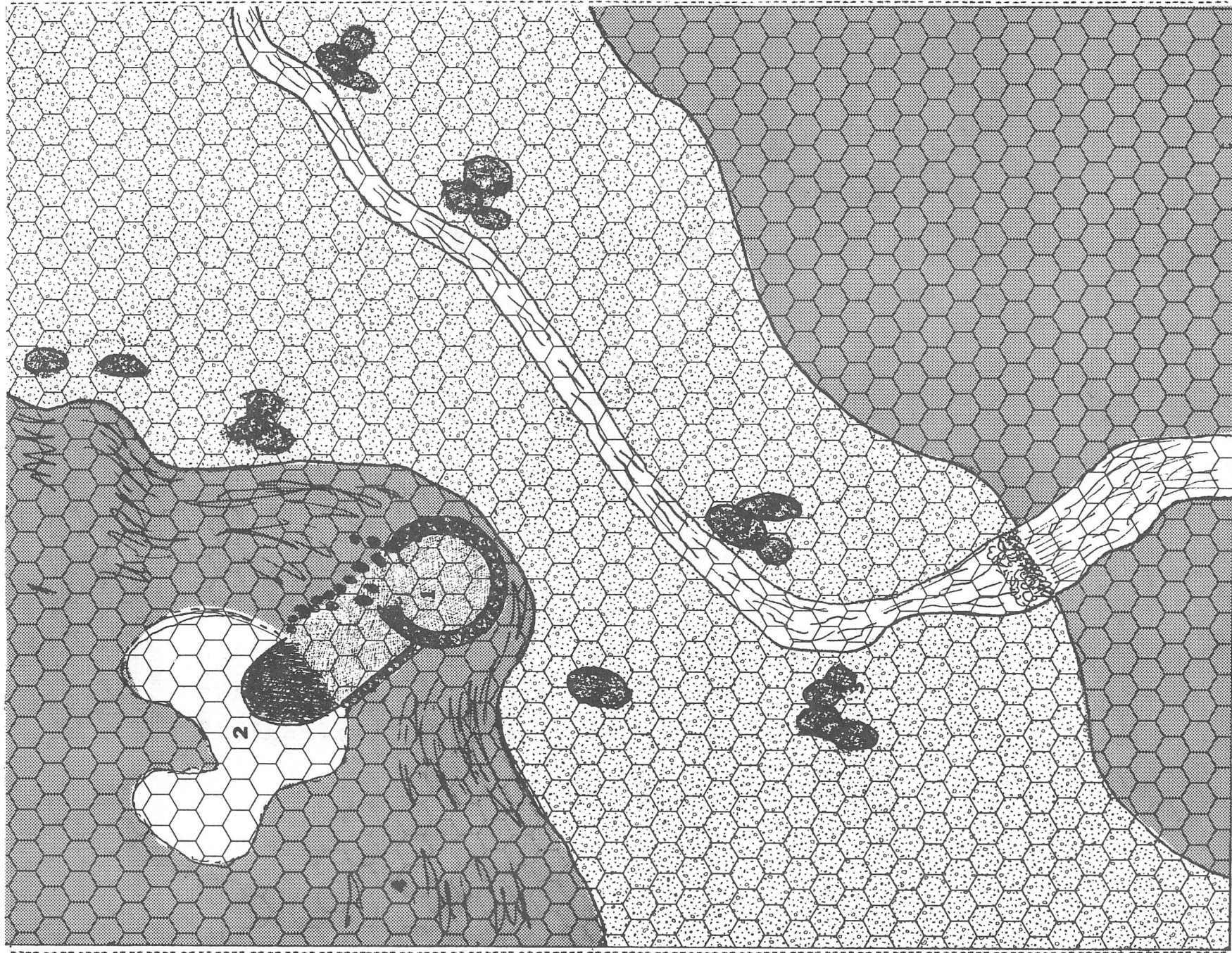
GAMESMASTER'S MAP - TERRAIN: FOREST



GK NOTES FOR TERRAIN: FOREST

- 1) General notes on visibility in this terrain: For the most part, this segment of the map should be treated as heavily forested. A character at ground level in a hex away from the road will only be able to see about 5 hexes in any direction; visibility is doubled if the character is up in a tree or alongside the road. A character also receives a 25% bonus to his normal Hide in Shadows chances while in these deeper woods. A character standing on the south ridge of the map (a) can see the entire southern fork of the road, and part way up the other two forks. A character on the lower level of the north ridge (b) can see the entire roadway along that side of the ridge; at higher levels, they can observe the entire map area. However, movement along the upper levels of the ridge is made at Mountainous Terrain rates (see Chapter 2). These restrictions on line of sight should be described to the players whenever they enter a different category of terrain; until they experience it, however, they will have only a vague idea of their limitations.
- 2) These areas are filled with dense, uneven underbrush, brambles, and jagged rock. Movement in these areas is cut to 1/3 regular rates (rounded down); if characters should run into these areas, they must make a CON saving roll to maintain their speed and balance. If they fall, they take 1D3 of damage. Characters hiding in these sections receive an additional 15% to their chances of Hiding in Cover. If the characters reconnector these areas there is a 70% chance they will take note of these features.
- 3) There is a reasonably well-concealed hole in the ground here, covered by loose branches and other debris. The hole was a cache of stolen goods left by another group of thieves that used to frequent this area (now doing time in the local jail). There are a number of small items still concealed here - a rosewood music box in a velvet case (worth 1000 GP), a purse filled with gems (700 GP), and a good set of crockery (16 place settings, worth 1600 GP total). There is a 20% chance that the latter items have been partially destroyed. Characters have only a 5% chance of noticing this hiding place during a general search of the surrounding area.
- 4) A relatively open patch of ground, filled with low vegetation covered with blue and silver bell-shaped flowers. These are Hell's Bells - moving through them will set off a loud clamor of ringing, that will alert almost anyone in the vicinity to the presence of the offender. Characters with outdoor skills (tracking, trapping) will have a 30% chance of recognizing these little nuisances; all other characters will have only a 5% chance.

GAMESMASTER'S MAP - TERRAIN: MOUNTAIN



GM NOTES FOR TERRAIN: MOUNTAIN

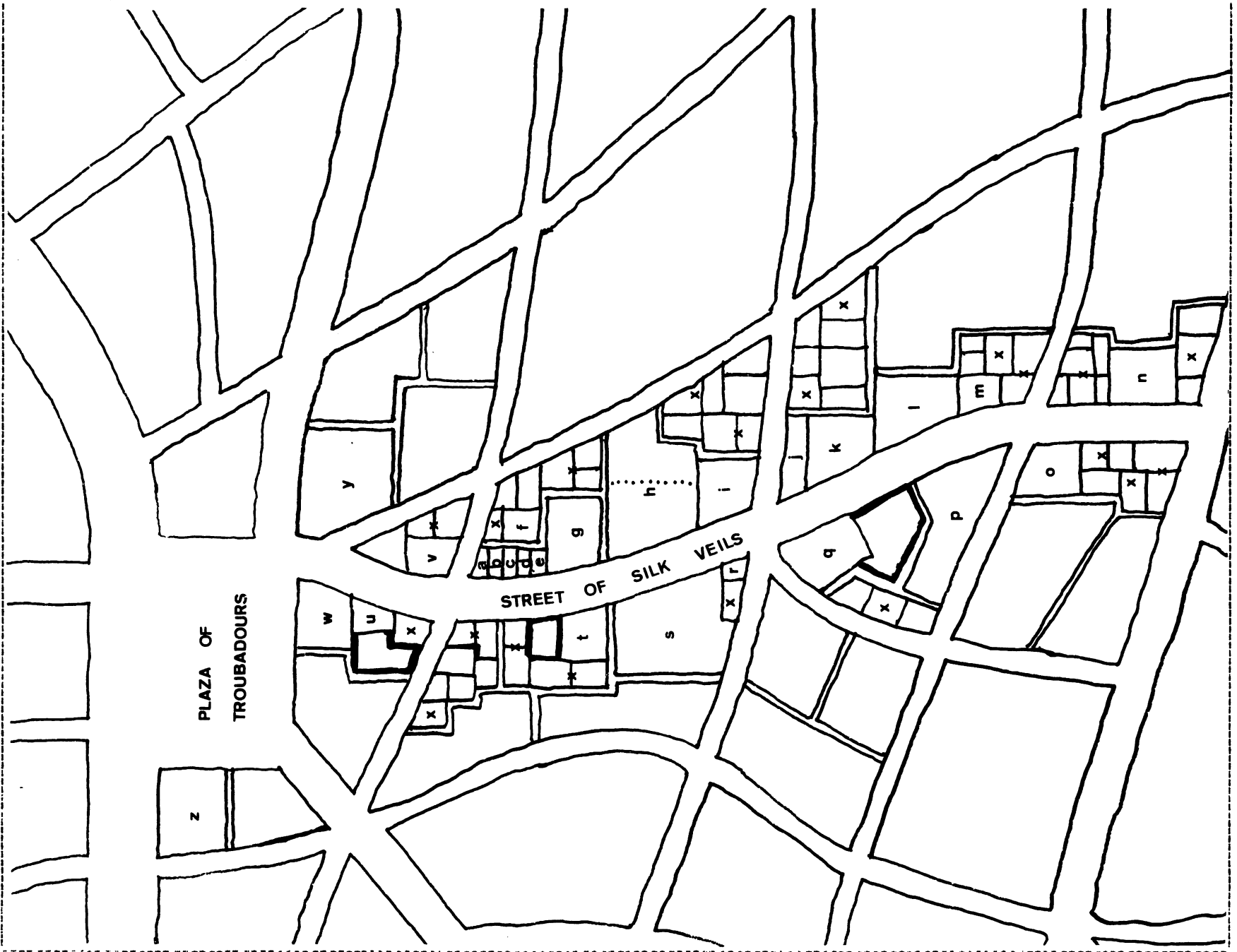
General Terrain Description: There is no real road on this map - just a somewhat traveled expanse of open area between two cliffsides. The cliff at the western end of the map is a virtually sheer drop of over 500'; the waterfall at the top comes at the end of a swiftly flowing rivolet. The northeastern face is a more gradual incline; treat as normal mountain terrain for movement purposes. Part of the way up the mountainside stands the ruins of an ancient tower.

- 1) **The Tower:** The tower stands 50' feet high, even in its current state of disrepair. A set of winding steps (partially obscured by fallen rock) lead to the top, which has been outfitted with missile turrets. The steps, if cleared, are not dangerous; however, the flooring of the tower is weakened with age, and there is a 10% chance per person that the floor will collapse if the tower area is entered (thus if a ten person party ascended, the structure would certainly collapse around them. From the tower vantage, a player can track the approach of other travelers well beyond the boundaries of this map; bowmen stationed on the tower will receive a +5 bonus to their effective armor class for effective concealment of most of their bodies.
- 2) **The Cave:** At the base of the tower, there is a gaping hole that leads into the bowels of the mountain. The cave within is spacious, and could serve as a hideout for a substantial amount of heisted cargo. Indeed, many others have used the area for such purposes in the past, and there is much debris lying about (though nothing of real value). There are also an abundance of wild mushrooms growing in the cave; they are mildly poisonous if eaten (Level 2 of poison for each mushroom eaten, STM saving roll for 1/2 damage.)

- 3) **Words** have been carved into the face of this rock outcropping - "Watch out for Staber". This, while a useful sentiment, has no relevance to the play of this scenario.

- 4) In this area, rocks form a natural overhang concealing a 5' deep crevasse suitable as a storage area for booty or a temporary hiding place for a single individual. It takes 2 melee rounds to enter or exit this crevasse. There is a 20% chance that this area can be located during a general search of the hillside.

GAMESMASTER'S MAP - THE STREET OF SILK VEILS



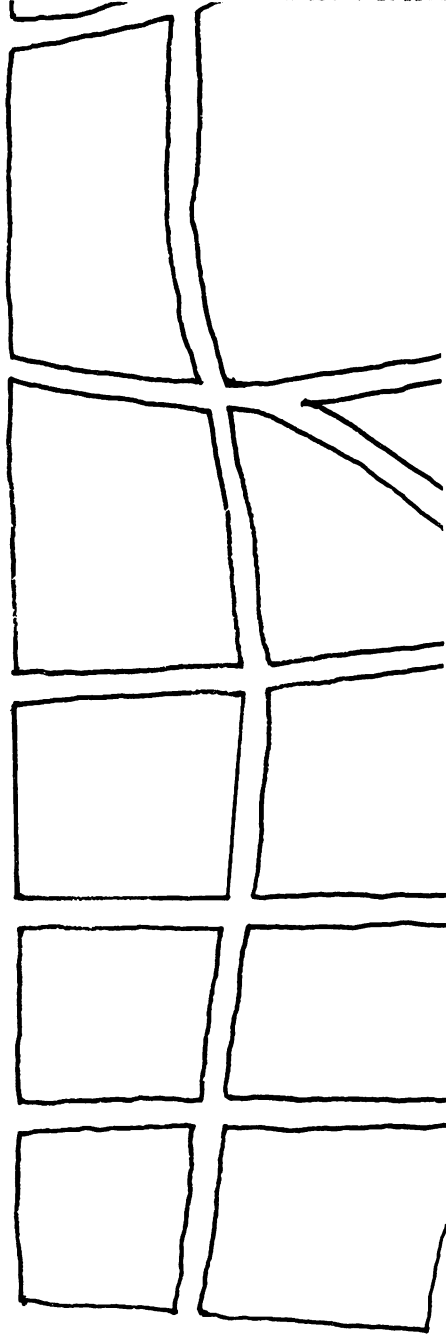
LANDMARKS ON THE STREET OF SILK VEILS

- a) THE TROUBLED TROUBADOR
- b) KARKI'S SWEETS AND FLOWERS
- c) BURGALLO'S APOTHECARY
- d) HELIGOR'S
- e) BETTINA'S
- f) MAMA ROSA'S ROOMING HOUSE
- g) THE BLUE LANTERN
- h) EMOS' LIVERY AND SMITHY
- i) THE FOX AND GOOSE
- j) WENCHES' WALK
- k) THE RED ROOSTER
- l) HEAVEN'S GATE
- m) AVRODEL'S WINE SHOP
- n) THE BLACK WHIP
- o) THE MUSTARD AND FENNEL
- p) AMBROSIA
- q) THE PERFUMED GARDEN
- r) MADAME RUTH'S
- s) THE SILKEN CHAIN
- t) POTIPHAR'S HOUSE
- u) MORDECAI HEALER'S HOUSE AND SURGERY
- v) THE LOVER'S NOT
- w) THE VIRGIN'S FLUTE
- x) VARIOUS ROOMING HOUSES OF
LITTLE DIRECT CONSEQUENCE
- y) FROD'S THEATER
- z) THE BLUE HARPER

GAMESMASTER'S MAP - MAGIC STREET



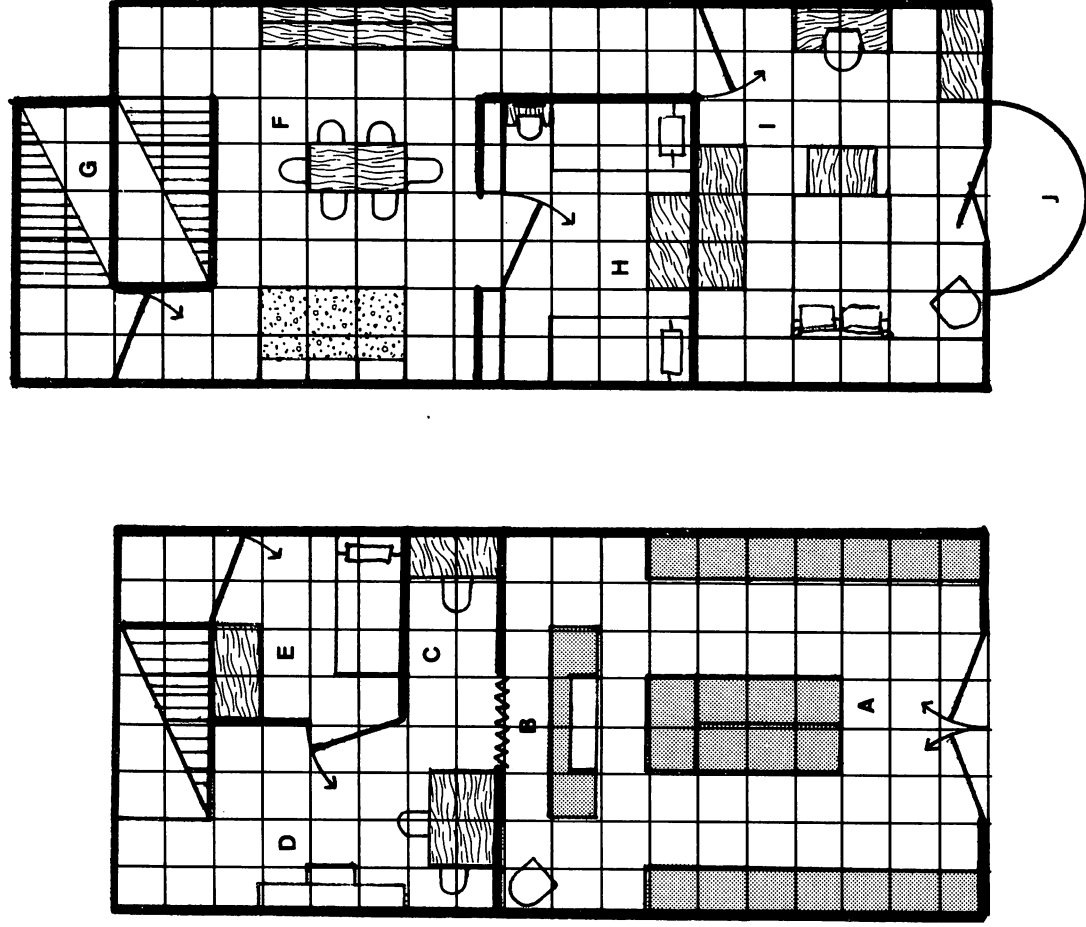
STREET OF CARAVANS



LANDMARKS ON MAGIC STREET

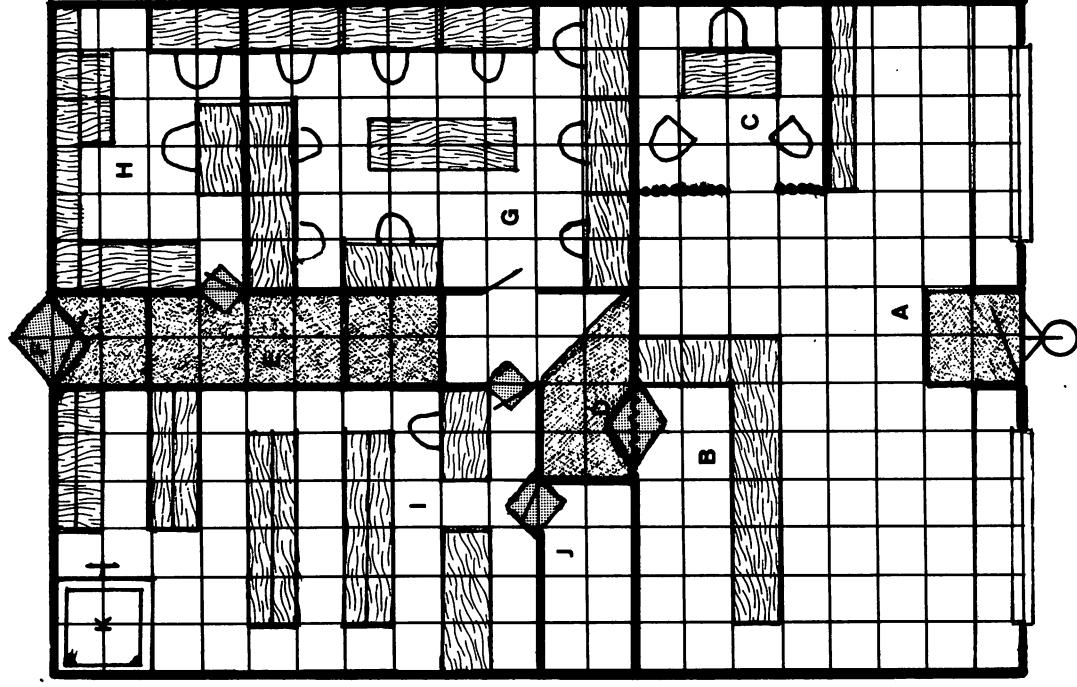
- a) MYSTIC VALLEY TAVERN AND INN
- b) GROUNDSKEEPER'S COTTAGE
- c) PUBLIC SQUARE
- d) YE APOTHECARY SHOPPE
- e) MAGIC BOOKS AND SCROLLS
- f) FARSPAKER'S
- g) THE PENTACLE
- h) EYE OF NEWT
- i) STARKINDLER
- j) ILLUSIONISTS' PARK
- k) GUILD OF MAGES
- l) THE COLLEGE OF MYSTIC ARTS
- m) THE SCRIBES' GUILD
- n) THE INVISIBLE SHOP
- o) THE ENCHANTERS' GUILD
- p) R. THOR GOFREE
TALENT SCOUT
- q) PIPER'S
- r) THE HOUSE OF ILLUSIONS
- s) EMPTY SHOP (FERDINAND'S)
- t) UNUSUAL PETS
- u) HIRE-A-MAGE
- v) ENCHANTMENTS, LTD.
- w) THE HOUSE OF HEALING
- x) WEAVER'S PLUS
- y) HECATE'S CIRCLE
- z) HOUSE AND GARDEN OF
THADDEUS CHISELWICK
- aa) HOME OF COLCHESTER TIRBITS
- bb) HOME OF ARTEMUS FARADAY
- cc) MISCELLANEOUS SHOPS
- dd) PRIVATE RESIDENCES
OF VARIOUS MAGES

GAMESMASTER'S DIAGRAM - HELIGOR'S SHOP AND FLAT



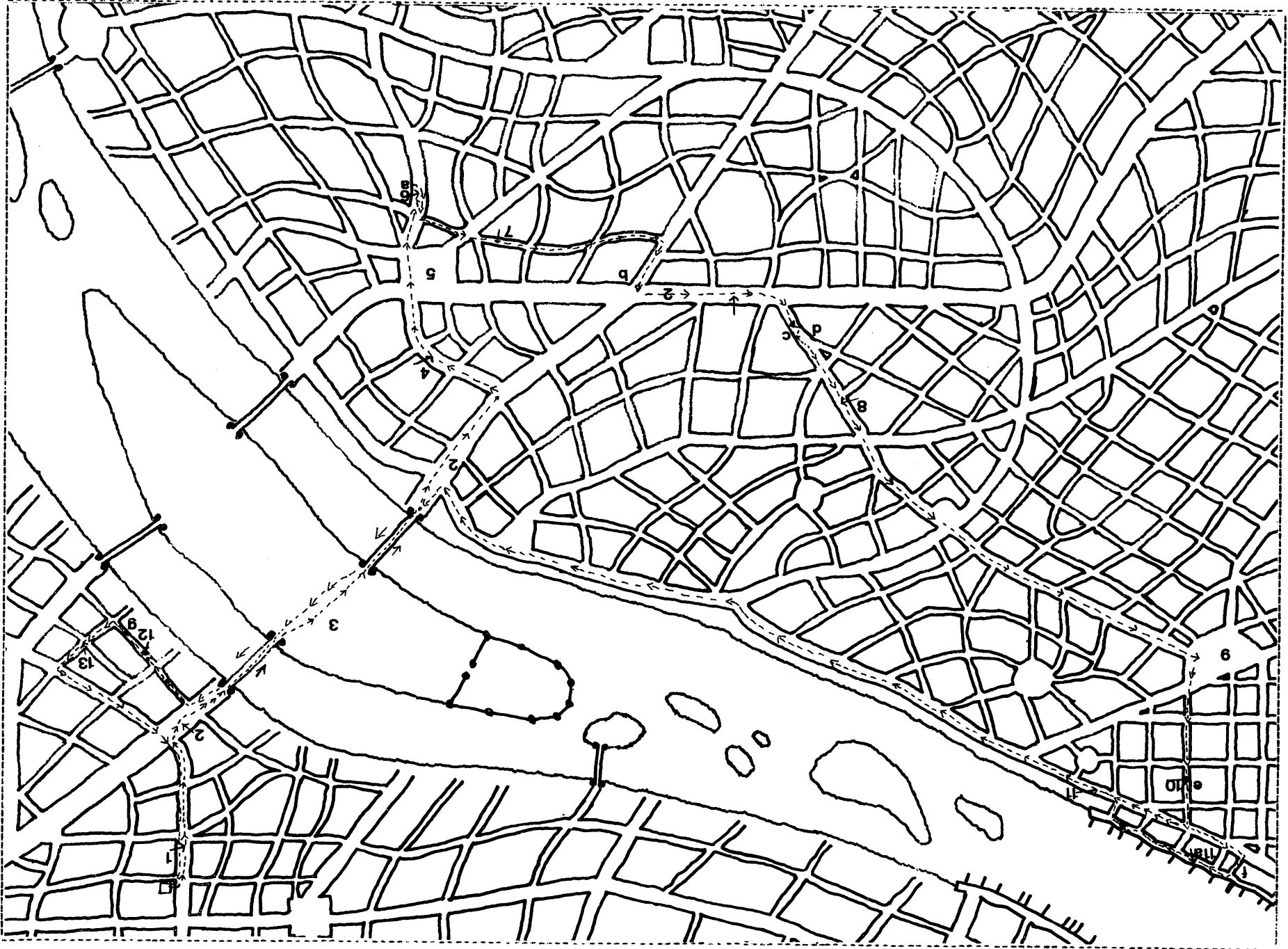
- A.) Entrance and Displays
- B.) Sales Counter and Displays of Valued Items
- C.) Heligor's "office"
- D.) Assistants' living area
- E.) Assistants' sleeping quarters
- F.) Family's living area
- G.) Back entrance and stairs
- H.) Bedroom for Marissa and her brother
- I.) Bedroom for Heligor and Marushka
- J.) Balcony

GAMESMASTER'S DIAGRAM - MAGIC BOOKS & SCROLLS



- A.) Entrance and Window Displays
- B.) Customer Service Area
- C.) Alarkan's Office
- D.) Passageway to Scribes' Workrooms and Library
- E.) Central Passageway
- F.) Rear Entrance
- G.) Junior Scribes' Office
- H.) Senior Scribes' Office
- I.) The Library
- J.) Supply Room and Storage Area
- K.) The Vault

GAMESMASTER'S MAP - THE CITY OF HAVEN
THE ROUTE OF THE COURIERS



STREETS TRAVELED BY THE COURIERS

- 1.) NORTHGATE STREET
- 2.) STREET OF CARAVANS
- 3.) TRADE ISLAND
- 4.) GAMBOL STREET
- 5.) PLAZA OF TROUBADORS
- 6.) STREET OF SILK VEILS
- 7.) ROUGE STREET
- 8.) MAGIC STREET
- 9.) DWARROW SQUARE
- 10.) GLISS STREET
- 11.) SOUTHBANK STREET
- 11a) TROD DHUM (FOOLS' WALK)
- 12.) BELIEVERS LANE
- 13.) WORTHY STREET

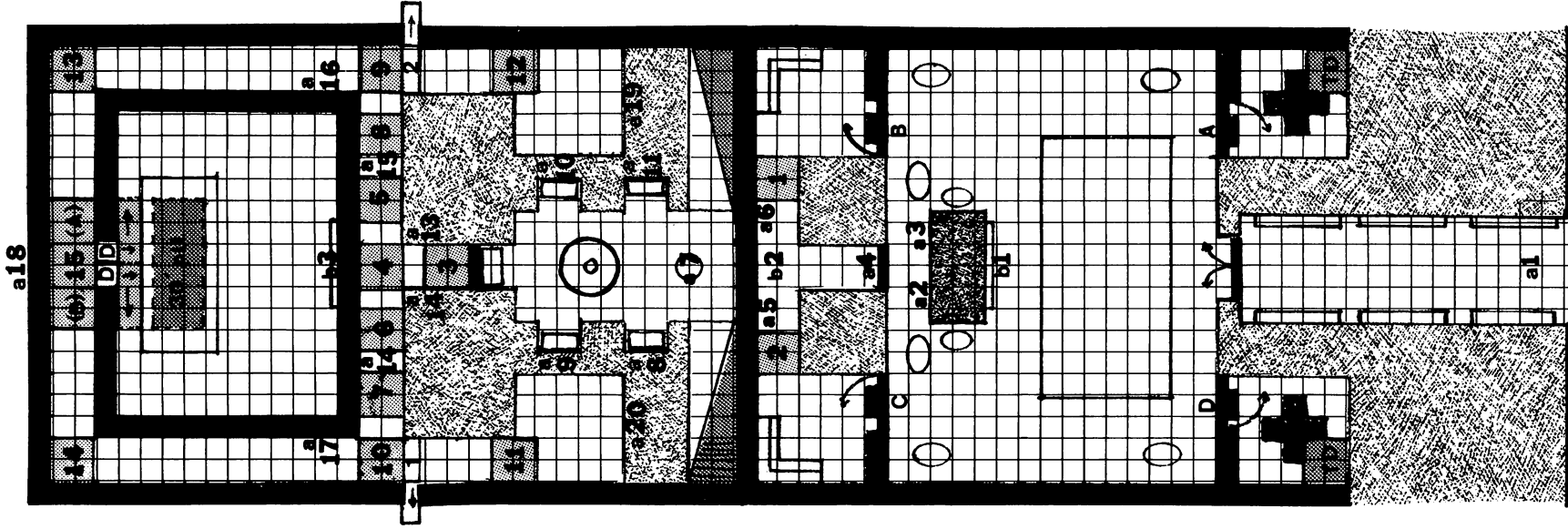
STOPS ON THE COURIERS' ROUTE

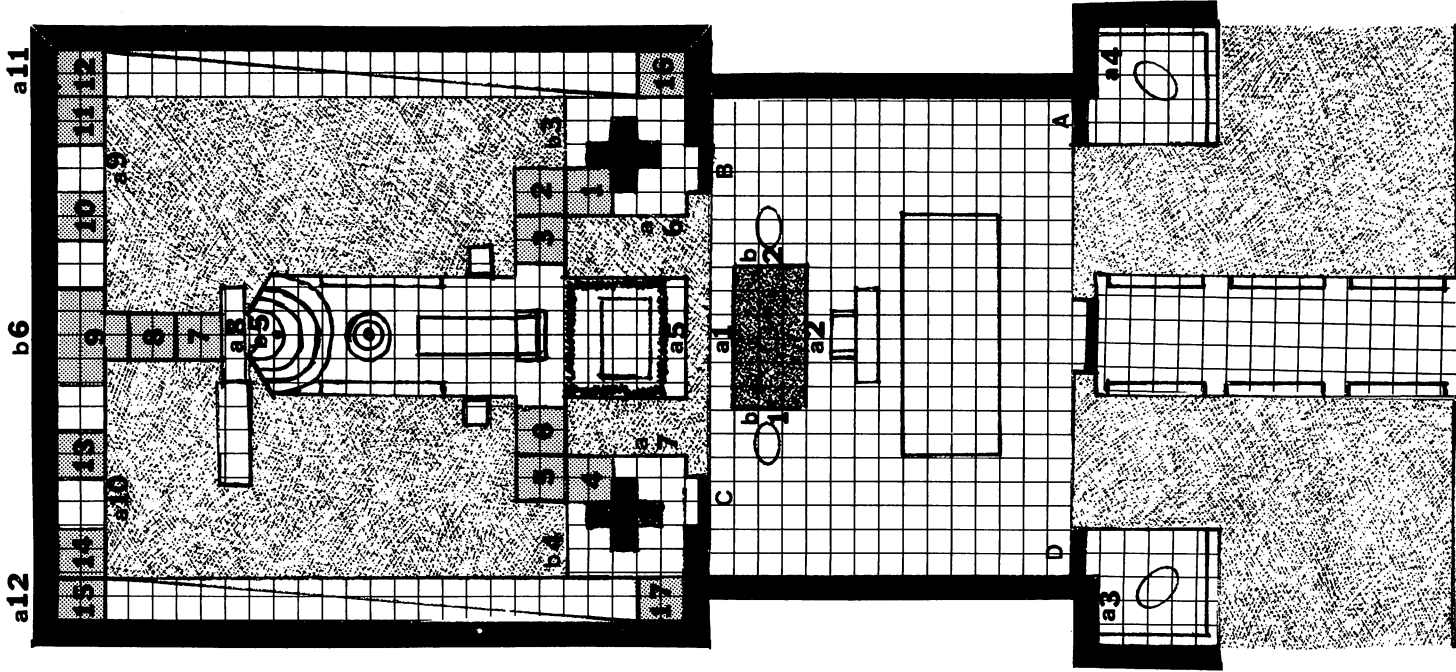
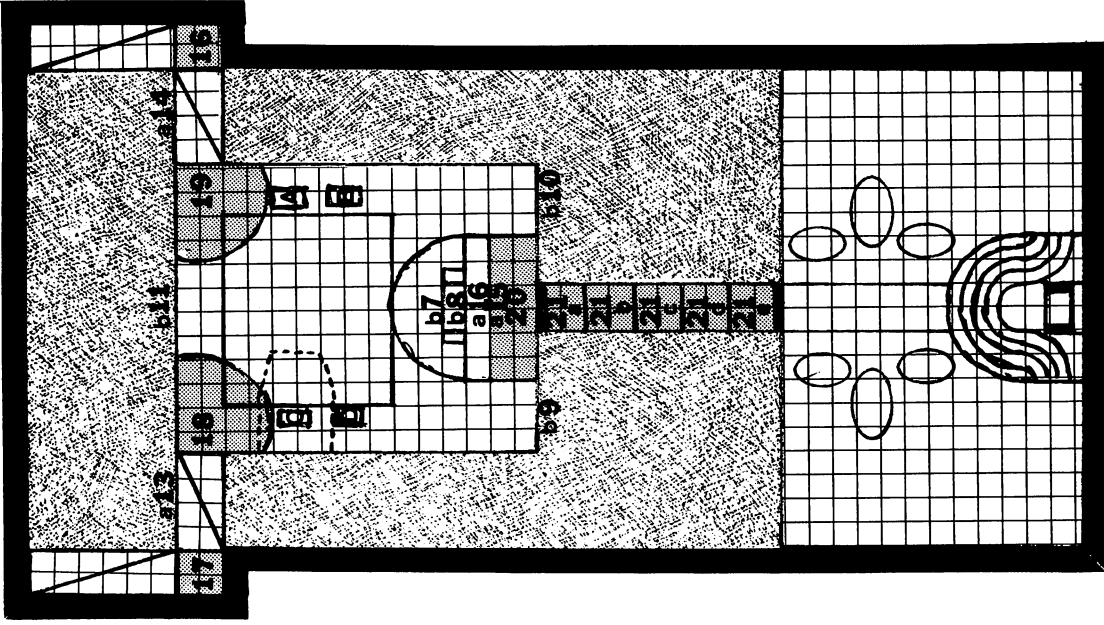
- a.) HELIGOR'S
- b.) THE SILVER TRUMPET
- c.) ENCHANTMENTS, LTD.
- d.) MAGIC BOOKS AND SCROLLS
- e.) MALAKKI JEWELSMITH
- f.) GURODOM, CHANDLER
- g.) THE TEMPLE OF THE EMERALD GOD

THE ROUTE OF THE COURIERS

Start at NORTHGATE and Jewel Streets
South on NORTHGATE STREET to STREET OF CARAVANS
Southwest on STREET OF CARAVANS
Cross bridge to TRADE ISLAND
Cross bridge along STREET OF CARAVANS
Southeast on GAMBOL STREET
Cross PLAZA OF TROUBADORS
South on STREET OF SILK VEILS
West on ROUGE STREET
(4 blocks to Junket)
Northeast to STREET OF CARAVANS
West to MAGIC STREET
Northwest to DWARROW SQUARE
Cross DWARROW SQUARE to GLISS STREET
North on GLISS STREET
Northwest and Southeast on SOUTHBANK STREET
Southeast on SOUTHBANK STREET
Northeast on STREET OF CARAVANS
Cross bridge to TRADE ISLAND
Cross bridge along STREET OF CARAVANS
Southeast on RELIEVERS LANE
Northeast on WORTHY STREET
Northwest on NORTHGATE STREET to Jewel Street

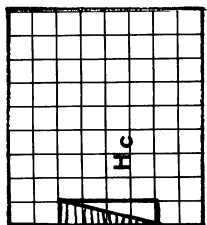
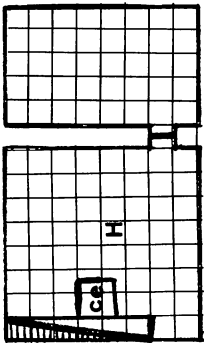
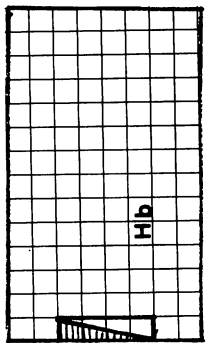
TOMB DESIGN I
THE MAGUS





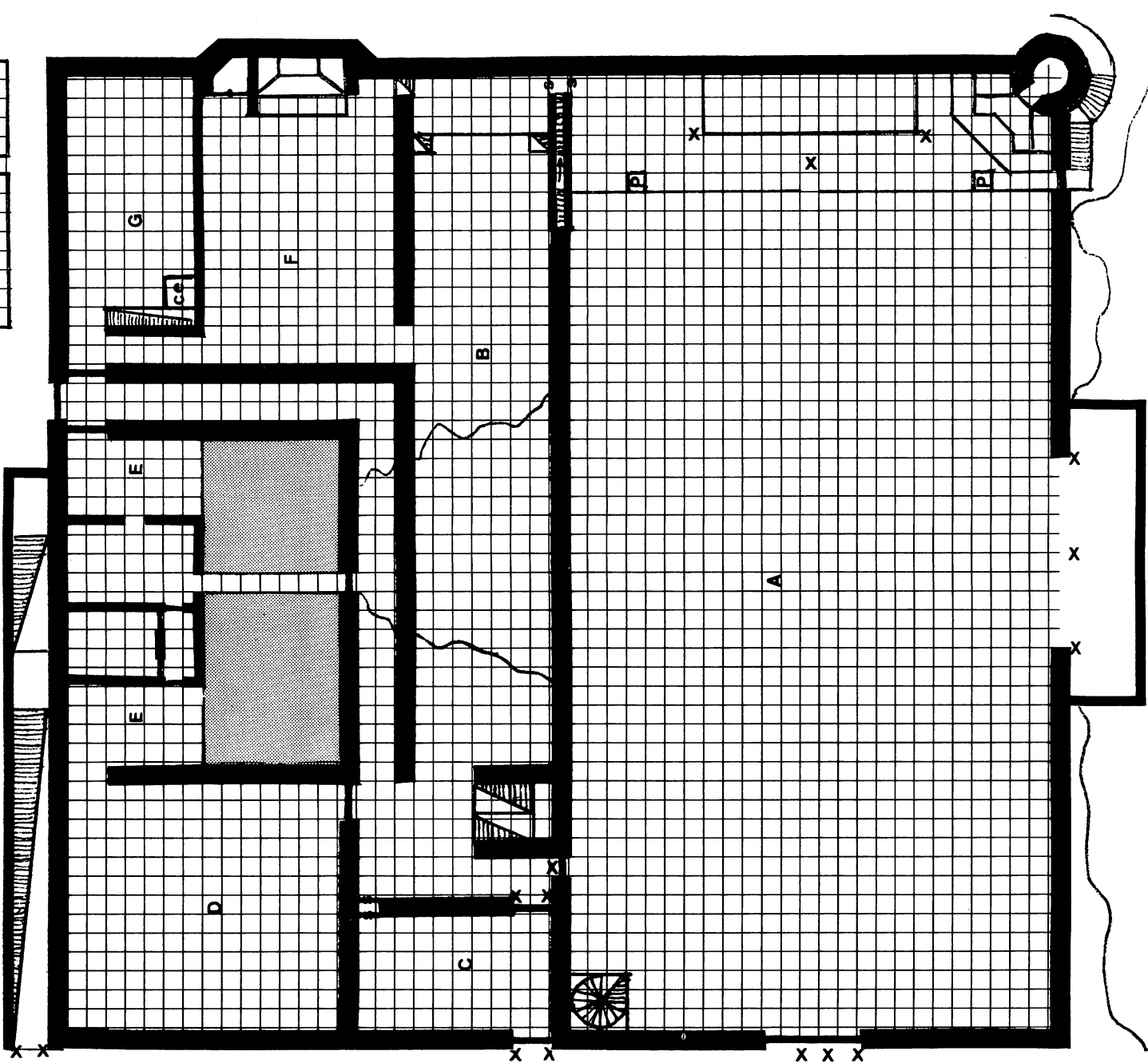
TOMB DESIGN II

THE MERCHANT



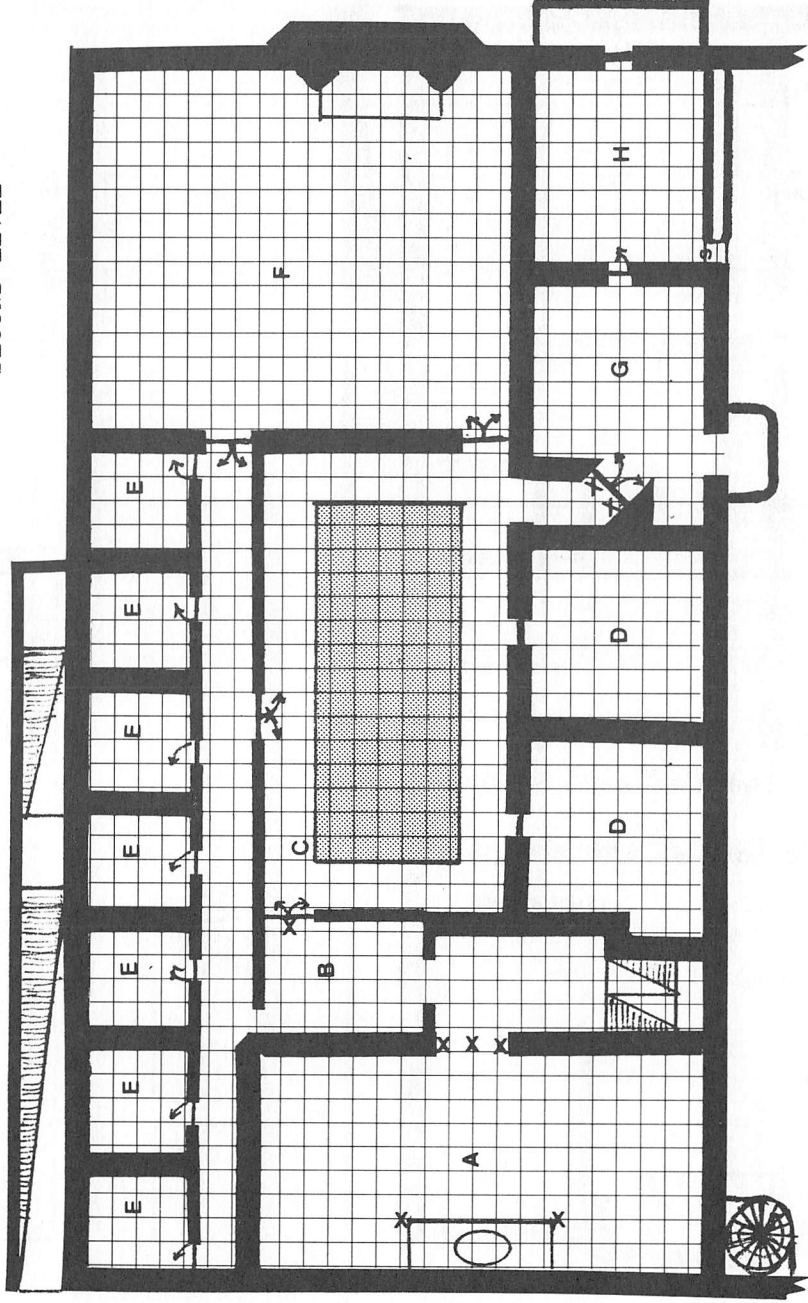
THE MONASTERY

FIRST LEVEL



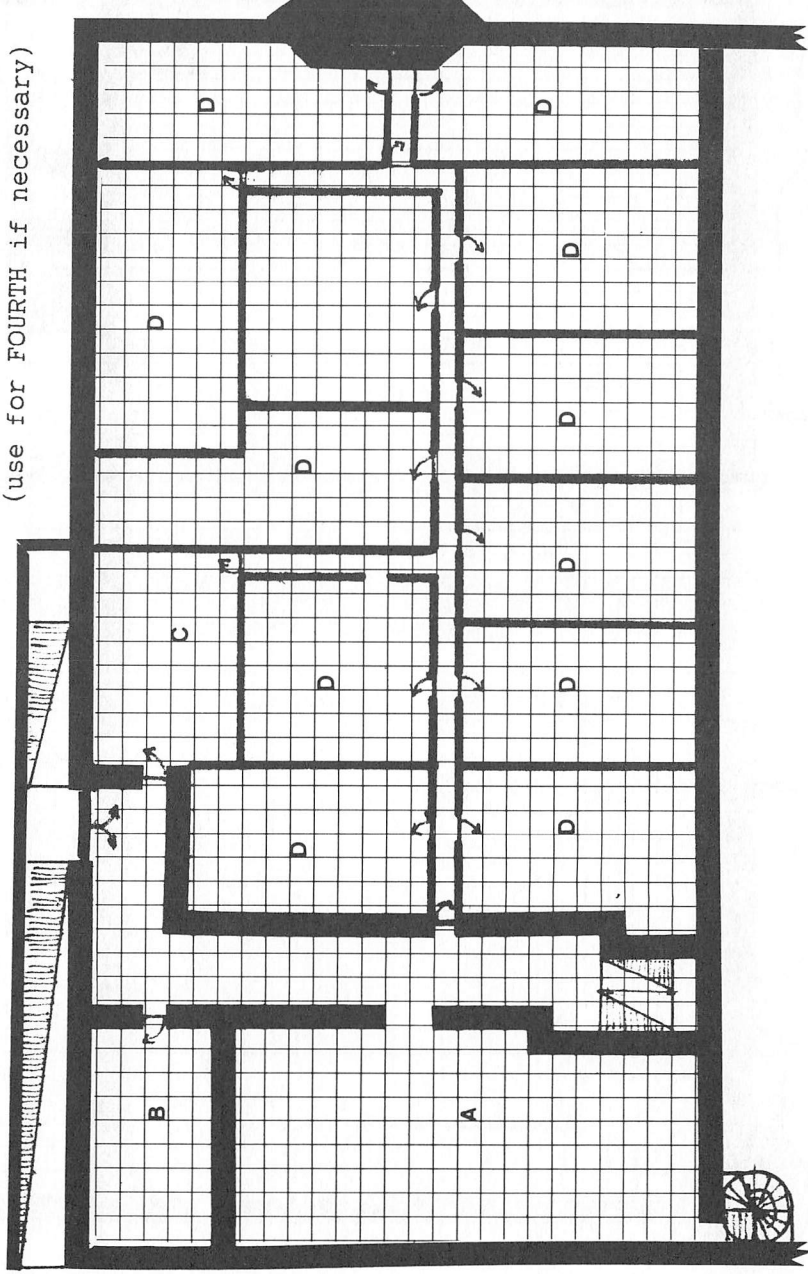
THE MONASTERY

SECOND LEVEL



THIRD LEVEL

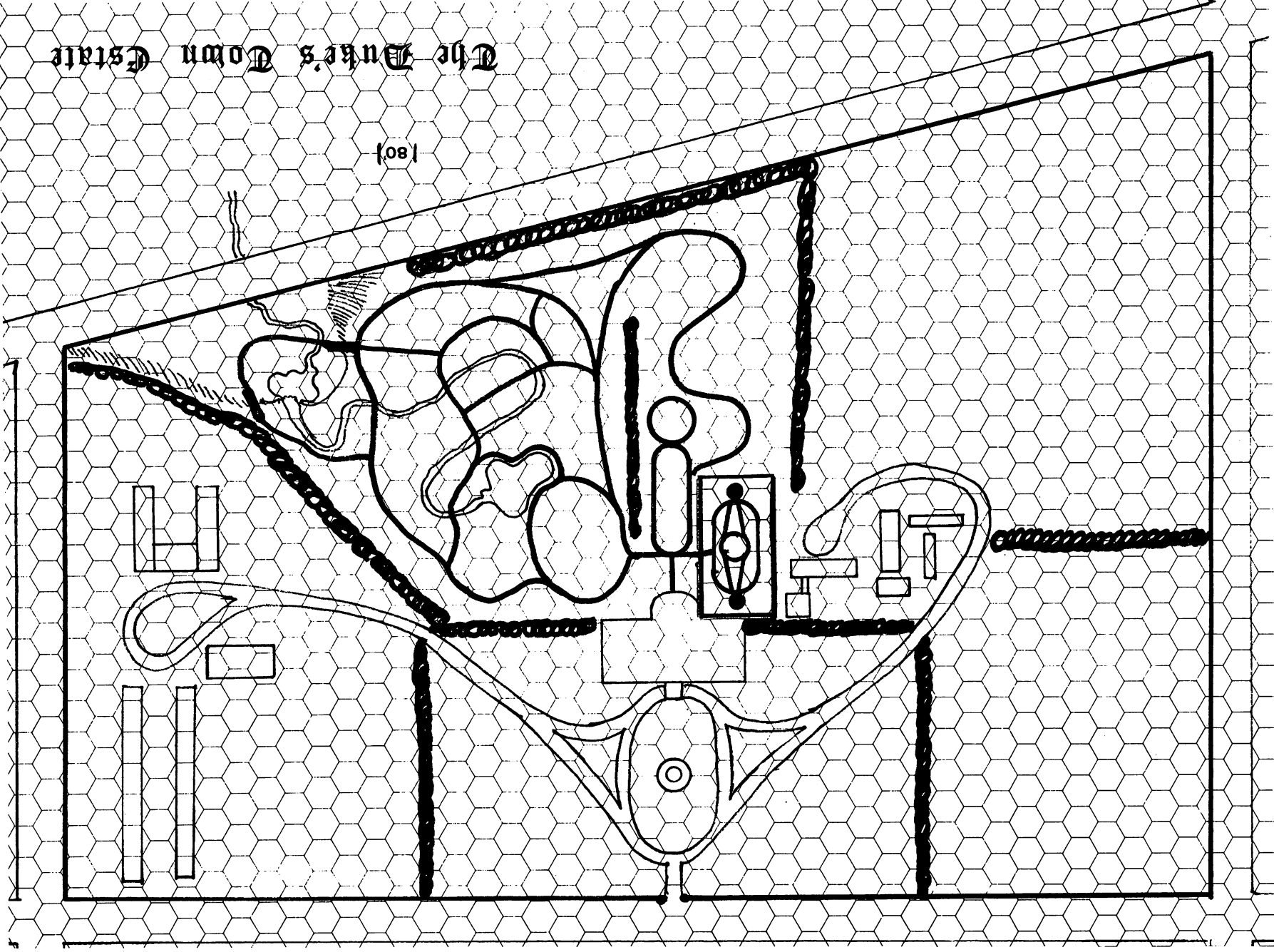
(use for FOURTH if necessary)



The Duke's Town Estate

(80)

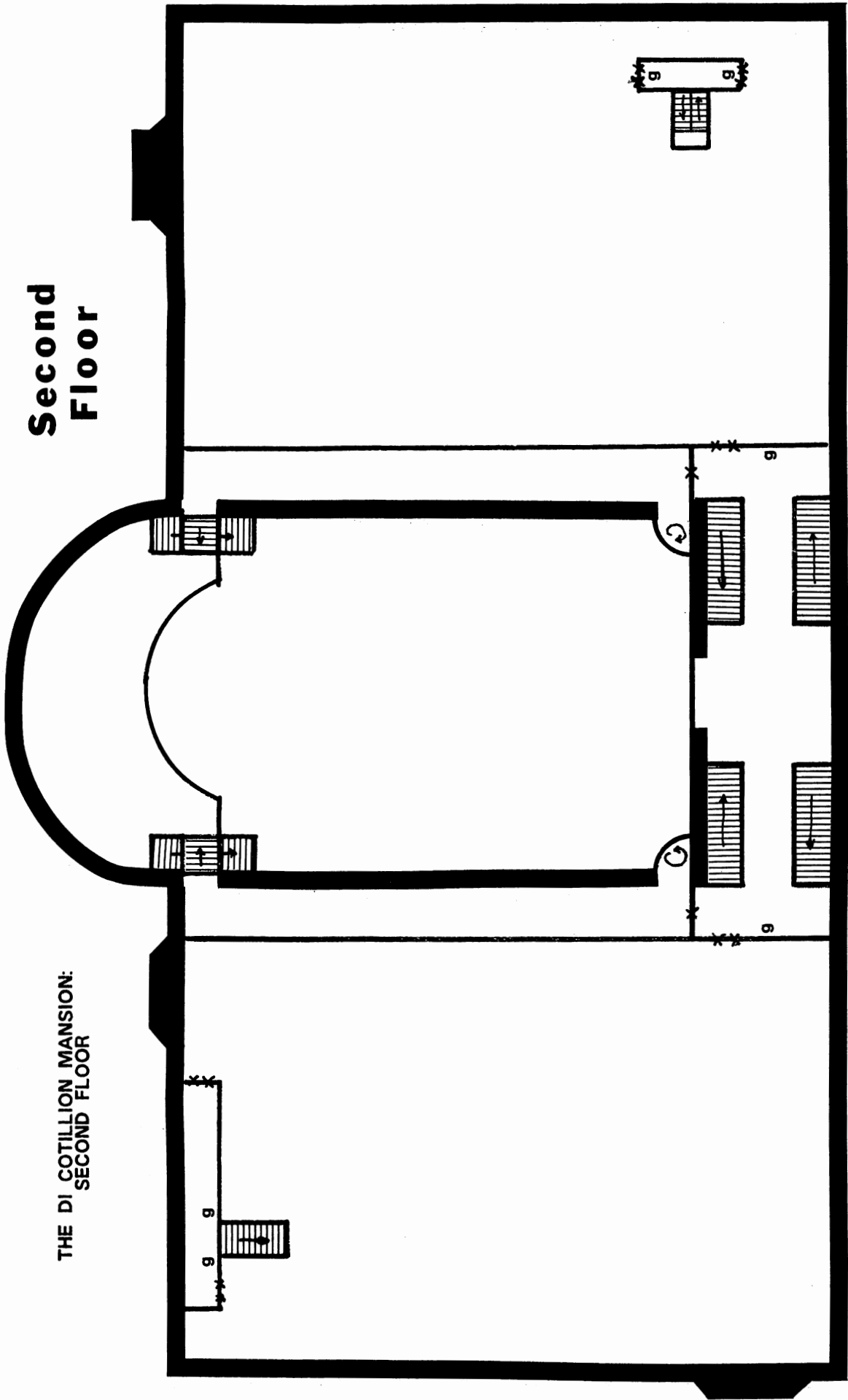
THE DUCAL ESTATE:
EXTERIOR GROUNDS



TG-III

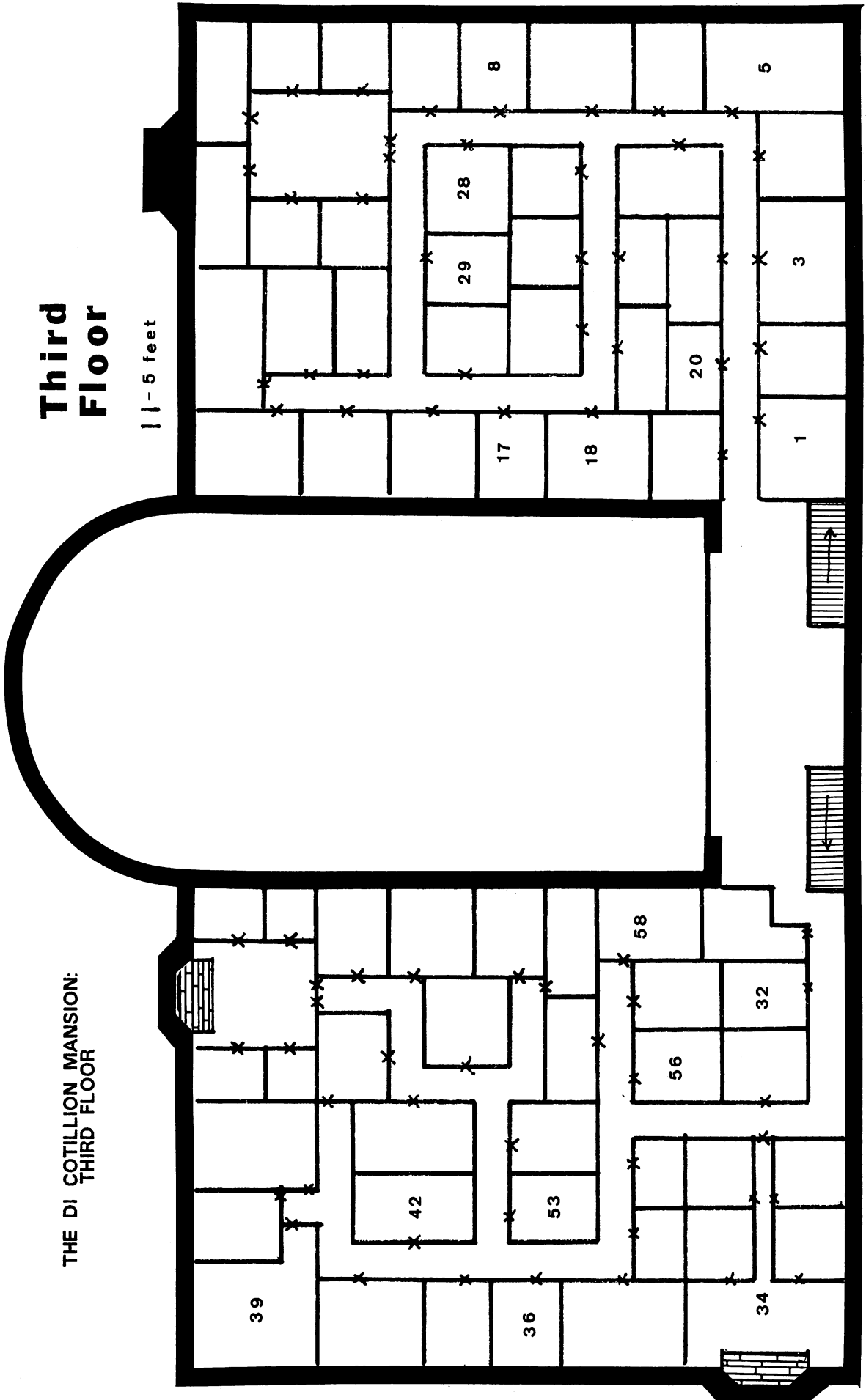
Second Floor

THE DI COTILLION MANSION:
SECOND FLOOR



Third Floor

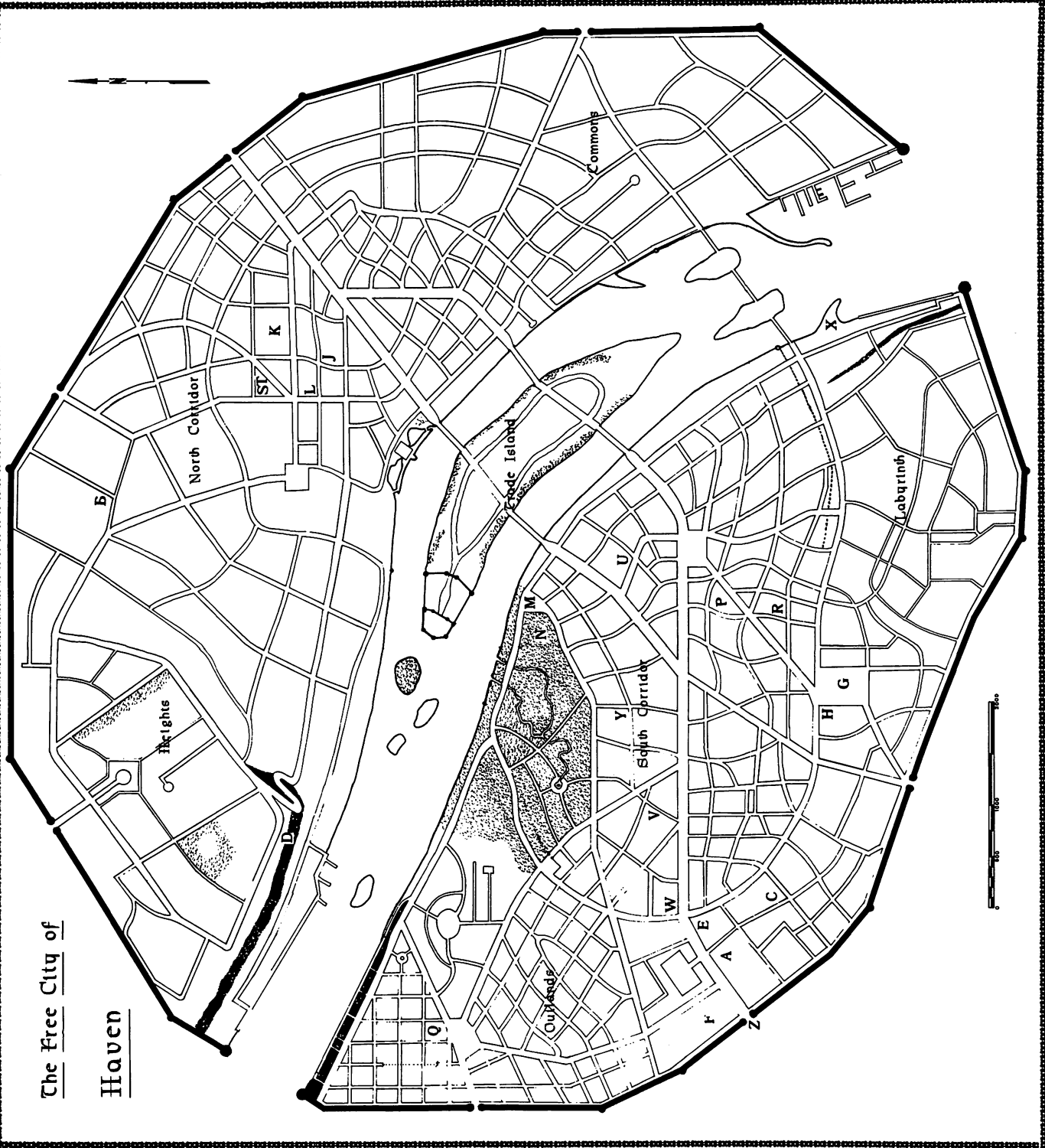
1/5 feet



THE DI COTILLION MANSION:
THIRD FLOOR

The Free City of

Haven

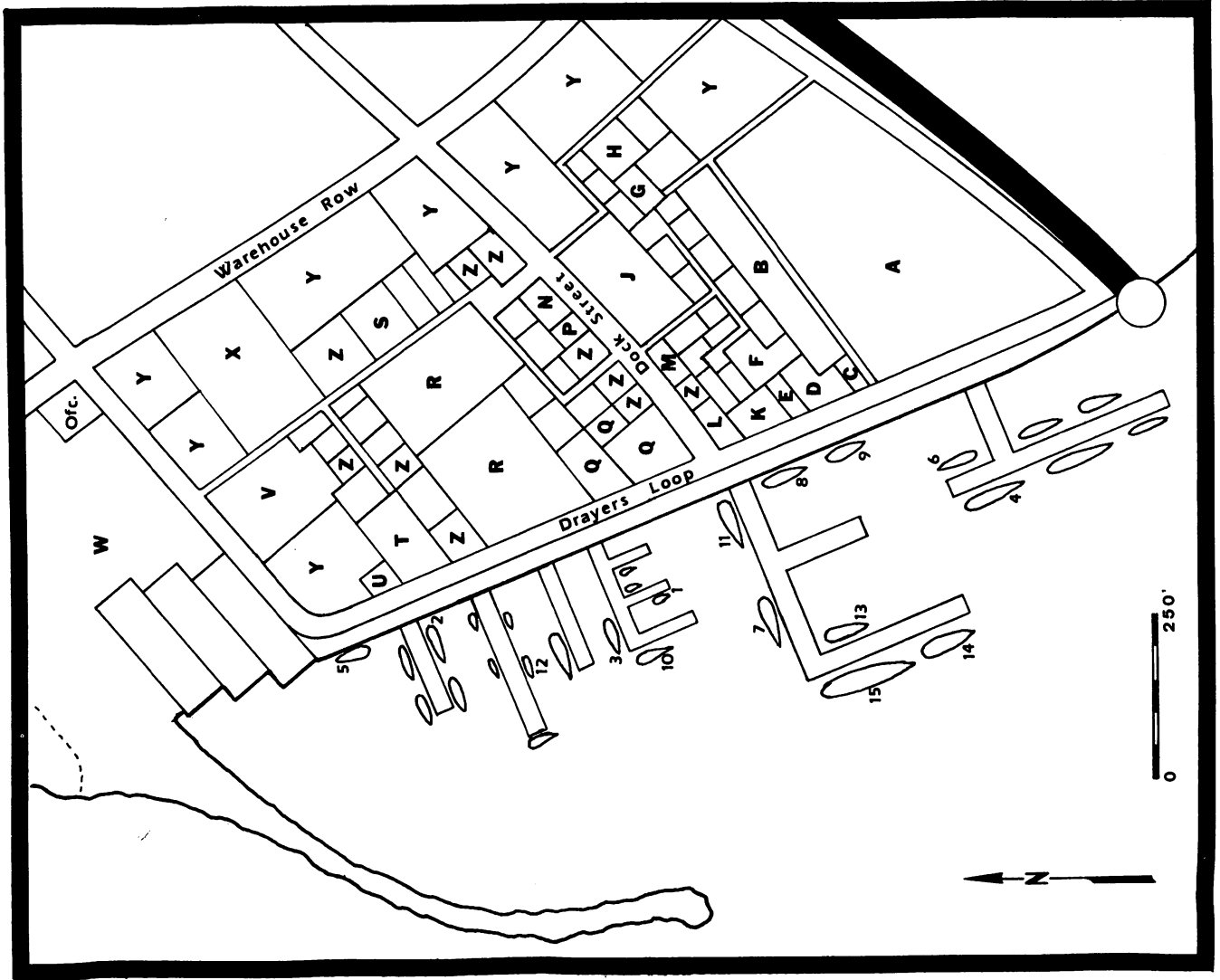


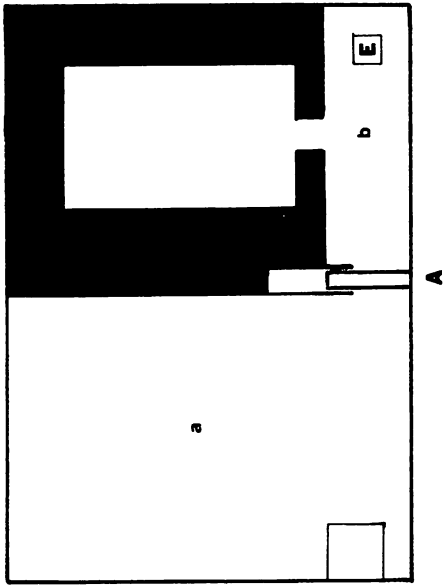
SOME LANDMARKS IN THE CITY OF HAVEN

- A Boraggio's Warehouse
- B The House of Benedios Cellini
- C Dunk's Tavern
- D The Aerie
- E The Pendragon Inn
- F The Horse Market
- G Thieves' Market
- H Knighte Oute
- J The House of Rand
- K The Shop and Home of No-yen Drachma
- L The Home and Workshop of U.N. Owen
- M Summ Plaza
- N The Home of Sindra and Raf Poul
- P Dortmund's Home and Factory
- Q Workshop of Balin arn Bilbur
- R Tracheotus, Green Grocer
- S House of Trojanus
- T Trojanus' Gallery
- U Studio of Romn the Sulptor
- V Radri, Potioneer
- W A tavern near the warehouse
- X Fisherman's Cay
- Y Lisa Duncan's House
- Z The Horse Gate

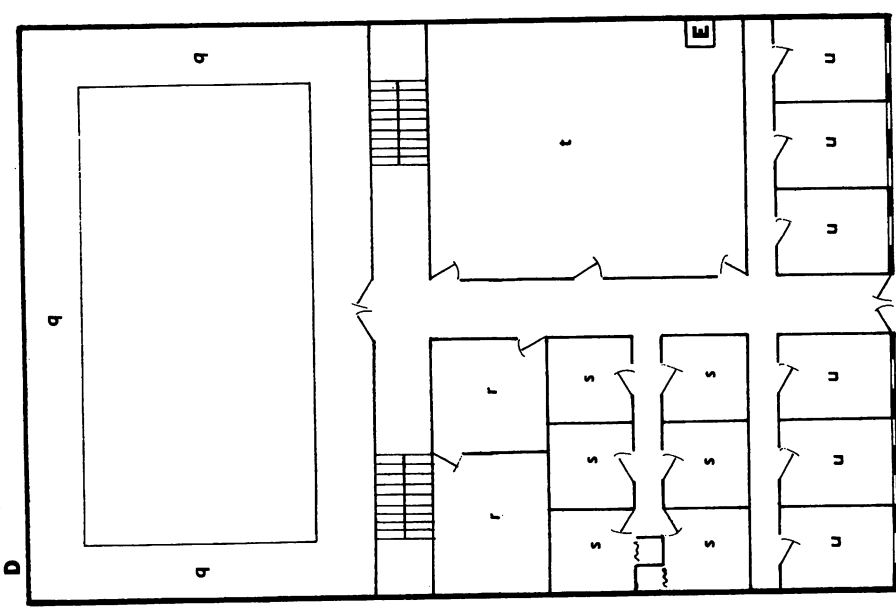
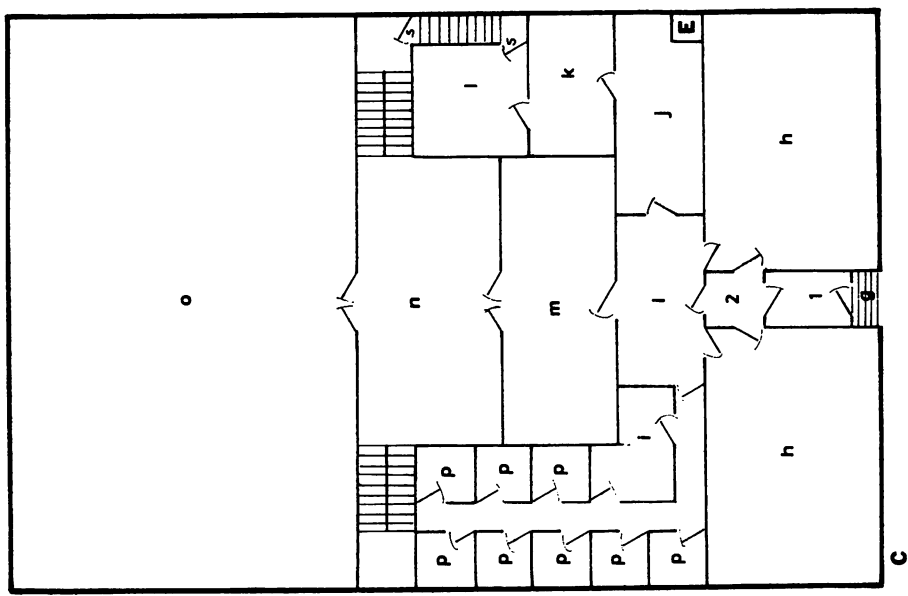
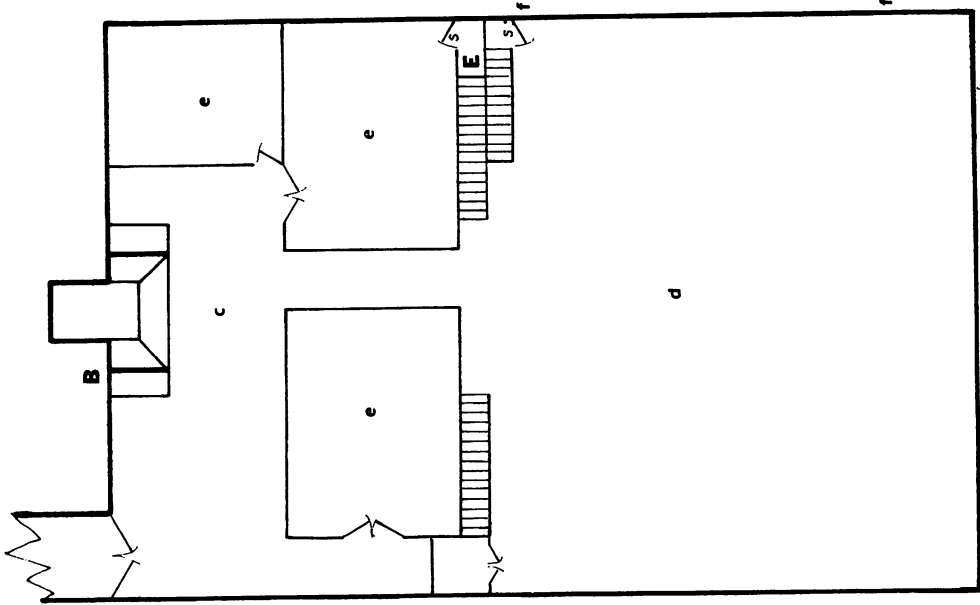
**LANDMARKS
OF THE SOUTH DOCKS**

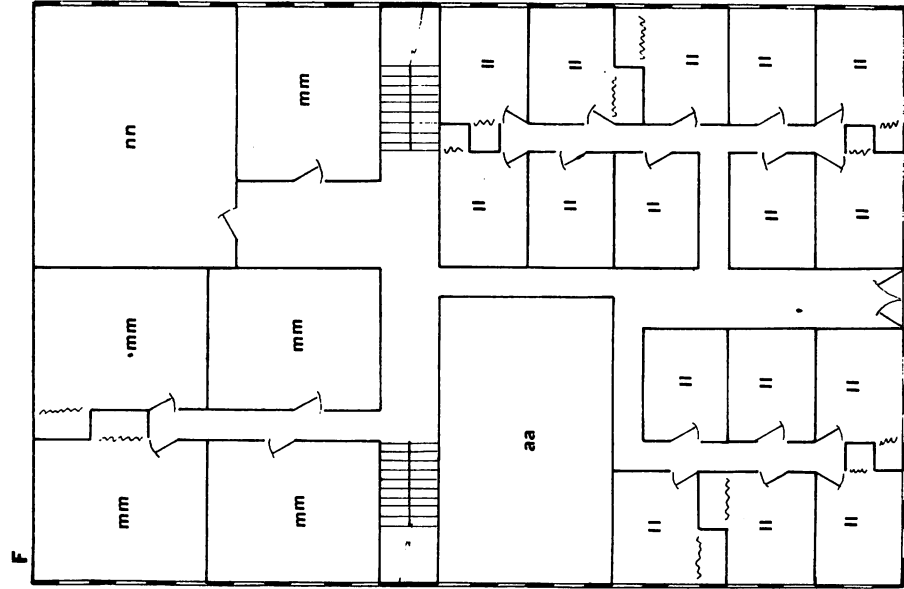
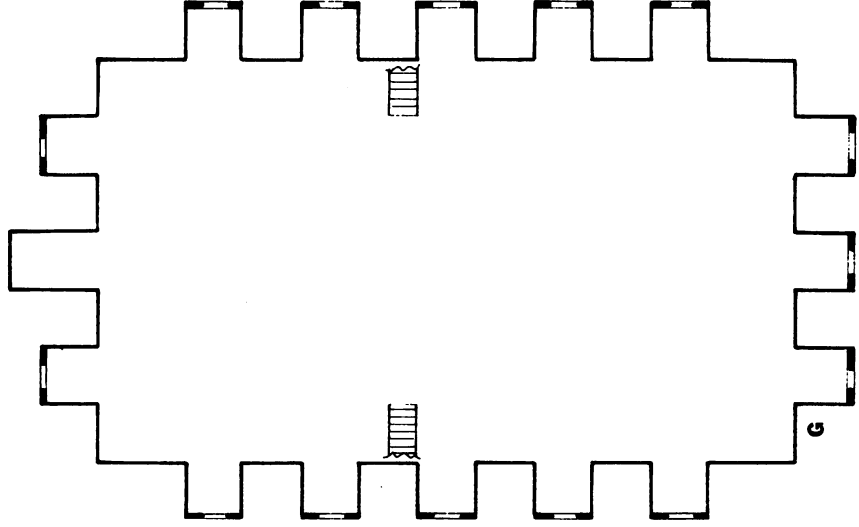
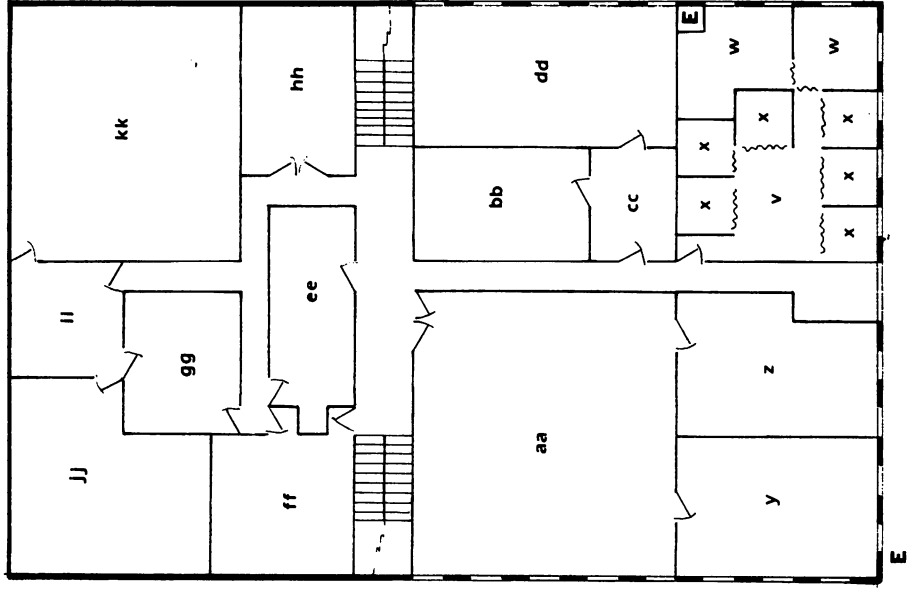
- A** The Navy Yard of the City of Haven
- B** Hamilton, Corder
- C** Jasmine's House of Tattoos
- D** The Seasick Parrot
- E** Bidurim, Chartmaker
- F** Petals of the Rose
- G** The Crystal Ship
- H** The Widow Bupkes' Rooming House
- J** Sym's Storage Company
- K** The House of Fashion
- L** Jakkab the Sailmaker
- M** The Slop Chest
- N** Alekhine's Boarding House
- P** Honest Boris - Fine Jewelry
- Q** Ship's Chandler - Martin Boggle, Prop.
- R** Mintar, Weaponsmith
- S** Soul's Anchor
- T** Voelkher's Sea Transport
- U** The Mermaid
- V** The Foundry
- W** Nimrodel's South City Shipyard
- X** Blackbourne Warehouse
- Y** Miscellaneous Warehouse Compounds
- Z** Miscellaneous Shops
- ?** Assorted rooming houses and tenements



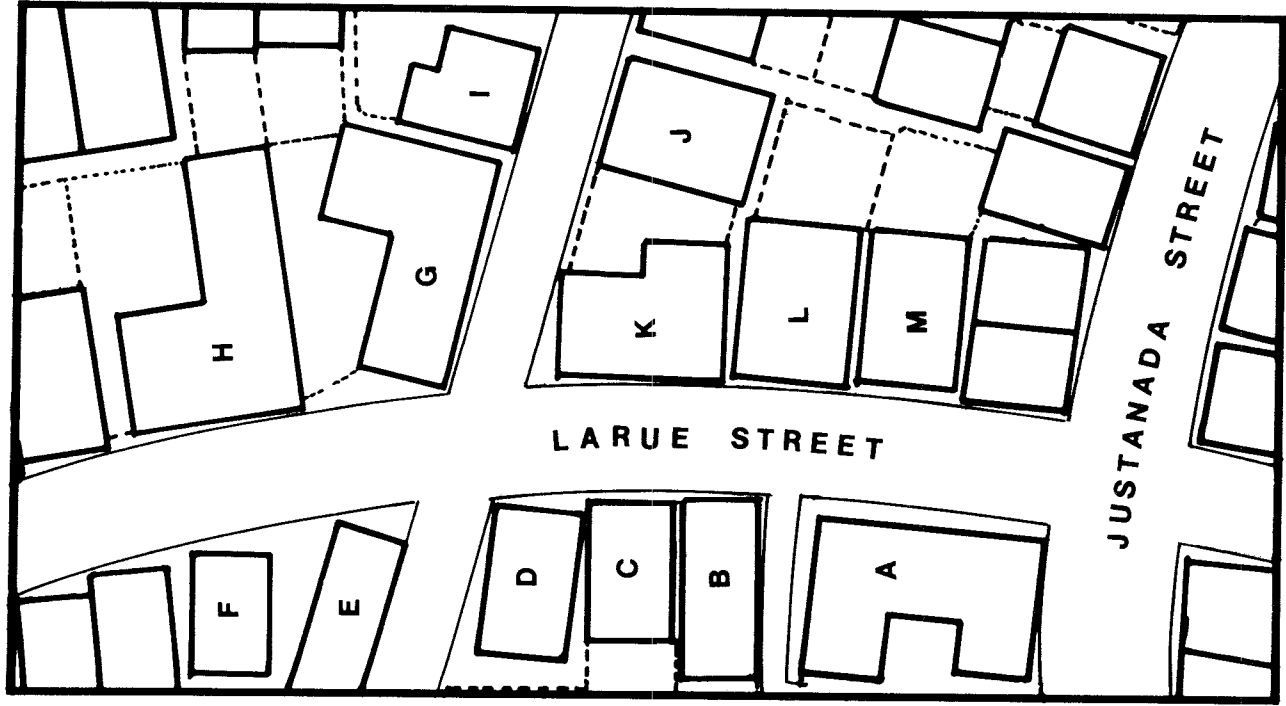


ROGUE'S ROOST





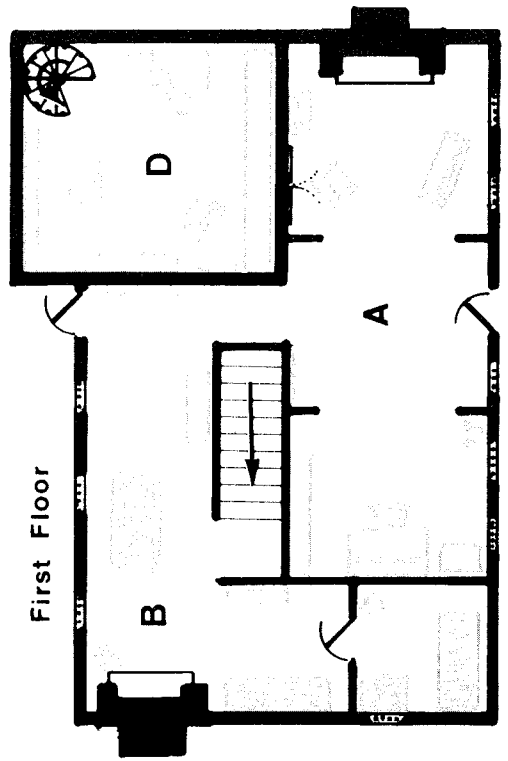
- A Subbasement
- B Basement
- C Ground
- D Second
- E Third
- F Fourth
- G Attic



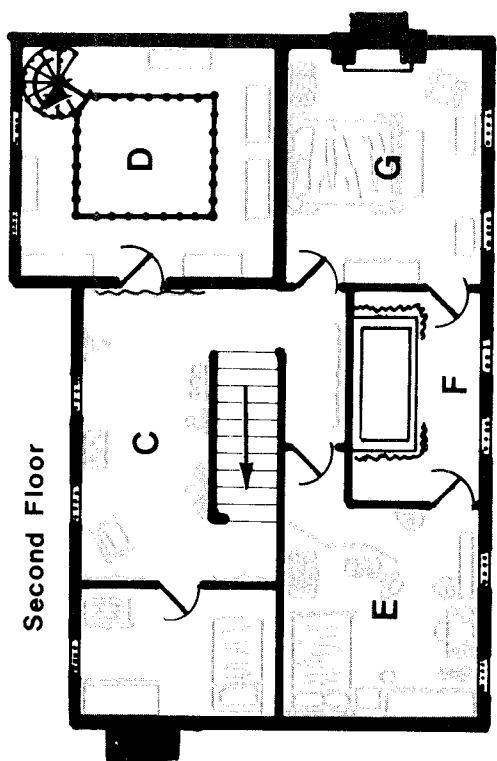
LaRue Street and Vicinity



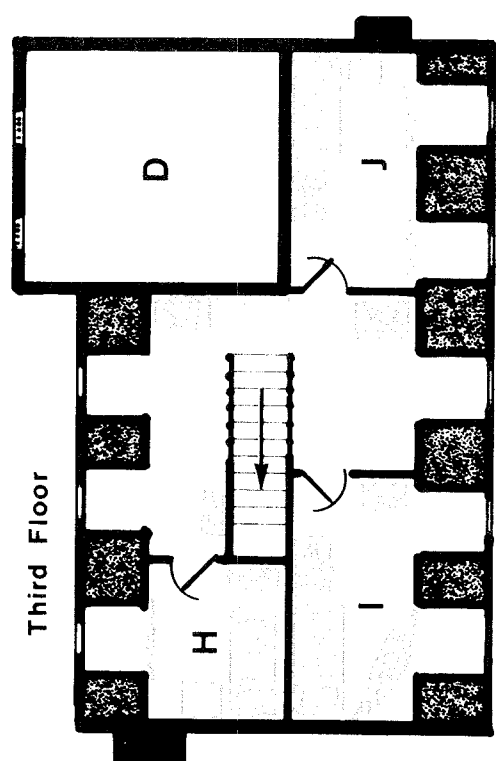
Talen's House



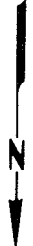
First Floor



Second Floor



Third Floor



APPENDIX

CHARACTER CONVERSION
TO FANTASY SYSTEM RULES
FROM VARIOUS FRP SYSTEMS

Those players who have had experience using other fantasy role-playing systems may wish to adopt favorite characters from those systems for use with these scenarios. The following instructions identify two simple procedures which may be used to complete such a character conversion.

ESTABLISHING
CONSISTENCY
WITH
CHARACTER
REQUISITES

Table A-1 shows the player how to translate the requisite characteristics rolled in a number of other widely used FRP systems into the ten character requisites needed in the FANTASY SYSTEM in order to make saving rolls against character abilities.

TABLE A-1

Fantasy System	Other FRP Systems				
	C & S	Runequest	AD & D	I & T	I & T
STR	STR	STR	STR	STR	STR
CON	DEX	DEX	DEX	DEX	DEX
REF	DEX	DEX	DEX	DEX	DEX
STA	CON	CON	CON	CON	CON
DSC	WIS	WIS	WIS	INT	INT
IQ	INT	INT	INT	INT	INT
TAL	INT	INT	INT	INT	INT
MP	POW	POW	CON	LK	LK
MAG	CHA	CHA	CHA	CHA	CHA
APP	CHA	CHA	CHA	CHA	CHA

TRANSLATING
ACCRUED EXPERIENCE
INTO
FANTASY SYSTEM
ADVANCEMENT

Most of the characters to be converted will have participated in previous adventures and gained some experience in fighting and thieving skills. This previously accrued experience can be translated into an equivalent level of advancement in the FANTASY SYSTEM rules.

ADVANCED DUNGEONS AND DRAGONS (AD & D)

CHIVALRY AND SORCERY (C & S)

Like the FANTASY SYSTEM, the sets of rules for Chivalry and Sorcery and Advanced Dungeons and Dragons measure gained experience in terms of experience points; both systems provide a distinct character class for thieves, with separate rules for earning experience. By comparing these EP rules with the FANTASY SYSTEM experience rules under a representative set of situations,

it was possible to construct an overall rule for transferring earned experience between systems, as follows:

- 1 EP earned in AD&D =
- .7 EP under FANTASY SYSTEM rules
- 1 EP earned in C&S =
- .6 EP under FANTASY SYSTEM rules

Table A-2 indicates the overall effects of the these rules on the comparability of experience levels between the three systems.

TABLE A-2

C & S Level Attained	Equivalent F S Level	AD & D Level Attained	Equivalent F S Level
2nd	2nd	2nd	1st
3rd	3rd	3rd	2nd
4th	4th	4th	3rd
5th	5th	5th	4th
6th	6th	6th	5th
7th	7th	7th	6th
8th	8th	8th	7th
9th	9th	9th	8th
10th	10th	10th	8th
11th	9th	11th	10th
12th	9th	12th	10th
13th	10th	13th	11th
14th	11th	14th	13th

RUNEQUEST (R Q)

Runequest characters gain experience in an entirely different manner. Each time they successfully utilize a fighting, thieving or other ability during an adventure, they receive an opportunity to learn from this experience and improve their percentage chances of success. As player thieves advance levels in the FANTASY SYSTEM rules, they automatically are assumed to have achieved similar improvements in capabilities. Thus, a system was devised that numerically measures the progress of a Runequest character over time, and translates that value into an equivalent measure of FANTASY SYSTEM experience. The Runequest character receives the following awards for gained experience in various skill categories:

- 1 point for every 5% improvement to basic abilities in the eight thieving skill areas measured in the FANTASY SYSTEM:

- Locate Trap
- Disarm Trap
- Pick Locks
- Pick Pockets
- Hide in Cover
- Move Silently
- Listen
- Climb

1 point for every 10% improvement to basic abilities in other skills taught by the Thieves Guild in the Runesquest Rules:

Sense Ambush
Spot Hidden
Jumping
Taste Analysis
Camouflage

1 point for every 20% improvement to basic linguistic abilities in either one's own or any other languages.

1 point for every 20% improvement to basic weapon hit probability.

Sum up the point totals from these four categories, and find the equivalent FANTASY SYSTEM experience level:

TABLE A-3

Total R Q Experience Points Accrued	Equivalent F.S. Experience Level	Total R Q Experience Points Accrued	Equivalent F.S. Experience Level
1-6	1st	53-58	8th
7-13	2nd	60-66	9th
14-23	3rd	67-74	10th
24-29	4th	75-81	11th
30-37	5th	82-89	12th
38-45	6th	90-96	13th
46-52	7th	97-103	14th

In addition to satisfying this general conversion schema, Runesquest characters have to satisfy certain basic conditions before they can attain certain experience levels:

Before attaining 4th level, a character must have improved its basic abilities with one weapon by at least 25%.

Before attaining 7th level, a character must have achieved hit probability of 70% with one weapon, and a 50% hit probability with another weapon.

Before attaining 11th level, a character must have achieved a hit probability of 90% with one weapon, and a 75% hit probability with another weapon.

If these additional conditions are not met, the character would be viewed as equivalent to a 3rd, 6th, or 10th level FANTASY SYSTEM thief, even if it has gained the experience points necessary for a higher level.

TUNNELS AND TROLLS (T & T)

The Tunnels and Trolls system, although it also uses acquired experience points as the measure of character advancement, has the least correspondence with the FANTASY SYSTEM structure. T&T has no thief class; indeed, it makes no recognition of thieving abilities in its consideration of whether a character can find a secret door or open a locked box. Furthermore, as characters advance levels, they are given the opportunity to increase their initial requisite characteristics, which greatly increases their relative capabilities in a mixed-system universe. Finally, the actual number of experience points awarded for a successful combat or treasure-hunting expedition are much lower than the amounts that would be awarded under the FANTASY SYSTEM rules. Consequently, a mid-level T&T character actually has abilities consistent with those of a very high FANTASY SYSTEM character:

TABLE A-4

T & T Level Attained	Equivalent F.S. Experience Level
2nd	3rd
3rd	5th
4th	6th
5th	7th
6th	8th
7th	9th
8th	11th
9th	13th
10th	15th

However, the converted character must also subtract any additions to requisite characteristics he has made as a result of level advancements he has accomplished. The resulting character will be of a far different nature than the original; the player should carefully consider the effects of these changes on his game-playing style before making the conversion.

FAMILY BACKGROUND

Die Roll	Family Social Level	Money Dice	GP /Pip	Weapon Trainings	Training Points	Automatic Trainings
NORILITY (E)						
901-900	High Nobility	2D6	100	6	10	1, 3, 19, 20(50Z)
971-990	Mobility	2D6	50	6	16	1, 3, 19, 20(50Z)
901-970	Aristocracy	2D10	25	6	20	1, 3, 19, 20(50Z)
GUILD (D) (all guildsmen receive mastery of any 1 skill)						
881-900	Guildmaster	1D8	100	1	16	19, 20, 31, +1
851-880	Guildsman	1D10	25	1	12	19, 20, 31, +1
MERCANTILE (C)						
801-850	Merchant	2D10	50	2	20	19, 20(50Z), 31, +1
701-800	Shopkeeper	1D10	20	2	12	19, 20(50Z), 31, +1
YEOMANRY (B)						
501-700	Yeoman	2D6	20	3	8	26, 19(40Z), 20(50Z), 31(20Z), +2
551-600	Landed Peasant	1D6	20	2	6	26, 19(20Z), 20(50Z), 31(10Z), +2
151-550	Peasant	1D10	10	2	4	26, 19(10Z), 20(50Z), 31(10Z), +2
RABBLE (A)						
131-150	Freedman	1D100	1	1	2	35, 19(20Z), 20(50Z), 31(8Z), +2
121-130	Gypsy	1D10	5	2	0	41, 42, 31(40Z), +2
001-120	Serv	1D6	5	1	0	35, +1

(* The numbers in this column correspond to the numbers assigned to each of the various training fields; percentages in parentheses indicate the chance of having the training; do not check for Writing [#20] unless Reading [#19] has been given or successfully rolled for; "+" indicates fields (not points) that may be freely chosen from the applicable social listings.)

BONUSES AND PENALTIES FOR REQUISITES

Range	Strength		Co-ordination		Reflexes		Intelligence		Strength		Co-ordination		Reflexes		Intelligence	
	Damage	Hit Prob	Hit Prob	Range	Dodge	to EP	to EP	to EP	Damage	Hit Prob	Dodge	Hit Prob	Dodge	to EP	to EP	
-1-	-3D10	-10	-10	20	-7	-90Z	20	+1D12	+3	+3	+3	+3	+3	+20Z		
0	-3D6	-8	-8	21	-6	-90Z	21	+2D8	+4	+4	+4	+4	+4	+25Z		
1	-2D8	-6	-6	22	-4	-75Z	22	+2D10	+4	+4	+4	+4	+4	+33Z		
2	-1D12	-5	-5	23	-3	-50Z	23	+2D12	+5	+5	+5	+5	+5	+50Z		
3	-1D10	-4	-4	24	-3	-33Z	24	+3D8	+6	+6	+6	+6	+6	+75Z	x2	
4	-1D6	-3	-3	25	-2	-20Z	25	+4D4	+7	+7	+7	+7	+6			
5	-1D4	-2	-2	26	-1	-10Z	26	+3D10	+8	+8	+8	+8	+6			
6	-1D2	-1	-1	27		-5Z	27	+4D8	+9	+9	+9	+9	+7			
7-13				28			28	+3D12								
14	+1D1	+1	+1	29			29	+6D6								
15	+1D2	+1	+1	30	+1	+5Z	30	+4D10								
16	+1D4	+1	+1	31	+1	+10Z	31	+4D12								
17	+1D6	+2	+2	32	+2	+10Z	32	+7D8								
18	+1D8	+2	+2	33	+2	+10Z	33	+6D12								
19	+1D10	+3	+3		+3	+15Z										

TRAINING OPPORTUNITIES

Die Roll	3 or less	4-5	6-7	8-9	10-11	12-13	14-15	16-17	18 & over
1	0	0	0	1	2	3	4	5	6
2	0	0	1	2	3	4	5	6	7
3	0	0	1	3	4	5	6	7	8
4	0	1	2	4	5	6	7	8	9
5	0	1	3	5	6	7	8	9	10
6	1	2	4	6	7	8	9	10	12
7	1	3	5	7	8	9	10	12	14
8	2	4	6	8	9	10	12	14	16
9	3	5	7	9	10	12	14	16	18
10	4	6	8	10	12	14	16	18	20
11	4	7	9	11	14	16	18	20	23
12	5	7	10	12	15	18	20	23	26
13	5	8	10	14	16	20	22	25	30
14	6	9	12	15	18	20	24	28	35

TRAINING FIELDS

MORALITY SKILLS

REPUTARY
Oratory
Horsemanship
GUILD SKILLS
Complex Mechanics
Carpentry
Glassblowing
Jewellery
Cartography
Architecture
Fine Armory

MERCANTILE SKILLS

Dyeing
Tailoring
Perfumery
Calligraphy
Silversmithing
(Goldsmithing)
Captaincy
Locksmithy
Bookkeeping

YEDMANRY SKILLS

Reading
Writing
Tanning
Blacksmithy
Armory
Tracking
Husbandry
Rowing
Fletching
Cooperly
Magistracy

RABBLE SKILLS

Cyphering
Cooking
Netting
Weaving
Service
Trapping
Swimming
(Diving)
Mountaineering
Brewery
Entertaining
Music
First Aid
Teaching

EXPERIENCE POINT AWARDS

EP per hit dealt	6 9 14 21 30	NPCs by experience level	GREEN INTERMEDIATE VETERAN ELITE	Monsters by total HIK	1-20 21-50 51-90 91-175 >175
------------------	--------------------------	--------------------------	---	-----------------------	--

RACIAL ADJUSTMENTS

RACE	SEX	STR	CDN	REF	STM	DSC	INT	TAL	MGR	MAG	APP
Human	M	-4	+1	+1	+1				-1		+2
	F	+1	+1	+1	+3	-2	-1		+2		-4
Dwarf	M	-2	+1	+1	+3		-1		+2		-5
	F	-4	+2	+2	-1	+2		-4	+2		+1
Rabbit	M	-6	+3	+3				-4	+2		+3
	F	-1	+1	+1	-1			+2	-1		+2
Elf, Sylvan	M	-4	+1	+2		+1		+2	+2		+4
	F	-2	+1	+1	-1	-1		+1	+2		+2
Elf, Elndar	M	-5	+1	+2		-1		+1	+2		+4
	F	-5	+1	+2	-2	-2		+3			+3
Half-elf	M	-1									+1
	F	-4	+1	+1	+1				-1		+3
Centaur	M	+3	+1	+2	+1	-3	-2		-1		-1
	F	-4	+2	+3	+2	-2	-2		-2		+3
Pixie	M	-5	+5	+5	-6	-4	-2	+3	+6		-6
	F	-6	+6	+6	-5	-4	-2	+1	+6		+3
Orc	M	-2	-1	-1	+2	-4	-2	-3	+1		-3
	F	-5	+3	+3	-3	-2	-2	-3	-3		-5
Orc-Thal	M	+2	-1	-1	+2	-2	-2	-2	+1		-4
	F	-1	+1	+1	+3	-1	-2	-2	+1		-4
Half-orc	M	+1									-3
	F	-3	+1	+1	+2	-6	-1	+1	+2		-3
Kobold	M	-5	+2	+2	-1	-4	-1	+1	+1		-2
	F	-2	+1	+1	+3	-2	-2	-3	+4		-2
Goblin	M	-4	+2	+2	+1	+3		+3	-2		-5
	F										-1

RACIAL AND REQUISITE THIEVING BONUSES

	Intelligent	Sense	Pick Traps	Locate Traps	Disarm Traps	Pick Pockets	Silent Motion	Shadow Hide	Climb	Hear Noise
Human	+30%	+5%	+10%	+5%	+5%	+5%	+5%	+5%	+5%	+10%
Elf										
Half-Elf										
Orc										
Centaur										
Hobbit										
Elven										
Half-Elf										
Orc										
Centaur										
Hobbit										
Pixie										
Goblin										
Requisite 3 or less	+30%	+5%	+10%	+5%	+5%	+5%	+5%	+5%	+5%	+10%
4-5	+20%	+5%	+10%	+5%	+5%	+5%	+5%	+5%	+5%	+10%
6-8	+10%	+5%	+5%	+5%	+5%	+5%	+5%	+5%	+5%	+10%
9-12	+2%	+4%	+5%	+5%	+5%	+5%	+5%	+5%	+5%	+10%
13-14	+4%	+5%	+5%	+5%	+5%	+5%	+5%	+5%	+5%	+10%
15	+5%	+5%	+5%	+5%	+5%	+5%	+5%	+5%	+5%	+10%
16	+5%	+5%	+5%	+5%	+5%	+5%	+5%	+5%	+5%	+10%
17	+5%	+5%	+5%	+5%	+5%	+5%	+5%	+5%	+5%	+10%
18	+5%	+5%	+5%	+5%	+5%	+5%	+5%	+5%	+5%	+10%
19	+5%	+5%	+5%	+5%	+5%	+5%	+5%	+5%	+5%	+10%
20	+5%	+5%	+5%	+5%	+5%	+5%	+5%	+5%	+5%	+10%
21	+5%	+5%	+5%	+5%	+5%	+5%	+5%	+5%	+5%	+10%
22	+5%	+5%	+5%	+5%	+5%	+5%	+5%	+5%	+5%	+10%
23	+5%	+5%	+5%	+5%	+5%	+5%	+5%	+5%	+5%	+10%
24	+5%	+5%	+5%	+5%	+5%	+5%	+5%	+5%	+5%	+10%
25 or more	+5%	+5%	+5%	+5%	+5%	+5%	+5%	+5%	+5%	+10%

THE STORE OF MANY BARGAINS

WEAPONS

SHORTSWORD	25 GP	BATTLEAXE, 1-BLADE	20 GP	STAFF SLING	4 GP
BARBER	60 GP	BATTLEAXE, 2-BLADE (1)	35 GP	ROLO	5 GP
BROADSWORD	35 GP	CLINGEL	1 GP	SHORT BOW	30 GP
BAGGER	8 GP	CLUB	1 GP	HORSE BOW	35 GP
STILLETTO	7 GP	CLUB, BRASS BOUND (2)	5 GP	LONG BOW	40 GP
POINTIARD	10 GP	CLUB, SPIKED (3)	8 GP	LIGHT CROSSBOW	50 GP
HAIN GAUCHE	15 GP	FACE	20 GP	COMPOSITE BOW	100 GP
BOWIE BLADE	40 GP	FACE, SPIKED HEAD (3)	30 GP	BLOWGUN	1 GP
THROWING KNIFE	8 GP	FACE, SMALL WAR HAMMER	25 GP	NET	8 GP
HAND AXE	8 GP	THROWING HAMMER	20 GP		
THROWING AXE	15 GP	SLING	2 GP		

WEAPONS ACCESSORIES

ARROW, STEEL HEAD	3 GP	BLOWGUN DARTS (BAG OF 50)	3 GP	SHOULDER BELT	2 GP
ARROW, SILVER HEAD (4)	25 SP	BOW CASE, WOOD	8 GP	KNIFE BELT (HOLDS 8)	2 GP
ARROW, FIRE (4)	1 GP	BOW CASE, LEATHER	2 GP	SCABBARD, LEATHER	2 GP
ARROW, FIREBOMB (5)	8 GP	QUIVER (HOLDS 40 ARROWS)	25 SP	SCABBARD, METAL	20 GP
CROSSBOW QUARREL, STEEL	2 GP	ROWSTRING	15 SP	SHEATH, LEATHER	1 GP
QUARREL, SILVER-TIPPED (4)	10 GP	QUARREL BELT CASE (HOLDS 30)	5 GP	SHEATH, METAL	5 GP
SLING STONES (POUCH OF 10)	1 GP	CROSSBOWSTRING	25 SP		
THROWING DART	1 GP	SWORD BELT	2 GP		

- (1) If first attempt to hit misses, receives chance to hit on return swing in same melee round.
 (2) If not brass-bound, club has 25% chance of shattering on each successful blow.
 (3) Spikes add 1D3 to normal weapon damage.
 (4) These special missiles do normal amounts of damage, but may be necessary to affect certain types of creatures (trolls, vampires, etc.)
 (5) On a hit, firebomb does 1D8 of damage that melee round, and 2D8 of damage in the succeeding melee round.

ARMOR AND ACCESSORIES

CHAIN SUIT	500 GP	QUILTED SUIT	5 GP	SMALL SHIELDS*	5 GP
CHAIN SHIRT	200 GP	QUILTED SHIRT	3 GP	LEATHER	3 GP
CHAIN PANTS	250 GP	QUILTED ACCESSORIES	3 GP	OAKEN	25 GP
CHAIN ACCESSORIES	100 GP			STEEL	
LEATHER SUIT	60 GP	NORMAN HELM	10 GP	LARGE SHIELDS*	
LEATHER SHIRT	25 GP	LEATHER HELM	7 GP	LEATHER	8 GP
LEATHER SKIRT	15 GP	QUILTED COIF	2 GP	OAKEN	5 GP
LEATHER ACCESSORIES	25 GP			STEEL	35 GP

* Shields of the two sizes may absorb appropriate amounts of damage according to the material of which they are made. When this damage has been absorbed, the shield is considered destroyed, and useless as far as any bonus to armor class is concerned. Leather absorbs 12 and 20, oaken 20 and 30, and steel 35 and 50.

MOUNTS

(The prices below are for unbroken, average quality horses; for poor quality, subtract 50%; for good quality, add 100%; for excellent, add 200%; for superb, add 400%.)

LIGHT HORSE	40 GP	HEAVY HORSE	150 GP
MEDIUM HORSE	80 GP	SUPERHEAVY HORSE	350 GP
EQUIPMENT AND TRAINING			
SADDLE	25 GP	BREAKING TO SADDLE (takes 1 week)	35 GP
PACK SADDLE	10 GP	BASIC TRAINING (takes 1 month)	100 GP
TACK	10 GP	GOOD TRAINING (takes 6 months)	500 GP
SADDLEBAGS	15 GP	COMBAT TRAINING (takes 2 years)	2500 GP
BOARDING (one week)	5 GP	(All training requires payment of boarding costs, for whatever period of time.)	
Normal care			
Quality care			

THE STORE (cont.)

EQUIPMENT

MALLET (workman's hammer) [1]	2 GP	BLANKET, WOOL	3 GP
BELT KNIFE [1]	3 GP	SLEEPING BAG, WOOL	12 GP
HATCHET [1]	10 GP	SLEEPING BAG, FUR-LINED	40 GP
WOODSMAN'S AXE [1]	12 GP	CAMPSTOVE	15 GP
SPIKES, IRON (1 dozen)	2 GP	RACK and SPIT	6 GP
MARBLES, CLAY (bag of 50)	8 SP	KETTLE, COPPER (3 gallons)	5 GP
MARBLES, GLASS (bag of 20)	5 GP	POT, IRON (2 quarts)	4 GP
CALTROPS, SMALL (bag of 30)	3 GP	Set of UTENSILS	2 GP
CALTROPS, LARGE (bag of 10)	5 GP	CARVING KNIVES	15 GP
SALVE (5 applications) [2]	50 GP	VIAL, GLASS (1 ounce)	2 GP
OPIMUM (5 uses)	150 GP	BOTTLE, GLASS (8 ounce)	4 GP
BANDAGES (for 20 wounds)	4 SP	BOTTLE, GLASS (32 ounce)	8 GP
SPLINTS (for 10 limbs)	5 SP	CONTAINER, LEATHER (6 ounce)	6 SP
NEEDLES (packet of 10)	1 GP	FLAGON, METAL (32 ounce)	1 GP
THREAD (spool, 100 yards)	2 GP	CORKS (20 assorted sizes)	15 SP
HEMLUCK (1 ounce, level 32)	250 GP	COFFER (1.5 cubic foot) [4]	3 SP
SCORPION VENOM	**	CHEST (3.0 cubic foot) [4]	4 GP
(1/4 ounce, level 20)	**	SCROLL CASE, LEATHER	20 GP
BELLADONNA (1 bunch, level 8)	10 GP	(holds 2 scrolls)	4 SP
TORCH (lasts 2 hours)	1 CP	SCROLL RACK	5 GP
CANDLE (lasts 1 hour)	3 CP	MUSICAL INSTRUMENTS [5]	**
CANDLE (lasts 8 hours)	4 SP		
OIL, FUEL (8 ounce flask)	15 SP		
PARAFFIN (5 pound block)	15 SP		

[1] These items are not designed to be used as weapons; if they are so used in an emergency, apply a penalty of 4 to the normal HD for that type of item.

[2] One application will relieve 104 points of non-critical damage, including damage from burns.

[3] Breakage chances: hempen rope - 3% per use, cumulative (on 10th use, chance is 30%), elven rope - 1% per use, cumulative, silken rope - 1% chance on any given use.

[4] Apply additional costs (at GM's discretion) for locks, traps, binding, etc.

[5] GM's discretion, depending on type desired (bagpipes should cost a small fortune).

CLOTHING

SUMMER WEAR	2 GP	SANDALS	1 GP
WINTER GEAR	5 GP	SOFT	5 GP
DESERT GEAR	10 GP	BOOTS, WORK	4 GP
COLD LANDS GEAR	25 GP	MOUNTAINEERING	8 GP
CLOAK, WOOLEN	10 GP	WAR	15 GP
VELVET	100 GP	ROLLS OF CLOTH (1 yard wide, 20 yards to the bolt)	
FUR-LINED	75 GP	-WOOL	6 GP
FUR	150 GP	-COTTON	10 GP
VELVET & FUR	200 GP	-SATIN	50 GP
WOOLEN	2 GP	-VELVET	200 GP
LEATHER	6 GP	-SILK	350 GP
FUR-LINED	8 GP		

FOODSTUFFS

FLOUR (20 pound sack)	4 GP	HERRS, DRIED (1 pound)	20 GP
ONIONS (20 pound sack)	1 GP	PEPPER (1 ounce)	75 GP
DRIED BEANS (10 pound sack)	1 GP	SALT, ROCK (1 ounce)	3 GP
LENTILS (10 pound sack)	1 GP	SUGAR, BROWN (1 ounce)	6 GP
BREAD, DARK (1 pound loaf)	3 CP	WHITE (1 ounce)	10 GP
BREAD, WHITE (1 pound loaf)	2 SP	HONEY (1 pint)	4 GP
VEGETABLES, DRIED (25 pound sack)	10 GP	GARLIC (1 clove)	1 GP
FRUITS, DRIED (10 pound sack)	10 GP	BRANDY (1 quart)	50+ GP
SAUSAGE, SMOKED (10 pounds)	2 GP	WHISKEY (1 quart)	75+ GP
HAM, SMOKED (15 pounds)	8 GP	WINE (1 quart)	1+ GP
JACON, SIDE (20 pounds)	4 GP	TEA (40 cups worth)	20 GP
MEAT, SALTED (25 pounds)	6 GP	COFFEE (20 cups worth)	25 GP
FISH, SALTED (10 pounds)	3 GP	LIME JUICE (1 quart)	40 GP
CHEESE (30 pound wheel)	10 GP	IRON RATIONS (1 meal)	1 GP
HARDTACK (10 pounds)	1 GP	TRAVELER'S RATIONS (1 meal)	7 SP

WEAPONS SPECIFICATIONS

Close Weapons		Basic Hit Prob (HAC0)		Damage		Minimum Requirements		Notes	
Weapon Type		Normal	Expert	Normal	Expert	STR	CO REF	STR	CO REF
Dagger		11	1D4	1D6	1D6	-	11	9	
Knife*		11	1D4	1D5	1D5	-	8	-	
Stiletto		10	1D3	1D4	1D4	-	11	-	a
Poiniard		10	1D5	1D8	1D8	-	9	-	
Rowie Blade*		8	1D8	1D10	1D10	6	13	11	b
Main Gouche		9	1D6	1D8	1D8	6	13	9	c
Shortsword		9	1D6	1D8	1D8	5	-	-	
Rapier		7	1D8	1D12	1D12	3	13	13	
Broadsword		8	1D10	2D6	2D6	7	9	-	
Hand Axe*		9	1D6	1D8	1D8	3	-	-	
Cudgel		8	1D3	1D4	1D4	-	-	-	
Mace		8	1D4	1D8	1D8	7	-	-	
Hammer*		9	1D4	1D8	1D8	7	-	-	

Ranged Weapons		Basic Hit Prob (S/M/L)		Damage		Minimum Requirements		Range Limits (in feet)		Notes	
Weapon Type		Normal	Expert	Normal	Expert	STR	CO REF	Short	Medium	Long	
Short Bow		5/ 9/13	1D6	1D6	1D6	5	-	60	150	300	
Horse Bow		5/ 8/13	1D6	1D6	1D6	8	-	60	180	400	
Long Bow		4/ 8/11	1D6	1D6	1D6	9	-	100	250	600	
Sling (with windup)		3/ 8/13	1D4	1D6	1D6	-	13	50	100	250	
Sling (flat) 2/1		8/13/17	1D4	1D6	1D6	8	13	30	60	90	
Knife 3/2		5/ 9/14	1D4	1D4	1D4	-	8	30	75	120	
Rowie Blade*		4/12/17	1D6	1D6	1D6	6	13	30	60	90	d
Hand Axe*		6/11/15	1D6	1D6	1D6	3	-	15	45	90	
Hammer*		5/ 9/13	1D4	1D4	1D4	7	-	15	50	120	e
Bolo 1/2		4/ 9/14	1D6	1D8	1D8	7	11	30	60	100	f
Boomerang		5/11/16	1D6	1D10	1D10	6	9	40	120	240	g
Net 1/3		8/ - / -	tangle			-	11	-	-	-	
Blowgun 3/2		5/10/15	1D2			-	-	20	40	60	

Notes: (Weapons marked * can be used as either a close weapon or a ranged weapon; note, however, that if a weapon is used in ranged combat on a given melee round (MR), it will be virtually impossible to use it for close combat on subsequent MR.)

- a) Expert has +2 to hit prob
- b) Expert has +2 to both hit prob and defense
- c) Expert has +2 to defense
- d) User has +2 for criticals
- e) Expert has +3 to hit prob
- f) User may elect to tangle
- g) (CO+40)% return if miss

HITS TO KILL

TOTAL STRENGTH+STAMINA	HIT DIE
10 or less	D4
11-19	D6
20-29	D8
30-35	D10
36-45	D12+D4
+5 or more	D20

SPECIALS FOR ROLLED 18'S

DIE ROLL	EFFECT
001-725	No Change
726-900	+1 to Characteristic
901-975	+2 to Characteristic
976-995	+3 to Characteristic
996-000	+3 as above & roll again

MOVEMENT RATES

ENCOUNTER SCALE MOVEMENT FACTORS
(in hexes per turn)*

Race	=>CLO	Armor worn			PLI
		LTH	CHN	SCA	
Human, Elven, Orcish	3	2	5/3	3/2	1
Dwarven	5/2	5/3	3/2	4/3	1
Hobbit, Kobold	2	3/2	1	2/3	1/2
Pixie	6	3	1/8	0	0
Centaur, Riding Animal	f	3/2	1	1/2	1/8
Draft Horse, Mule	w	5	3	5/2	3/2
	4	4	N	N	N

*For fractional EMFs, use the specified pattern, and repeat each set of turns:

- 5/2 Move 2,1,2;
- 5/3 Move 2,1,2;
- 3/2 Move 2,1;
- 4/3 Move 1,2,1;
- 2/3 Move 1,0,1;
- 1/2 Move 1,0;
- 1/8 Move 0,0,0,0,1,0,0,0

MELEE SCALE MOVEMENT FACTORS
(in 5' hexes per turn)

Race	=>CLO	Armor worn			PLI
		LTH	CHN	SCA	
Human, Elven, Orcish	10	8	6	5	3
Dwarven	7	6	5	4	3
Hobbit, Kobold	6	5	3	2	1
Pixie	f	18	1	0	0
Centaur, Riding Animal	w	5	4	2	1
Draft Horse, Mule	12	16	12	8	5
	12	10	N	N	N

EFFECTS ON EMF RATES FOR:

TYPE OF TERRAIN	2-LEGGED	4-LEGGED	FLYING
Rough (hilly, rocky)	1/2	3/4	NE
4+ TYPE OF TERRAIN	2-LEGGED	4-LEGGED	F
Heavily Wooded	NE	1/2	MA(2)
River (at ford)	1/2	3/4	NE
River (no ford)	1/4	1/4	NE

Key: 1/2, 3/4, etc. - fraction of normal EMF permitted.

NE - No Effect

MA - Movement thru this terrain not permitted.

[1] Bonros are exempted from this restriction;

May Move 1 hex/turn.

[2] Pixies are exempted from this restriction;

May Move at 3/4 normal rate

CRITICAL HITS AND FUMBLES

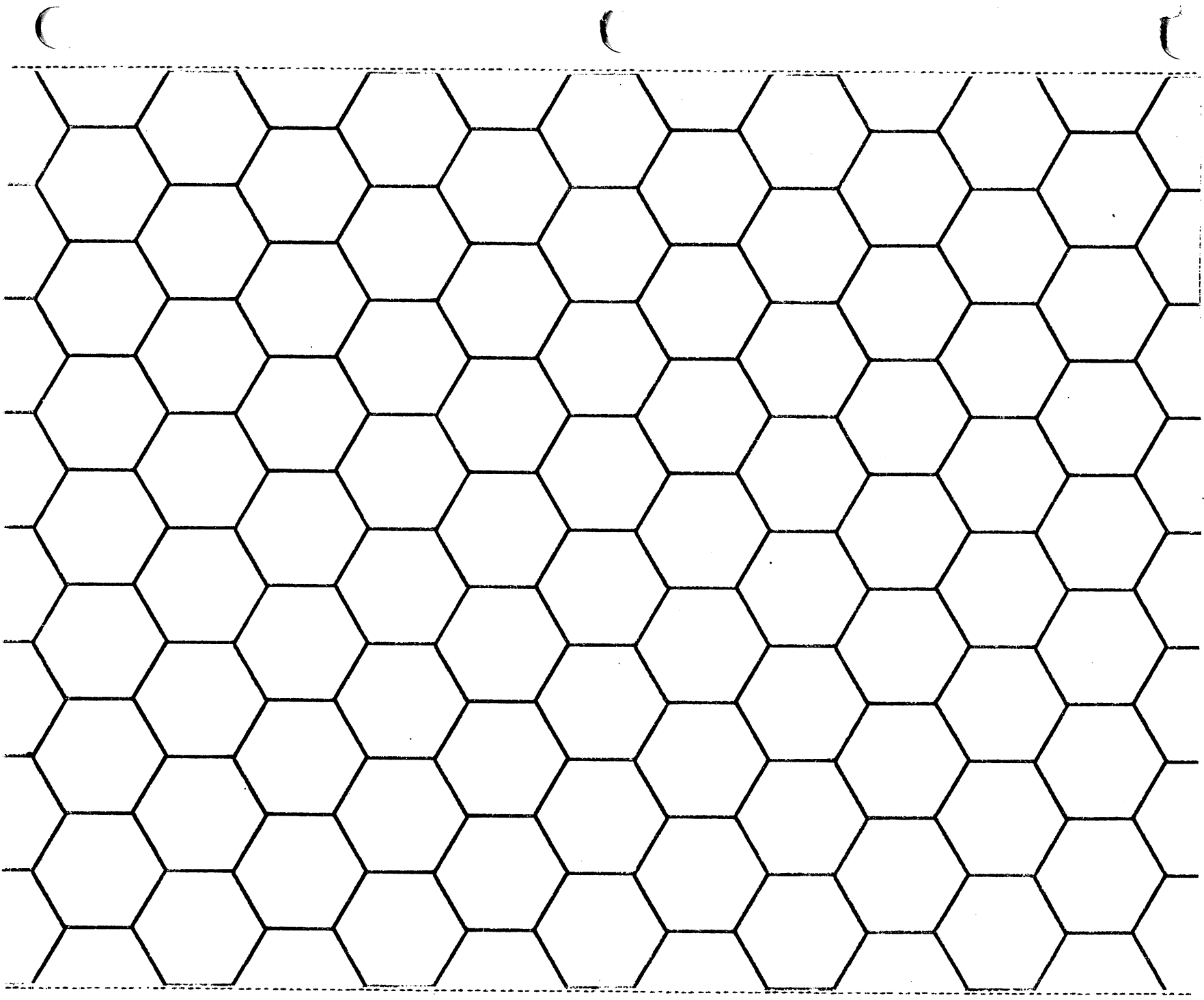
CRITICAL HITS

DIE ROLL	TYPE OF WOUND	DAMAGE MULTIPLIER	OTHER EFFECTS
1	Knocked Breathless	1	Stunned 1D4 MR
2	Limb Damaged	1.5	If weapon arm, HP -4; if leg, MA 1/2
3	Limb Broken	2	Limb useless
4	Internal Injury	1.5	HP -2
5	Massive Internal Injuries	2.5	Make STM saving roll or unconscious from shock
6	Gash	1	Lose 1 pt of STM every 2
7	Severe Gash	1.5	MR from blood loss
8	Instant Death	10	Lose 2 pts STM each MR from blood loss Foe dies at end of MR

FUMBLES

DIE ROLL	TYPE OF FUMBLE	EFFECTS
1	Drop Weapon	Takes 1 MR to retrieve
2	Break Weapon	Must draw new weapon (takes 1 MR)
3	Hit Ally	Roll to hit as for opponent; do normal damage if successful.
4	Hit Self	Automatic hit; roll normal damage
5	Stumble	Lose next MR regaining balance
6	Fall	Lose 1D6 MR getting up
7	Sprain Ankle	Reduce MA by -2
8	Dislocate Shoulder	HP -2

Key: HP = Hit Probability
MA = Movement Allowance
MR = Melee Round



QUICK REFERENCE TABLES FOR THIEVING ACTIVITIES

PICKPOCKETING

Character base pickpocketing chance = 15%

- 1) Add 10% for every level of experience (above 1st) attained (e.g., 4th level = 45%, 7th level = 75%)
- 2) Racial Bonuses:
 Orc, Kobold, Goblin +10%
 Hobbit, Elf, Centaur +5%
 Pixie +15%
- 3) Requisite Bonuses and Penalties
 If character CDN is:
 3 or less -35%
 4-5 -20%
 6-8 -10%
 15-17 +5%
 18-19 +10%
 20-21 +15%
- 4) Complexity level of item stolen
 Level 1 - multiply normal chances by 1.0
 Level 2 - multiply normal chances by .9
 Level 3 - multiply normal chances by .7
 Level 4 - multiply normal chances by .4
- 5) If victim pickpocketed is not sober, multiply adjusted chances (step 4) as follows:
 Tipsy - x 1.1
 Drunk - x 1.3
 Smashed - x 1.6
 Blind Drunk - x 2.0

CHANCES OF WITNESSES

VICTIM

- On Successful theft:
 (Victim's experience level - thief's experience level) squared
- On Botched theft:
 (Victim's level - 1/2 thief's level) squared

OTHER

- On Successful theft:
 (if thief green - 3%, intermediate - 2%, veteran/elite - 1%)
- On Botched theft:
 (all levels - 20%)

DISGUISE

Base chance of success = 50%

- 1) Add or subtract 5% for each point of difference between thief's IQ and IQ of the individual presented with the disguise.
- 2) Add 5% for each pt of MAG >14
- 3) Add 5% for each pt of APP >14, if dealing with members of opposite sex (subtract same amount when dealing with members of same sex as thief)
- 4) Social Class Adjustments:
 -30% if noble portrays peasant, or vice versa
 +10% if thief is guildsman
 +5% if thief is merchant
- 5) Racial Adjustments

ROLE \ RACE OF ASSUMED\ THIEF	HUMAN	DWARF	HOBBIT	ELVEN
Servant	+10	-50	+20	-40
Constr. Worker	0	+25	-40	-15
Cook/Chef	+10	-40	+30	-10
Entertainer	+5	-30	+5	+25
Comm Gds Merchant	+15	+20	+20	-15
Fine Gds Merchant	+10	+25	-10	0
Artisan	+10	+25	0	+20
Mag	0	-15	-40	+20
Military/Warrior	+15	+15	-30	0
Nobility	+10	0	-50	+20

If disguise if challenged (crisis situation):

- Base chance of sustaining disguise = 10%
- 1) Add 5% for each pt of thief DSC >8
 - 2) Add 5% for each pt of thief MAG >11
 - 3) Add 10% if thief receives racial bonus of 15% or greater in his current role