

Thieves' Guild 7



Camelords, Ltd.

THE GUILDMASTER SPEAKS

HURRAH!! HURRAH!! Issue 7 of Thieves' Guild (this one) is ahead of our original schedule for its publication, and we're finally starting to catch up! Everything seemed to start working like a well oiled machine after Origins '82 (with only occasional drips and spots), and we're proceeding along apace. The products mentioned in the last GM Speaks (with one exception) are being entered into our computer, and are nearing completion.

By the way, are any of you out there familiar with THE FANTASY TRIPtm from Metagaming? It's a fine gaming system, and Gamelords is writing some campaign material specifically designed for use with TFT. The series is called THE LAND BEYOND THE MOUNTAINS, and it's loaded with plenty of the sort of scenarios, shops, and NPCs you're used to seeing in our regular TGs. The LAND is a formerly unified area now split into four warring provinces, and there's plenty of intrigue, espionage and subterfuge, and good sword-swinging adventure to be found within their borders. Under a special licensing contract with Metagaming, Gamelords is writing the entire series, and it will be jointly published by Gamelords and Metagaming (they get one of a pair, we get the other). There are two books out already, The Forest Lords of Dihad (from Gamelords) and The Warrior Lords of Darok (from Metagaming) with two more (the capital cities of these provinces) to follow around November, and the other two provinces, Muipoco and Soukhor, to follow in '83. Check it out -- it's good stuff!

The Prince of Thieves Tournament was held again this year, although not at Origins (locational conflict with Gencon East -- too many of the same people likely to attend), and we are proud to announce this year's winners: at Gencon East -- Pamela Boynton (our first Princess of Thieves!), and at Gencon -- David White. Last year's winners (who never were announced in an issue of TG) were: at Origins '81 -- Pat Larkin, at Gencon East -- Addison Hunt, and at Gencon -- Bob Allen. Congratulations to all!!

There is a little bad news mixed in among all the good. It has been decided to drop The FANTASY SYSTEM as a separate single book -- there will be no one system to knock your eyes out (and stun your pocketbook with price); there are a plethora of fantasy role-playing systems on the market these days, and we hesitate to add another to the growing stack. But! a little good news mixed in among all the bad . . . the material involved will appear in a set of supplementary books to Thieves' Guild! It is planned to use Thieves' Guild Presents -- Magic! and the long awaited first issue of Naked Sword to fill out the rules we have been presenting over these past seven issues with -- you guessed it! -- magic and other classes, respectively. These will be out sometime early in '83. For those of you who have pre-ordered The FANTASY SYSTEM, we do most sincerely apologize. By way of thanks, we will be sending all of you a small gift certificate, and, if you will let us know what disposal you wish of the funds sent in to purchase a now not-to-appear-product, we will happily (in most cases) comply. We can add to current subscriptions, apply the money to other purchases, even (horrors!) refund it -- just let us know.

There might be some interesting additions on the horizon for the Thieves Guild series. Be sure to get Issue 8 when it comes out (probably early '83, if all works out), and find out all about it.

By the by, there's a new membership organization making an appearance on the gaming scene. It appeared at Gencon this year, and is called the Brotherhood of Adventurers, Rogues, and Thieves. Quite a lot of manufacturers are giving it support (in the form of discounts on merchandise bought at conventions, among other things), and Gamelords is one of them. For more information, write to BART, 18616 Grosbeak Terrace, Gaithersburg, MD 20879.

Well, that's all for this issue. The GuildMaster is running out of gab, gossip, and garbage for now. Look for more inside the front cover of TG8.

INDEX OF KEY ABBREVIATIONS

Throughout 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

CDN, 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)

HACØ - 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

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' Guild 7

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INBORNS

ADVANTAGES AND DISADVANTAGES

(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

Number of inborns	Result
1	None
2-4	One
5-8	Two
9	Three
10	Three

& roll again

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., D3g, 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 or 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.)

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	Blacksmithy (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

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 beast 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 insensitive: -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 insensitive, 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 Tau die
- 504-511 Good arcane ability: above average at magic - bonus of 3 to IQ, as above; 25% bonus on roll of Tau die
- 512-518 Poor arcane ability: below average at magic - penalty of 3 to IQ; 35% penalty on Tau roll
- 519-520 Ridiculous arcane ability: terrible at magic - penalty of 6 to IQ; 65% penalty on Tau roll

The TAL bonus/penalty for the Tau 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 Tau 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 TGI, 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 ****
Centaurs	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
- 601-680 Good skill with 1 weapon(s type); +1
- 681-750 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, TM)
08-12 Pointed swords (* SD, PW)
13-21 Edged swords (* SD, EW)
22-27 Great swords (* SD, EW, GW)
28-33 Axes (* EW, TM [GW])
34-38 Maces (* BW, TM [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, FM)
71-76 Crossbows (* MW, FM)
77-80 Thrown missiles [TM] (* MW)
(daggers, rocks, hammers, axes, etc.)
81-85 Fired missiles [FM] (* MW)
(slings, blowguns, bows, crossbows)
86-88 Cast missiles [CM] (* MW)
(spears, javelins, lariats, nets, bolos)
89 Whips (* FW, TM)
90 Nets (* CM, FW)
91 Bolos (* CM, 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.

Roll	Adjust
01-64	+/-10%
65-97	+/-20%
98-00	+/-35%

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 mages 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:		Bonus values are:	
Striking only	01-43	01-15	+1
		16-60	+2
Parrying only	44-94	61-95	+3
		96-99	+4
Both abilities	95-00	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 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 happen to be.

Type	Roll	Range
Audience	01-40	20'
Voyance	41-95	50'
Both	96-00	100'

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 transfuses 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 transfuse 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 transfuse 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 bestial 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 destoned 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.

AN EXPANSION OF LOCKPICKING NEW LOCK TYPES AND LOCKPICKING EXPERIENCE

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

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.

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 TG3, time for picking locks (measured in m - 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:

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

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 TG4, 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 D100] 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 TG1). 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 that 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).

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 TG1 and TG3, 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



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 wherever 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	Neighborhood				
	Monied	Quality	Common	Poor	Slum
N	01-20	01-25	01-50	01-85	01-75
P	21-28 a:30%	26-40 b:30%	51-73 d:20%	86-92 d:10%	76-77 c:30%
W	29-42 a:30%	41-60 b:20%	74-92 d:20%	93-97 d:15%	78-79 c:30%
D	43-60 b:95%	61-70 b:95%	93-94 d:95%	98 c:95%	80-84 b:95%
C	61-86 b:40%	71-88 b:50%	95-98 d:60%	99 c:90%	85-91 b:90%
M	87-00 b:60%	89-00 a:60%	99-00 d:75%	00 c:90%	92-00 b:95%

"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 neighborhoods 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.

01

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.

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.

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.

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.

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.)

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.

01

02 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.

03 Sticky Strands - The thief, and anyone else within ten feet of the lock, will be encased in a mass of gluey, gooeey, 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).

04 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.

05 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.

06 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.

07 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.

08 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 1/3 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 flashbulb 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.

11 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 1/2 STM is made; this saving roll may be made each mr after the number of mr by which the original saving roll was missed.

13 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 Roll	Inborns Result
1	None
2-4	One
5-8	Two
9	Three
10	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 Tau die

504-511 Good arcane ability: above average at magic - bonus of 3 to IQ, as above; 25% bonus on Tau roll

512-518 Poor arcane ability: below average at magic - penalty of 3 to IQ; 35% penalty on Tau roll

519-520 Ridiculous arcane ability: terrible at magic - penalty of 6 to IQ; 65% penalty on Tau roll

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

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 foursome 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 Dwarrow. 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 mournfully 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.

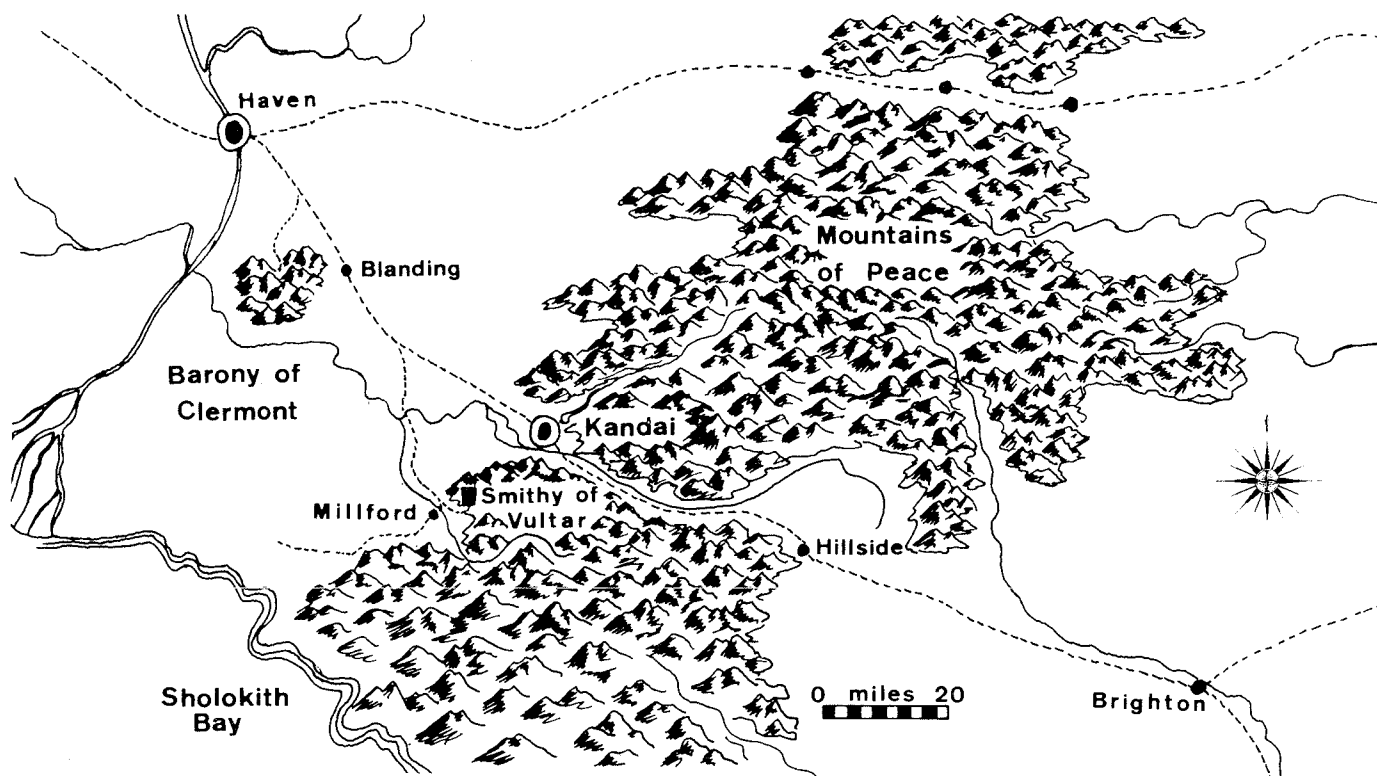
VULTAR THE SMITH

Dwarf of the Durin Tribe; stocky muscular fellow with brown beard and rough voice. Enchanter and weaponeer; 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 weaponeers 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 mr 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). STM 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 Mounteburke family (cousins to the family mentioned in TG5) for eight generations; the present holder of the title is Baron Ricardo de Mounteburke, 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 Millford, 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. Millford 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 Millford. 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 Tattletoe (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 Mounteburke, 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, cnecking out tnings 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 drudgery.

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 as 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 lairs 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:

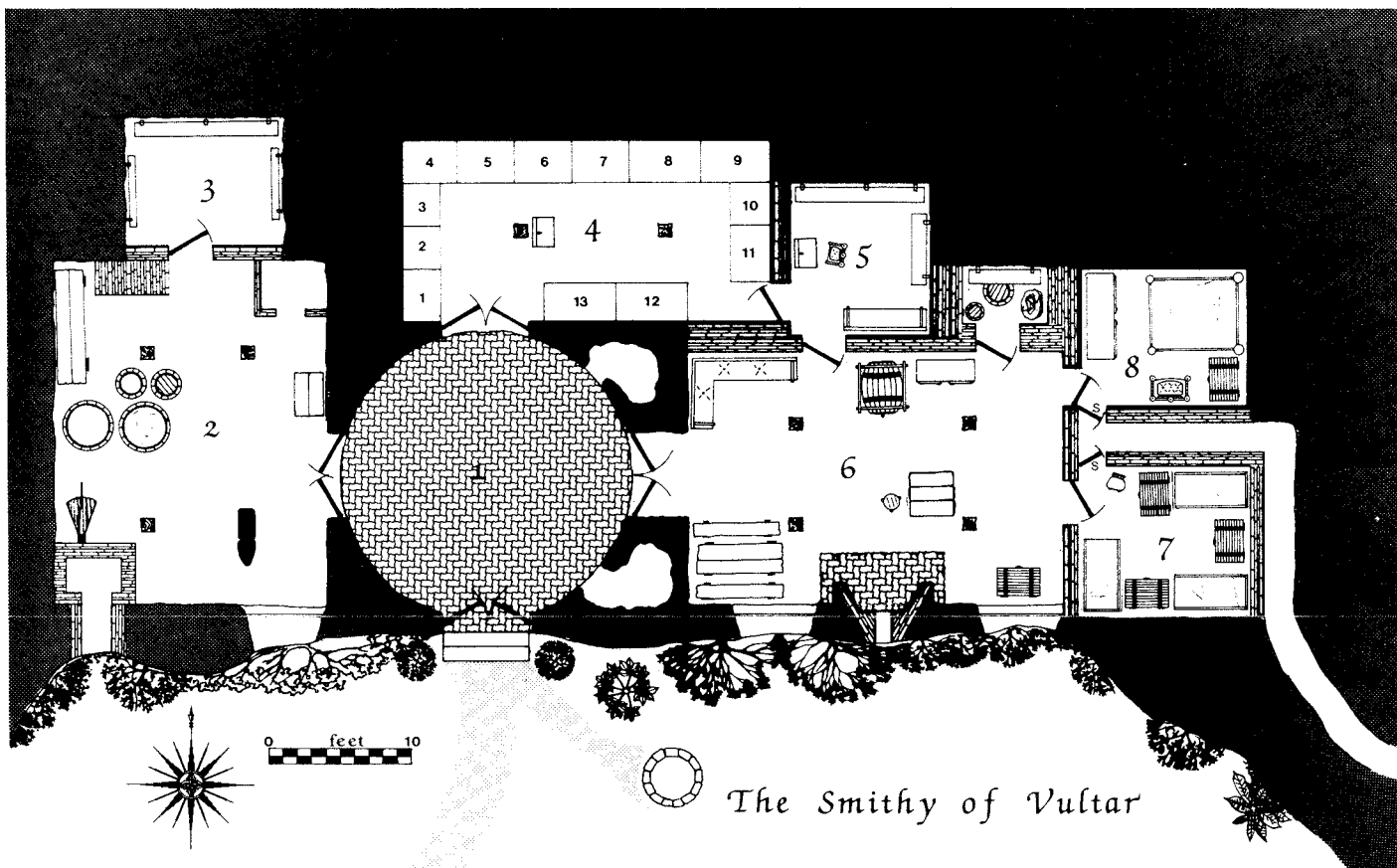
This way to Vultar's, Smith Extraordinaire

**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



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 inscripted 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 knife, but could make wicked use of a tree limb as an improvised club 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, however, 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 108 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 50' stretch, on both sides of the tunnel. For each 10' section transversed, there is a 50% chance for each character that 104 darts will be released at him. The darts have HACØ 5, and do 102 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 10' section of floor will suddenly fall away, dropping the player 10' into a deep, tar-filled pit; the trapdoor will promptly close to await the next victim; it can be forced open with a 5012 saving roll against aggregate STR. The player will sink and drown in the tar in 10 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 10% 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 10' 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 10% 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 fewmets 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 10% 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 fewmets 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 50% 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 (HACO 5, with two strikes per MR at 1D6 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 TRAP 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 encriptions. 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 1D6 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 CDN 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, encrusted 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 hafts, 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 flameworked wood 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 Tharcage, 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 10d12 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 Mama Rosa, quite torrid, containing numerous references to "our little Tharn"). The letters from Mama 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 also 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 the pommel, 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 106 to his MGR, which is not controllable by the wearer (thus it also shields him against helpful spells).
- * a bonus of 106 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.

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 Tharcage

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.

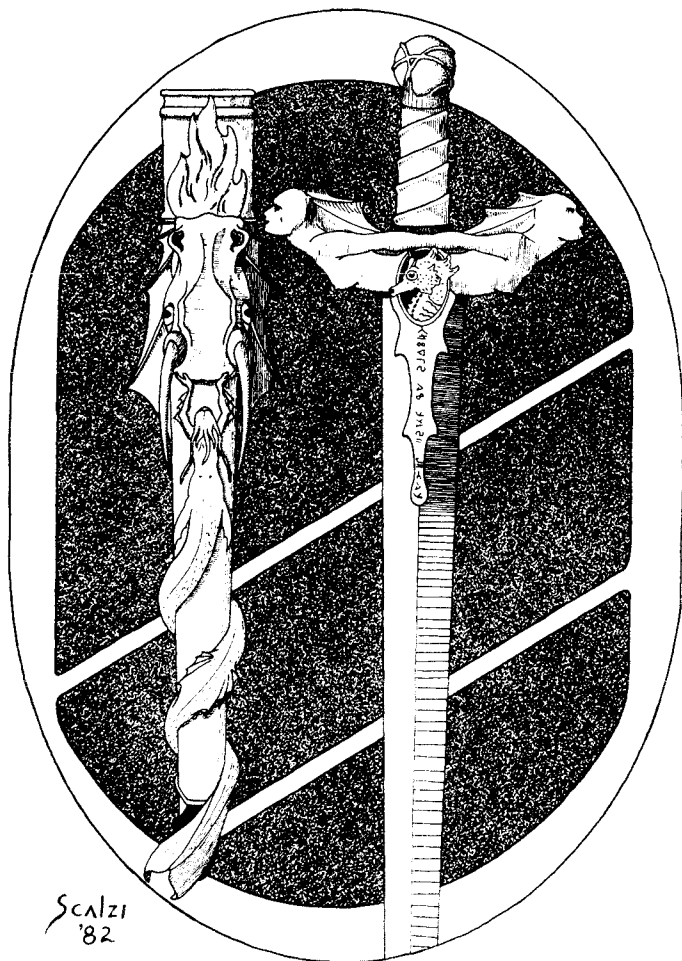
Escape from the Smithy

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 guest 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 smithy; 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 TG6).

In Solhedrin, the players will have a stopover of some 10-14 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 10-14 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 smithy, 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 Class	HTK
					ST	CO	RF	SM	DN	IQ	TL	MR	MG	AP	Weapon	HACØ	Damage		
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
															AXEe	7	3D5		
105	Brodin	a	GR HU FTR	4D5GP	16	14	11	15	8	11	7	10	10	8	HMR	9	2D6	CLO 2	29
															BSWD	7	3D4	CHN 6	
106	Frammis		GR DW THF		13	15	12	12	13	11	9	8	7	6	HMR	9	2D6	CLO 2	19
	Guard Leader		VET HU FTR	2D4SP	16	13	14	15	10	13	11	10	14	12	BSWDe	4	4D4	CHN 8	37
	Baronial Guardsmen (1-10)		INT HU FTR	1D8SP	14	12	11	13	9	8	7	9	10	9	BSWD	6	3D4	LTH 5	23
	Sherriffs (1-6)		INT HU FTR	1D8SP	12	15	13	12	14	13	6	13	13	11	SSWD	8	3D3	LTH 4	21
															SBOWe	2/6/10	1D6		

NOTES:

- * Character is female.
- (a) Will wear chain when with posse, otherwise cloth.

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 on 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 awf'ly gen'russ 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 unwonted 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, Gidri, Gossij, and Pietro Domenici left the shadows and slunk through the low wooden door into Black Padre's. Padre's was part whorehouse, 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 hot 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 Aekoitians (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 Barak 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).

"Frizznazz!"

- 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 Frizznazz!"

- 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 Dubbeldai.)

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 (Gidri, Gossij, and Domenici, for example, have each carried out their dual roles for over two years). Theremin, 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 Theremin happens to have the inborn PSI-power of an eidetic memory, which makes him a particularly dangerous informant.

The cause of Theremin'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 Theremin with the diversion he needed to escape) are running for their lives.

Theremin'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.

Theremin 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 Teloriant 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, Theremin 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 "hanky-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 innured 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 $(IQ + DSC) \times 2$ 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 (103 - 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 -vender.
- 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.

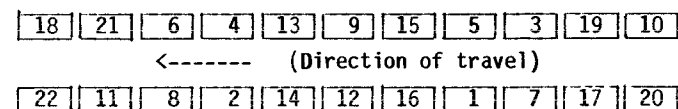


Figure A

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 Frizznazz-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 *

horses (tethered in groups of 10)

main
campfire

* 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 clamming 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 caravanserai 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 unlikeliness 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 Kandai; 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 Vito 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 gooeey 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 lisping wizard Kapowti. If asked for a story or song about Frithnath, 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 Andujar 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 Andujar 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 Nutbutter; 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 Kandai, 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 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 gms 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 mealtimes 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.

Sleep: 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 (3D10 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 dwarven 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-blond 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 (HAC06), 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 the typical bar brawl, he will pick up and swing tables, chairs, people, etc). Haem is a good courier, mainly since he is too 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 fiancé), 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 with 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.

Day 3

SATURDAY

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 Blanding 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 Blanding 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.)



Day 5

MONDAY

Morning 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.

Day 6

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.

Day 7

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.

Day 8

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	Requisites										Combat			Armor Class	HTK
					ST	CO	RF	SM	DN	IQ	TL	MR	MG	AP	Weapon	HACØ	Damage		
201	Baradakas		INT HU TOR	1U8SP	8	12	11	12	14	13	8	8	10	8	BELL	-	-	CLO 1	27
202	Theremin		VET HU THF	2D4GP	11	15	14	13	17	12	6	12	13	12	DGRe	3	1D6	NON 2	24
203	Silva Boraggio		VET HU RGR	2D6GP	12	15	11	13	11	15	10	6	15	12	SPRe	3/6	3D5	LTH 4	30
204	Andujar		EL HU FTR	1D4GP	15	12	13	16	10	8	9	14	11	7	TnSPRe	2/7/11	1D12	LTH 5	46
205	Harlow Nutbutter		VET HO NON	1D6GP	9	15	17	12	16	12	3	17	12	10	BSWDe	3	4D4	NON 0	26
206	Ketanos		VET CE FTR		21	15	12	17	8	10	14	12	11	14	LBOWe	1/6/9	1D6	LTH 6	47
207	Herrin Gredd		INT HU FTR	1D3SP	13	10	8	14	10	13	9	12	11	10	CLVRe	6	3D3	NON 0	26
208	Terrell Duncan		EL HU FTR	1D4GP	13	12	14	17	12	9	10	13	12	14	LBOWe	1/5/8	1D6	LTH 4	37
209	Kid Heket		GR HU NON	1D3SP	12	10	15	13	8	10	13	10	15	17	MLANe	7/-	3D10	NON 0	15
210	Brandy Creek		INT HU NON	0	13	12	11	10	9	10	11	11	9	10	BSWDe	7	3D4	CLO 2	21
211	Lady Cristina LaCoste *		VET HU NON	2D8GP	9	10	12	8	9	10	12	13	12	11	S BOWe	1/5/9	1D6	LTH 4	37
212	Hose		GR HU FTR	1D6CP	12	14	12	10	14	10	11	14	10	11	HFSWDe	3	3D6	NON 0	15
213	Heity		GR HU FTR	1U8SP	13	16	10	13	7	11	11	13	11	12	SHSWD	14	2D3	NON 0	21
214	Viktor		INT HU FTR	2D5GP	14	10	15	11	12	13	10	14	12	13	None	-	-	NON 0	21
215	Todd		GR HU FTR	2D3SP	12	11	12	14	11	12	8	7	10	10	SCREAME	-	-	NON 0	26
216	Pholias		GR HU TOR	4D4SP	10	8	9	12	10	12	11	10	13	7	1BBAX	8	2D5	LTH 4	15
217	Kandibahr *		INT HU QDB		7	13	15	10	5	16	12	10	13	23	MACE	9	2D4	LTH 4	13
218	Galen Burdik		VET HU BRD	2D3SP	12	15	12	13	11	12	14	12	17	14	BSWDe	7	4D4	LTH 4	22
219	Vinorkis "Vino" Veritas		VET HU THF	2D4SP	11	15	17	12	10	13	8	11	12	13	JAVLN	10/13	2D3	LTH 4	16
220	Ali Zandor		INT HU MAG	5D8GP	10	8	7	15	12	15	17	13	10	12	THROW	4/8/13	1D8	NON 0	13
221	Gillian Hartwood *		GR HU FTR	2D3SP	12	14	10	13	12	14	10	10	14	12	None	-	-	NON 0	17
222	Alltar Kirkrauber		INT HU THF	1D4GP	12	10	15	10	11	12	14	13	15	10	HATPN	10	1D4	NON 0	17
223	Hari Karison		GR HU NON	2D3SP	10	11	10	9	12	14	10	12	15	10	RAPRe	1	1D12	CLO 4	34
224	Glenna Maggio *		GR HU NON	5D6GP	12	14	9	10	8	13	12	10	13	16	RAPRe	2	1D12	NON 2	32
225	Namotto		VET HU MER	4D4GP	17	12	11	14	12	14	8	7	10	12	SPELLS	*	*	CLO 2	24
226	Frack Bunck		EL HU RGR	1D4SP	19	14	17	16	12	10	4	8	10	12	BSWDe	8	2D4	NON 0	17
227	Zitar (Golden Eagle)		ANIMAL		17			19							BSWDe	8	2D4	NON 0	17
228	Groll (Dire Wolf)		ANIMAL		28			22							RAPRe	4	1D12	LTH 3	23
229	Balaya (Ka'tar) *		ANIMAL		27			25							FIST	8	1D4	NON 0	12
230	Eni, Meni, Myni, Moh, Shemp		FERRETS	5D6GP	5			11							BSWD	13	2D4	NON 0	14
231	Azole		GR HU FTR	4D3SP	9	12	11	9	12	9	10	12	2	6	SHSWD	6	5D3	NON 0	37
232	Murgin a'Lembic		VET HU FTR		12	14	12	14	12	14	8	12	5	12	HOOKE	4	3D3	CLO 6	53
233	Hind Korri		INT HU FTR		14	13	15	13	10	12	9	14	11	8	GTSWDe	-1/3/6	1D6	FTH 5	36
234	Vercin Gertriks		INT HU FTR		17	15	10	14	8	11	13	15	12	14	TALON	3	2D6	FTH 5	36
235	Gret Tandz		GR /O THF	1D4BT	13	14	12	15	5	6	12	10	8	6	BEAK	4	1D10		
236	Greri arn Tandrin a		VET DW ENC	4D5GP	17	14	12	16	8	13	15	15	8	10	BITE	2	3D6	FUR 6	78
237	Lessia b,*		GR HU FTR	2D4SP	8	15	19	10	14	10	11	13	12	16	CLAW	3	5D8	FUR 5	98
238	Ruden Goach c		INT HU THF	4D3SP	12	17	13	12	11	10	12	9	10	11	BITE	0	3D8		
239	Pura Latter d,*		GR EL ENC	6D6GP	10	15	13	12	14	12	156	12	8	18	CLAW	4	1D4	FUR 4	9
240	Martin Dheen		INT HU NON	2D8GP	8	9	12	16	12	9	7	12	16	10	DGR	11	1D4	CLO 1	13
241	Garth of Issig		VET HU FTR	2D4SP	16	12	13	14	7	8	12	13	11	12	2BBAXe	4	3D5	L/S 7	34
242	Haem "Da Fox"		INT HU FTR	1D4CP	19	12	14	16	6	7	7	12	10	15	HMRe	5	3D6	L/S 6	28
243	Dakar (Shanna) e,*		GR HU NON	3D5GP	9	12	13	10	12	14	11	13	14	15	BOWKNre	6	6D3	CHN 7	24
	Wolves (#1-7)		ANIMAL		18			16							BOWKNle	7	5D3		
	Wolves (#8-12)		ANIMAL		16			15							SHSWD	9	3D3	LTH 3	15
	Orcs (#1-55)		GR OR FTR		12	9	9	11	6	7	7	13	12	8	BOWKNe	4	6D3	CLO 4	42
	Orcs (#56-80)		INT OR FTR		13	10	7	10	11	8	3	12	8	7	BSWDe	-1	7D4	S/S10	
	Orcs (#81-96)		VET OR FTR		10	12	7	13	5	9	6	9	10	9	RAPR	7	1D8	CLO11	13
	Orc leaders (#97-100)		VET UH FTR		15	11	12	14	7	9	13	11	9	6	SHSWDre	6	4D3	NON 1	21
															SHSWDl	7	3D3		
															ROD	8	*	CLO 2	16
															None	-	-	NON 0	23
															CTLSSe	4	3D6	LTH 5	32
															FISTSe	2	4D4	NON 2	23
															GTSWD	20	1D8	CHN 6	15
															DGR	11	1D4		
															BITE	5	2D6	FUR 4	31
															BITE	6	2D6	FUR 4	23
															MACE	8	2D4	CLO 2	15
															SHSWD	8	3D3	LTH 5	23
															BSWDe	4	3D4	LTH 6	31
															BSWDe	3	4D4	LTH 7	35

NOTES:

- *) Character is female.
- a) Greri'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 shortsworads 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).

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